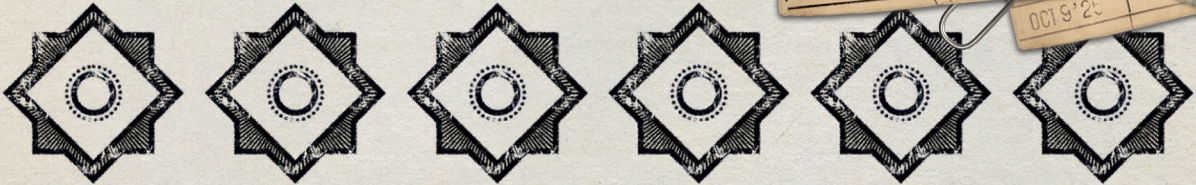


# Joe Diamond

## THE PRIVATE INVESTIGATOR

### SKILLS

5+	AGILITY	KNOWLEDGE	6+
5+	ATHLETICS	RESOLVE	4+
4+	WITS	MELEE COMBAT	5+
6+	PRESENCE	RANGED COMBAT	4+
6+	INTUITION	LORE	6+



### KNACKS

**P.I. Grit.** When you strain yourself, you may reduce the value of the 1d6 you roll to determine your injury by 1 or 2, your choice, to a minimum of 1.

**Two-Pistol Fighting.** While using two pistols, once per turn after making an attack, you gain 1 additional die that may only be used to make an additional attack with your other pistol. The two attacks may have the same target, or different targets.

### SPELLS

### EQUIPMENT



**Dual Colt 1911 Pistols.** 45 feet. 2 damage. Each pistol takes one hand to use. While you are engaged with an enemy, you can target only that enemy using these pistols. If you score three or more successes, you inflict an injury.

**.45ACP ammo** (if you roll a result of 1 on one or more dice while using this weapon, mark one of the above ammo circles; if all circles for a pistol are marked, that pistol must be reloaded).

**Punch/Kick.** Engaged. 1 damage.

**Cheap Trench Coat (Armor).** When you perform a reaction to avoid an attack, you may reroll the die. You must use the second result. When you suffer an injury while wearing this item, it is destroyed.

**Other Equipment:** Fedora, 2 extra clips, Zippo lighter, 12 dollars.

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

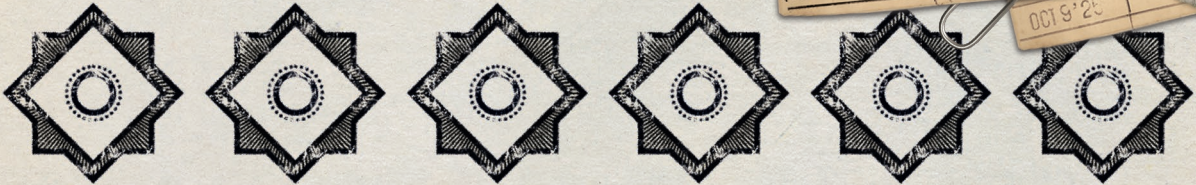
- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

# Agnes Baker

## THE WAITRESS

### SKILLS

5+	AGILITY	KNOWLEDGE	6+
5+	ATHLETICS	RESOLVE	4+
5+	WITS	MELEE COMBAT	6+
4+	PRESENCE	RANGED COMBAT	6+
4+	INTUITION	LORE	4+



### KNACKS

**Careful.** Once per turn, when you perform a successful complex action during your turn, you may heal up to 2 damage or 2 horror at the end of the investigator's turn.

### EQUIPMENT

**Other Equipment.** Apron, sensible shoes, 5 dollars in loose change.

### SPELLS

**Blinding Light.** You may perform a complex action using **Lore**. If you succeed, all other characters within 20 feet suffer 1 damage and may not perform reactions until the end of the next turn. If you generate two or more successes, you may choose which characters are affected and which are unaffected.

**Ward of Protection.** You may perform a complex action using **Presence** to cast this spell. If you succeed, you or one ally within 50 feet reduces the damage they suffer from all sources by 1, to a minimum of 1, until the end of the scene.

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

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- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

# Lita Chandler

## THE ZEALOT

### SKILLS

5+	AGILITY	KNOWLEDGE	6+
5+	ATHLETICS	RESOLVE	3+
4+	WITS	MELEE COMBAT	5+
5+	PRESENCE	RANGED COMBAT	5+
5+	INTUITION	LORE	5+



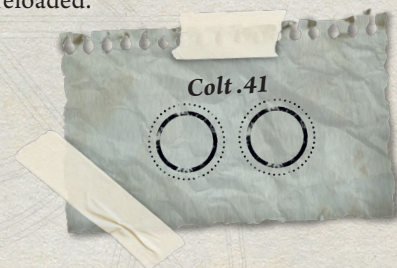
### KNACKS

**Zealous Determination.** When you roll a result of 6 on any complex action, you may choose to heal 1 damage or 1 horror.

**On the Same Side.** Once per turn when an ally that you can perceive within 30 feet performs a complex action, you may spend 1 die from your pool to add 1 additional die to that ally's roll.

### EQUIPMENT

**Colt .41 Revolver.** 100 feet. 2 damage. One hand. If you score two or more successes, you inflict an injury. If you roll a result of 1 on one or more dice when using this revolver, fill in one circle below. If all circles are filled, the weapon must be reloaded.



**John's Cleaver.** Engaged. 2 damage. One hand. If you score two or more successes, you inflict an injury.

**Other Equipment.** Torch. Zippo lighter. 14 dollars.

### SPELLS

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

# Daisy Walker

## THE LIBRARIAN

### SKILLS

6+	AGILITY	KNOWLEDGE	4+
6+	ATHLETICS	RESOLVE	5+
4+	WITS	MELEE COMBAT	6+
5+	PRESENCE	RANGED COMBAT	6+
5+	INTUITION	LORE	4+



### KNACKS

**Mental Focus.** Once per turn after you perform a complex action using **Wits**, **Intuition**, **Knowledge**, or **Resolve**, you may reroll 1 die. If you fail, you cannot use this knack again during this scene.

### EQUIPMENT

**Necronomicon (John Dee Translation).** Two hands. You must have this book on your person to cast spells.

**Scribbled Notes from the Restricted Collection.** Once per scene when you perform a complex action to cast a spell, you may add 3 additional dice to your dice pool for that roll. For every result of 1 rolled (after rerolls), you suffer 2 horror. If you roll 3 or more results of 1, you suffer a trauma instead.

**Punch/Kick.** Engaged. 1 damage.

**Other Equipment.** *Cultes des Goules* cipher page (English translation), book bag, flashlight, 10 dollars.

### SPELLS

**Shriveling.** You may perform a complex action using **Lore** to cast this spell. If you succeed, one character of your choice that you can perceive within 50 feet suffers 2 damage. At the start of their next turn, they must perform a complex action using **Lore** or **Athletics**. If they fail (or cannot perform the action), they suffer 3 damage and an injury, adding 2 to the injury result.

For every result of 1 you roll on this action (after rerolls), you suffer 1 horror.

**Mists of R'lyeh.** You may perform a complex action using **Lore** to cast this spell. If you succeed, you or one ally that you can perceive within 20 feet turns ghostly and insubstantial, unable to attack, be attacked, interact with physical objects, or be seen (except as a drifting wisp of faintly glowing mist). The target

may move through any object or wall that has space for air to flow through. The spell lasts until the end of the investigator turn in a structured scene, for 5 minutes in a narrative scene, or until the affected character performs a simple or complex action (like moving).

For every additional success you score, you can affect one additional character or sustain the spell for one additional turn or minute. If you roll one or more results of 1, you and any other characters you targeted each suffer 1 horror.

If the spell ends while the target is within a space that is too small for them to fit in, they are ejected into the nearest open area and suffer 4 damage and 4 horror damage.

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with **advantage**.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.



# Rita Young

## THE ATHLETE

### SKILLS

4+	AGILITY	KNOWLEDGE	5+
4+	ATHLETICS	RESOLVE	5+
5+	WITS	MELEE COMBAT	4+
6+	PRESENCE	RANGED COMBAT	6+
6+	INTUITION	LORE	6+



### KNACKS

**Track Star.** The first time you spend a die to move each turn, you may move an additional 10 feet. When you perform a complex action to Disengage from an enemy, you may add one additional die to your hand of dice before rolling.

**Skilled Fighter.** When you perform a complex action to attack an engaged target and you score three or more successes, the target cannot use a reaction to block the attack.

### EQUIPMENT

**Rita's Baseball Bat.** Engaged.

2 damage. Two hands. If you score three or more successes, you deal 1 additional damage. Whenever you roll a 1 on an attack using this weapon (after rerolls), mark one of the quality circles. If all the circles are filled, the weapon breaks.

**Leather Bomber Jacket (Armor).** When you suffer damage from a melee attack, reduce the damage by 1 (to a minimum of 1).

**Punch/Kick.** Engaged. 1 damage.

**Introduction to Principles of Business Textbook.** Once per game session during a narrative scene, you may perform a complex action using **Presence** to haggle for a better deal. You may add 1 additional die to this check. If you succeed, the deal is skewed in your favor (the cost of an item is reduced by half, or the subject of your haggling sees you favorably). If you fail, the character(s) you were haggling with become socially hostile to you and your group.

**Other Equipment.** Running shoes, 7 dollars.



### SPELLS

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, you describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

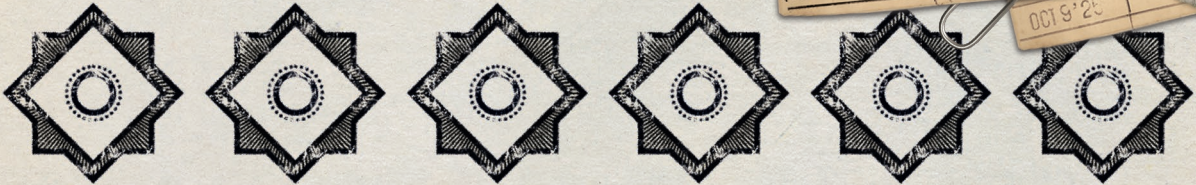
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- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

# William Yorick

## THE GRAVEDIGGER

### SKILLS

6+	AGILITY	KNOWLEDGE	6+
4+	ATHLETICS	RESOLVE	5+
6+	WITS	MELEE COMBAT	5+
4+	PRESENCE	RANGED COMBAT	5+
4+	INTUITION	LORE	5+



### KNACKS

**Encore Performance.** After an ally successfully attacks a target that is engaged with you, you may use 1 die (if you have any) to perform a complex action using **Athletics**. If you succeed, the target is knocked backward 5 feet. If there is an obstacle in the way, the target takes 1 damage. Otherwise, the target is knocked to the ground.

**Preparation and Poise.** You may perform a simple action to physically prepare yourself. If you do, the next time you perform a complex action using **Athletics** or **Melee Combat** during your current turn, you may reroll any of the dice. You must keep the second results.

### EQUIPMENT

**Gravedigger's Shovel.** Engaged. 2 damage. Two hands. If you score three or more successes, you inflict an injury.

**Heavy Leather Jacket (Armor).** When you suffer damage from a melee attack, reduce the damage by 1 (to a minimum of 1).

**Punch/Kick.** Engaged. 1 damage.

**Kerosene Lantern.** Provides light out to 20 feet when lit.

**Other Equipment.** Pair of thick gloves, box of matches, flask of spirits, 8 dollars.

### SPELLS

## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
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- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ **Aid:** You may spend 1 die to give another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action, and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Damage:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.

- ◆ **Reload under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
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- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of the turn.

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
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- ◆ **Dodge/Block:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### NOTES

### INSIGHT

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- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.