

Post-Self

Character:

Player:

MC:

Pronouns

Pronouns

Pronouns

Stats

Calculating ☐☐☐☐

Whim ☐☐☐☐

Savvy ☐☐☐☐

Canny ☐☐☐☐

Energetic ☐☐☐☐

Dissolution
strategy ☐ Tasker
☐ Tracker
☐ Dispersionista

Resources

Reputation $\acute{R}$

Sanity ☒☒☒☒
☒☒☒☒

Virtues

Remember to keep the third one secret!

Secret~

Leverage

Character

Dice

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

Playing the game

Rolling

- Roll a d6 for each ticked box in a stat or leverage and take the highest die
- 6 = Success; 4-5 = Success with consequences; 1-3 = Failure with consequences
- Test reality: add a die, take 1 sanity
- Aid another by taking 1 sanity, add 1d6

Gaining XP

- Succeed at test reality, express a virtue, recover 2 sanity, MC bonus (max 2 per)

Forking

- Roll savvy and take the highest die
 - Taskers: standard roll; Trackers: 5-6 = Success, 1 = Failure; Disp.: 4-6 = Success, 1 = double consequences
 - Consequences: take *unticked* savvy boxes in sanity
- ### Sanity
- Regain by resting and aligning with virtues
 - Roll 1d6 per 8 triangles; 6 = recoup 8, 4-5 = recoup 4, 1-3 = recoup 2 and next *canny* roll -1d6

Abilities

XP
☒☒☒☒