

Post-Self

Character: 
Pronouns

Player: 
Pronouns

MC: 
Pronouns

Stats

Calculating 

Whim 

Savvy 

Canny 

Energetic 

Dissolution strategy Tasker
 Tracker
 Dispersionista

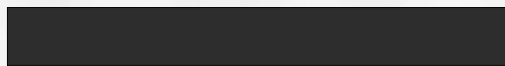
Resources

Reputation  R

Sanity 

Virtues

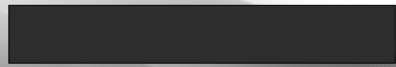



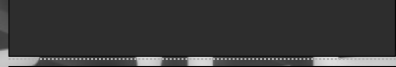



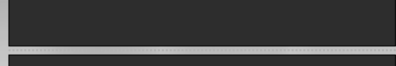


Remember to keep the third one secret!



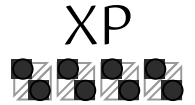




Leverage

Character	Dice
	
	
	
	
	
	
	
	
	

Abilities



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