

SICK



— Recovery: Ob 3 Will ☐

-1D to Nature, Will, Health, and skill tests.
Cannot practice or advance skills or abilities.
At risk of death from sickness, madness, or grief.

AFRAID



— Recovery: Ob 3 Will ☐

Can't help or use beginners luck.

ANGRY



— Recovery: Ob 2 Will ☐

Can't use beneficial traits.
May be a factor in any test requiring precision or social graces.

EXHAUSTED



— Recovery: Ob 3 (+Fatigue) Health ☐

A factor (+1 Ob) on all tests. In a versus or Ob 0 test, you suffer -1s penalty to your roll.

HUNGRY & THIRSTY



— Recovery: Eat or drink during a moment of rest. ☐

Subtract one (1) from disposition in any conflict.

INJURED



— Recovery: Ob 4 Health ☐

-1D penalty to Nature, Will, Health, and all skill tests.
At risk of death from physical injury.

FRESH



— Restore: Leave town Fresh ☐

+1D to all tests.
Lost after any other condition is gained.

Condition Cards

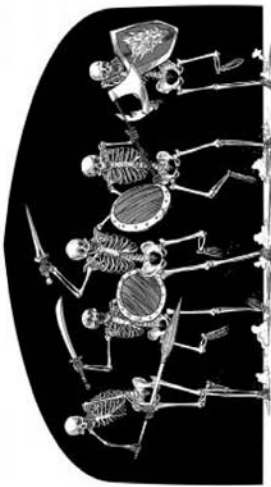
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Condition Cards

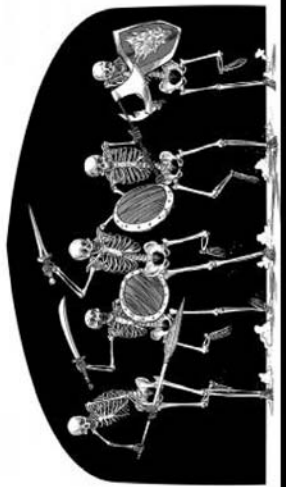
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Condition Cards

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Condition Cards

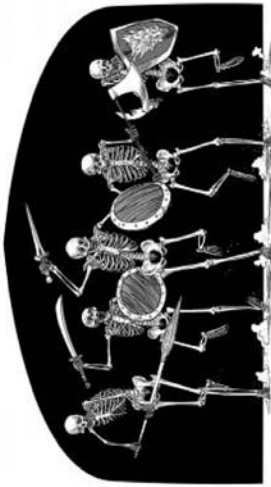
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Condition Cards

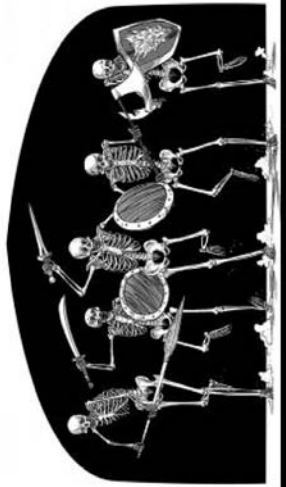
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Condition Cards

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Condition Cards

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Condition Cards

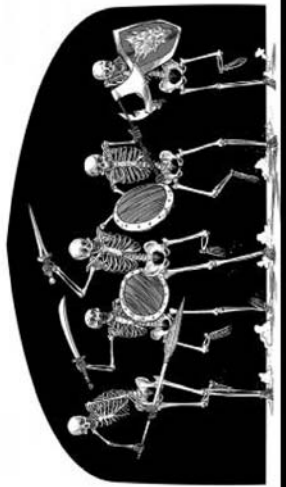
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Condition Cards

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