

Damage and Consequences

Damage your character takes is divided into 3 categories: physical damage, mental damage and social damage. A character can take an amount of damage equal to their respective defense (Health, Will, Presence) without consequence. After that, they can choose to either leave the scene or go into **overflow**.

How a character leaves a scene will depend on the circumstance and which defense was targeted. If a character takes too much social damage they might not have anything more to say in a court case. A character with too much mental damage might be too frazzled to continue trying to solve a puzzle, and a character with too much physical damage could be knocked out in a fight. Either way, they have no way of contributing to the situation further. Once the dust has settled, determine any additional consequences, your character received.

Making Attacks and Defending

By default, an attack of any type does one damage, plus one for each boon. Any appropriate weapons add to this damage. If a weapon deals multiple types of damage, you can split any additions as you like. On a failed normal attack, a character can choose to deal damage anyways in exchange for granting their opponent a chance to retaliate.

Normally NPCs use static values for both defense and attacks. When a player gets attacked, they can make a defense roll to prevent the damage. This does not use up an action.

Overflow

If a character chooses to go into overflow, two things happen. They can add an advantage die to all checks, and they have to make a **damage check**. This check has a difficulty equal to the amount of damage they have over their defense. If they succeed, they can keep going. However, if they take more damage, they will need to make an additional check. The spheres and attributes for this check depend on the type of damage inflicted.

Wounds

Wounds are negative traits that represent the physical mental and social injuries that a character takes. They are rated from 1 to 3. Wounds with a rating of 1 are relatively fleeting issues that are easy to remove, while wounds with a rating of 3 are serious issues that linger multiple sessions until dealt with. When a character reaches damage equal to the appropriate defense, they gain a wound with a rating of 1, or raise an existing wound by 1.

A character doesn't choose the kind of wound they receive. This is chosen by either the GM, or by the attacker.

Consequences

When you leave a scene, or take a short rest, you deal with the consequences of all the damage you took. While stress generally has short term consequences that last until your next long rest, wounds usually have larger consequences that last until they are narratively dealt with.

1. If you have no overflow

- You have no consequences. Awesome!

2. If you have less overflow damage than the appropriate defense

Your character only suffers short term consequences. Pick one of these things:

- Lower the rating of an appropriate sphere or quality by 1 until your next long rest
- Raise the rating of a wound or trait that hindered you by 1 until your next long rest.
- Gain a new wound with a rating of 1 until your next long rest.
- Change a depleted trait.

3. If you have more overflow than the appropriate defense

Your character has gone through a rough time, and grown a little as a result.

- Pick 2 things from the previous list.
- Gain a wound with a rating of 2, or raise two existing wounds by 1. Your GM decides which.
- Gain one of the following of your choice:
 - Raise the rating of a depleted trait by 1 permanently.
 - Lower the rating of a depleted trait by 1 permanently.
 - Gain a new trait with a rating of 1 that relates to the events you just went through.

Resting

Rests are divided into short and long rests. A short rest is a period of downtime where a character rests and does nothing strenuous at least an hour long. A long rest is a period at least 8 hours long.

- When a character takes a short rest, they check their consequences if any and recover spirit points equal to their level. They also heal half of their damage. Under normal circumstances, you can't gain points past your rating by resting, just up to it's maximum. All temporary points beyond your rating are lost when you take a long rest.
- When a character takes a long rest, they unmark all traits, recover all their spirit points and heals all their damage.