

Harm

When you suffer harm you record the injury on your character sheet equal to the level suffered. Harm may be of any type - it can be a physical injury, a mental trauma or psychic attack,

You may have:

- One level 3 Severe harm
- Two level 2 Moderate harm
- Three level 1 Lesser harms

If you need to record a harm and the level is already full, you record it to the next level up.

If this means you need to record a level 4 Fatal harm, your character is **retired**. Work out with the Grandfather what this looks like in the fiction.

Each level has game mechanics attached to it as well:

- Severe : You are incapacitated and require help, you may only do a Move if you Push.
- Moderate : You roll with Disadvantage
- Lesser : You have -1 to rolls

Changes to rolls only apply if the harm can be reasonably said to effect the roll. e.g. a Lesser cut to the leg giving you -1 to rolls would not effect any rolls to do with solving a puzzle unless you think the cut would be distracting, but it would always effect how you walk or run.

Harm		
3		Need help
2		Disadvantage
1		-1

[rules](#), [harm](#)

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

<https://curufea.com/doku.php?id=factionpbta:play:harm>

Last update: **2020/05/27 00:07**

