

Foundlings

Name

Path

Settlement

History

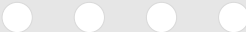
Image

Attitudes

Turpitude

Strain

Injuries



Cautious



Values



Charm



Guile



Power



Reason



Speed



Enchant

Bind



Call



Move



Scry



Sculpt



Abilities

Rule Summary

Highest die wins:

If Focus: Success + Edge

If Fire: Success + Hitch

If Difficulty: Fail

If drawn:

Wins



Loses