

Year Zero MINI

name

luck

concept:

conviction:

impulse:

friend:

asset:

equipment:

wealth:

<input type="checkbox"/>	poor
<input type="checkbox"/>	average
<input type="checkbox"/>	well-off
<input type="checkbox"/>	rich

conditions

upset

scared

exhausted

healing

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

injured

scars

I	2	3	4	5	
---	---	---	---	---	--

str

success failure

agi

success failure

wit

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success failure

Mark a success / failure tally whenever you make a test. When tallies in BOTH equal 2x the current rank, you advance.