

SAFEHOUSE TRACKER

ADAGE

GRACE



DOMAIN DISCIPLINES AND IMPACTS

Scavenger's Eye

Once per scene, when searching abandoned zones within **Near** range, gain a **Double Edge** to scavenge, repair, or improvise supplies.

Improvised Leverage

Once per scene, declare a useful environmental feature within **Reach** or **Near** range (tool, debris, machinery, terrain advantage) as an **Edge**.

Steadfast Guard

Once per scene, when you **Defend** against **Opposition** within **Reach**, gain **Double Edge** if defending a barrier, chokepoint, or fortified position.

Reinforced Perimeter

THR ↑
Declare a zone fortified for the current scene. Place a **Defend Edge** on the zone until the end of the Trial. Allies defending within it may use that **Edge**.

Tactical Mind

When you delay your turn this round, gain an **Edge** used on your **Reaction**. On **Edge Success**, interrupt *Initiative* and immedialy take your turn.

Contingency Cache

THR ↑
Reveal a hidden supply cache previously prepared within the zone. Declare its location and gain a relevant **Double Edge**.

Living Shield

When an ally within **Reach** would **Collapse** due to a failed **Defend** action, you may instead take the harm and the ally becomes **Shielded**.

Secure Retreat

When the group escapes a hostile scene, each character may remove **1 Fear** or **Fury** and shift one range band away from **Opposition** before pursuit.

Right Tool, Right Time

2 IP
You always seem to find a perfectly suited tool, item, or object within **Reach** that grants an **Edge** on the next roll made using it.

Supply Windfall

3 IP
Discover a valuable supply source within **Near** range, reducing resource strain or scarcity complications in the current scene.

Lockdown

2 IP
Immediately force **Opposition** within **Near** range into the **Hindered** state as barriers, terrain, or cover disrupt their advance.

Sealed Passage

4 IP
You immediately secure an entry point within **Near** range. **Opposition** cannot pass through that point without first overcoming the barrier.

RESOURCES

SECURITY

UNITY

HOPE

Shared Burden

You are a closely knit team. When an ally within **Near** range would take mental or social **Pressure**, you may take **1 Pressure** instead.

One Voice

Discord is silenced when conviction is spoken with clarity. Once per scene, when the group acts together, gain an **Edge** like *Collective Resolve*.

Light in the Darkness

A word, a song, or a glance reminds you despair is not the end. Once per scene, when despair rises, reroll a failed roll tied to Hope, Faith, or moral conviction.

Unshaken Resolve

THR ↑
When collapse threatens the remnant, hope and faith hold them firm. Pull yourself together, stand strong, and clear all ticks from either *Fear* or *Fury*.

Mutual Shield

Once per scene, when you fail a **Defend** roll, allies within **Reach** may absorb the harm collectively, dividing the **Pressure** among themselves.

Circle of Trust

Once per session, during a recovery time band, remove **1 Fear** from another character by narrating how your presence strengthens them.

Voice of Encouragement

Coordinate with your team to inspire an ally within **Near** range who failed a **Defend** roll, granting an **Edge** to their next roll resisting *Fear* or *Fury*.

Radiant Endurance

Once per session, when a character would **Collapse**, restore **1 Pressure** instead so they might endure through shared hope.

Rally the Remnant

1+ IP
One ally within **Near** range gains an **Edge** for their next roll. Spend **1 Impact Point** for each ally you apply this to.

Strength in Numbers

3 IP
The bonds you forge grant resilience when you come together. Until the next time band, allies within **Reach** gain **Anchored**.

Flame of Courage

4 IP
Remove **2 Fear** from all allies within **Near** range. On an **Answered Prayer**, one ally gains an **Edge** on their next relevant roll.

Blessed Assurance

1 IP
Faith strengthened through practice steadies the remnant. You gain an **Edge** on a related roll later in the current scene.

REMNANT EDGES – A MARTYR'S LEGACY

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