

SAFEHOUSE TRACKER

ADAGE

LEGACY



DOMAIN DISCIPLINES AND IMPACTS

■ Scavenger's Eye

Once per Trial, gain a **Double Edge** on a **Success** to scavenge, repair, or improvise supplies in an abandoned or resource-poor area in your **Zone**.

■ Improved Leverage

Spend **1 Legacy** to declare a useful environmental feature within **Reach** or **Near** range (tool, debris, machinery, terrain advantage) as an **Edge**.

■ Steadfast Guard

Once per Trial, when you **Defend** from a barrier, chokepoint, or fortified position while **Shielded**, gain a **Double Edge**.

■ Fortified Barrier

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 immediately 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

Once per Trial, when an ally within **Reach** would **Collapse** due to a failed **Defend** action, you may instead take the harm and the ally is **Shielded**.

■ Secure Retreat

When the group escapes a hostile **Trial**, spend **1 Legacy** so that each character may remove **1 point** of Lasting Harm from *Fear* or *Fury*.

■ 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 Swap

3 IP
Discover a valuable supply source within **Near** range, reducing a resource-based **Capability** for an **Opposition** in this Zone by one.

■ 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 Tier 2 **Obstruction**.

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

Once per Trial, when at least two characters act in support of the same declared purpose, place an **Edge** on that collective effort.

■ Light in the Darkness

A word, a song, or a glance reminds you despair is not the end. Once per Trial, 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 Trial, when you fail a **Defend**, willing allies within **Reach** may divide the **Pressure** among themselves, preserving its **Pillar**.

■ Circle of Trust

During recovery, spend **1 Legacy** to **Aid** another character and describe how you strengthen them. They then gain the aid **Edge** and clear **1 Fear**.

■ Voice of Exhortation

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

When a Player Character would **Collapse**, spend **1 Legacy** to prevent that Collapse. Clear **1 Pressure** from the effected Pillar instead.

■ 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. You and those allies become **Anchored** until the end of the next **Round**.

■ Flame of Courage

4 IP
Remove **2 Fear** from all allies within **Near** range. If the roll was an **Edge Success**, you and one ally gains an **Edge** on their next relevant roll.

■ Blessed Assurance

1 IP
Name a conviction, promise, or source of hope. Gain an **Edge** on the next roll made to uphold or act upon it during the current Trial.

REMNANT EDGES – A MARTYR'S LEGACY