

Regeneration

When you suffer fatal Harm from weapons or events not specifically designed to kill Homeworlders:

- If you are in your base, roll with advantage
- Modifiers to this roll are: subtract your total [completion](#) and add any **Flux** your group is willing to spend. Unlike other moves, no attribute is used for this roll.
 - On a 10+, your attributes remain the same - mark a [completion](#). Remove all Harm
 - On a 7-9, your attributes randomise, roll a d6 for each one, on a 1-3 it goes down, 4-6 up. to max of -3 or +3. Also mark a [completion](#). Remove all Harm. Add a Trauma.
 - 6- you fail to regenerate

[moves](#), [homeworlder](#), [signature](#)

From:

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

Permanent link:

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

Last update: **2020/05/26 19:07**

