H.I.M.B.O.

CHARACTER _____ PLAYER _____

The Declaration

Mother, witness me: I will not leave _____, though I am called to _____.

I _____. I _____. I _____. I radiate through _____; they say I am _____.

I am growing into _____, and _____ will always hold a part of me.

Before

CATEGORY _____

YOU KEEP _____

Testament

_____

CATCH _____

Impact

PRIMARY _____

SECONDARY _____

SECONDARY _____

Axis

_____

PRIVILEGE _____

Afterglow

_____

- ☐ GLEAM · ONCE PER SCENE
- ☐ FLARE · ONCE PER SESSION

Becoming

_____

REST PILLAR _____

EMERGENCY BELONGING PILLAR _____

Claim

CATEGORY _____

HOLDS YOU _____

Pillars

Hope	RESOLVE	● ○ ○ ○ ○
Instinct	FINESSE	● ○ ○ ○ ○
Manifestation	FORCE	● ○ ○ ○ ○
Beauty	INFLUENCE	● ○ ○ ○ ○
Openness	INSIGHT	● ○ ○ ○ ○

Belonging RESERVE

Current	○ ○ ○ ○ ○ ○ ○ ○
Capacity	○ ○ ○ ○ ○ ○ ○ ○

Spend 1 to reroll every failed d8 once, or to heal 2 Normal or 1 Lethal Damage.

Conditions

- ☐ Prone
- ☐ Grappled
- ☐ Blinded
- ☐ Deafened
- ☐ Silenced
- ☐ Paralyzed
- ☐ Exposed
- ☐ Shaken
- ☐ Compromised
- ☐ Frightened
- ☐ Distracted

☐ *Focus* *Tick while you hold a Focus effect.*

Damage

◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇

Normal Damage: fill the circle. Lethal Damage: fill the whole diamond. Either one takes a space.

WOUNDS _____ PROTECTION _____

Every 2 Lethal is a Wound: +1 Difficulty on every roll. 4 Wounds: Dying. A full track with fewer: Taken Out.

RESISTANCE ☐ Physical ☐ Metaphysical

Exposure

D4	D5	D6	D7	D8
☐	◇	☐	◇	☐ ◇ ☐ ◇

Your Pulse Difficulty is the band under your last marked box. A diamond marks a Manifestation draw.

Specialties

	SPECIALTY	PILLAR
1		
2		
3		
4		
5		
6		
7		
8		

H.I.M.B.O.

CHARACTER

Impact Miracles

	MIRACLE	IMPACT	ART	LEVEL
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Foundations

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Entanglement

	○○○○○○○○

Experience

EARNED _____ SPENT _____ REMAINING _____

Becoming

MOLTS

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

Graces

_____
_____
_____
_____

Scars

_____
_____
_____
_____

Notes