



OUR LAST BEST
HOPE
CHARACTER
SHEET

NAME:

ROLE: the engineer

HARM: ○ ○ ○ ○ ○

ROLE ABILITY:

spend a Story Point to add one white die when facing technical Threats.

TOUCHSTONES:

WHAT YOU BROUGHT WITH YOU:

WHAT YOU LEFT BEHIND:

DURING COMBAT:

if you are taking the threat, you can:

- use your ability (*pay 1SP*)
- use an asset (*pay 1SP, add 1 white die*)
- use your touchstone (*add 1 white die*)
- play your death card to cheat death (*resolve all threats*)
- play your death card to confirm your fate
(*resolve all threats & add 3 white dice to Event Pool*)

if someone else is taking the threat, you can:

- support the person taking the threat (*pay 1SP, add 1 white die*)
- use your ability (*pay 1SP, if supporting*)
- play your death card to choose your death
(*resolve all threats, add 3 white dice & 2SP to Event Pool*)
- play the fear card of a participating player (*add 1 black die, gain 2SP*)

RESOLVING THREATS:

act one

- 1) roll the dice
- 2) if present, move 1 black 6 to the event pool
- 3) if present, move 1 white 6 to the event pool (*pay 3SP*)
- 4) add remaining dice
- 5) if total is: more than 0, *remove 1 black die for every 5 above*
less than 0, *take 1 harm for every 5 below*
equal to 0, *roll Event Pool*
if black, *another threat arises*
if white, *nothing happens*

act two

- 1) roll the dice
- 2) add dice
- 3) if total is: more than or equal to 0, *remove 1 black die for every 5 above*
less than 0, *take 1 harm for every 5 below*



OUR LAST BEST
HOPE

**CHARACTER
SHEET**

NAME:

ROLE: the soldier

HARM: ○ ○ ○ ○ ○

ROLE ABILITY:

spend a Story Point to add one white die when trying to inflict damage on a Threat.

TOUCHSTONES:

WHAT YOU BROUGHT WITH YOU:

WHAT YOU LEFT BEHIND:

DURING COMBAT:

if you are taking the threat, you can:

- use your ability (*pay 1SP*)
- use an asset (*pay 1SP, add 1 white die*)
- use your touchstone (*add 1 white die*)
- play your death card to cheat death (*resolve all threats*)
- play your death card to confirm your fate
(*resolve all threats & add 3 white dice to Event Pool*)

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CHARACTER
SHEET

NAME:

ROLE: the doctor

HARM: ○ ○ ○ ○ ○

ROLE ABILITY:

spend a Story Point to allow a player (including yourself) to ignore their Harm dice for a roll.

TOUCHSTONES:

WHAT YOU BROUGHT WITH YOU:

WHAT YOU LEFT BEHIND:

DURING COMBAT:

if you are taking the threat, you can:

- use your ability (*pay 1SP*)
- use an asset (*pay 1SP, add 1 white die*)
- use your touchstone (*add 1 white die*)
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HOPE

**CHARACTER
SHEET**

NAME:

ROLE: the scientist

HARM: ○ ○ ○ ○ ○

ROLE ABILITY:

spend a Story Point to remove one black die from a Threat roll.

TOUCHSTONES:

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WHAT YOU LEFT BEHIND:

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- use your touchstone (*add 1 white die*)
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