

Character name:

Mental Health Scale

stage	step	dice
overnormal	50	1
	49	
normal	48	2
	47	
	46	
	45	
safe	44	
	43	
	42	
	41	
	40	
	39	
	38	
	37	
	36	
	35	
	34	
33		
32		
31		
30		
29		
bad	28	
	27	
	26	
	25	
	24	
	23	
	22	
	21	
	20	
	19	
very bad	18	
	17	
	16	
	15	
	14	
13		
dangerous	12	
	11	
	10	
	9	
8		
deadly	7	
	6	
	5	
	4	
	3	
	2	
	1	
dead	0	'n' d 'n'



Lucky number:

Fatigue rate:

Physical Health Scale

stage	step	dice
overnormal	50	1
	49	
normal	48	2
	47	
	46	
	45	
safe	44	
	43	
	42	
	41	
	40	
	39	
	38	
	37	
	36	
	35	
	34	
33		
32		
31		
30		
29		
bad	28	
	27	
	26	
	25	
	24	
	23	
	22	
	21	
	20	
	19	
very bad	18	
	17	
	16	
	15	
	14	
13		
dangerous	12	
	11	
	10	
	9	
8		
deadly	7	
	6	
	5	
	4	
	3	
	2	
	1	
dead	0	'n' d 'n'

While in the red area, the other scale is modified by -2 steps.

