

# CORIOLIS

THE GREAT DARK

DELVE CLASS

I  II  III  IV

DELVE NAME

\_\_\_\_\_

DEEP SCAN BONUS

\_\_\_\_\_

BLIGHT SCAN BONUS

\_\_\_\_\_

DISTANCE TO EXIT

\_\_\_\_\_

FORAY DISTANCE

\_\_\_\_\_

DEPTH CLASS

MAP/NOTES



\_\_\_\_\_

### LOCATION CHECK


2D6 + FORAY DISTANCE	RESULT
2-14	Hazard
15+	Location
20+	If depth class is equal to or greater than delve class, reach the endpoint. Otherwise, reach a location.

Spend 1 deep scan bonus to add one D6.

### CAMP CHECK

2D6 + DELVE CLASS + DEPTH CLASS	RESULT
2-14	Time passes without incident
15+	Interruption

### BLIGHT CHECK

- Start with two base dice.
  - Add a number of base dice equal to the delve class (1-4).
  - Add a number of base dice equal to your current depth class (1-4).
  - Optionally, reduce the number of base dice, using your Blight scan bonus. Spend 1 point to remove one die, down to a minimum of two dice.
- After gathering the dice, make the roll. The Blight exposure for the area traversed equals the number of  rolled.