

## REFERENCE – THE HEAT

### HEAT TRACK

- 0 Not suffering heat. (Mechanically at least.)
- 1 Can only make spends after first resting for 10 minutes (to gather their thoughts and spirits).
- 2 Difficulty of contests at +1 (including hit thresholds).
- 3 Difficulty of tests at +1.
- 4 Can only make 1 spend per day and must make it in the morning after a good night's sleep, before the day's temperatures begin to rise.
- 5 Cannot make any spends.
- 6 Can only refresh 1 Health per day. If Heat track would advance, it remains at 6 but character suffers 1 damage.

### TREATING HEAT

- **First Aid/Medicine** in favorable conditions to prevent advancement or reduce position on the heat track.
- **First Aid/Medicine** (difficulty 3 + heat track) in extreme heat conditions to prevent advancement or reduce position on the heat track.
- **First Aid/Medicine 1** in controlled conditions to bring an investigator back to 0.

## REFERENCE – INTERPRETERS

### Italian, Arabic, Afar

Any Investigator without an interpreter who cannot speak local languages must make 1-point spends with any Interpersonal ability that would otherwise function without a spend.

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