

# Regeneration

When you suffer fatal Harm from weapons or events not specifically designed to kill Homeworlders:

- If you are in your base, roll with advantage
- Modifiers to this roll are: subtract your total **completion** and add any **Flux** your group is willing to spend. Unlike other moves, no attribute is used for this roll.
  - On a 10+, your attributes remain the same - mark a **completion**. Remove all Harm
  - On a 7-9, your attributes randomise, roll a d6 for each one, on a 1-3 it goes down, 4-6 up. to max of -3 or +3. Also mark a **completion**. Remove all Harm. Add a Trauma.
  - 6- you fail to regenerate

[moves](#), [homeworlder](#), [signature](#)

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