



| | |
|-------------|-------------------------|
| Player | _____ |
| Name | _____ |
| Occupation | _____ |
| Appearance | _____ |
| Core Claims | _____ _____ _____ |

Claims

- 2 DP to Make a Claim (yields Claim +1 DP)
 - Invoke your own Claim for 1 DP, get +3dF to roll
 - Tag another’s Claim for 1 DP and get +2dF to roll
 - Poach a loose Claim for current DP+2
 - Sacrifice a Claim for +2 DP (+2X any DP on it)*
- * Core Claims can’t be sacrificed except through character death*

Complications

- 1 DP to offer a Complication to someone’s narration
- Check to Resist
- Raise to Insist
- Check again to Resist
- If the Complication is refused after Insist,, go to opposed dice
- Winner of roll narrates the scene

Static Roll

Number of **your** 🎲 faces = Degree of Success

Opposed Roll

Number of **your** 🎲 faces— Number of **their** 🎲 faces = DoS

Drama Points

- | | | | |
|-------------------------|------------------------|--------------------------|-----------------------------|
| • <i>Before Rolling</i> | • <i>After Rolling</i> | • <i>Without Rolling</i> | • <i>Instead of Rolling</i> |
| • Invoke/Tag Claim | • Re-Roll 1dF | • Make Claims | • Offer Complication |
| • “Insurance” Re-Roll | • “Make it hurt” | • Compel another’s Claim | • Call for a “fear check” |

| | |
|------------|-------|
| Name | _____ |
| Occupation | _____ |
| Secret | _____ |
| Vulnerable | _____ |
| Noble | _____ |

Injury

- Healthy (I0)
- Ouch! (I1)
- Ouch!! (I2)
- Crippling! (I3)
- Crippling!! (I4)
- Dying (I5)

Traits

| | | |
|--------------------|-------------|-------------|
| Charm ●○○ | Insight ●○○ | Prowess ●○○ |
| Core Claims | | |
| ●●● | _____ | |
| ●●○ | _____ | |
| ●●○ | _____ | |
| ●○○ | _____ | |

Sanity

- Confident (S5)
- Secure
- Calm (S4)
- Worried
- Insecure (S3)
- Fragile
- Distraught (S2)
- Neurotic
- Psychotic (S1)
- Maniacal
- Stark Raving (S0)