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ESTABLISH TOUCHSTONES

BRAINSTORM TITLES
NARROW TITLES
ESTABLISH EXPECTATIONS

2

CREATE GM WORKSHEET

3

SET CHARACTER EXPECTATIONS

4

CHOOSE MOVE CARDS

ALL "A" CARDS
(#PLAYERS + 1) "B" CARDS
(#PLAYERS + 1) "C" CARDS

5

CHOOSE DEX INT STR

DISTRIBUTE 6 POINTS
NO ATTRIBUTE CAN BE 0

6

NAME YOUR CHARACTER

7

ADD FLESH

- * What species is your character, human, or something else from our Touchstone List?
- * Does your character steal things, or do they respect the concept of private property?
 - * Before the adventure starts, is your character engaged in any kind of profession?
- * Does your character believe in gods? Is there some kind of religious practice or religious organization for them?
- * Does your character enjoy the outdoors, or city life? Are they extreme in that preference?
- * Roughly how old is your character? Have they ever killed a person before?
- * What's your character's social standing? When they first walk into a room full of people, do they provoke any reaction?

8

CHOOSE RISK DRIVERS

- * EXPOSE AN EMBARRASSMENT
 - * LOCATE A PRIZE
 - * EXTRACT A SECRET
 - * BECOME ENAMORED
 - * SELL YOUR SERVICES
- * BREAK DOWN A BARRIER
 - * CHOOSE A SIDE
- * BE AN AGENT OF JUSTICE
- * TAKE PITY ON THE DESPERATE
 - * START A GRUDGE
- * CONSORT WITH THE UNSAVORY
 - * BELIEVE AN IMPOSSIBLE CLAIM
- * GET CALLED OUT ON YOUR BOASTING

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CHOOSE ITEMS AND WEAPONS

2 PACK CARDS
RECEIVE CARDS TAG
2 ITEM CARDS