

Alternative Let It Out

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Test version, comments welcome, please do not redistribute.

When you Let It Out, roll with -1, +1 for every question you can answer with yes, starting with the General Questions for all playbooks:

- Are you working against the status quo of the city?
- Is there another player character who would prefer you to fail if they knew about your action?

Aware:

- Are you sticking your nose where it really doesn't belong?
- Are you in the company of someone you shouldn't trust, but currently do?

Fae:

- Does your action fulfill a promise or punish a broken vow?
- Does your action make the world a more wondrous place, by design or accident?

Hunter:

- Are you acting against the chosen foe of your society?
- Are you suffering from at least two boxes of Harm?

Imp:

- Are people in your presence uncertain or wrong about your loyalties?
- Does your action further one of your schemes?

Oracle:

- Can you take your time while free from distractions?
- Is your action in accordance with fate as it is foretold?

Spectre:

- Is someone around you visibly afraid?
- Is one of your anchors nearby within one block?

Sworn:

- Are you in the presence of one of your masters or acting on their explicit orders?
- Does your action uphold or break one of your vows?

Tainted:

- Does your action destroy or corrupt something pure or beautiful, by design or accident?
- Does your action create or fulfill a debt?

Vamp:

- Is it currently night?
- Does your action have effects on or repercussions for someone in your web?

Veteran:

- Are you fulfilling at least one of the questions of your former playbook?
- Is one of the features of your workshop helpful to your action?

Wizard:

- Are you standing in a place that is frequented more often by supernaturals than by mortals?
- Are you the first one to use Let It Out (or a similar outburst of power for NPCs) in this scene?

Wolf:

- Are you in your territory?
- Are you transformed?