

# Post-Self

Character:

Player:

MC:

# Stats

Calculating \_\_\_\_\_

Whim \_\_\_\_\_

Savvy \_\_\_\_\_

## Canny

Aggressive \_\_\_\_\_

Dissolution strategy	Tasker Tracker Dispersionista
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# Resources

Reputation             $\dot{R}$ Sanity           /20

# Virtues

Remember to keep the third one secret!

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# Leverage

# Character

Stat

# Moves

## Playing the game

When you take an action that risk failure or opposition, role with the relevant stat. On a 10+, you succeed at your goal, and the MC may reward you accordingly. On a 7-9, the MC will offer you a bargain or cost. If you agree, you succeed (and the MC will still reward you). Below that, you fail.

You may help or hinder both PCs and NPCs. Roll your Leverage stat for that person. On a 10+ for a PC, add or subtract 2 to their roll. On a 7-9, the MC will name a cost to do so. For an NPC, rather than adding or subtracting 2, you choose whether they succeed or fail.