

Character Sheet

Resource Points

Name:

The Relationship stat is:

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Player Moves:

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Stats:

		0
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		0
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		0
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		0
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		0
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Relationships:

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- When you do something relating to [specialty], add +1.
- You have the ability to [do some sort of active special power]. It counts as a basic move using [stat].
- You have [some passive special power that has a constant effect].
- You have a [thing]. When applicable, it adds +1 to [stat] and [stat].
- When you do [specialty], mark XP.
- Add +1 to [stat].

Taking Action

When you take an action that risks failure or opposition, roll with one of the basic stats. On a 10+, you succeed at your goal. As appropriate, the MC might award you: resource points, harm dealt, or a bonus to carry forward. On a 7-9, the MC will offer you a hard bargain or a cost. If you agree to that hard bargain or cost, you succeed at your goal (and as appropriate, the MC might award you resource points, harm dealt, or a bonus to carry forward).

Helping / Hindering PCs

When you help someone or hinder them, roll your relationship stat with that person. On a 10+, add or subtract 2 from their roll. On a 7-9, the MC will name a cost; if you accept the cost, add or subtract 2 from their roll.

Helping / Hindering NPCs

When you help someone or hinder them, roll your relationship stat with that person. On a 10+, they either succeed or fail – your choice. On a 7-9, the MC will name a cost; if you accept the cost, they either succeed or fail – your choice.