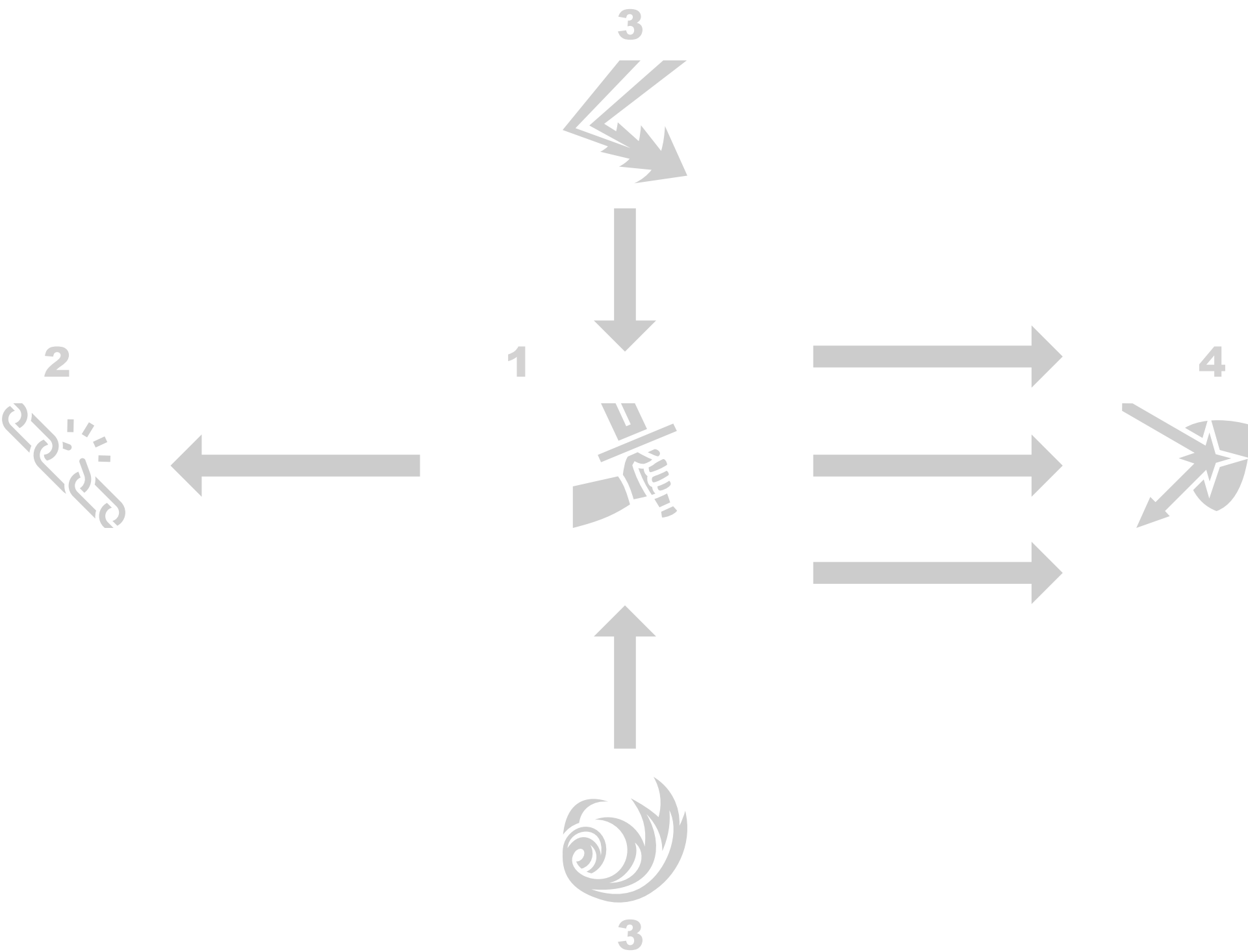## Sour Grapes: Print this!

This booklet contains blank sheets for up to 5 players and plenty of other materials. This is a good set of pages to print at the start of any campaign.

Events

Events are the overall series of actions being performed. An event is "The entire battle from beginning to end".

Rounds

Each event is broken into rounds. Each participant has a turn in the round. Turn order is determined by Initiative. There is one initiative roll per Event.

Initiative

Each participant rolls D6 equivalent in dice to the stat of their choice. The highest number of successes goes first, ties are resolved at the table. The stat must be relevant to event and actions the player is going to use. A player cannot simply select their best Stat unless they can make a valid case for why it applies in this event.

Turns

1. Stunt card placed on the table

2. Interrupt is placed on table *If the interrupt is successful the turn ends immediately.*

3. Player chooses the Target(s) and bets for Success (Attack) and Result (Damage) *This happens after the interrupt is decided.*

4. Compliment is placed on the table with bet

5. Divert is placed on the table with bet

6. Compliment, Divert rolls

7. Reaction is placed on the table with bet. Stunt & Reaction rolls

8. Damage is applied / Turn is over

Note:

A "bet" refers to placing Skill Tokens and Stat Dice on the card.

A "roll" refers to actually rolling the "bet"

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐	*physical*
☐☐☐☐☐☐☐☐☐☐	*mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

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☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

☐☐☐☐☐☐☐☐☐☐ *physical*

☐☐☐☐☐☐☐☐☐☐ *mental*

Character 1

☐☐☐☐☐☐☐☐☐☐☐ *Agility/Might* ☐☐☐☐☐☐☐☐☐☐☐ *Resolve/Prestige*

☐☐☐☐☐☐☐☐☐☐☐ *Perception* ☐☐☐☐☐☐☐☐☐☐☐ *Knowledge/Spirit*

☐☐☐☐☐☐☐☐☐☐☐ *Stamina/Vitality*

Character 2

☐☐☐☐☐☐☐☐☐☐☐ *Agility/Might* ☐☐☐☐☐☐☐☐☐☐☐ *Resolve/Prestige*

☐☐☐☐☐☐☐☐☐☐☐ *Perception* ☐☐☐☐☐☐☐☐☐☐☐ *Knowledge/Spirit*

☐☐☐☐☐☐☐☐☐☐☐ *Stamina/Vitality*

Character 3

☐☐☐☐☐☐☐☐☐☐☐ *Agility/Might* ☐☐☐☐☐☐☐☐☐☐☐ *Resolve/Prestige*

☐☐☐☐☐☐☐☐☐☐☐ *Perception* ☐☐☐☐☐☐☐☐☐☐☐ *Knowledge/Spirit*

☐☐☐☐☐☐☐☐☐☐☐ *Stamina/Vitality*

Character 4

☐☐☐☐☐☐☐☐☐☐☐ *Agility/Might* ☐☐☐☐☐☐☐☐☐☐☐ *Resolve/Prestige*

☐☐☐☐☐☐☐☐☐☐☐ *Perception* ☐☐☐☐☐☐☐☐☐☐☐ *Knowledge/Spirit*

☐☐☐☐☐☐☐☐☐☐☐ *Stamina/Vitality*

Character 5

☐☐☐☐☐☐☐☐☐☐☐ *Agility/Might* ☐☐☐☐☐☐☐☐☐☐☐ *Resolve/Prestige*

☐☐☐☐☐☐☐☐☐☐☐ *Perception* ☐☐☐☐☐☐☐☐☐☐☐ *Knowledge/Spirit*

☐☐☐☐☐☐☐☐☐☐☐ *Stamina/Vitality*

Agility/Might
Resolve/Prestige
Perception
Knowledge/Spirit
Stamina/Vitality

Agility/Might
Resolve/Prestige
Perception
Knowledge/Spirit
Stamina/Vitality

Agility/Might
Resolve/Prestige
Perception
Knowledge/Spirit
Stamina/Vitality

Agility/Might
Resolve/Prestige
Perception
Knowledge/Spirit
Stamina/Vitality

Agility/Might
Resolve/Prestige
Perception
Knowledge/Spirit
Stamina/Vitality

Agility (AGI)
Physical

Athletic ability

Crippled
Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
Damage to physical stats are doubled

Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
Physical and Mental

Awareness and focus

Dazed
All actions are +2 difficulty to perform

Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.

Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat

Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
Physical

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
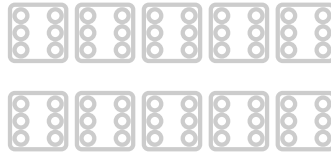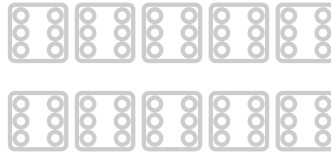
Agility (AGI)
Physical

Athletic ability

Crippled
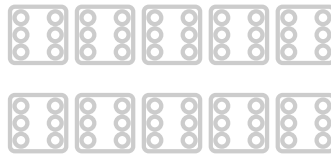Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
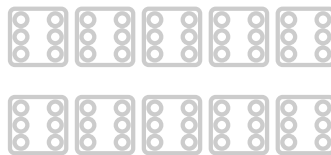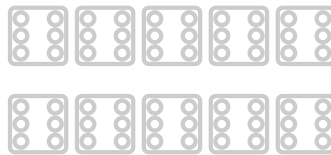Damage to physical stats are doubled

Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
Physical and Mental

Awareness and focus

Dazed
All actions are +2 difficulty to perform
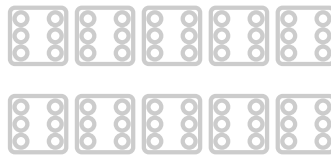
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
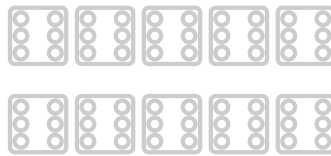Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
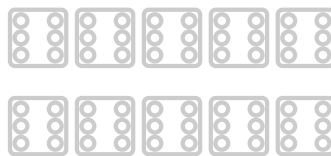
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
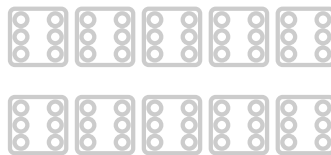
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
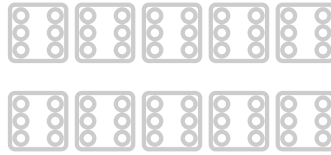*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
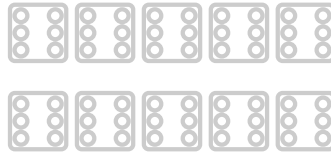
Agility (AGI)
Physical

Athletic ability

Crippled
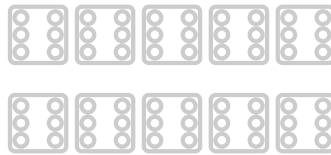Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
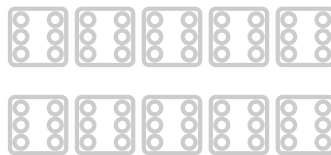Damage to physical stats are doubled

Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
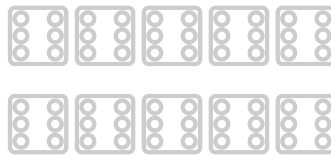*Physical and Mental*

Awareness and focus

Dazed
All actions are +2 difficulty to perform
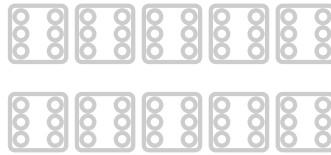
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
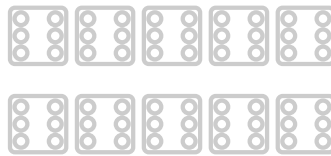Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
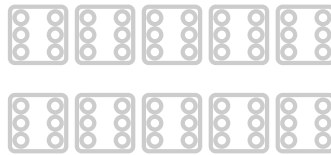
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
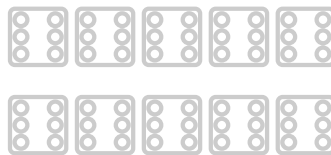
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
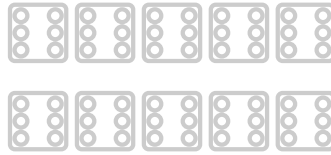*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
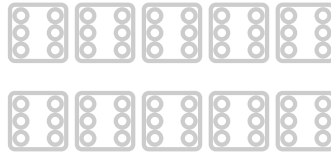
Agility (AGI)
Physical

Athletic ability

Crippled
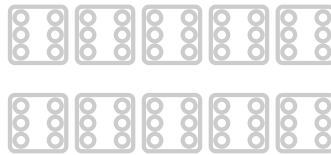Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
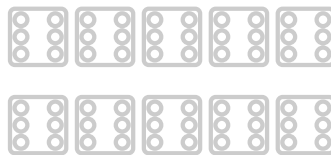Damage to physical stats are doubled

Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
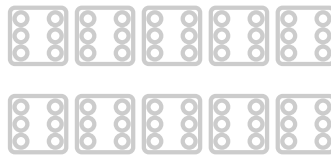*Physical and Mental*

Awareness and focus

Dazed
All actions are +2 difficulty to perform
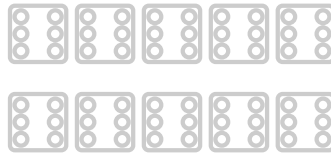
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
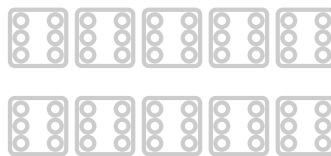Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
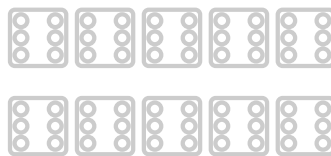
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
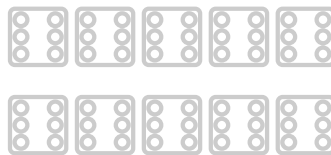
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
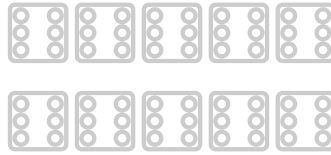*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
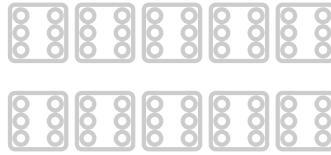
Agility (AGI)
Physical

Athletic ability

Crippled
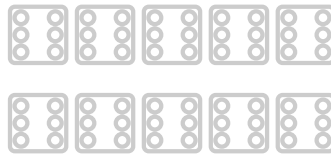Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
Damage to physical stats are doubled
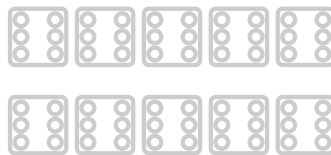
Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
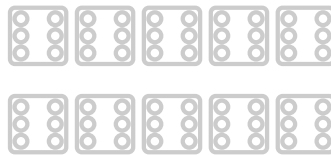*Physical and Mental*

Awareness and focus

Dazed
All actions are +2 difficulty to perform
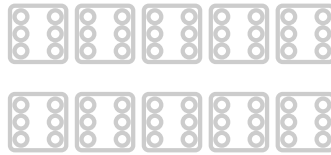
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
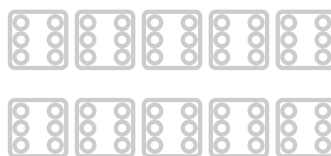Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
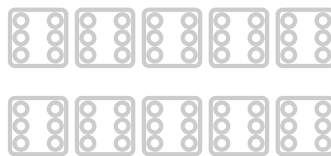
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
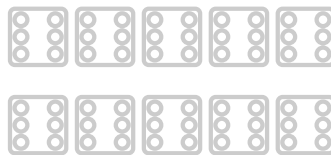
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
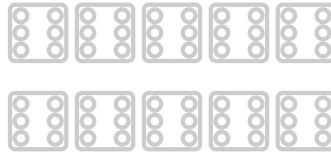*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
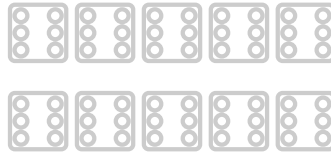
Agility (AGI)
Physical

Athletic ability

Crippled
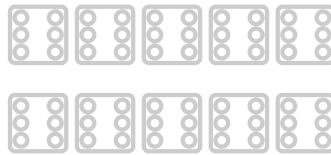Physical stats do not recover

Might (MIG)
Physical

Raw power

Frail
Damage to physical stats are doubled
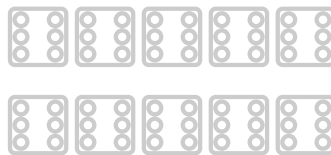
Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
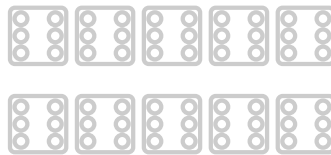*Physical and Mental*

Awareness and focus

Dazed
All actions are +2 difficulty to perform
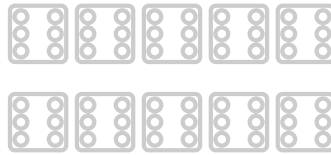
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
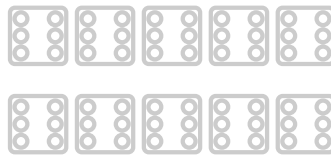Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
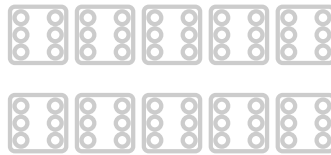
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
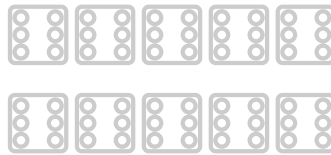
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
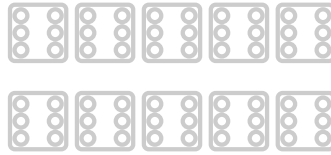*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.
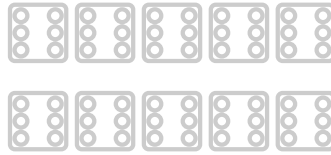
Agility (AGI)
Physical

Athletic ability

Crippled
Physical stats do not recover
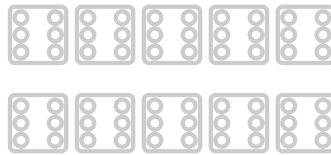
Might (MIG)
Physical

Raw power

Frail
Damage to physical stats are doubled
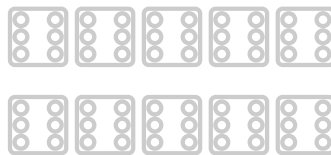
Knowledge (KNO)
Mental

Intelligence and experience

Feeble
Mental stats do not recover

Perception (PER)
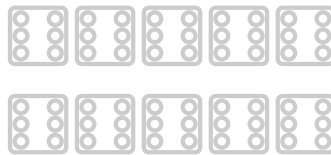*Physical and Mental*

Awareness and focus

Dazed
All actions are +2 difficulty to perform
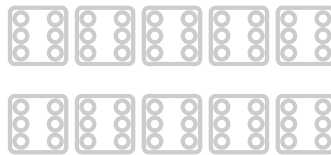
Prestige (PRE)
Mental

Clout, fame, trustworthiness

Despised
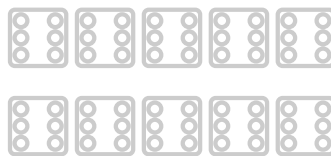Damage to mental stats are doubled

Resolve (RES)
Mental

Fearlessness, mental state of the character

Panicked
Mental actions cannot be played or reacted against.
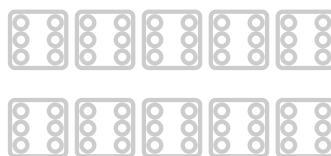
Spirit (SPI)
Mental

Spiritual connection

Lost
Damage from Spirit attacks is doubled regardless of target stat
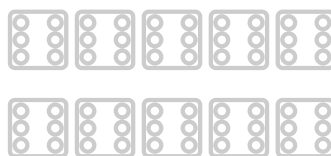
Stamina (STA)
Physical

Ability to continue physical activities

Incapacitated
Physical actions cannot be played or reacted against

Vitality (VIT)
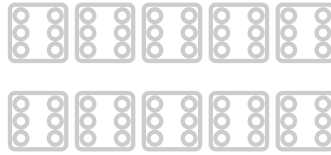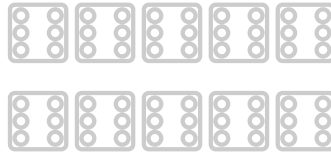*Physical*

Physical state of the character

Dying
Actions cannot be played, stats do not recover

Note: When a stat is depleted you cannot use any action, item or ability that lists that stat as part of the Success or Result.

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