



Find half
eaten packet
of crisps:
+1 **Morale**




Find mostly
uneaten
kebab in bin:
+2 **Morale**
-1 **Charisma**



A friends calls
you to hang
out:
+2 **Morale**




A friend
invites you to
crash with
them tonight:
+2 **Morale**
+1 **Charisma**



Find a fiver
on the floor:
+1 **Morale**

Find a tenner
on the floor:
+1 **Morale**

Find a twenty
on the floor:
+2 **Morale**




You managed
to procure
some good
food today:
+1 **Morale**




Found a temporarily useable football:
+1 **Morale**





Played with a dog:
+1 **Morale**



Got a phone call from an old friend:
+2 **Morale**




Snuck into a cinema and watched a film:
+1 **Morale**
+1 **Charisma**




Hung out with a cool stranger.
Good shout:
+1 **Morale**
+1 **Wit**

Saw a cool graffiti:
+1 **Morale**


The sun came out:
+1 **Morale**




Saw a pigeon with all of it's toes:
+1 **Morale**




Someone
mocks you to
their friends
amusement:
-2 **Morale**





Shoe sole rips
beyond
repair:
-2 **Morale**



Friend calls:
+1 **Morale**
Mentions
party you
weren't
invited to:
-1 **Morale**




Treat yourself
to a bottle of
rum. It
smashes
while nearly
full:
-2 **Morale**




Someone
swears at you
and you can't
stop thinking
about it:
-1 **Morale**

Caught out in
the rain:
-1 **Morale**

Get caught
lifting. You
must be
getting
careless:
-1 **Morale**




Beer is
shaken up
and explodes.
Your arms are
sticky now:
-1 **Morale**




Attended
work
placement
course.
If **Wit** \leq 2:
+1 **Wit**




Joined a
football
game:
+1 **Morale**
+1 **Prowess**



Washed in
fast food
bathroom:
+1 **Morale**
+1 **Charisma**




Someone is
getting
harassed.
If **Prowess** \geq
5 you save
the day:
+1 **Prowess**



Found an
interesting
journal.
If **Wit** \geq 4:
+1 **Charisma**

Was attacked.
If **Prowess** \geq 7:
+1 **Prowess**
+1 **Wit**. If not:
-1 to **All Stats**

Overheard
well delivered
argument:
+1 **Charisma**
+1 **Wit**



Ask to join
group.
If **Charisma** \geq
4:
+1 **Morale**
+1 **Charisma**



Would you
look at that:
Play an
Opportunity



You've been
vigilant:
Play an
Opportunity



Why is
everybody
ignoring this:
Play an
Opportunity



Whoa, hold
up:
Play an
Opportunity



This is your
moment:
Play an
Opportunity

Throw
caution to the
wind:
Play an
Opportunity


Never look
back:
Play an
Opportunity

Fear is
temporary:
Play an
Opportunity







You had plans
but they got
cancelled




It's raining
but you're
sheltered



You're ready
for anything
but there's
nothing to be
ready for




Not feeling
too good.
Better lie
down for a bit



Well they
were some
pretty
uninteresting
people

You just want
to drink alone
today

How is the
park empty?



Climbed a
tree:
+1 **Morale**

