

Who's that coming your way? **Roll** times your **Charisma**: If you **Roll** a **Double** you've found a partner and move in with them.
Game Over

They look angry. If **Prowess** + **Wit** ≥ 10 you defuse it:
+2 **Morale**
+2 **Prowess**.
If not it ends badly:
-1 to **All Stats**

Met some guys. If **Prowess** + **Wit** ≥ 12 you get offered some work, ask no questions though:
+2 **Morale**
+1 **Wit**

Nobody wants to talk to you. Maybe you should wash or something. It's a bit depressing:
-1 **Morale**

What a nice person you've met. They offer you work and let you live with them. You're sorted for the moment.
Game Over

You choose 1 of 2 people to talk to. **Roll** a die. If **Result** ≥ 4 :
+1 **Wit**.
If not:
+2 **Morale**

They're attractive and you're getting on.
If **Charisma** ≥ 5 :
+1 to All Stats.
If not you missed your chance.
Damn:
-2 **Morale**

Meet a cool group of girls. You all get on pretty well:
+2 **Morale**
+1 **Charisma**

Someone dodgy is inviting you to an afters. If **Wit** ≥ 4 you refuse. If not you pay for it but you're more careful now: +2 **Wit**
-1 to **All Stats**

Well someone really doesn't like losing at pool. If **Any Stat** ≥ 6 you escape:
+1 **Morale**
+1 **Prowess**. If not, well: -1 to **All Stats**

Some huge hulking guy is knocking into your mate. You confront him.
Bad choice: -1 to **All Stats**

You've met a new friend! **Roll** a die. If **Result** ≥ 5 you stop them from lifting your phone:
+1 **Wit**. If not: -5 **Morale**

They aren't easy on the eyes but they like you. If **Wit** > 5 :
You play the game, pair up, and stay with them, for now.
Game Over

You really overdid it this time. Too much alcohol, not enough food or water:
-1 **Wit**

You wake up in hospital. They say you've been drugged but you have no memory:
-1 to **All Stats**

You got on really well with that group. What a great evening:
+1 **Morale**
+1 **Prowess**
+1 **Charisma**

Someone talks about how lucky we all are to not be homeless. You tell them your situation and they get angry at you:
-2 **Morale**

Someone suggests a homeless charity to you. You tell them you've tried but they don't believe you:
-2 **Morale**

Someone you've only just met tells you that if you worked harder things would be easier for you.
-2 **Morale**






You tell someone the situation you're in. They acknowledge it and continue to talk about other topics.
+2 **Morale**

After mentioning your situation to someone they can't stop virtue signalling. You are no longer seen as human.
-2 **Morale**

Someone who barely knows you tells you to "check your privilege - we've all had a rough time".
-3 **Morale**

Someone's left their stuff on a table.
If **Wit** ≥ 5 you take a tenner: +2 **Morale**.
If not you take a locked phone:
-1 **Morale**

This girl is acting really strange. If **Wit** + **Charisma** ≥ 11 you get away. If not you get attacked:
-2 **Morale**
-2 **Charisma**



A couple invites you to sit with them and you have a great time:


+1 **Wit**
+1 **Morale**
+1 **Charisma**

Huh, there's actually nothing happening here..
Oh well

A very vulnerable girl is being harassed, and people ignoring it feels worse than usual:

-1 **Morale**. You step in and diffuse it:
+2 **Prowess**


A group knows you're broke but decides to invite you for drinks. In future you'll never see them again, but you never forget:
+ 3 **Morale**



A random girl invites you back to hers for an after party. It's really good fun and you learn that people aren't always dodgy:
+1 to **All Stats**

You make friends with a nice gang that you've seen around here quite a lot. You feel safer in future, in this area at least:
+ 2 **Prowess**

Having fun with this group, even though one of them isn't nice. Guess you're better at ignoring bad people:
+1 **Morale**
+1 **Charisma**



A mate calls you and tells you you can crash with him for a while, at least until you find a place. You're set for now.
Game Over

