

SCENE SHEET

When you want to Constrain: Flip a two-sided token; if successful, the player doesn't get to add their Luck die to avoid the Constraint

CONSTRAINTS (to try and put on the player)							
Blind	Harm	Hunt					
Coerce	- Grazed	Impair					
Confuse	- Wounded	(Make) Lost					
(Make) Destitute	- Dying	(Knock) Prone					
Frighten	- Dead [or]	Trap					
Grannle	Dving and Cantive	(Knock) Unconscio					

REACTIONS (typical; when you react to the player)

Armed > Disarmed > Improvise Attack

Blinded/Burning > Flee Blindly, Scream for Help

Drowning > Drag the Fury With You

Frightened > Fight, Flee, Scream for Help

Grappled/Trapped > Scream for Help, Swear Revenge

Harmed > Scream for Help, Swear Revenge

Spared > Flee > Return in a Later Scene or Vanish Forever

LOCATION	N		#	LOCATION	N		#	
PRIMARY OPPONENT ARCHETYPE/ROLE			/ROLE	PRIMARY OPPONENT ARCHETYPE/ROLE				
GOAL				GOAL				
Attention Crime drugs guns	IONS (one or two; as Family Friendship Job/Career Money	□ Power □ Religion □ Romance □ Sex	other	☐ Attention☐ Crime☐ drugs☐ guns	IONS (one or two; a Family Friendship Job/Career Money	□ Power □ Religion □ Romance □ Sex	other	
OTHER NI	Politics PC(s	□ Tech NOTES		OTHER N	Politics PC(s)	NOTES		
SCENE NO	OTES			SCENE NO	OTES			

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