



## 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
Grapple	Dying and Captive	(Knock) Unconscious

### 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

# \_\_\_\_\_

PRIMARY OPPONENT ARCHETYPE/ROLE

GOAL

### MOTIVATIONS *(one or two; adjust as needed)*

- |                                    |                                     |                                   |                                |
|------------------------------------|-------------------------------------|-----------------------------------|--------------------------------|
| <input type="checkbox"/> Attention | <input type="checkbox"/> Family     | <input type="checkbox"/> Power    | <input type="checkbox"/> other |
| <input type="checkbox"/> Crime     | <input type="checkbox"/> Friendship | <input type="checkbox"/> Religion |                                |
| <input type="radio"/> drugs        | <input type="checkbox"/> Job/Career | <input type="checkbox"/> Romance  | <input type="checkbox"/> other |
| <input type="radio"/> guns         | <input type="checkbox"/> Money      | <input type="checkbox"/> Sex      |                                |
| <input type="radio"/> other        | <input type="checkbox"/> Politics   | <input type="checkbox"/> Tech     |                                |

OTHER NPC(s)

NOTES

SCENE NOTES

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