



Player:
Character Name:

Trait	#	Descriptors
SAVVY	<input type="text"/>	_____
SENSE	<input type="text"/>	_____
GUTS	<input type="text"/>	_____
MEAT	<input type="text"/>	_____
RESPONSIBILITY	<input type="text"/>	_____
INSTINCT	<input type="text"/>	_____

RESPONSIBILITY + INSTINCT = 20

Gift Points Retirement Points

To do a Trait Check, roll 1d20. If the roll is under or equal to the modified Trait level, the Check is successful, and the number rolled is the degree of success.

The Rule of Drama. Roll only when it's important, only when both success and failure are equally interesting.

The Rule of Currency. One roll can affect another. When relevant, take the degree of success, divide by 2 (round up), and add that number to the Trait for the purpose of the next roll (max 19).

The Rule of Savagery. If the Rule of Currency has not yet been invoked to give a bonus or penalty to a Guts Check, the player can choose to make an Instinct Check and apply the results to the Guts Check using the Rule of Currency.

Doubling Down. After the Instinct Check for the Rule of Savagery is made, the player can double the bonus gained, at the risk of a Lapse.

Rule of Sacrifice. Permanently lower Responsibility by 1 (and raise Instinct by 1) to automatically succeed at a Guts Check. The player must describe how the character is compromising his ethics in order to score the hit.

Suggestions. A player can suggest an element to be added to a scene at any time. Assuming no one else in the game vetoes the suggestion, it becomes "reality" for the game.

The Rule of Gifts. A suggestion (as above) that morally challenges another player's character and risks a Lapse can only be vetoed by the GM or the player whose character is so challenged. If not vetoed, the player that suggested the Gift gains 1 Gift Point.

Last Chance. If a character is about to go Down and is likely to die, the player can add a new detail to the scene, even retroactively, that saves the character but morally challenges any protagonist (risking a Lapse). The GM or any players whose character is present in the scene are the only ones that can veto the Last Chance. The Last Chance cannot be used if the character went Down due to the actions of another protagonist.

Final Gift. Once a character is dead, anyone who honors the dead character gains a Gift Point, so long as the player of the dead character and/or the GM do not veto.

One Gift Point	<ul style="list-style-type: none"> • Before rolling, automatically make a Responsibility Check succeed (does not have to be your own) • Re-roll any Responsibility Check (does not have to be your own) • Take over a Game Moderator Character (supporting cast) for a scene (in addition to your own character, if present in the scene)
Two Gift Points	<ul style="list-style-type: none"> • Before rolling, automatically succeed at any Check that's not Responsibility or Instinct (does not have to be your own, tho another player can veto its use for his roll) • After a roll, re-roll any Check other than a Responsibility or Instinct Check (does not have to be your own, tho another player can veto its use for his roll) • Raise or lower Responsibility or Instinct by 1, permanently (as one goes up, the other goes down) • Add a new Descriptor to a Trait, assuming the majority of the other players agree
Three Gift Points	<ul style="list-style-type: none"> • Raise or lower any Trait other than Responsibility or Instinct by 1 permanently • Add a new Descriptor to a Trait with no vote