

CORE PLAYER NOTES

This is a game where Players have a lot of narrative agency, and the goal is to create a meaningful and unpredictable story together. The **horizontal** direction of that Story is based on whatever you decide to do, while the **vertical** dimension – complications, obstacles, stakes, crises, tension and resistance – is up to me. Some of it is prepared ahead of time, some of it is rolled randomly, and some of it is improvised – by both of us. You're the protagonist. I will be walking backwards in front of you, narrating everything around you (and playing the NPCs), as **you** drive the Story.

- Narrate anything you feel comfortable narrating, up to where a chance of failure might affect the story. Whatever you say you're doing, you're doing. If you need more detail or clarification, just ask. I'll call for rolls as necessary, and stop you if the fiction interrupts or contradicts you.
- You may act out your character's gestures and speak their words literally, or describe their actions and summarize their words. Either way is fine. When possible, however, I appreciate the first person pronoun (i.e., say "I" rather than "she," "he," or "they"). It's just much more clear, especially when there are multiple characters in scene.
- I will call you by your character's name. If I say your actual name, I'm going "meta" for clarification. This works both ways. If you use my actual name I'll know you're asking something out of character, and if you call me by an NPC's name I'll know you're speaking to that NPC.

RULES STUFF

STAT ROLLS WORK LIKE THIS:

When I say "Roll BRAINS versus DL 3"
that means:

Roll as many dice as your BRAINS stat,
and take the highest one.

You're trying to beat 3.

*NOTE: Sometimes I won't tell you what
number you're trying to beat. Roll High!*

SKILL ROLLS WORK LIKE THIS:

When I say "Roll Rhetoric versus DL 3"
that means:

Roll as many dice as your CHARM stat
(because Rhetoric is based on CHARM),
and take the highest one.

Then add your Bonus for Rhetoric.

You're trying to beat 3.

PUSHING IT:

It's possible to get +1 on a roll by pushing so hard
you literally hurt yourself.

Pushing a Physical Action (GRACE or MIGHT)
causes 1 Harm to your HEALTH.

Pushing a Mental Action (BRAINS or CHARM)
causes 1 Harm to your PSYCHE.

This goes against all doctor's orders.
You will feel it *immediately*, and you will
require several days to feel right again.
You cannot *Push* another roll until you've healed
from the previous one.

COMBAT WORKS LIKE THIS:

Each Frame, everybody declares their action, and then everybody rolls at once. It's crazy.

CHARACTER DEVELOPMENT SCENES

Once per episode, each Player may choose to call a **Character Development Scene**. This is usually a flashback or a sidestep to a significant moment or detail of your character's life, and allows for Progressive Character Development. There are 4 types:

1. **Bad Realization** – You introduce a Problem, I give you 1 XP.
2. **Flash of Insight** – You remember something of an advantage, I give you a +1 on the associated roll.
3. **Inner Voice** – Something in your past is meaningfully tied to this situation; I give you an extra die on the associated roll.
4. **Revealed Experience** – If you have Unspent XP you may spend them retroactively in a Character Development Scene, exchanging them for Skills, Gear, Crew, Rank, Fame or Wealth that we didn't know about a minute ago.