

Name:

Background:

-STATS- Acuity: Body:

Heart: Will:

-TRAITS-

RUNNERS IN THE SHADOWS

-RELATIONSHIPS-
Available:

Blood 1d6

-BELONGINGS-

-Raise & See-
Raise with 2 dice
See with:
1 die: Reverse the Blow
2 dice: Block or Dodge
3+ dice: Take the Blow

-Conflicts-
Non-physical: Acuity+Heart
Physical: Body+Heart
Fighting: Body+Will
Magic: Acuity+Will

-Things' Dice-
Normal: 1d6
Big: 2d6
High Quality: 1d8
Big & High Quality: 2d8
Crap: 1d4
Magic: +1d4

-Fallout Dice-
Non-physical: d4s
Physical: d6s
Weapon: d8s
Murder: d10s

-Fallout Roll-
Any 1s: Experience
2-7: Short-term.
8-11: 1 Long-term.
12+: Injured.
16-19: Requires First Aid.
20: Dying.

-Short-term Fallout-
Give your two best fallout dice to your opponent for the follow-up conflict.
Subtract 1d from a stat for your next conflict.
Change the dice of a relationship to d4s for your next conflict.
Leave the scene and spend some time alone, if no follow-up conflict.

-Long-term Fallout-
Subtract 1d from a stat.
Take a new trait at 1d4.
Take a new relationship at 1d4.
Add 1d to an existing d4 trait or relationship.
Subtract 1d from an existing d6+ trait, relationship or bond.
Change the die size of an existing trait, relationship or bond to d4.
Lose a belonging.

-Injury Fallout-
Choose one Long-term Fallout, and choose one of:
Subtract 1d from a stat.
Lose a trait, relationship or bond;
Require first aid; or
Go into Seclusion.

-Experience Fallout-
Add 1d to a stat.
Add a trait at 1d6.
Add 1d8 and 1d6 to available relationship dice.
Add 2d4 and 1d6 to available relationship dice.
Add a Belonging.
Add or subtract 1 die from an existing trait or relationship.*
Change the d-size one step of an existing trait or relationship.*
(* Cannot change to beyond fallout taken.)

- Reflection Fallout -
Choose once from Experience Fallout.
Also, choose one of these:
Add any 2 dice to available relationship Dice.
Add 2d4 plus any 1 die to available relationship Dice.
Take a new bond at 1d6 (+1d4 if magic).
Add or subtract 1 die of an existing bond.
Change the d-size one step of an existing bond.
Choose again from Experience Fallout.