Name

Concept

○

Trouble

○

Worldview

○

Secret

○

Open Trait

○

Consequences

Minor ○

Moderate ○

Major ○

DEAD

Al Amarja Today
The only news you need to read!

Your PC Your character is made several basic traits. NPCs and locations and scenes have traits, too. Everything is made of traits! Your PC has four essential traits: A Central Trait, which tells us the big picture idea of what your character is about, a Trouble Trait that causes you problems and difficulties, a Worldview Trait that tells us about your philosophical, moral or epistemological beliefs, an Open Trait that can be anything you like and a Secret Trait that covers that which you hide from the world. The important thing about each trait is that it is true and interesting. (Though it is also good if you can make traits sometimes help and sometimes hurt rather than always helping or hurting.) At the start of each session, you start with one token on each trait and zero tokens in your general pool.

Compels   Sometimes, your traits can be a hindrance to you. Some traits are always a problem, others are a mixed bag. The GM or another player can point to these situations and describe how your trait causes you and your allies trouble, offering you a token. You can accept the token and the trouble, or you can refuse by giving back a token (from that trait, another relevant one or from your general pool). Tokens received from compels go in your general pool.

Investigation When you investigate something, name the method you're using to learn new information. I'll tell you everything you can learn on a basic, cursory examination using the applicable trait. If you want additional information or detail, you can spend a token from that trait or from your general pool and learn even more, including game mechanical information.

Difficult Actions When you want to attempt something difficult, we'll use the answer cards. Five answer cards will be face up. First, phrase your goal as a Yes/No question with you as the subject (so Yes is achieving your goal and No is failing). You can always choose the answer furthest from the answer deck for free. To take higher answers, you can spend a token to skip answers, placing a token on each answer you skip. If using a token from off of a trait, you must justify how that trait is useful to your efforts in the scene. Tokens spent to skip an answer go on that answer, and whoever selects that answer later gets those tokens. Once an answer is selected, all revealed answers are slid one spot away from the deck and a new answer revealed.

GM Traits NPCs and scenes and locations might also have traits, which might help or hinder you. When a trait hinders you, you have to spend a token to overcome it before you can buy higher level answers. (You can always take the oldest answer available for free.) Opponent's flaws and shortcomings might also help your efforts, and each opponent's trait will start a session with one token on it, just like PC traits, which you can spend to aid in getting a better answer.

Consequences Minor consequences go away at the end of a scene. Moderate go away at the end of a session. Severe downgrade to Moderate at the end of a session. Wounds are a kind of consequence, but you need to attempt a difficult healing action to get better from Moderate or Major wounds. Some tough NPCs and problems might take consequences themselves, requiring multiple actions to eliminate from a conflict.