

Name \_\_\_\_\_ Appearance \_\_\_\_\_ **RealTime**  
 Gender \_\_\_ Age \_\_\_\_\_ Background \_\_\_\_\_

<input type="checkbox"/>	<b>Drive</b>	fly, ski, ride a horse, pilot a spaceship, chase a car, sail a yacht	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Fight</b>	shoot, punch, hack, throw a knife, find good cover, estimate foe's forces	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Heal</b>	first aid, medicine, diagnosis, identify poison, calm a panicked person	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Know</b>	figure out, understand, perceive, find something hidden, know trivia	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Move</b>	run, sneak, climb, athletics, sports, maintain balance in zero gravity, pick a pocket	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Persuade</b>	convince, influence, intimidate, seduce, haggle, read someone's emotions, sing	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Resist</b>	resist persuasion, pain, magic, fear, your own worst impulses	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Use</b>	make, fix, operate, identify, analyze devices and equipment	<input type="checkbox"/>	

Name \_\_\_\_\_ Appearance \_\_\_\_\_ **RealTime**  
 Gender \_\_\_ Age \_\_\_\_\_ Background \_\_\_\_\_

<input type="checkbox"/>	<b>Drive</b>	fly, ski, ride a horse, pilot a spaceship, chase a car, sail a yacht	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Fight</b>	shoot, punch, hack, throw a knife, find good cover, estimate foe's forces	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Heal</b>	first aid, medicine, diagnosis, identify poison, calm a panicked person	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Know</b>	figure out, understand, perceive, find something hidden, know trivia	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Move</b>	run, sneak, climb, athletics, sports, maintain balance in zero gravity, pick a pocket	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Persuade</b>	convince, influence, intimidate, seduce, haggle, read someone's emotions, sing	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Resist</b>	resist persuasion, pain, magic, fear, your own worst impulses	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Use</b>	make, fix, operate, identify, analyze devices and equipment	<input type="checkbox"/>	

Name \_\_\_\_\_ Appearance \_\_\_\_\_ **RealTime**  
 Gender \_\_\_ Age \_\_\_\_\_ Background \_\_\_\_\_

<input type="checkbox"/>	<b>Drive</b>	fly, ski, ride a horse, pilot a spaceship, chase a car, sail a yacht	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Fight</b>	shoot, punch, hack, throw a knife, find good cover, estimate foe's forces	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Heal</b>	first aid, medicine, diagnosis, identify poison, calm a panicked person	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Know</b>	figure out, understand, perceive, find something hidden, know trivia	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Move</b>	run, sneak, climb, athletics, sports, maintain balance in zero gravity, pick a pocket	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Persuade</b>	convince, influence, intimidate, seduce, haggle, read someone's emotions, sing	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Resist</b>	resist persuasion, pain, magic, fear, your own worst impulses	<input type="checkbox"/>	
<input type="checkbox"/>	<b>Use</b>	make, fix, operate, identify, analyze devices and equipment	<input type="checkbox"/>	

Difficulty		
1	Routine ( <b>M1</b> : climb a ladder)	
2	Really Easy ( <b>K2</b> : find a book at the library)	
3	Fairly Easy ( <b>D3</b> : drive across town in traffic)	
4	Moderate ( <b>H4</b> : set a broken bone)	
5	Hard ( <b>R5</b> : resist interrogation)	
6	Very Hard ( <b>U6</b> : hack into the local bank's computers)	
7	Extremely Hard ( <b>F7</b> : shoot someone with a hostage at 200m)	
8	Nearly Impossible ( <b>P8</b> : get someone to do something suicidal)	
Combat	Lethal	Non-Lethal
tie	both characters are wounded (at -1 until healed)	
by 1	losing character is wounded	
by 2	loser incapacitated	loser stunned or dazed
by 3	loser killed	loser unconscious
by 4+	whatever the winner wants	

Plot Twist Costs	
Affects only your character	1
Affects another PC or closely allied NPC	2
Affects another NPC	3
Affects a small group	as above plus 1
Affects a larger group or an entire area	5
Requires a big coincidence	+1
Requires a retcon of previous events	+2
Flagrant violation of continuity	+3
Requires someone to act out of character	+1
Requires someone to act in-character	-1
Solves a problem for you or a close ally	+1
Creates a problem for you or a close ally	-1
Changes the adventure's plot	+2
Builds on your character's background	-1

Difficulty		
1	Routine ( <b>M1</b> : climb a ladder)	
2	Really Easy ( <b>K2</b> : find a book at the library)	
3	Fairly Easy ( <b>D3</b> : drive across town in traffic)	
4	Moderate ( <b>H4</b> : set a broken bone)	
5	Hard ( <b>R5</b> : resist interrogation)	
6	Very Hard ( <b>U6</b> : hack into the local bank's computers)	
7	Extremely Hard ( <b>F7</b> : shoot someone with a hostage at 200m)	
8	Nearly Impossible ( <b>P8</b> : get someone to do something suicidal)	
Combat	Lethal	Non-Lethal
tie	both characters are wounded (at -1 until healed)	
by 1	losing character is wounded	
by 2	loser incapacitated	loser stunned or dazed
by 3	loser killed	loser unconscious
by 4+	whatever the winner wants	

Plot Twist Costs	
Affects only your character	1
Affects another PC or closely allied NPC	2
Affects another NPC	3
Affects a small group	as above plus 1
Affects a larger group or an entire area	5
Requires a big coincidence	+1
Requires a retcon of previous events	+2
Flagrant violation of continuity	+3
Requires someone to act out of character	+1
Requires someone to act in-character	-1
Solves a problem for you or a close ally	+1
Creates a problem for you or a close ally	-1
Changes the adventure's plot	+2
Builds on your character's background	-1

Difficulty		
1	Routine ( <b>M1</b> : climb a ladder)	
2	Really Easy ( <b>K2</b> : find a book at the library)	
3	Fairly Easy ( <b>D3</b> : drive across town in traffic)	
4	Moderate ( <b>H4</b> : set a broken bone)	
5	Hard ( <b>R5</b> : resist interrogation)	
6	Very Hard ( <b>U6</b> : hack into the local bank's computers)	
7	Extremely Hard ( <b>F7</b> : shoot someone with a hostage at 200m)	
8	Nearly Impossible ( <b>P8</b> : get someone to do something suicidal)	
Combat	Lethal	Non-Lethal
tie	both characters are wounded (at -1 until healed)	
by 1	losing character is wounded	
by 2	loser incapacitated	loser stunned or dazed
by 3	loser killed	loser unconscious
by 4+	whatever the winner wants	

Plot Twist Costs	
Affects only your character	1
Affects another PC or closely allied NPC	2
Affects another NPC	3
Affects a small group	as above plus 1
Affects a larger group or an entire area	5
Requires a big coincidence	+1
Requires a retcon of previous events	+2
Flagrant violation of continuity	+3
Requires someone to act out of character	+1
Requires someone to act in-character	-1
Solves a problem for you or a close ally	+1
Creates a problem for you or a close ally	-1
Changes the adventure's plot	+2
Builds on your character's background	-1

