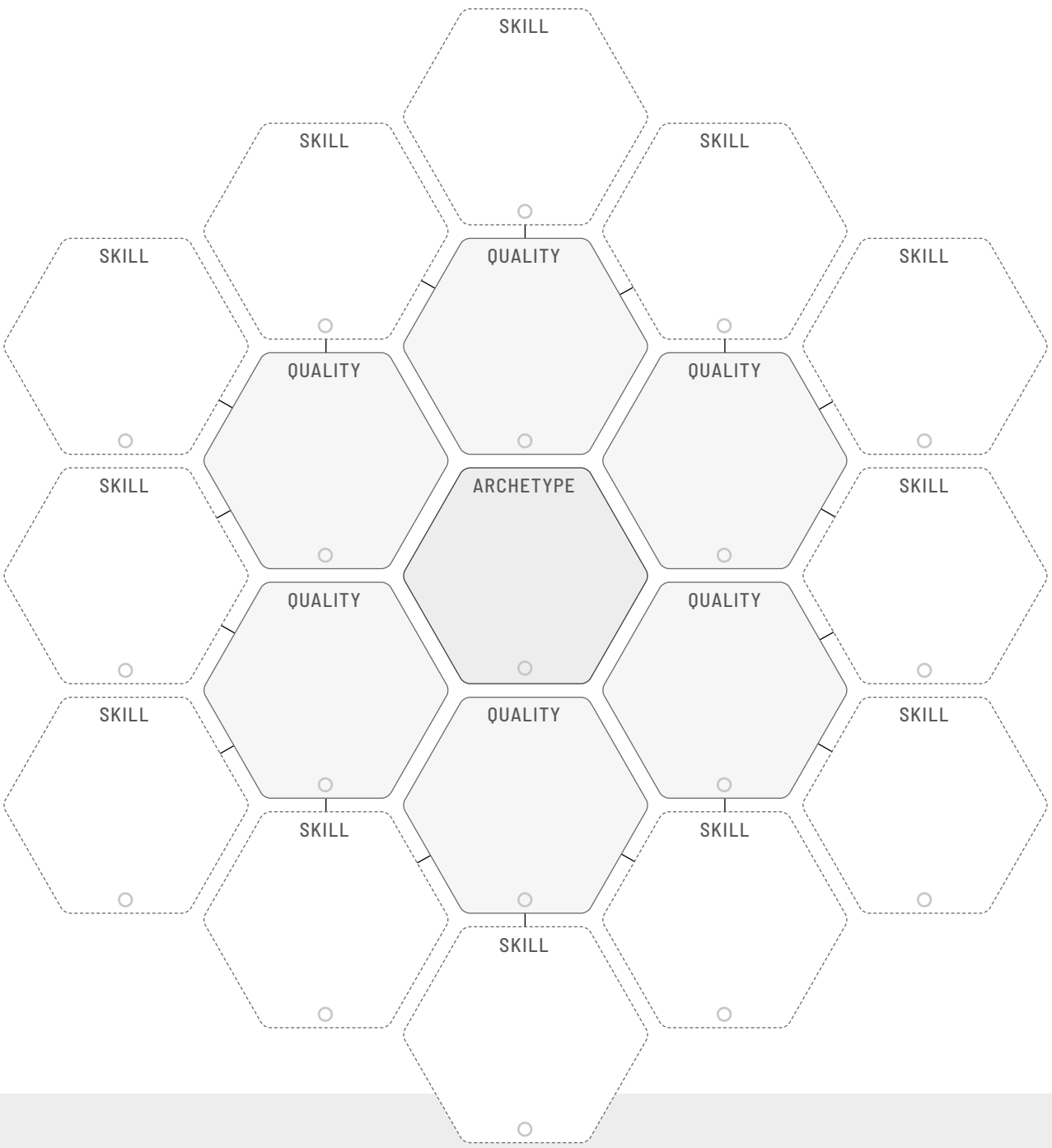


WHAT'S MY NAME?



WHAT AM I WILLING TO RISK?



WHICH MISFORTUNES AFFLICT ME?

MISFORTUNE

MISFORTUNE

MISFORTUNE

MISFORTUNE

WHAT CLOUDS MY MIND?

CONFUSION
In the next TEST
add ● to the POOL
instead of ○

ADRENALINE
In the next TEST
you must DRAW
at least 4 ●

WHAT RESOURCES DO I HAVE?

NOTES

WHAT LESSONS HAVE I LEARNED?

LESSON

LESSON

LESSON

YOU FACE A TEST WHEN WHAT YOU ARE TRYING TO DO COULD HAVE NEGATIVE CONSEQUENCES

1. Describe what you do
2. Add ● equal to the DIFFICULTY the NARRATOR tells you and ○ equal to the number of TRAITS you decide to bring into play
3. DRAW from 1 to 4 ● of your choice. You must pull them all together and blindly
4. If you want to DRAW more ● you can RISK
5. Spend the ○ and ● you DREW to tell the outcome of the TEST

HOW TO USE POSITIVE TOKENS AND NEGATIVE TOKENS

- Spend the first ○ to pass the TEST
- Spend 1 ○ to improve the outcome of the TEST
- Spend 1 ○ and place it on a TRAIT brought into play during the TEST
- Spend 1 ● to accumulate ADRENALINE or CONFUSION
- Spend 1 ● as a MISFORTUNE to have the NARRATOR inflict one on you
- Spend 1 ● as a COMPLICATION to have the NARRATOR narrate an unexpected outcome of the SCENE

YOU RISK WHEN YOU WANT TO DRAW MORE TOKENS THAN THE ONES YOU HAVE ALREADY DRAWN DURING A TEST

1. DRAW as many ● as you need to reach 5
2. Hand all the ● DRAWN to the NARRATOR, who will spend them in your place
3. Spend the ○ DRAWN as normal

YOU FACE A CRUCIAL TEST WHEN YOU CONSIDER IT DECISIVE FOR THE HERO'S DEVELOPMENT

1. Declare the CRUCIAL TEST at any time before DRAWING
2. Face the TEST as normal
3. Choose one of these three options based on the outcome of the TEST
 - Gain a new TRAIT, or change one you already have
 - Learn a LESSON
 - Be marked by a SCAR