

N O T T H E E N D

NARRATOR SHEET

DIFFICULTY: THE NUMBER OF ● THE PLAYER MUST ADD TO THE BAG

- **Very easy:** 1 ●
- **Easy:** 2 ●
- **Normal:** 3 ●
- **Hard:** 4 ●
- **Very hard:** 5 ●
- **Nearly impossible:** 6 ●

DANGER: THE NUMBER OF ● THAT, IF DRAWN, TAKE THE HERO OUT OF THE SCENE

- **Not at all:** It is not possible to LEAVE THE SCENE
- **Slightly:** 4 ●
- **Fairly:** 3 ●
- **Very:** 2 ●
- **Extreme:** 1 ●

SUGGESTIONS FOR MISFORTUNES

- Limit the HERO's capacity to act
- Affect the HERO's emotional sphere
- Affect the HERO's social sphere
- Affect the HERO's perception of themselves
- Affect the HERO's physical condition
- Limit the time the HERO has available
- Limit the resources the HERO has available
- Give the HERO a constraint
- Insinuate doubt in the HERO's mind

SUGGESTIONS FOR COMPLICATIONS

- An antagonist has an ace up their sleeve
- Someone or something is more dangerous than expected
- A new threat arrives on the SCENE
- A countdown is triggered
- The context is, or will be, more hostile than expected
- The HEROES are split up
- An unforeseen variable comes into play
- Something else demands the HEROES' attention
- The enemy discovers something
- Bad news arrives

TO FACE TESTS, THE PLAYER

1. **Describes the HERO's goal:** and the actions with which they try to achieve it, so as to make clear which TRAITS they will bring into play
2. **Composes the BAG:** they must put in as many ○ as the TRAITS they bring into play, and as many ● as the DIFFICULTY indicated by the NARRATOR
3. **DRAWS 1 to 4 ● of their choice:** the ● are DRAWN blind and all at once.
4. **Decides whether to RISK:** When they RISK they must always end up with a total of 5 ● DRAWN
5. **Spends the ● DRAWN and tells the outcome of the TEST:** ○ to pass the TEST or improve TRAITS, ● to impose ADRENALINE or CONFUSION on themselves, or to ask the NARRATOR to inflict MISFORTUNES on them or complicate the SCENE. If they have decided to RISK, the NARRATOR spends the ● in their place

GROUP TESTS

- One PLAYER faces the TEST normally. Every other PLAYER involved in the TEST HELPS OR HINDERS the PLAYER who faces it

HELPING ANOTHER HERO

1. The PLAYER who helps adds 1 ○ to the BAG of the PLAYER who receives the help
2. If the PLAYER DRAWS at least 1 ●, the one who helped must immediately spend 1 ● in turn (maximum 1)

HINDERING ANOTHER HERO

1. The PLAYER who helps adds 1 ● to the BAG of the PLAYER who receives the help
2. If the PLAYER DRAWS at least 1 ○, the one who helped must immediately spend 1 ● in turn (maximum 1)

COMPETITIONS BETWEEN HEROES

1. Each PLAYER involved in the competition faces the TEST, but does not show how many ○ they DREW.
2. Each PLAYER decides how many of the ○ they DREW to spend on the outcome of the TEST; all PLAYERS, once they have decided, must declare it simultaneously
3. The PLAYER who has spent the most ○ on the outcome of the TEST