

Breaking the Ice

Character Name: _____

Favorite Color: _____

Switch: _____

Conflict: _____ (3 Dice)

Self: Traits (1 Die each)

_____	_____
_____	_____
_____	_____
_____	_____

Work:

_____	_____
_____	_____
_____	_____
_____	_____

Play:

_____	_____
_____	_____
_____	_____
_____	_____

Bonus Dice (Maximum = 3):

Narration that puts character at an advantage in scene.

Re-Rolls (Maximum = # Failing Rolls):

Narration that puts character at a disadvantage in scene.

Conflict: Bring Conflict into play in a scene.

Compatibility: 2 parts of narration, one from each player.

Attraction
(Create with Three Successes)



Compatibilities
(Create with Four Successes)
2 Dice each

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Attraction Roll Steps:

- 1) **Set Scene:** location, time, activity
- 2) Roll **Attraction Dice** (#=Attr.)
- 3) Roll **Bonus Dice** (1 die each)
- 4) **Re-rolls** (1 die each)

At any time (once each per turn):

- 5) Invoke **Conflict** (3 dice)
 - 6) Invoke **Compatibility** (2 dice)
- Do not Re-roll Conflict or Compatibilities.

Success: Roll 5 or 6

All dice are 6-sided.

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_____	_____
_____	_____
_____	_____
_____	_____

Work:

_____	_____
_____	_____
_____	_____
_____	_____

Play:

_____	_____
_____	_____
_____	_____
_____	_____

Reward Bonus Dice and Re-rolls for:

- Invoke one of your character's Traits (may create new ones on the fly).
- Describe setting element that contributes to scene.
- Narrate character doing something nice/foolish (Bonus/Re-roll).
- Highlight Trait of the other character.
- Give creative or true-to-life narration.
- Take a suggestion from the Guide.