

Two Characters,
Three Dates,
One Chance at Romance...



Making an Attraction Roll:

Attraction Dice:

of Attraction Levels

Bonus Dice:

3 per Turn

Put your character at an advantage

Re-Rolls:

(Attraction Dice + Bonus Dice Rolled) - Successes

Put your character at a disadvantage

} **Roll these
together.**

Award Bonus Dice and Re-Rolls for:

- ~ Bringing in a Trait (may create new one)
- ~ Describing Setting
- ~ Minor Characters acting
- ~ Character Doing Something Nice (for Bonus) or Foolish (for Re-Roll)
- ~ Something "true to life"
- ~ Very creative narration
- ~ Taking a Suggestion

May use any time in one's Turn.

May **not** be Re-Rolled.

Conflict:

3 Dice

Describe how character's Conflict affects events.

Compatibility:

2 Dice

Active Player and Guide each describe how characters share Compatibility in scene.

Success: Roll 5 or 6

Three Successes:

Increase Attraction Level

Four Successes:

Create a Compatibility

Breaking the Ice

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