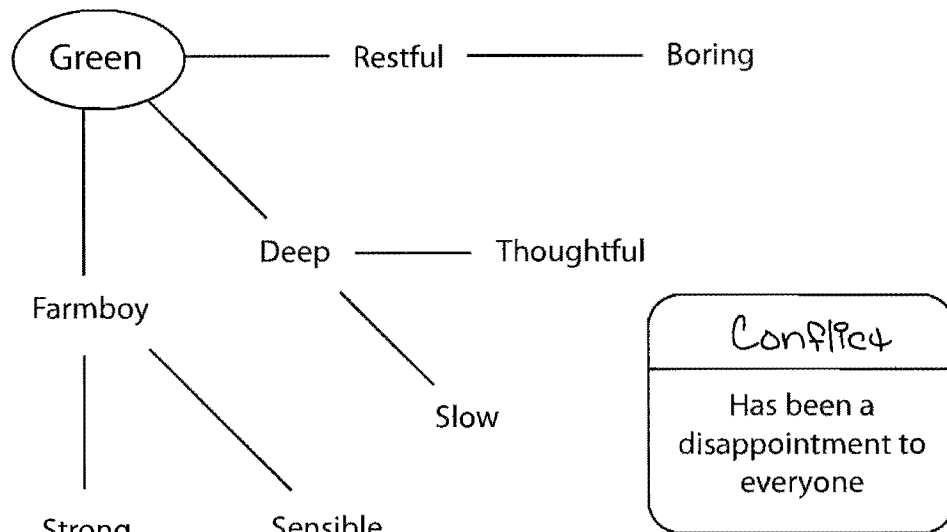
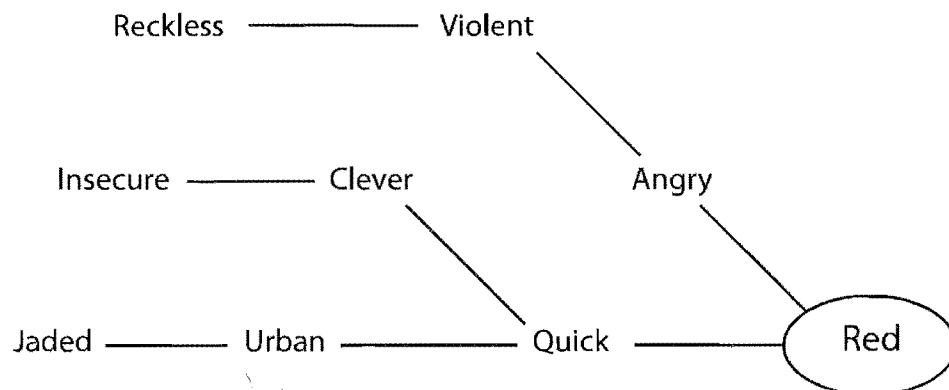


George



George's Traits	
Art Student	Big and Dumb
Genuine	Disgusted by the City



Judging George

Attraction Dice

Award attraction dice (up to the level of current attraction) when the active player does something that makes them attractive to your character.



Bonus Dice

Award bonus dice (up to 3) when the active player does something that puts them at an advantage (including using their Traits).



ROLL THE DICE AWARDED SO FAR:
5 OR 6 IS A SUCCESS, 1-4 FAILURE.

Reroll dice

Award reroll dice from the pool of failed dice when the active player does something that puts them at a disadvantage.



Conflict Dice

Award 3 Conflict dice if the active player plays to their character conflict.



Compatibility Dice

Award 2 Conflict dice if you both narrate using one of your character Compatibilities.



ROLL THE DICE IN THE SECOND PHASE
AND TOTAL SUCCESSES. 3 SUCCESSES
INCREASES ATTRACTION. 4 CREATES
A NEW COMPATIBILITY.

Judging Rachel



Attraction Dice

Award attraction dice (up to the level of current attraction) when the active player does something that makes them attractive to your character.



Bonus Dice

Award bonus dice (up to 3) when the active player does something that puts them at an advantage (including using their Traits).



ROLL THE DICE AWARDED SO FAR:
5 OR 6 IS A SUCCESS, 1-4 FAILURE.



Reroll dice

Award reroll dice from the pool of failed dice when the active player does something that puts them at a disadvantage.



Conflict Dice

Award 3 Conflict dice if the active player plays to their character conflict.

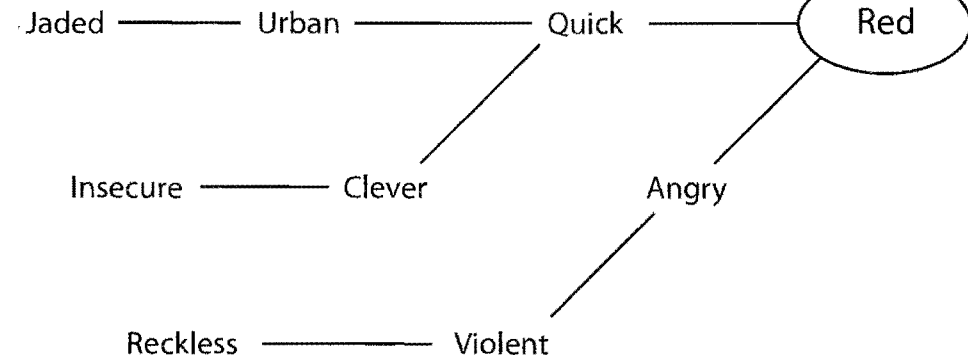


Compatibility Dice

Award 2 Conflict dice if you both narrate using one of your character Compatibilities.

ROLL THE DICE IN THE SECOND PHASE
AND TOTAL SUCCESSES. 3 SUCCESSES
INCREASES ATTRACTION. 4 CREATES
A NEW COMPATIBILITY.

Rachel



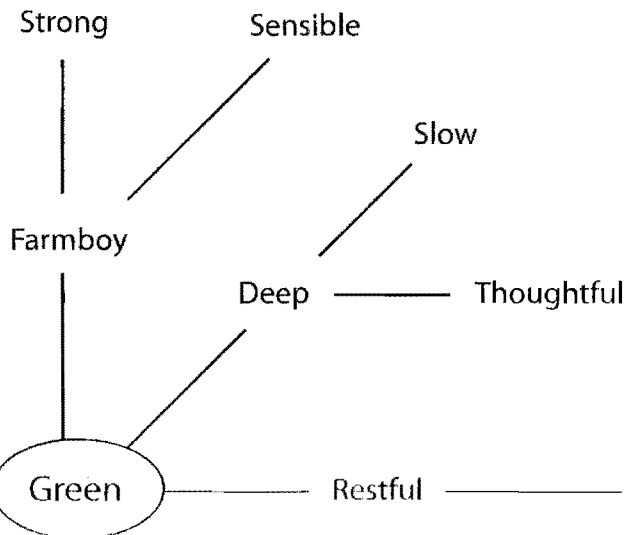
Rachel's Traits

Bike courier

Sassy

Club-hopping

Needs noise to live



Conflict

Trusted her ex-fiance
and was betrayed