



Suitor 1: _____

Attributes

_____ but _____
 _____ but _____
 _____ but _____
 _____ but _____

Person

Place

Thing

Conflict

The Prize _____



Traits

2 Player: *Suitor Turns Only*

Hurdle: 5 Dice (Opponent)

First Pool: (Active Player)
 3 Responses, 2 Dice each

Second Pool: 1 Response (*must add trait*)

4 Dice ~ Opponent Suggestion

3 Dice ~ Use own Conflict

Points gained: First turn = 1 point

Second turn = 2, Third turn = 3

3 Player: Suitor Turns

Hurdle: 5 Dice (Opponent)

First Pool: 3 Responses (BP & SP)

2 Dice ~ 1st use of own trait

1 Die ~ 2nd use of own trait

2 Dice ~ Suggest action for other character

Second Pool: 1 Response (*must add trait*)

4 Dice ~ Opponent Suggestion

3 Dice ~ Use own Conflict



Suitor 2: _____

Attributes

_____ but _____
 _____ but _____
 _____ but _____
 _____ but _____

Person

Place

Thing

Conflict

The Prize _____



Traits

2 Player: *Suitor Turns Only*

Hurdle: 5 Dice (Opponent)

First Pool: (Active Player)
 3 Responses, 2 Dice each

Second Pool: 1 Response (*must add trait*)

4 Dice ~ Opponent Suggestion

3 Dice ~ Use own Conflict

Points gained: First turn = 1 point

Second turn = 2, Third turn = 3

3 Player: Suitor Turns

Hurdle: 5 Dice (Opponent)

First Pool: 3 Responses (BP & SP)

2 Dice ~ 1st use of own trait

1 Die ~ 2nd use of own trait

2 Dice ~ Suggest action for other character

Second Pool: 1 Response (*must add trait*)

4 Dice ~ Opponent Suggestion

3 Dice ~ Use own Conflict