

COVENANT

ANTAGONISTS SHEET

NAME

CONCEPT

AGENDA

LEVEL

CONSEQUENCES

EDGES

NAME

CONCEPT

AGENDA

LEVEL

CONSEQUENCES

EDGES

CONFLICT

1. *DECIDE GOALS AND ARENA*
2. *ROLL 3 DICE*
3. *MODIFY*
EDGE - ROLL EXTRA
OR
CONSEQUENCE - REMOVE
4. *HIGHEST DICE WINS*
NARRATION
OPTIONAL BOW OUT
AND NEW ARENA
5. *ADD NEW CONSEQUENCES*
DICE HIGHER THAN
OPPONENT'S RESULT
(1 TEMP, 2 CHAPTER,
3 STORY)