

COVENANT

CHARACTER SHEET

NAME

FACTION

AGENDA

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)

EDGES

CONCEPT

CELL

ORDER

ORDERS

MOMENTS OF TRUTH

- END THE SCENE AND DEFINE A NEW ONE
- TURN A STORY LEVEL CONSEQUENCE INTO A DESCRIPTOR EDGE
- REMOVE A CONSEQUENCE
- ADD A NEW RELATIONSHIP EDGE
- GIVE AN OPPONENT A CHAPTER CONSEQUENCE

TRUISMS

CONSEQUENCES

