Breaking the Ice

Character Name:_____

Favorite Color: _____

Conflict: _____(3 dice)

Traits (1 die each)

Self

Switch:_____ _____

_____ _____

_____ _____

_____ _____

Work

_____ _____

_____ _____

_____ _____

Play

_____ _____

_____ _____

_____ _____

Bonus Dice (Max = 3):
Narration that puts character at advantage.
Re-Rolls (Max = # of Failing Rolls):
Narration that puts character at disadvantage.

Conflict: Bring Conflict into play.
Compatibility: 2 parts, one from each player.

Attraction
(Create with Three Successes)

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Compatibilities (2 dice each)
(Create with Four Successes)

_____

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Attraction Roll Stages:

1) **Set Scene**: location, time, activity
2) Roll **Attraction Dice** (#=Attr)
3) Roll **Bonus Dice** (1die each)
4) **Re-rolls** (1die each)

At any time:
5) Invoke **Conflict** (3 dice)
6) Invoke **Compatibility** (2 dice)

**Conflict and Compatibility
Dice may not be Re-Rolled**.

Success: Roll 5 or 6

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_____ _____

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_____ _____

_____ _____

_____ _____

Reward Bonus Dice and Re-rolls for:
Invoking Trait (may create new one).
Describing setting element that contributes.
Narrate doing something nice/foolish.
Highlight other character's trait.
Creative or true to life narration.
Taking a suggestion from the Guide.