

NAME, AGE, HOME, ETC.

DRAMATIC QUALITIES

INTRIGUE MAGNETS

BACKGROUND

SUPPORTING CHARACTERS

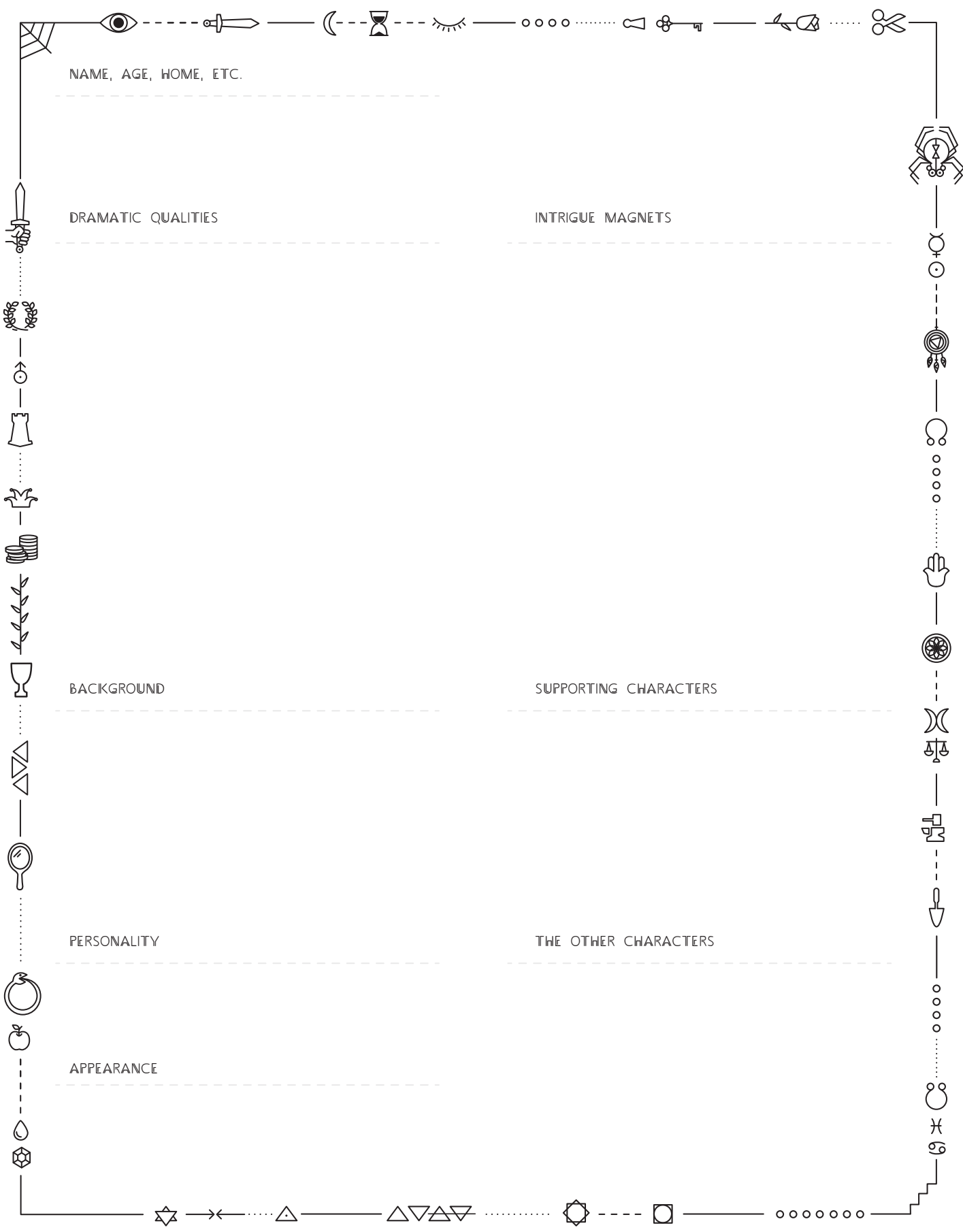
PERSONALITY

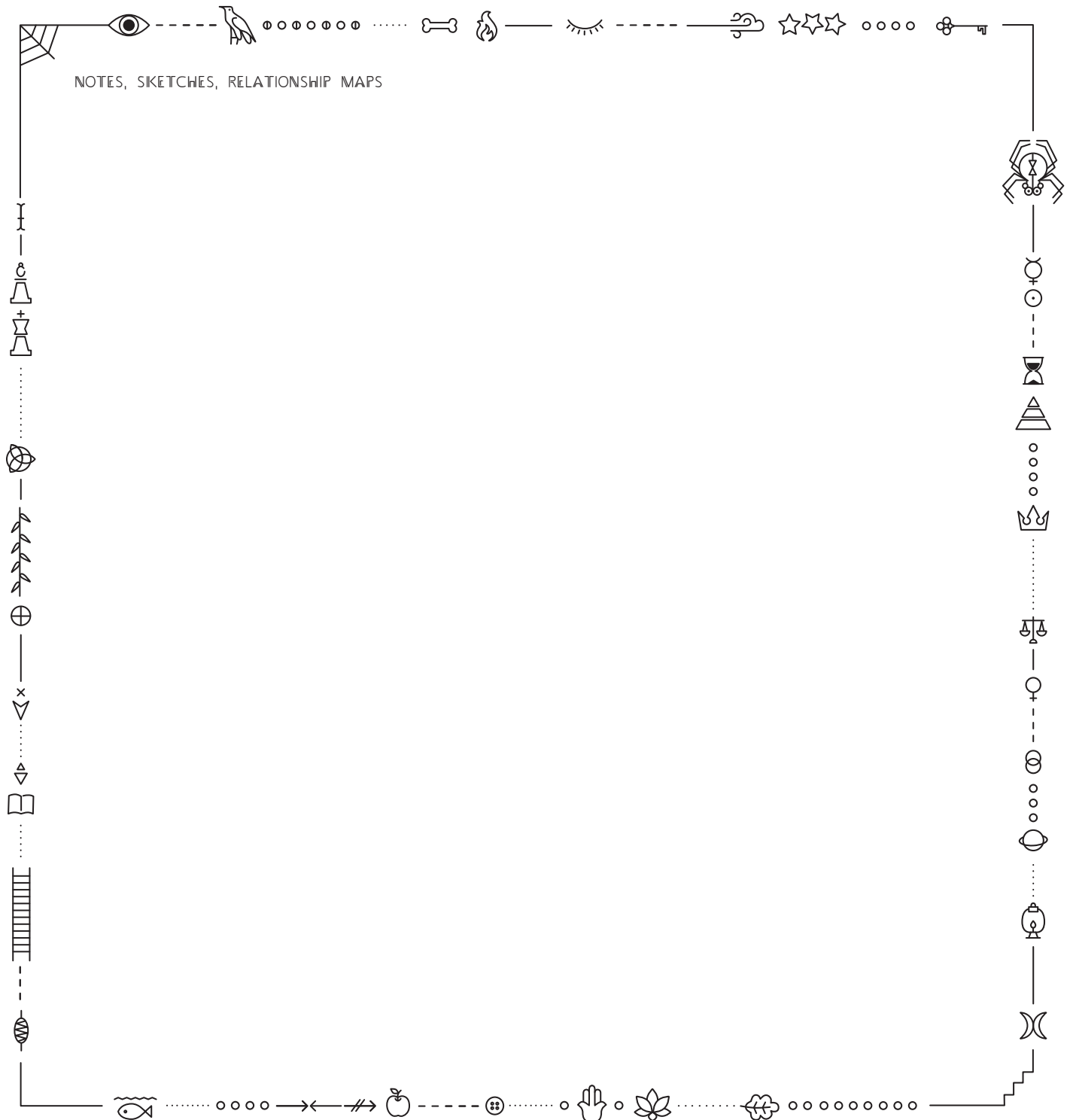
THE OTHER CHARACTERS

APPEARANCE

CHARACTER IDEA

TRAS
BY





NOTES, SKETCHES, RELATIONSHIP MAPS

The Cards

When something important is at stake, consider a *Resolution Card* to decide the outcome.

The player states what their character tries to achieve. They appoint another player to draw and interpret a card.

- Anyone can suggest drawing a card.
- One Resolution card per scene per character.
- Try to resolve consequences before introducing many new card-twists.

When you want to inject an element of surrealism, draw a *Chance Card*.

Each player can draw one Chance card per session, *at any time they like*. They interpret its effects themselves. It's fine to ask for ideas. When the card is drawn, its instructions should be followed.

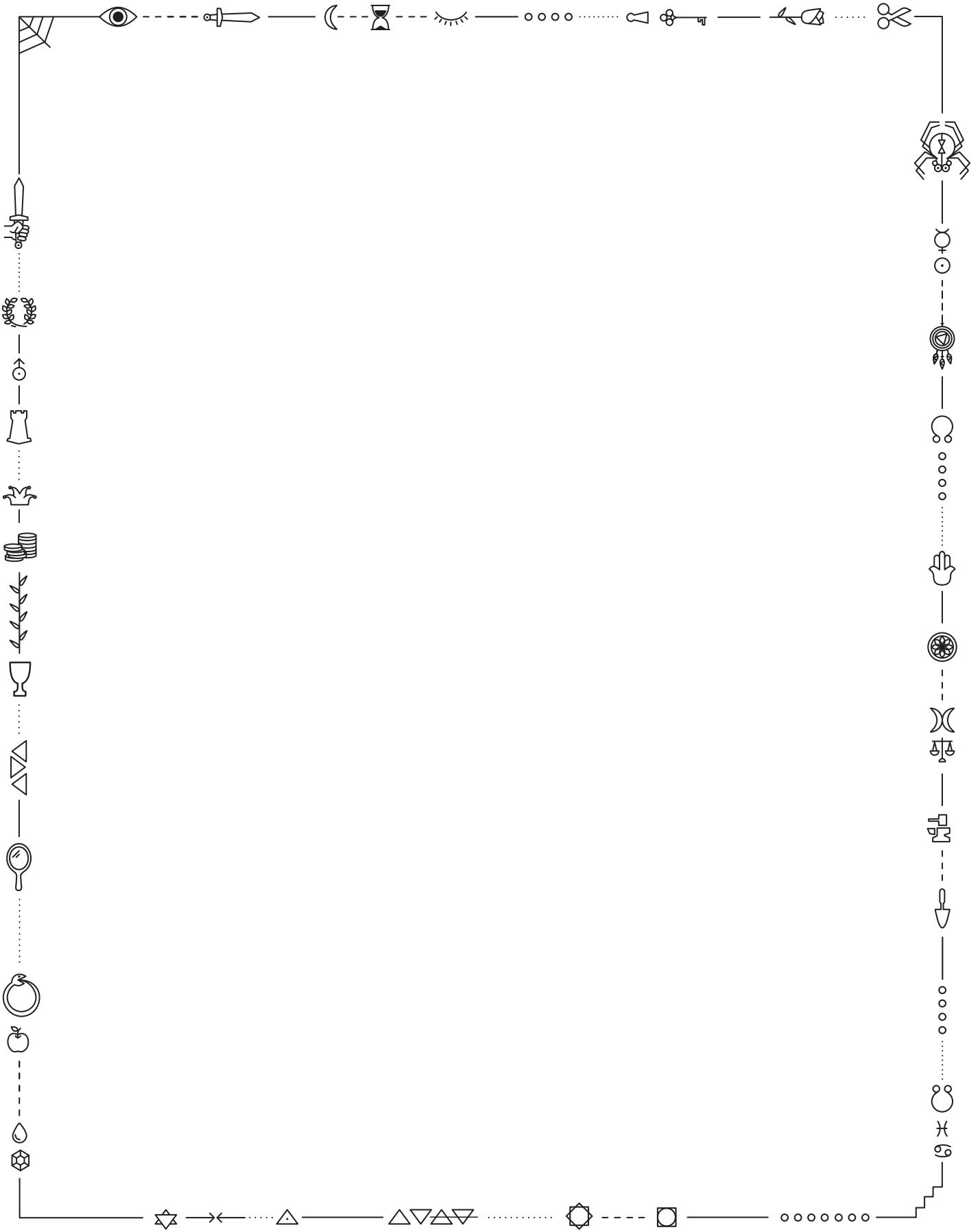
The Conversation

Be generous with:

- your attention. Give others a chance to contribute. If you don't like an idea, ask "How could I add to this to make it work for me?"
- your ideas. Add people, places, things, history – tell us what they do and are.

When in doubt:

- Say what your character does, how they react or feel.
- Trust your first idea, especially if it scares you or seems bizarre.
- Build on another player's idea.
- Refer to or bring in play something previously told.
- Describe the surroundings or supporting characters.
- Trust the cards.



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