

# Player Information

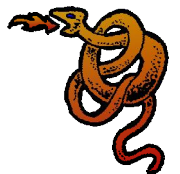
Name:

Unique Thing:

Items & Quirks:

Icon Relationships:

Developing Background



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# Titles, Terms and Idioms

Developing Background



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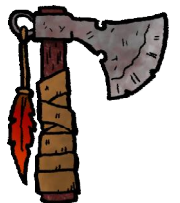
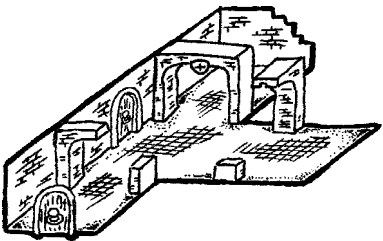
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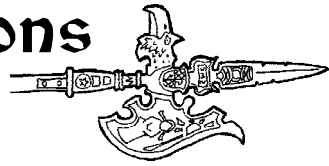
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# Campaign Additions by Players



# Campaign Setbacks

1d6:

1. Enemy reinforcements
2. Enemy/conflicted icons of a random player takes interest
3. Allied Icon of a random player endangered
4. Enemy conquers/gains strategic item/place
5. Hostility/mockery towards heroes for their „cowardness“
6. Have to temporarily give up a magical resource



## fail forward - Stealth

1d6:

1. Group is separated
2. Potentially non-violent encounter with enemy civilians
3. Leaving a trail that is difficult to remove
4. Raised alarm level - more guards, better arms etc.
5. Damage (3d6 per tier) due to mental stress, injuries etc.
6. It becomes necessary to take a less direct route



## fail forward - Social



1d6:

1. Rotten compromise achieved where nobody is happy
2. Success but new enemies are created
3. Misunderstanding about details leads to problems later
4. A favor is owed (possibly to a third party)
5. Reputation suffers as result of the interaction
6. Deception by other side - there will be problems in the future

## fail forward - „Movement“

1d6:

1. Damage (2d6 per tier)
2. Temporarily stuck (save ends)
3. Takes 1d4 rounds longer to reach goal
4. Ends up in wrong spot
5. Loses an item of intermediate value
6. Vulnerable due to temporary fatigue

# Nemeses and Allies

