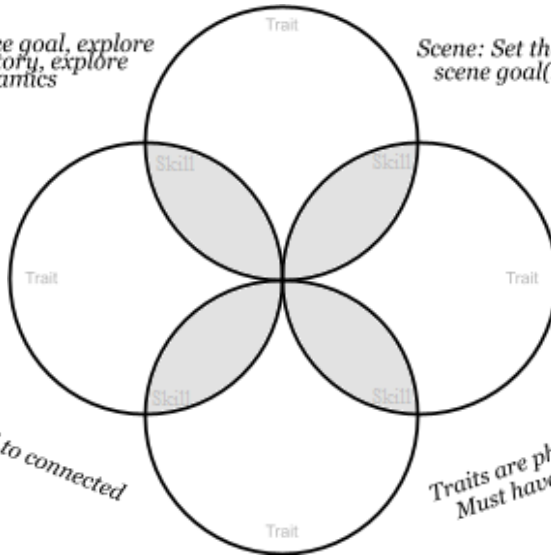


*Scene goals: advance goal, explore an aspect of the story, explore group dynamics*

*Scene: Set the scene, announce scene goal(s), draft the cast*



*Skills are related to connected Traits.*

*Traits are physical/mental/social. Must have at least one of each.*

*1d6 to attempt a task OR 2d6 if a Trait applies OR 3d6 if a Skill applies  
+1d6 for assistance/planning/cinematically awesome acts*

*Target is Simple: 3/Practiced: 7/Skilled: 10/Expert: 14/Really Hard: 18*

<b>Archetype:</b>	<b>Background</b>	
<b>Name:</b>		
<b>Description</b>		
<b>Goal</b>	<b>Relationships</b>	
<b>Gear</b>	<b>Damage</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Hurt (-1d6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Dying (-2d6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>