



“I wanted you to see what real courage is, instead of getting the idea that courage is a man with a gun in his hand. It’s when you know you’re licked before you begin but you begin anyway and you see it through no matter what. You rarely win, but sometimes you do.”

—Atticus Finch, *To Kill A Mockingbird* by Harper Lee

NAME

INSTINCT

PERSONALITY
-1
When Falling

MORALITY
+1
When Rising

Choose an Array for your stats below:

Moral Beacon: Instinct 0, Personality 0, Morality 2

Charismatic Do-Gooder: Instinct -1, Personality 1, Morality 2

Zealot: Instinct 1, Personality -1, Morality 2

Basic
To Right Wrongs

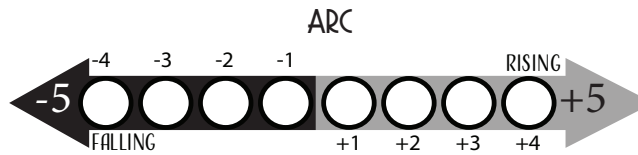
Desire
To Be Good

Fear
To Be Corrupted

MOTIVATION

RELATIONSHIPS

THE CONFLICTED RIGHT-FIGHTER



- PERSONALITY**
When Rising
Choose One
- Rational
 - Ethical
 - Idealistic
 - Purposeful
 - Principled
- When Falling
Choose One
- Dogmatic
 - Intolerant
 - Self-Righteous
 - Judgmental
 - Condemning

- BACKSTORY**
- **Occupation:** community leader, legal, political, faith leader, military, teacher, other
 - **Source of your ethical compass:** religion, philosophy, political ideals, code of honor or ethics, other
 - **Your place of self-reflection:** place of worship, place of work, home, place in nature, social place, other
 - **How were you wronged:** betrayal, miscarriage of justice, violence, thievery, prejudice, other
 - **Who do you fight for:** loved ones, disenfranchised people, anyone that is deserving, anyone, only one, other

CHAPTERS

- CHAPTER ONE: THE ORDINARY WORLD**
The characters begin together, establish motivations, and conduct everyday life, until an inciting incident propels a character to **move into an uncomfortable situation.**
- CHAPTER TWO: THE MEETING**
The story’s ordeal is presented and the characters gather what is needed to confront it, until a character will **cross the threshold.**
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- CHAPTER FIVE: THE FINAL CHAPTER**
The characters return to their original state and determine their **tragic end or heroic fate.**

EARN PLOT POINTS

- 1 per Chapter
- Resolve a Conflict
- Accept a Conflict created by the Novelist

SPEND PLOT POINTS

- Create a Conflict to confront with Narrative Control
- Switch Arcs to perform a move
- Take Narrative Control, introduce a story element or an NPC

MAKING MOVES

Result of 7+

- The conflict is resolved and removed from the table
- +1Arc for Rising and Flat Moves or -1Arc for Falling Moves
- Opposed Novel Characters get +1Arc for conceding
- If the move and narrative represents a chapter move, the Novel moves into the next chapter
- The Novelist has Narrative Control

Result of 10+

- The same results as 7+ except the Character Player has Narrative Control

Result of 6-

- The conflict is not resolved and is still in play
- -1Arc, no matter what move was used
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RISING

Protect Yourself (Roll +Instinct)
When you want to stop from getting hurt, roll +Instinct.

Befriend (Roll +Personality)
When you want good will or to establish trust, roll +Personality.

Make a Moral Stand (Roll +Morality)
When you want to make a social/moral conviction, roll +Morality.

FLAT

Satiate (Roll +Instinct)
When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)
When you want to guide others, roll +Personality.

Rally (Roll +Morality)
When you want to get others to help, roll +Morality.

FALLING

Lash Out (Roll +Instinct)
When you wish to resolve a conflict using violence, roll +Instinct.

Enforce Your Will (Roll +Personality)
When you want to force someone, roll +Personality.

Condemn (Roll +Morality)
When you want to rally others against someone, roll +Morality.

THE COURAGEOUS YOUTH



“Look at everything always as though you were seeing it either for the first or last time: Thus is your time on earth filled with glory.”
—Francie, *A Tree Grows in Brooklyn* by Betty Smith

NAME

INSTINCT	PERSONALITY +1 <i>When Rising</i>	MORALITY -1 <i>When Falling</i>
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Choose an Array for your stats below:

- Rapscallion: Instinct 1, Personality 2, Morality -1
- Lovely Child: Instinct 0, Personality 2, Morality 0
- Trusty Sidekick: Instinct 1, Personality 1, Morality 0

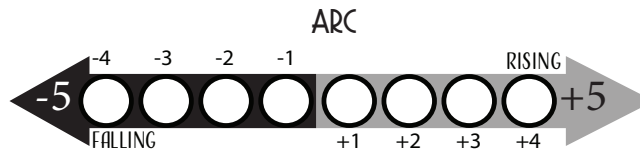
Basic
To Prove Worth

Desire
To Be Accepted

Fear
To Be Ignored

MOTIVATION

RELATIONSHIPS



- | Key Trait
<i>Choose One</i> | PERSONALITY
<i>When Rising</i>
<i>Choose One</i> | When Falling
<i>Choose One</i> |
|---------------------------------|--|------------------------------------|
| <input type="radio"/> Trusting | <input type="radio"/> Independent | <input type="radio"/> Volatile |
| <input type="radio"/> Observant | <input type="radio"/> Brave | <input type="radio"/> Defenseless |
| <input type="radio"/> Committed | <input type="radio"/> Affectionate | <input type="radio"/> Irrational |
| <input type="radio"/> Vigilant | <input type="radio"/> Reliable | <input type="radio"/> Fearful |
| <input type="radio"/> Sincere | <input type="radio"/> Inspirational | <input type="radio"/> Manipulative |

BACKSTORY

- **Home life:** idyllic, troubled, moved out, under the care of others, caring for others, other
- **Why adults need your help:** they are uninspired, they have no hope, they don't know what I do, they've forgotten, they are too busy, other
- **Your guardians:** two loving guardians, one loving guardian, indifferent guardians, no one, other
- **Why you persevere:** I don't know how to do anything else, other people need me, I need to prove my worth, I'm driven to do what is right, I'm driven to change things, other

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FLAT

Satiate (Roll +Instinct)
When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)
When you want to guide others, roll +Personality.

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THE CUNNING RASCAL



"I think it pisses God off if you walk by the color purple in a field somewhere and don't notice it."

—Shug, *The Color Purple* by Alice Walker

NAME

INSTINCT	PERSONALITY +1 <i>When Rising</i>	MORALITY -1 <i>When Falling</i>
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Choose an Array for your stats below:

Devil May Care: Instinct 2, Personality 0, Morality 0

Trickster: Instinct 1, Personality 1, Morality 0

Loveable Ruffian: Instinct 1, Personality 2, Morality -1

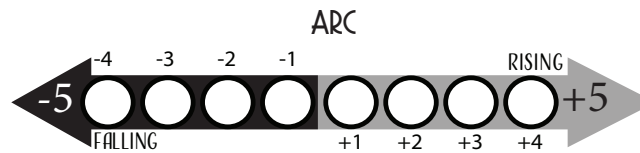
MOTIVATION

Basic
To Be Excited

Desire
To Be Free

Fear
To Be Trapped

RELATIONSHIPS



- | Key Trait
<i>Choose One</i> | PERSONALITY
When Rising
<i>Choose One</i> | When Falling
<i>Choose One</i> |
|--------------------------------|---|-----------------------------------|
| ○ Unpredictable | ○ Uplifting | ○ Reckless |
| ○ Charming | ○ Loyal | ○ Malicious |
| ○ Scrappy | ○ Endearing | ○ Hurtful |
| ○ Energetic | ○ Inspiring | ○ Disconnected |
| ○ Care-Free | ○ Trusting | ○ Maniacal |

BACKSTORY

- **Your hideout:** rural, urban, wilderness, in a public place, is impossible to find, other
- **What freedom means:** living without society, no rules, my rules, opportunity, having no cares, other
- **Who's trying to stop you:** religious group, relatives, the authorities, friends, enemies, other
- **What is fun:** chaos, being on the road, surprising others, experiencing life, living in the moment, other
- **Who keeps you under control:** a relative, a partner or spouse, a friend, a mentor, an enemy, other

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Satiate (Roll +Instinct)

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Condemn (Roll +Morality)

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“The world is in this room. This here’s all there is and all there needs to be.”

—Sethe, *Beloved*, by Toni Morrison

NAME

INSTINCT
+1
When Rising

PERSONALITY

MORALITY
-1
When Falling

Choose an Array for your stats below:

Moral Champion: Instinct 1, Personality -1, Morality 2

Helpful Protector: Instinct 0, Personality 1, Morality 1

Stoic Knight: Instinct 1, Personality 0, Morality 1

Basic
To Protect

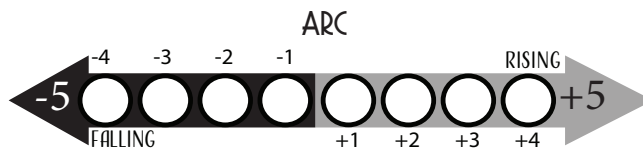
Desire
To Have Purpose

Fear
To Be in Danger

MOTIVATION

RELATIONSHIPS

THE HONORABLE GUARDIAN



- | | | |
|--|--|---|
| <p>Key Trait
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Stable <input type="radio"/> Committed <input type="radio"/> Vigilant <input type="radio"/> Secure <input type="radio"/> Observant | <p>PERSONALITY
<i>When Rising</i>
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Brave <input type="radio"/> Leading <input type="radio"/> Affectionate <input type="radio"/> Trusting <input type="radio"/> Honorable | <p>When Falling
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Volatile <input type="radio"/> Divisive <input type="radio"/> Judgmental <input type="radio"/> Angry <input type="radio"/> Violent |
|--|--|---|

BACKSTORY

- **Occupation:** teacher, law enforcement, faith leader, military, political, activist, other
- **Who you protect:** a relative or friend, a partner or spouse, anyone that needs protection, a particular group, an ideal, other
- **What keeps you strong:** religion or spirituality, a loved one, a memory, an ideal or philosophy, training, other
- **Who is a threat:** anyone, a particular group of people, an individual, those against my ideal, those that seek to harm, other

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Enforce Your Will (Roll +Personality)

When you want to force someone, roll +Personality.

Condemn (Roll +Morality)

When you want to rally others against someone, roll +Morality.



“My legs are full of trench-mortar fragments, old screws and bedsprings and things.”
—Frederic Henry, *A Farewell to Arms* by Ernest Hemingway

NAME

<p>INSTINCT</p> <p style="text-align: center;">+1</p> <p style="text-align: center;"><i>When Rising</i></p>	<p>PERSONALITY</p> <p style="text-align: center;">-1</p> <p style="text-align: center;"><i>When Falling</i></p>	<p>MORALITY</p>
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Choose an Array for your stats below:
Whacky Sidekick: Instinct 0, Personality 2, Morality 0
Beloved Partner: Instinct -1, Personality 2, Morality 1
Dutiful Right-Hand: Instinct -1, Personality 1, Morality 2

Basic
To Be Needed

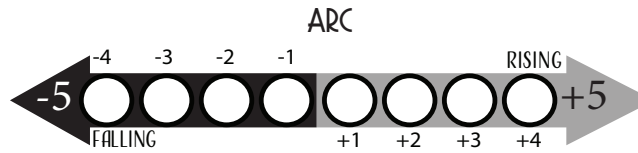
Desire
To Be Loved

Fear
To Be Rejected

MOTIVATION

RELATIONSHIPS

THE LOYAL LIEUTENANT



- | | | |
|--|---|---|
| <p>Key Trait
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Caring <input type="radio"/> Patient <input type="radio"/> Humorous <input type="radio"/> Supportive <input type="radio"/> Helpful | <p>PERSONALITY
<i>When Rising</i>
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Humble <input type="radio"/> Compassionate <input type="radio"/> Loving <input type="radio"/> Uplifting <input type="radio"/> Martyr | <p>When Falling
<i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Manipulative <input type="radio"/> Clingy <input type="radio"/> Addictive <input type="radio"/> Resentful <input type="radio"/> Vindictive |
|--|---|---|

BACKSTORY

- **Occupation:** legal, corporate/professional, law enforcement, military, counselor/advisor, other
- **Who you are loyal to:** a loved one, relative or friend, an ideal or philosophy, an organization or group, whomever earns it, other
- **Reason for your loyalty:** religion, philosophy, political ideals, code of honor or ethics, other
- **What sways your loyalty:** spirituality or religion, nothing, money, love, self-preservation, other
- **You are driven by:** duty, honor, love, hope, an ideal, other

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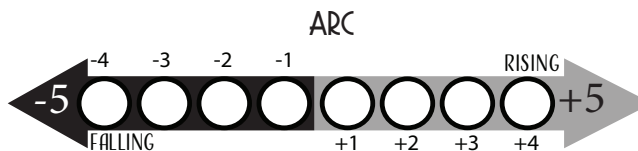
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“But we are all human, I thought, wondering what I meant.”
—The Narrator, *Invisible Man* by Ralph Ellison

THE MYSTERIOUS RECLUSE



- PERSONALITY**
When Rising Choose One
- Sensitive
 - Unique
 - Quiet
 - Submissive
 - Creative
- When Falling Choose One
- Modest
 - Passionate
 - Ambitious
 - Selfless
 - Gracious
 - Jealous
 - Malicious
 - Obsessive
 - Narcissistic
 - Spiteful

BACKSTORY

- **You remain secluded because:** mental health, you’ve been wronged, you are wealthy, you are on the run, other
- **Your place of seclusion is:** an estate or manor/palace, nondescript home or apartment, a temple or church, a school, a library or museum, other
- **Your trust for people:** will never happen, can be earned, was broken and must be rebuilt, is strong with a particular person, is strong with a particular group, other
- **You will come out of seclusion for:** love, when you are healed, when you find purpose, when you find hope, other

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Condemn (Roll +Morality)

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NAME

INSTINCT	PERSONALITY	MORALITY
		-1 +1 When Falling When Rising

Choose an Array for your stats below:

Redeemed Reject: Instinct 2, Personality -1, Morality 1

Wise Hermit: Instinct 1, Personality -1, Morality 2

Antisocial: Instinct 2, Personality 0, Morality 0

MOTIVATION

Basic
To Express Self Worth

Desire
To Be Understood

Fear
To Be Insignificant

RELATIONSHIPS

THE NAIVE OUTSIDER



“Perhaps you do not feel the urgency which I do, the terrible compulsion to aid whatever poor souls wander restlessly here; perhaps you find me foolish in my sympathy for them, perhaps I am even ludicrous in your eyes because I can spare a tear for a lost abandoned soul, left without any helping hand; pure love.”
—Mrs. Montague, *The Haunting of Hill House* by Shirley Jackson

NAME

INSTINCT	PERSONALITY	MORALITY
+1 <i>When Rising</i>		-1 <i>When Falling</i>

Choose an Array for your stats below:

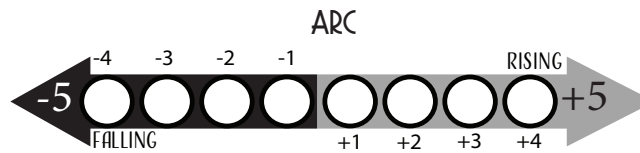
Country Bumpkin: Instinct -1, Personality 2, Morality 1

Wise Traveler: Instinct 0, Personality 0, Morality 2

Drifter: Instinct 1, Personality 1, Morality 0

MOTIVATION
<p>Basic <i>To Be Self Reliant</i></p> <p>Desire <i>To Be Welcomed</i></p> <p>Fear <i>To Be Out of Control</i></p>

RELATIONSHIPS



Key Trait <i>Choose One</i>	PERSONALITY <i>When Rising</i> <i>Choose One</i>	When Falling <i>Choose One</i>
<ul style="list-style-type: none"> <input type="radio"/> Decisive <input type="radio"/> Independent <input type="radio"/> Confident <input type="radio"/> Curious <input type="radio"/> Strange 	<ul style="list-style-type: none"> <input type="radio"/> Brave <input type="radio"/> Influential <input type="radio"/> Change-Making <input type="radio"/> Mediator <input type="radio"/> Inspirational 	<ul style="list-style-type: none"> <input type="radio"/> Ruthless <input type="radio"/> Hard-Hearted <input type="radio"/> Immoral <input type="radio"/> Brutal <input type="radio"/> Divisive

BACKSTORY

- **You left your home because:** you are a refugee or a criminal, you need work, you had to escape another life, you wronged someone, you were wronged, other
- **Your home is:** far away, full of enemies, full of regret, a distant memory, a place to come back to, other
- **You have with you:** nothing much, a fortune, enough to make do, just the bare necessities, a relative or friend, other
- **You stand out because:** you have an accent, your style is different, you have different values, other

CHAPTERS

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The characters explore the situation, run into conflict, and make friends and enemies until a character will **go into the cave.**

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The characters confront the greatest challenge and rise to glory, or fall to tragedy until a character will **take the road back.**

CHAPTER FIVE: THE FINAL CHAPTER

The characters return to their original state and determine their **tragic end or heroic fate.**

EARN PLOT POINTS	SPEND PLOT POINTS
<ul style="list-style-type: none"> • 1 per Chapter • Resolve a Conflict • Accept a Conflict created by the Novelist 	<ul style="list-style-type: none"> • Create a Conflict to confront with Narrative Control • Switch Arcs to perform a move • Take Narrative Control, introduce a story element or an NPC

MAKING MOVES

Result of 7+

- The conflict is resolved and removed from the table
- +1Arc for Rising and Flat Moves or -1Arc for Falling Moves
- Opposed Novel Characters get +1Arc for conceding
- If the move and narrative represents a chapter move, the Novel moves into the next chapter
- The Novelist has Narrative Control

Result of 10+

- The same results as 7+ except the Character Player has Narrative Control

Result of 6-

- The conflict is not resolved and is still in play
- -1Arc, no matter what move was used
- Opposed Novel Characters get +1Arc for not conceding
- The Novelist has Narrative Control

RISING

Protect Yourself (Roll +Instinct)

When you want to stop from getting hurt, roll +Instinct.

Befriend (Roll +Personality)

When you want good will or to establish trust, roll +Personality.

Make a Moral Stand (Roll +Morality)

When you want to make a social/moral conviction, roll +Morality.

FLAT

Satiate (Roll +Instinct)

When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)

When you want to guide others, roll +Personality.

Rally (Roll +Morality)

When you want to get others to help, roll +Morality.

FALLING

Lash Out (Roll +Instinct)

When you wish to resolve a conflict using violence, roll +Instinct.

Enforce Your Will (Roll +Personality)

When you want to force someone, roll +Personality.

Condemn (Roll +Morality)

When you want to rally others against someone, roll +Morality.



“What say ye, pagans! Will ye give me as much blood as will cover this barb?”

—Captain Ahab, *Moby Dick* by Herman Melville

NAME

INSTINCT -1 <i>When Falling</i>	PERSONALITY	MORALITY +1 <i>When Rising</i>
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Choose an Array for your stats below:

Heroic Leader: Instinct 1, Personality 0, Morality 1

Barbaric Outsider: Instinct 2, Personality -1, Morality 1

Moral Rock: Instinct 1, Personality -1, Morality 2

Basic
To Be Honorable

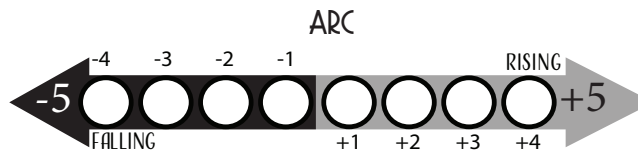
Desire
To Have Order

Fear
To be Corrupted

MOTIVATION

RELATIONSHIPS

THE OATHSWORN CHAMPION



- | Key Trait
<i>Choose One</i> | PERSONALITY
When Rising
<i>Choose One</i> | When Falling
<i>Choose One</i> |
|--|---|---|
| <ul style="list-style-type: none"> <input type="radio"/> Powerful <input type="radio"/> Decisive <input type="radio"/> Hardworking <input type="radio"/> Risk-Taking <input type="radio"/> Self-Confident | <ul style="list-style-type: none"> <input type="radio"/> Selfless <input type="radio"/> Heroic <input type="radio"/> Change-Making <input type="radio"/> Influential <input type="radio"/> Magnanimous | <ul style="list-style-type: none"> <input type="radio"/> Ruthless <input type="radio"/> Hard-Hearted <input type="radio"/> Violent <input type="radio"/> Brutal <input type="radio"/> Vindictive |

BACKSTORY

- **What are you sworn to:** a person, a group, a cause or ideal, a code of honor, a promise or commitment, other
- **What drove you to your commitment:** force, desire, love, hope, an ideal, other
- **Why are you a champion:** a fighter, strong with words, knowledge of a culture or society, courage, fame, other
- **What happens when you fulfill your oath:** I'll continue the commitment, retire, feel useless, go into obscurity, find a new cause, other

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- Switch Arcs to perform a move
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Result of 10+

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Result of 6-

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RISING

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When you want to stop from getting hurt, roll +Instinct.

Befriend (Roll +Personality)

When you want good will or to establish trust, roll +Personality.

Make a Moral Stand (Roll +Morality)

When you want to make a social/moral conviction, roll +Morality.

FLAT

Satiate (Roll +Instinct)

When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)

When you want to guide others, roll +Personality.

Rally (Roll +Morality)

When you want to get others to help, roll +Morality.

FALLING

Lash Out (Roll +Instinct)

When you wish to resolve a conflict using violence, roll +Instinct.

Enforce Your Will (Roll +Personality)

When you want to force someone, roll +Personality.

Condemn (Roll +Morality)

When you want to rally others against someone, roll +Morality.

THE REGRETFUL ELDER



“But after awhile you stand up, wipe the frost out of your ear, go someplace to get warm, bum a nickel for coffee, and then start walkin’ toward somewheres else that ain’t near no bridge.”
—Francis, *Ironweed* by William Kennedy

NAME

INSTINCT	PERSONALITY	MORALITY
-1 +1 <small>When Falling When Rising</small>		

Choose an Array for your stats below:

Broken Warrior: Instinct 2, Personality 0, Morality 0

Confident Survivor: Instinct 2, Personality 1, Morality -1

Functional Introvert: Instinct 1, Personality 1, Morality 0

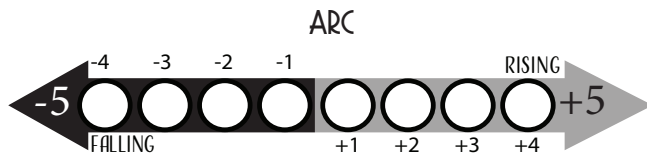
MOTIVATION

Basic
To Maintain Harmony

Desire
To Be Stable

Fear
To Be Ostracized

RELATIONSHIPS



- | Key Trait
<i>Choose One</i> | PERSONALITY
<i>When Rising
Choose One</i> | When Falling
<i>Choose One</i> |
|---|--|--|
| <ul style="list-style-type: none"> <input type="radio"/> Agreeable <input type="radio"/> Peaceful <input type="radio"/> Connected <input type="radio"/> Quiet <input type="radio"/> Uneasy | <ul style="list-style-type: none"> <input type="radio"/> Fulfilled <input type="radio"/> Content <input type="radio"/> Self-Aware <input type="radio"/> Calming <input type="radio"/> Trustworthy | <ul style="list-style-type: none"> <input type="radio"/> Obstinate <input type="radio"/> Disconnected <input type="radio"/> Abusive <input type="radio"/> Angry <input type="radio"/> Depressed |

BACKSTORY

- **You are a:** military soldier or veteran, nurse, activist, politician, law enforcement, doctor, legal, other
- **You regret:** causing harm, an atrocity, a loss, a betrayal, a crime, other
- **You will be healed:** never, with love, with hope, with justice or judgment, with spirituality or religion, other
- **When judgment comes you will:** be relieved, not be there, be dead, fight, concede, other

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Result of 10+

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Result of 6-

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RISING

Protect Yourself (Roll +Instinct)

When you want to stop from getting hurt, roll +Instinct.

Befriend (Roll +Personality)

When you want good will or to establish trust, roll +Personality.

Make a Moral Stand (Roll +Morality)

When you want to make a social/moral conviction, roll +Morality.

FLAT

Satiate (Roll +Instinct)

When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)

When you want to guide others, roll +Personality.

Rally (Roll +Morality)

When you want to get others to help, roll +Morality.

FALLING

Lash Out (Roll +Instinct)

When you wish to resolve a conflict using violence, roll +Instinct.

Enforce Your Will (Roll +Personality)

When you want to force someone, roll +Personality.

Condemn (Roll +Morality)

When you want to rally others against someone, roll +Morality.



“Boys, I know who’s drowned -- it’s us!”
 —Tom Sawyer, *The Adventures of Tom Sawyer* by Mark Twain

NAME

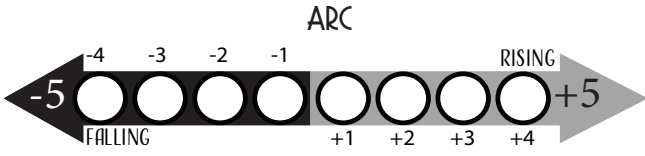
INSTINCT -1 <i>When Falling</i>	PERSONALITY	MORALITY +1 <i>When Rising</i>
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Choose an Array for your stats below:
Eternal Optimist: Instinct -1, Personality 1, Morality 2
Icon of Hope: Instinct 0, Personality 0, Morality 2
Endearing Companion: Instinct 0, Personality 1, Morality 1

<p>Basic <i>To Create Hope</i></p> <p>Desire <i>To Be Safe</i></p> <p>Fear <i>To Be Separated</i></p>	<p>MOTIVATION</p>
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RELATIONSHIPS

THE INSPIRED INNOCENT



Key Trait <i>Choose One</i>	PERSONALITY <i>When Rising</i> <i>Choose One</i>	When Falling <i>Choose One</i>
<input type="radio"/> Easy-Going <input type="radio"/> Agreeable <input type="radio"/> Peaceful <input type="radio"/> Friendly <input type="radio"/> Ethical	<input type="radio"/> Fulfilled <input type="radio"/> Hopeful <input type="radio"/> Calming <input type="radio"/> Self-Aware <input type="radio"/> Wise	<input type="radio"/> Frustrated <input type="radio"/> Desperate <input type="radio"/> Disconnected <input type="radio"/> Neglectful <input type="radio"/> Reckless

- BACKSTORY**
- **What drives you:** an ideal, a person, a group or organization, a cause, a dream, other
 - **Why are you innocent:** clear conscious, young, ethical or moral, redeemed, naive, other
 - **Who do you trust:** everyone, anyone deserving, only my closest, only myself, my ideal or philosophy, other
 - **What would take your innocence:** love, death, betrayal, loss, harm or violence, other
 - **Who needs you:** a friend, a relative, a stranger, no one, anyone who asks, other

- CHAPTERS**
- CHAPTER ONE: THE ORDINARY WORLD**
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<p style="text-align: center;">EARN PLOT POINTS</p> <ul style="list-style-type: none"> • 1 per Chapter • Resolve a Conflict • Accept a Conflict created by the Novelist 	<p style="text-align: center;">SPEND PLOT POINTS</p> <ul style="list-style-type: none"> • Create a Conflict to confront with Narrative Control • Switch Arcs to perform a move • Take Narrative Control, introduce a story element or an NPC
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- MAKING MOVES**
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- Result of 10+**
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- Result of 6-**
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- RISING**
- Protect Yourself (Roll +Instinct)**
When you want to stop from getting hurt, roll +Instinct.
- Befriend (Roll +Personality)**
When you want good will or to establish trust, roll +Personality.
- Make a Moral Stand (Roll +Morality)**
When you want to make a social/moral conviction, roll +Morality.

- FLAT**
- Satiate (Roll +Instinct)**
When you want to take care of a need, roll +Instinct.
- Navigate Others (Roll +Personality)**
When you want to guide others, roll +Personality.
- Rally (Roll +Morality)**
When you want to get others to help, roll +Morality.

- FALLING**
- Lash Out (Roll +Instinct)**
When you wish to resolve a conflict using violence, roll +Instinct.
- Enforce Your Will (Roll +Personality)**
When you want to force someone, roll +Personality.
- Condemn (Roll +Morality)**
When you want to rally others against someone, roll +Morality.

THE SECRET DEVIL



"I mingle with my peers or no one, and since I have no peers, I mingle with no one."

—Ignatius, *A Confederacy of Dunces* by John Kennedy

NAME

INSTINCT	PERSONALITY +1 <i>When Rising</i>	MORALITY -1 <i>When Falling</i>
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Choose an Array for your stats below:

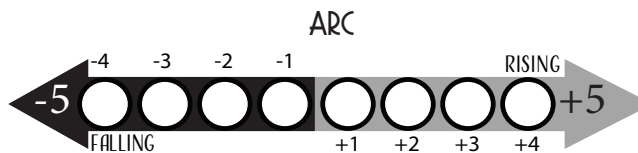
Silver Tongue: Instinct 0, Personality 2, Morality 0

Wolf in Sheep's Clothing: Instinct 1, Personality 2, Morality -1

Bad Seed: Instinct 1, Personality 1, Morality 0

<p>Basic <i>To Be Admired</i></p> <p>Desire <i>To Be Valuable</i></p> <p>Fear <i>To Be Worthless</i></p>	MOTIVATION
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RELATIONSHIPS



<p>Key Trait <i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Ambitious <input type="radio"/> Talented <input type="radio"/> Motivated <input type="radio"/> Charismatic <input type="radio"/> Inspirational 	<p>PERSONALITY <i>When Rising</i> <i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Energetic <input type="radio"/> Infectious <input type="radio"/> Leading <input type="radio"/> Powerful <input type="radio"/> Opportunistic 	<p>When Falling <i>Choose One</i></p> <ul style="list-style-type: none"> <input type="radio"/> Jealous <input type="radio"/> Malicious <input type="radio"/> Narcissistic <input type="radio"/> Obsessive <input type="radio"/> Violent
--	--	---

BACKSTORY

- **What Motivates You:** greed, revenge, psychosis, alienation, justice, other
- **What is Your Secret:** crime, violence, another identity, war, an agenda, other
- **What Will Redeem You:** love, hope, resolution, nothing, self-realization, other
- **Who Have You Harmed:** close friend or relative, a stranger, an enemy, a person of notoriety, a group/organization, other
- **How do you Present Yourself:** friendly, courageous, hopeful, trustworthy, distant, other

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MAKING MOVES

Result of 7+

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Result of 6-

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RISING

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When you want to stop from getting hurt, roll +Instinct.

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When you want good will or to establish trust, roll +Personality.

Make a Moral Stand (Roll +Morality)

When you want to make a social/moral conviction, roll +Morality.

FLAT

Satiate (Roll +Instinct)

When you want to take care of a need, roll +Instinct.

Navigate Others (Roll +Personality)

When you want to guide others, roll +Personality.

Rally (Roll +Morality)

When you want to get others to help, roll +Morality.

FALLING

Lash Out (Roll +Instinct)

When you wish to resolve a conflict using violence, roll +Instinct.

Enforce Your Will (Roll +Personality)

When you want to force someone, roll +Personality.

Condemn (Roll +Morality)

When you want to rally others against someone, roll +Morality.



“The bird that would soar above the level plain of tradition and prejudice must have strong wings.”
—Edna, *The Awakening* by Kate Chopin

NAME

INSTINCT

PERSONALITY
+1 -1
When Rising When Falling

MORALITY

Choose an Array for your stats below:

Life of the Party: Instinct 0, Personality 2, Morality 0

Crass Companion: Instinct -1, Personality 2, Morality 1

Emotional Rollercoaster: Instinct 1, Personality 1, Morality 0

Basic
To Be Happy

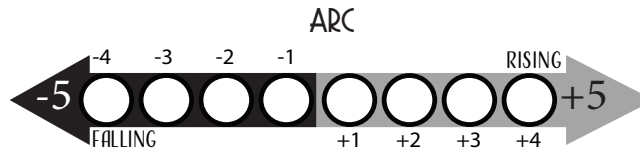
Desire
To Be Fulfilled

Fear
To Be in Pain

MOTIVATION

RELATIONSHIPS

THE TRAPPED SOCIALITE



- Key Trait**
Choose One
- Spontaneous
 - Enthusiastic
 - Impulsive
 - Uninhibited
 - Emotional

- PERSONALITY**
When Rising
Choose One
- Grateful
 - Joyous
 - Vivacious
 - Resilient
 - Responsive

- When Falling**
Choose One
- Anxious
 - Addictive
 - Abusive
 - Depressed
 - Erratic

BACKSTORY

- **Who trapped you:** myself, family, a stranger, society, a cause, a group or organization, other
- **What is your status:** wealthy, famous, leader, bankrupt, outcast, other
- **What drives you:** fame or fortune, reputation, hope, love, desperation, other
- **What will free you:** love, hate, resolve and dedication, status, revenge, nothing, other

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