

## Blightburg

## Devil's seat play aid

You're sitting on \_\_\_\_\_'s Devil's seat.

They have \_\_\_\_\_ stress points.

If it's **8 or more**, everyone is temporarily sitting on the seat, even if they don't have this play aid. If the character's stress points go below 8, the players who aren't holding the character's play aid lose their seats.

If your own character isn't in the scene, you may spend their character's stress points to either coerce them, *given an opportune moment*, to:

- **1p** Drop their inhibitions and give into sin
- **1p** Intensify what they're currently doing
- **1p** Act according to a deep trait in a way that is detrimental to them
- **2p** Take rash social action (e.g. make them say what they really think)
- **3p** Lose self-control and give in to aggression

Or to tamper with their dice after a roll before grit is spent / hinder their opposition:

- **3p** If they rolled a full hit (14+), set one of the dice to 3
- **4p** If they rolled a weak hit (9-13), set one of the dice to 1
- **4p** Give a character they're Opposing an advantage to the roll
- **7p** If they rolled a full hit (14+), set both dice to 3

If their **roll is a miss** because of your tampering, they don't gain the normal stress point from the miss.

If you **voluntarily drop out of the seat** when you spend their stress, you get a **1p** discount on the above prices.

You **lose your seat** when one of the following happens:

- You spend the character's last stress point
- The character opens up to someone about their sins, honestly
- Another player gains the seat through compelling
- The session ends

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