

THE ROUND

- 1. Declare Intent:** Each player declares what their characters intend to do during the upcoming round, including the Director for all of his characters.
- 2. Determine Draw:** The Director determines the appropriate Traits for each player's actions and whether a Knack or Vice will impact the action. Using this, all players determine their hand size and initial facing.
- 3. Form Draw and Determine Initiative:** Each player draws the hand for their character's action, playing face-up and face-down cards appropriately. Players can examine their draws freely. Initiative is determined, the player with the highest face-up card getting first Initiative, the second highest acting second, and so on.
- 4. Resolve Actions:** Actions are resolved individually, based on Initiative order. When a character's turn comes around the following steps are taken.
 - **Opposition Hands:** The Director (or Player, when appropriate) draws an Opposition Hand for any defense or difficulty the character is facing.
 - **Place Your Bets:** A Player can bet Drama Points on his Action now if he wants to.
 - **Determine Success:** Hands are revealed, success and the Spread is figured out and immediate fallout (ie: damage, etc.) is applied. Director narrates outcome.
 - **Pay-out:** A Player pays out whatever Drama Points he may owe on a losing bet or is immediately payed out by the Director on a winning Hand.
 - **Repeat:** Until all of the characters involved in the round have had their turn or are eliminated from play.
- 5. Wrap Up:** The Director surmises of all of the action of the completed Round and sets the stage for the next. Everyone shuffles their decks.

TRAIT RATINGS

Level of Trait	Extra Cards
Novice	1 extra card
Expert	2 extra cards
Master	3 extra cards

OPPOSITION HANDS

Opposition Level	Cards Drawn
Tricky	1 up, 1 down
Arduous	1 up, 2 down
Intimidating	1 up, 3 down
Impossible	1 up, 4 down
Fuck-all	1 up, 5 down

THE SPREAD

Difference	Spread
0	Tenuous
1-2	Normal
3-4	Remarkable
5-6	Amazing
7+	Extraordinary

MEDICAL AID

Damage Healed	Opposition Hand
1	Tricky (1/1)
2	Arduous (1/2)
3	Intimidating (1/3)
4	Impossible (1/4)
5	Fuck-all (1/5)

NPC WOUNDS

NPC Importance	Number of Wounds
Extra	1 or 2
Minor	1/2 the PCs average
Major	Up to the PCs average
Integral	Greater than the PCs average

THE SCORE

CHARACTERS

<u>NAME</u>	<u>HEAT</u>
<u>KNACK</u>	
<u>MOTIVE</u>	
<u>VICE</u>	

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BANGS