Quick Reference Sheet

Challenges

The Guide sets the difficulty level of a challenge, and the Exile who faces the challenge rolls their d12. To succeed at a challenge, they must either **meet or roll above the difficulty-level**.

The difficulty level is adjusted up or down, depending on whether the Exile has a skill, object or circumstance that helps or hinders them. A challenge's difficulty can be anywhere between 1 and 12, but an average challenge begins at 6, and a hard challenge at 9.

Exiles may **help** or **hinder** each other. Describe how, and change the diffculty accordingly.

Lighting Matches

An Exile may spend a match to overcome a challenge automatically. You can do so **after** they learn the difficulty of a challenge, but **before** the roll is made. If you roll the die, you must stand by the result.

You also lose a match if you roll a 1 on a challenge roll.

Each match counts: after the last match has been spent, You keep playing until **the next time you fail a challenge.** At that point, your character is lost. It is up to you to describe how.

Advantage and Disadvantage

Rolling a 12 means two things: you get to roll the next challenge with advantage (roll twice, take the highest result), and if you used an object to impact the difficulty-rating, that object is not used up, but remains on your sheet.

Rolling a 1 means you choose one: you roll the next challenge at disadvantage (roll twice, take the lowest result), or you lose a match.

Character Sheet

Your name, your past, your reason for exile, your skill, your object, your matches - **anything** written on your character sheet may be used to meet a challenge. Once an object has been used, it must be crossed out.

You may add things you find on your journey to your sheet - or subtract them as you are changed by your experiences.

Safety

This can be an intense game. Decide where you draw the line, and take care of each other as you play. Check in often, take breaks, and stop before it gets too much.

Lines and Veils are strongly recommended, as is **Script Change** or the **X-card**.