TWG Dungeon

Powered by **The Waiting Game**

Name _____ Class _____ GL ___
Title _____ Archetype _____
Player _____ Party Name _____

Stats

Body (_)		Mind (_)		Soul (_)	
Muscle	☐ __	Perception	☐ __	Charisma	☐ __
Speed	☐ __	Acumen	☐ __	Focus	☐ __
Toughness	☐ __	Willpower	☐ __	Stoicism	☐ __

Traits

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Magic

Value	Name
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____
__	_____

Items

Value	Description	Value	Description
__	_____	__	_____
__	_____	__	_____
__	_____	__	_____
__	_____	__	_____

Notes

_____
_____
_____
_____
_____

Reference

Dice

Each die that rolls high (4 or better) is a success.

Conflicts

Determine Stakes: What do you want to do?
Decide Solution: How do you plan to do it?
- Choose the appropriate Stat.

Roll & Resolve

- Roll your Stat; add one Magic in autosuccesses.
- If you don't win, bid up Traits and/or one Item.

Consequence

Gaining

- The amount by which you lose a conflict is Consequence.
- Each die ≤ the number of ©s or adds Consequence.

Losing

- **Damage** Take damage to a Stat instead of Consequence
- **Complication** Burn off one Consequence as -1 Stat penalty
- **Explosion** When Consequence ≥ GL, GM burns it off
- **Aftermath** At scene's end, GM can burn it off