

TWG Steampunk

Powered by **The Waiting Game**

Name _____ Badge _____ GL _____
Alias _____ Specialty _____
Player _____ Squad Name _____

Stats

Body ()	Mind ()	Soul ()
Muscle <input type="checkbox"/> _____	Perception <input type="checkbox"/> _____	Charisma <input type="checkbox"/> _____
Speed <input type="checkbox"/> _____	Acumen <input type="checkbox"/> _____	Focus <input type="checkbox"/> _____
Toughness <input type="checkbox"/> _____	Willpower <input type="checkbox"/> _____	Stoicism <input type="checkbox"/> _____

Traits

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

Devices

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 Device 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 \leq 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 \geq GL, GM burns it off
- **Aftermath** At scene's end, GM can burn it off