

Player Sheet

For Statements of Fear

Perform an Interrogation

- When you Perform an Interrogation, roll +Thought. On a 10+, ask two questions from below. On a 7-9, ask one.
 - Do you remember anyone else being at the scene of the incident?
 - How did you get to and from the location?
 - Were there any unusual smells or sounds?
 - Were there any precursors? Omens?
 - Has it continued to trouble you?

Elicit Private Evidence

- When you Elicit Private Evidence, roll +Tact. On a 10+, you receive the evidence you came for without issue. On a 7-9, you must trade something for that evidence. Some options:
 - Information on another subject.
 - A favor.
 - Let them come along.
 - Other (Player's discretion)

Act of Assault

- When you make an Act of Assault, roll +Force. On a 10+, you deal harm and they do not get a reaction. On a 7-9, deal harm and choose a consequence:
 - They get an opportunity to harm you in return.
 - They witness a moment of weakness and get a hint at your Entity
 - The narrator determines the amount and severity of harm.

Face Your Fear

- When you Face Your Fear, roll +Power. You can call upon the abilities of your marked entity. On a 10+, choose one result without consequence. On a 7-9, choose one result and one consequence.
 - Results:
 - Do something extraordinary.
 - Learn information only a god could know.
 - Convert another person to your deity.

- Consequences:
 - Lose a point of humanity.
 - Anger your deity- take -1 forward on Power.
 - Make a sacrifice- take 1 harm.

Tread Carefully

- When you Tread Carefully, roll +Agile. On a 10+, you succeed without accident. On a 7-9, you reach your goal, but choose a consequence:
 - You make a scene and draw attention to your position.
 - You were injured in the chase, take 1 harm.
 - You left something vital behind.
 - Out of the frying pan and into the fire- you find something worse.