

Realm Sheet

◆ EARNING ◆

RENT: 16 x no. of players =

BAD STUFF:

Month 1 Month 2 Month 3

Week 1

Week 2

Week 3

Week 4

TOTAL

♠ MAKING ♠

TARGET: 4 x no. of players =

+5 or more: all players gain inspiration
 +3 to +4: two players gain inspiration
 +1 to +2: one player gains inspiration
 -1 to -2: one player gains boredom
 -3 to -4: two players gain boredom
 -5 or less: all players gain boredom

Each inspiration token adds a bonus point to the die of your choice.

Each boredom token subtracts a point from your best die.

(description of realm)

What resources do you need to get by, and why are they so hard to get?

Who controls the resources, and what are their tools for keeping power?

Why is it hard for most people to find a steady job?

What will tear us apart if we let it?

♥ LOVING ♥

TARGET: 4 x no. of players =

+5 or more: all players gain joy
 +3 to +4: two players gain joy
 +1 to +2: one player gains joy
 -1 to -2: one player gains stress
 -3 to -4: two players gain stress
 -5 or less: all players gain stress

Each joy token adds a die to your roll.
 Each stress token loses a die from your roll.

♣ RESISTING ♣

TARGET: 4 x no. of players =

+5 or more: all players gain fire
 +3 to +4: two players gain fire
 +1 to +2: one player gains fire
 -1 to -2: one player gains burn
 -3 to -4: two players gain burn
 -5 or less: all players gain burn

Each fire token adds one optional reroll.
 Each burn token adds one forced reroll of your best die.