

CHARACTER SHEET

THE LAST QUESTION

NAME:

RESOURCE POINTS:

TYPE:

STATS: (-1, 0, +1, +1, +2)

UNDERSTANDING

PLAYER MOVES

ATHLETICS

PERSUASION

DARING

PLANNING

CURIOSITY

TAKING ACTION

When you take an action that risks failure or opposition, roll with one of the basic stats. On a 10+, you succeed at your goal. As appropriate, the MC might award you: resource points, harm dealt, or a bonus to carry forward. On a 7-9, the MC will offer you a hard bargain or a cost. If you agree to that hard bargain or cost, you succeed at your goal (and as appropriate, the MC might award you resource points, harm dealt, or a bonus to carry forward).

HELPING PC'S

When you help someone or hinder them, roll your relationship stat with that person. On a 10+, add or subtract 2 from their roll. On a 7-9, the MC will name a cost; if you accept the cost, add or subtract 2 from their roll.

HELPING NPC'S

When you help someone or hinder them, roll your relationship stat with that person. On a 10+, they either succeed or fail – your choice. On a 7-9, the MC will name a cost; if you accept the cost, they either succeed or fail – your choice.

MOVE TYPES

- When you do something relating to [specialty], add +1.
- You have the ability to [power]. It counts as a move with [stat].
- You have a [passive power] with [constant affect].
- You have a [thing]. When applicable, it adds +1 to [stat].

HARM: