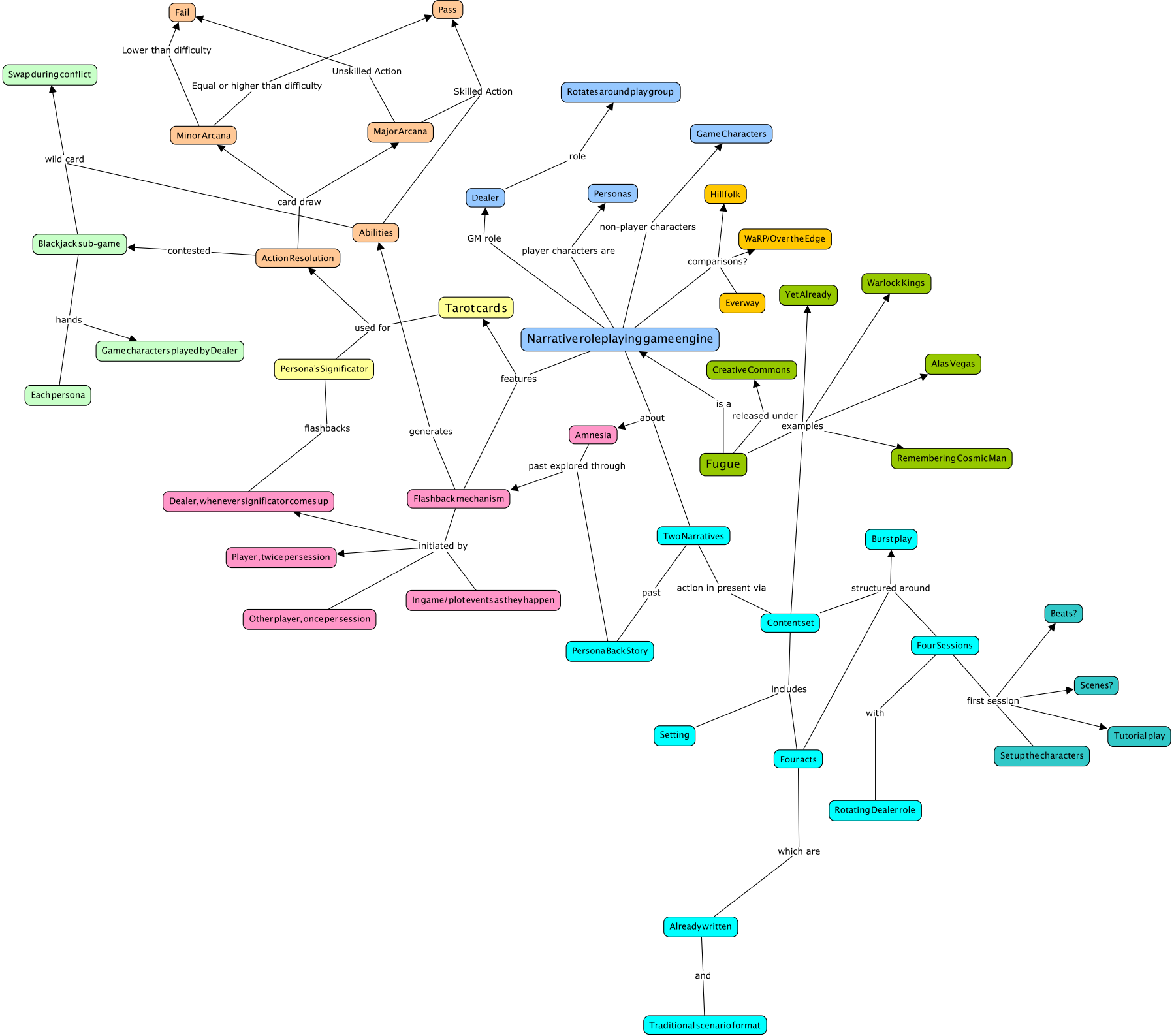
Fail
Pass
Lower than difficulty
Unskilled Action
Equal or higher than difficulty
Skilled Action
Swap during conflict
Minor Arcana
Major Arcana
wild card
card draw
Abilities
Blackjack sub-game
contested
Action Resolution
hands
Game characters played by Dealer
Each persona
Persona's Significator
used for
Tarot cards
flashbacks
generates
Dealer, whenever significator comes up
Flashback mechanism
initiated by
Player, twice per session
Other player, once per session
In game / plot events as they happen
Rotates around play group
role
Dealer
GM role
Personas
player characters are
Game Characters
non-player characters
Hillfolk
comparisons?
WaRP/Over the Edge
Everway
Narrative role playing game engine
features
Yet Already
Warlock Kings
Creative Commons
Alas Vegas
is a
released under
examples
about
Amnesia
past explored through
Fugue
Remembering Cosmic Man
Two Narratives
past
action in present via
Persona Back Story
Content set
Burst play
structured around
Four Sessions
Beats?
Scenes?
first session
Tutorial play
Set up the characters
with
includes
Setting
Four acts
Rotating Dealer role
which are
Already written
and
Traditional scenario format