

# GROUP SHEET

## GAINING A FLASHBACK

**At any time, you can spend a coin to gain a Flashback.**

Write down a sentence or two to describe it. **Choose a player to ask you a question**, and answer the question by telling a short story.

These questions are examples. Try to come up with questions that fit the situation and reveal more about the Drifter.

- *Long ago, someone tried to teach you about this. **What was the hardest part?***
- *You learned from watching a master. **Who were they?***
- *You've always been afraid to try things like this before. **Why?***
- *Another group member gave you some advice that helped. **What was it?***
- *This Flashback is connected to another one of your Flashbacks. **How so?***
- *You never intended to gain this Flashback. **What happened?***
- *The last time you did something like this, it didn't go well. **What will you do differently this time?***

## GAINING A SCAR

**Scars are kind of like negative Flashbacks.** When you are prompted to gain a Scar, **choose a player to ask you a question.** Answer their question by telling a short story. Write down a few words describing your Scar.

**When Scars outnumber Flashbacks, lose your Creed.**

These questions are examples. Try to come up with questions that fit the situation and reveal more about the Drifter.

- *Someone you didn't like did something similar. **Why don't you want to be like them?***
- *You gained a physical scar from this event. **What is it like?***
- *This Scar reminds you of when you got into big trouble. **What did you do?***
- ***What was a time when you failed your Creed?***
- *Someone you were close to disagreed with your Creed. **Why?***
- ***Who did you leave behind to follow your Creed?***
- *You sacrificed something big for someone you cared about. **What was it?***

## DOING SOMETHING DIFFICULT OR DANGEROUS

### WITH FLASHBACK

**If you have a relevant Flashback, flip two coins:**

#### HEADS + HEADS:

You completely succeed and **gain a benefit.**

#### HEADS + TAILS:

Success! You pull it off.

#### TAILS + TAILS:

You succeed, but **gain a Scar.**

### WITHOUT FLASHBACK

**If you don't have a relevant Flashback, flip one coin:**

#### HEADS:

You succeed, but something goes wrong, or there is a minor setback.

#### TAILS:

Another player describes how the situation gets worse. **Flip the coin again.**

#### 2ND FLIP HEADS:

The GM describes how the situation gets even worse. **Flip the coin again.**

#### 2ND FLIP TAILS:

You fail and must now deal with a worse situation.

#### 3RD FLIP HEADS:

You barely succeed, and otherwise the situation is dire.

#### 3RD FLIP TAILS:

You fail. The situation is now much worse, and **you gain a Scar.**