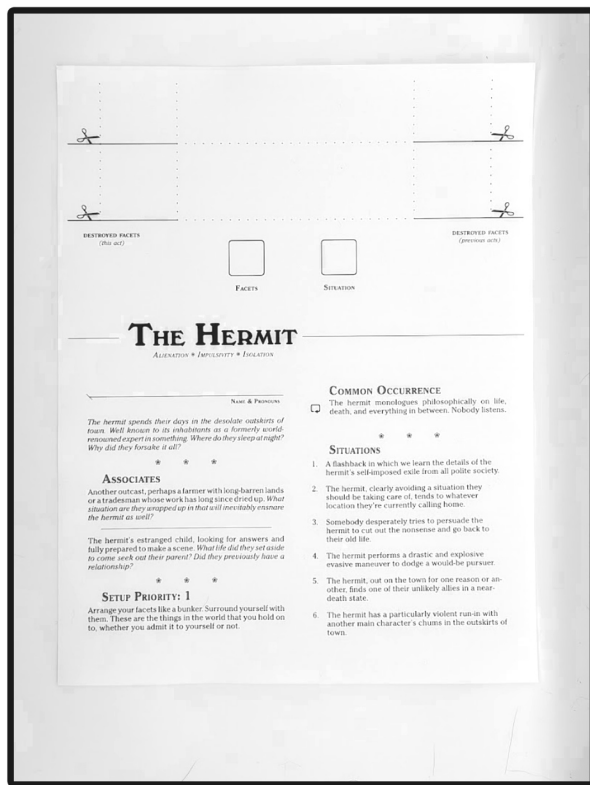
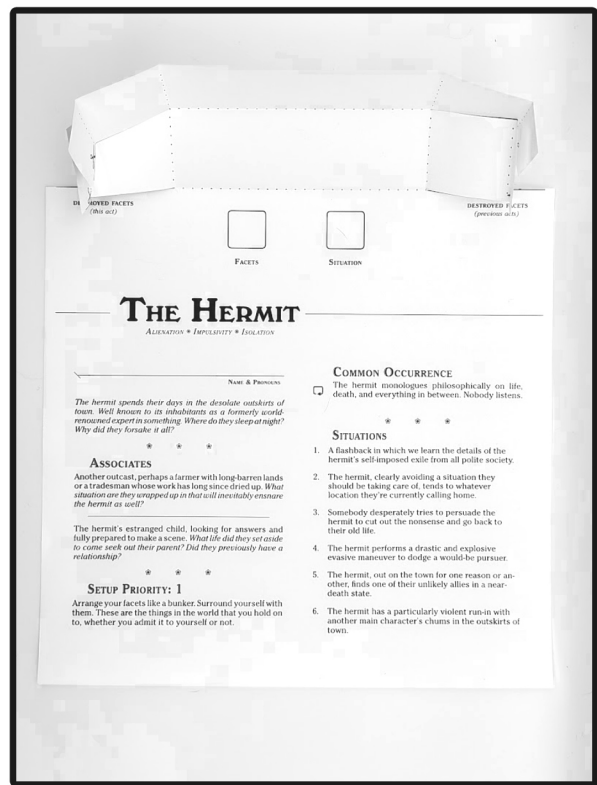
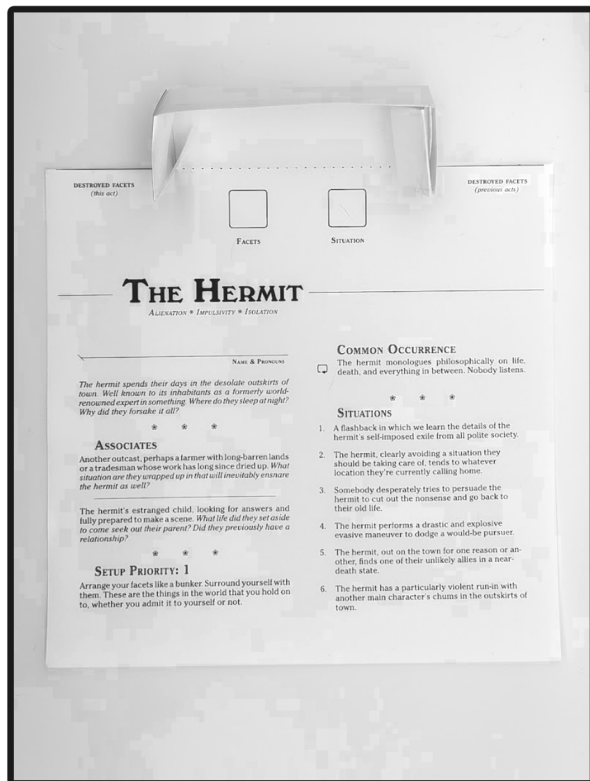




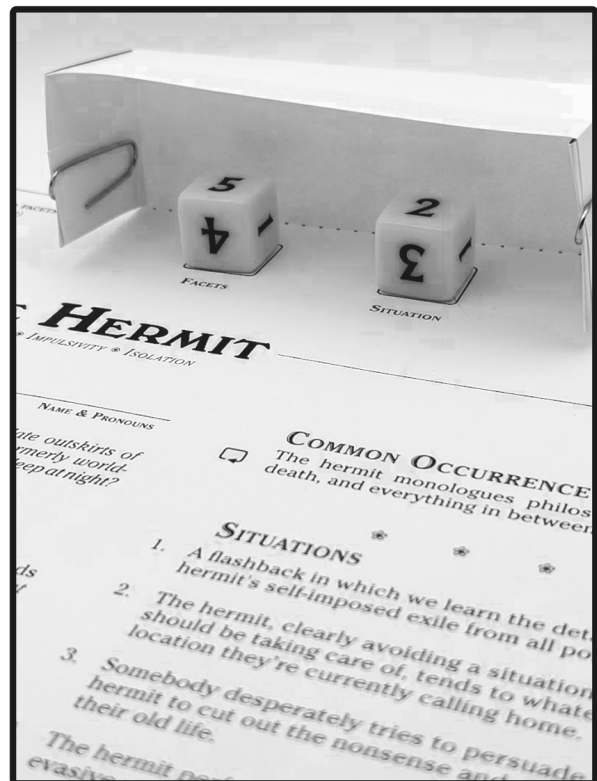
EACH PLAYER chooses a character sheet and cuts the indicated solid lines.



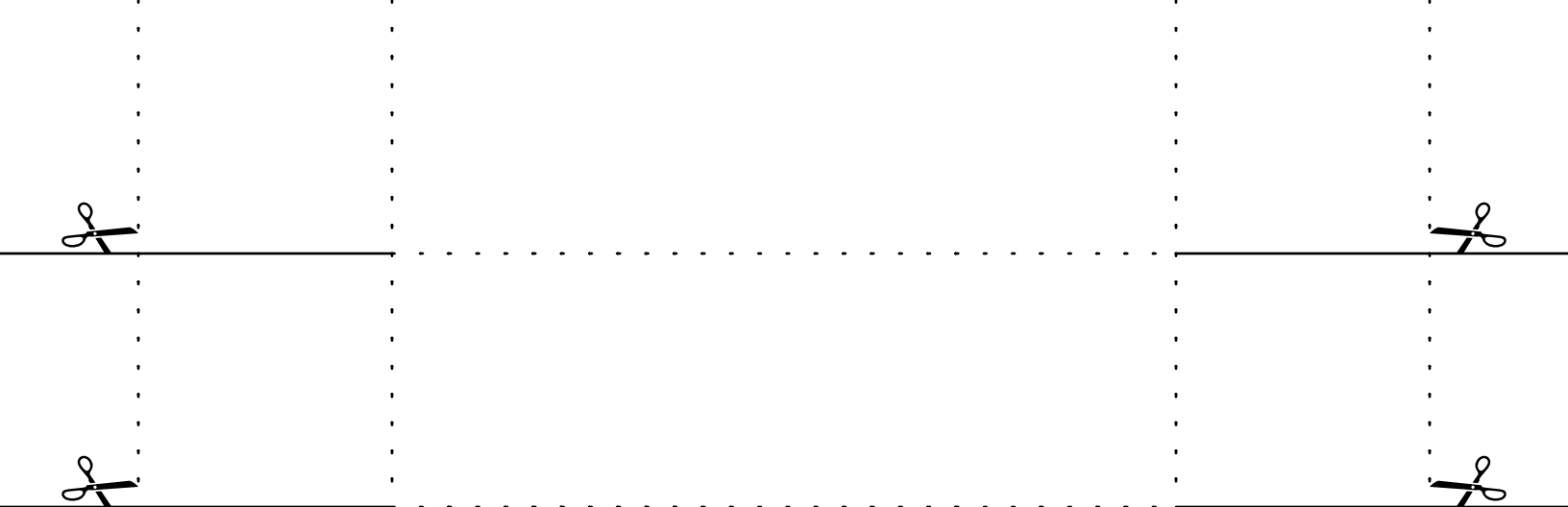
EACH PLAYER folds and creases all dotted lines. Each fold should be made towards the printed side of the sheet.



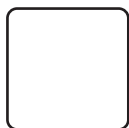
EACH PLAYER assembles the dice hut by layering the flaps until the dice hut forms.



EACH PLAYER uses a paper clip, tape, or determination to keep the dice hut in place. The dice hut is complete.



DESTROYED FACETS
(this act)



FACETS



SITUATION

DESTROYED FACETS
(previous acts)

THE HERMIT

ALIENATION • IMPULSIVITY • ISOLATION

NAME & PRONOUNS

The hermit spends their days in the desolate outskirts of town. Well known to its inhabitants as a formerly world-renowned expert in something. Where do they sleep at night? Why did they forsake it all?



ASSOCIATES

Another outcast, perhaps a farmer with long-barren lands or a tradesman whose work has long since dried up. *What situation are they wrapped up in that will inevitably ensnare the hermit as well?*

The hermit's estranged child, looking for answers and fully prepared to make a scene. *What life did they set aside to come seek out their parent? Did they previously have a relationship?*



SETUP PRIORITY: 1

Arrange your facets like a bunker. Surround yourself with them. These are the things in the world that you hold on to, whether you admit it to yourself or not.

COMMON OCCURRENCE

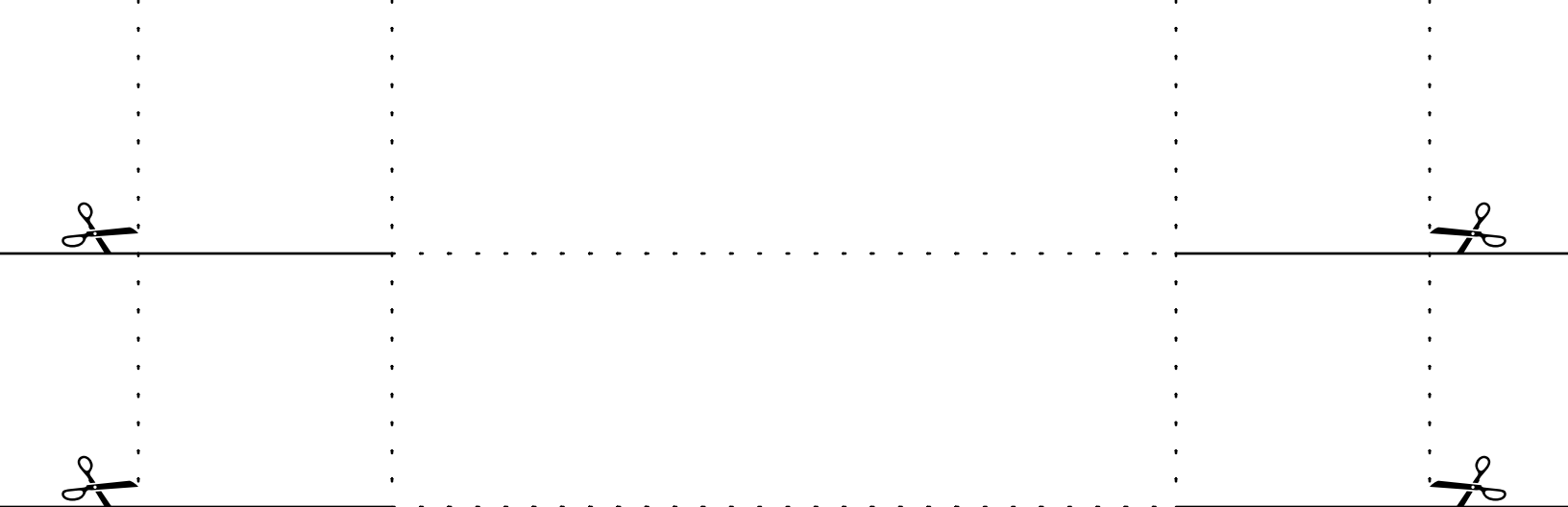


The hermit monologues philosophically on life, death, and everything in between. Nobody listens.

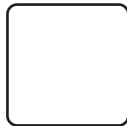


SITUATIONS

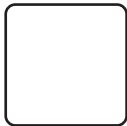
1. A flashback in which we learn the details of the hermit's self-imposed exile from all polite society.
2. The hermit, clearly avoiding a situation they should be taking care of, tends to whatever location they're currently calling home.
3. Somebody desperately tries to persuade the hermit to cut out the nonsense and go back to their old life.
4. The hermit performs a drastic and explosive evasive maneuver to dodge a would-be pursuer.
5. The hermit, out on the town for one reason or another, finds one of their unlikely allies in a near-death state.
6. The hermit has a particularly violent run-in with another main character's chums in the outskirts of town.



DESTROYED FACETS
(this act)



FACETS



SITUATION

DESTROYED FACETS
(previous acts)

THE BOSS

VIOLENCE • FASCISM • GASOLINE

NAME & PRONOUNS

The leader of a group of underworld renegades and ne'er-do-wells. Known to and reviled by the inhabitants of the town. What vehicles do they ride? Why do they have free reign to do as they please?



ASSOCIATES

A pair of orphans or other youthful runaways, hoping to find any kind of meaning in life by joining the boss's crew. *What are they running from? What other options do they have?*

The boss's sibling, whether by blood or oath it's not clear. Certain to bring about the crew's ultimate destruction. *What are they riled up about? What are they going to do about it?*



SETUP PRIORITY: 5

Arrange your facets like a motorcade, running long across the table with you at the helm, as protected or exposed as suits your character.

COMMON OCCURRENCE

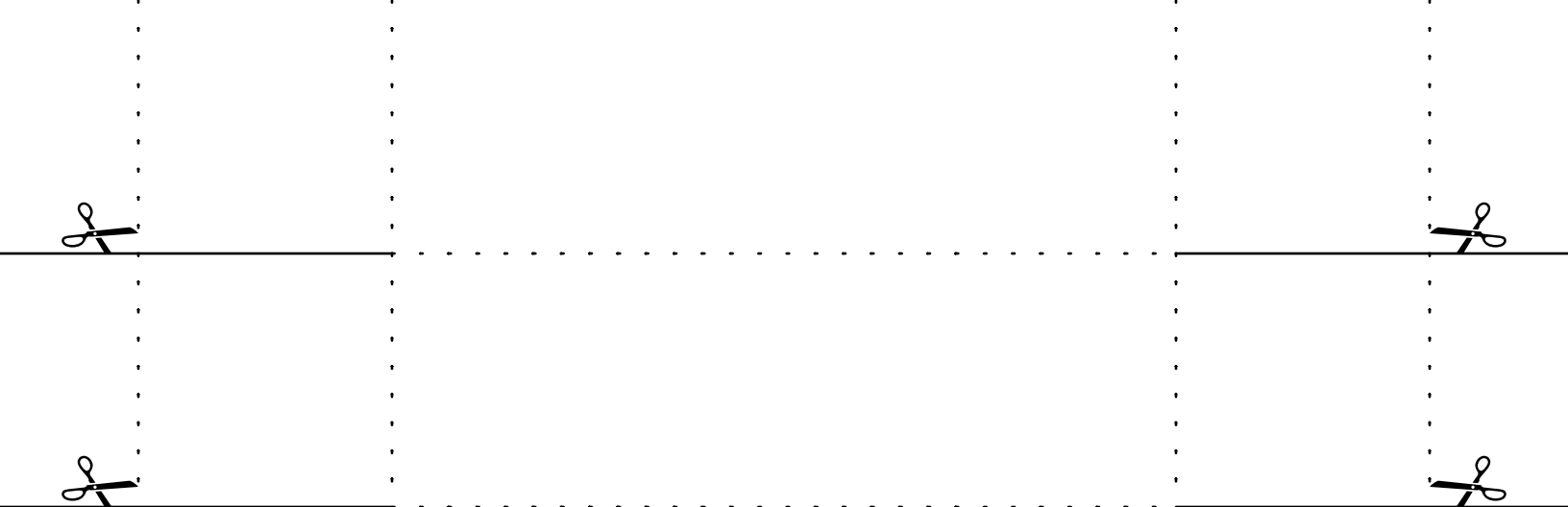


The boss confers with the group at their usual haunt, laying out a strategy for an upcoming plot or scheme.

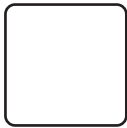


SITUATIONS

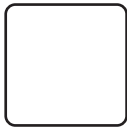
1. A flashback in which the boss and the crew proudly go over their creed and anthem.
2. The boss and the crew make their way around town, leaving no stone unturned searching for someone whose day they can ruin.
3. The boss initiates a grand manhunt, hoping to snag a character they've deemed to be an enemy.
4. The boss and crew put on a grand show of welcome for a character arriving from out of town, pausing their other schemes for a bit.
5. The boss and the crew endanger another main character by entangling them in their latest scheme.
6. The boss is thrown into disarray over news of a tragedy that has befallen their closest companion in the crew.



DESTROYED FACETS
(this act)



FACETS



SITUATION

DESTROYED FACETS
(previous acts)

THE LORD

TRADITION • WEALTH • ILLUSION

NAME & PRONOUNS

A member of the oldest monied house of the town, long since expatriated and returning late in life to reminisce about moments of childhood. Why have they returned? Where in the world have they lived in the time since?



ASSOCIATES

A grifter, a con man, a crook who attached themselves at the lord's hip on their homecoming journey. What ongoing grift keeps them coming back to town to collect? What keeps them on their toes while in town?

A long past love interest of the lord's, from as far back as childhood. What relationship did they originally have? How do they feel about the lord coming back to town?



SETUP PRIORITY: 10

Scatter your facets in small groups around the table to represent all the old haunts you need to visit. You are like nobility here, so there is no need for serious considerations about your safety.

COMMON OCCURRENCE



The lord is oblivious to somebody's shameless attempts to part them from the money they may or may not even have.



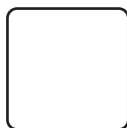
SITUATIONS

1. A flashback in which we learn the reality of the lord's supposed great wealth.
2. The lord drifts about town in an attempt to stir up positive memories of childhood that likely don't exist.
3. The lord is unwillingly carted around town by another character who is desperate to have just one thing go well today.
4. Something the lord looked forward to as a part of their homecoming ends in self-imposed disaster.
5. The lord takes a long and solemn walk in the one place that seems to be as they remember.
6. The lord falls into a pit of emotions, realizing that their homecoming may be unable to fill the emptiness in their heart and mind.



DESTROYED FACETS
(this act)

DESTROYED FACETS
(previous acts)



FACETS



SITUATION

THE WANDERER

HOPELESSNESS • STAMINA • CURIOSITY

NAME & PRONOUNS

A hapless sort that tends to spend their days schlepping around town for no reason in particular. What do people task them with on their daily walks? Why can't they sit still?



ASSOCIATES

A power-hungry citizen of the town that often conscripts the wanderer into various odd jobs and surveillance check-ins. *What power do they crave? At what distance from their true plans do they keep the wanderer?*

The wanderer's parent, who doesn't understand the walking and wishes the wanderer was a productive member of society. *Can they stand the sight of their child? What sort of relationship do they have?*



SETUP PRIORITY: 20

Arrange your facets in a circle to represent your daily walks, and place yourself somewhere in its circumference.

COMMON OCCURRENCE

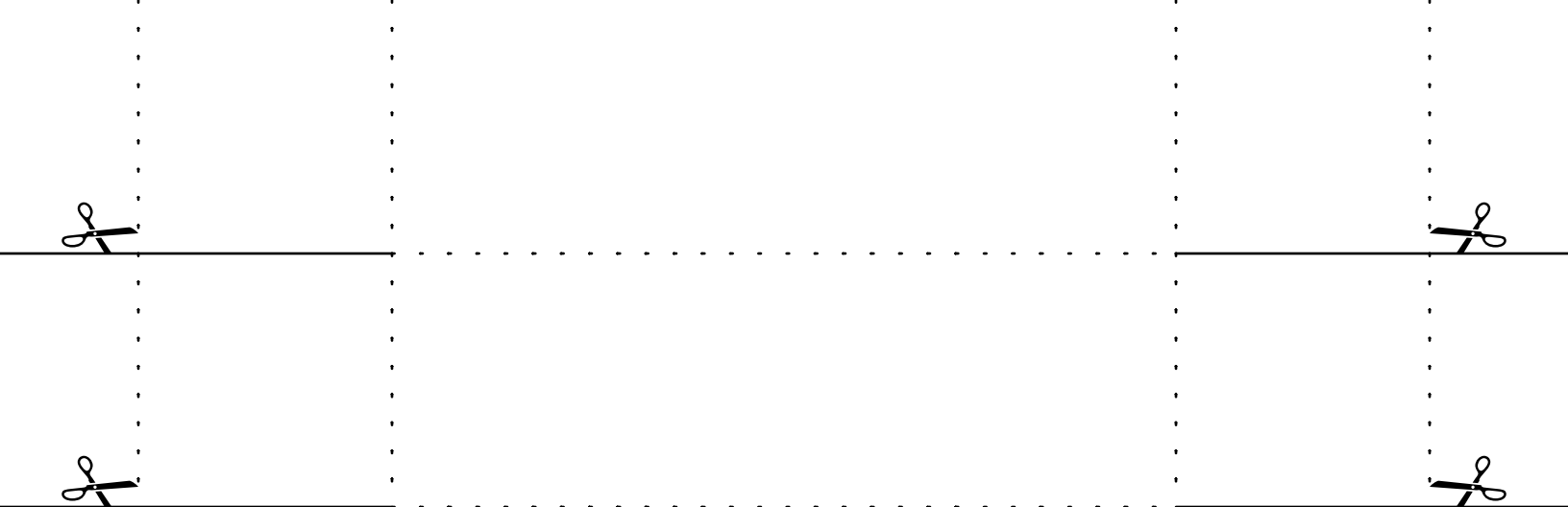


The wanderer's walk leads them to blindly stumble into a situation developing around another main character.

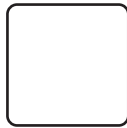


SITUATIONS

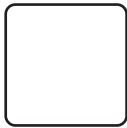
1. A flashback to the moment the wanderer became unmoored from their previous life and set out on foot for the first time.
2. The wanderer hobnobs with other outcasts of the town at a hole in the wall, cajoling all the way until closing time.
3. Like they do every week, the wanderer helps another main character with an important, if mundane, task.
4. The wanderer witnesses something drastic and breaks their usual routine to bring it to the attention of another main character.
5. The wanderer overhears the machinations of the leader of a strange traveling festival that has captured the minds of the townsfolk.
6. The wanderer loses themselves into a riotous crowd of the town's inhabitants that has formed.



DESTROYED FACETS
(this act)



FACETS



SITUATION

DESTROYED FACETS
(previous acts)

THE PRIVATE DICK

CONSPIRACY • ADDICTION • CONNECTIONS

NAME & PRONOUNS

A private investigator sniffing out some seemingly grand conspiracy unfolding around them. What led to their investigations? Why can't they see the apocalyptic forest through the trees of mystery?



ASSOCIATES

The private dick's personal lawyer, who specializes in a type of law that almost never comes up. *Why do they work with the private dick anyway? How involved are they willing to get in uncovering conspiracies?*

The private dick's friend and frequent collaborator who always seems to be available for some sort of caper. *What reason does the private dick give to invite them along? What do they even do with their life?*



SETUP PRIORITY: 50

Place your facets like a trail of breadcrumbs between the two facets on the table that are currently the farthest apart. Place yourself somewhere on this trail, ready to unravel the mysteries between them.

COMMON OCCURRENCE

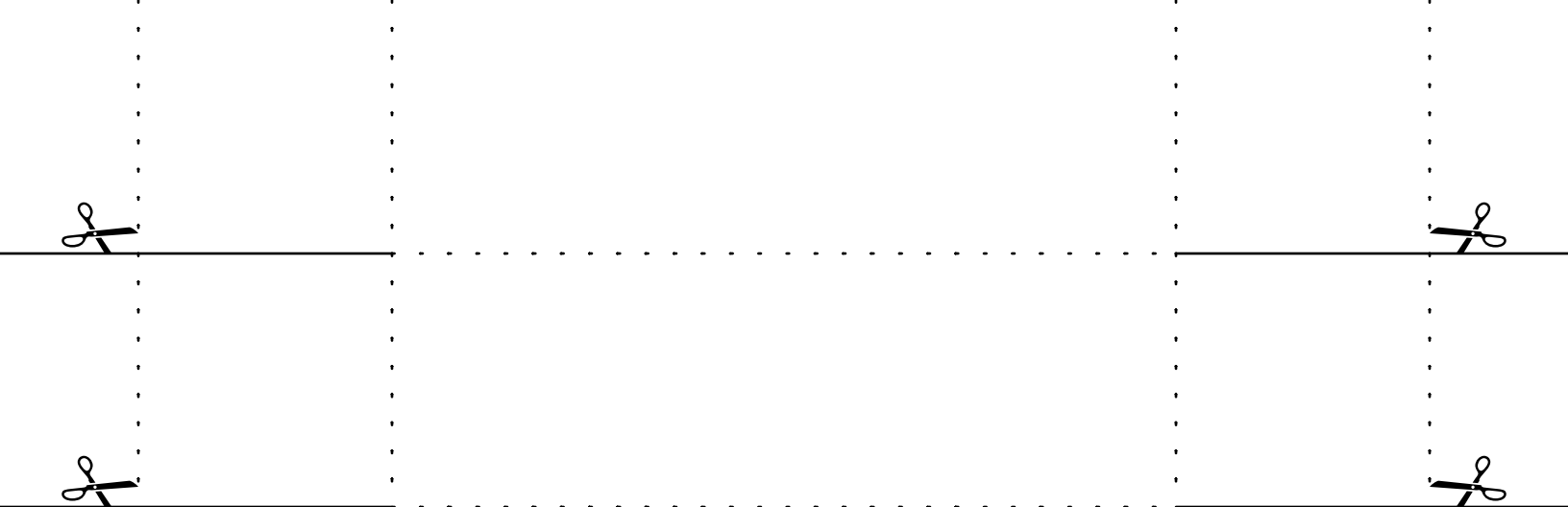


The private dick has an encounter with someone they know from way back, which reveals how everything is connected.

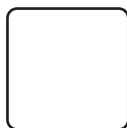


SITUATIONS

1. A flashback that reveals the first inkling the private dick had of the conspiracies that shroud the town's inhabitants.
2. The private dick learns of a character's mysterious disappearance during their usual check-ins with contacts around town.
3. The private dick receives a visit from another main character seeking help with a problem they can hardly explain.
4. The private dick throws caution to the wind to chase down a hunch in an area of town they were long ago warned to never visit.
5. The private dick bursts into a charged situation facing another main character and immediately chooses a side.
6. The private dick wakes up in an unfamiliar place, captured, hands bound, with a gun to their head and a question behind it.



DESTROYED FACETS
(this act)



FACETS



SITUATION

DESTROYED FACETS
(previous acts)

THE MAYOR

POWER • BUREAUCRACY • FECKLESSNESS

NAME & PRONOUNS

The town's mayor, desperately clinging to a normalcy long since lost. What powers does the mayor here actually possess? What powers does this mayor imagine they possess?



ASSOCIATES

The town's top cop, living with a chip on their shoulder and brimming with confidence that they are the one that holds true authority in this town. *Are they? Is anybody?*

The face of the town's main media apparatus, be it a newspaper, tv station, or radio station. *How do they shape the message put out by the media? How do they use this platform to oppose the mayor?*



SETUP PRIORITY: 1

Place yourself in the dead center of the table. Do everything you can to connect yourself to every other player character's connected facets.

COMMON OCCURRENCE



Another character bears the predictable blowback of the mayor's shoddy planning.



SITUATIONS

1. A flashback in which we see the old normalcy that the mayor works so hard to get the town back to.
2. The mayor overreacts to news from around town and decides to take matters into their own hands.
3. The mayor assembles the town's leaders to discuss a salacious bit of writing the town paper is preparing to publish.
4. The mayor executes a massive community spectacle after an extensive cycle of overplanning.
5. The mayor fruitlessly tries to ignore a spectacle centered around another main character.
6. A situation spirals into complete disarray while the mayor stands by, unable to come to grips that they are barely in control.