

# StoryCards Environment Playsheet

Guide:

Date:

Mood (page 11):

Descriptor	Dire	Dramatic	Balanced	Comedic	Whimsical
Value	-2	-1	0	+1	+2

Genre (page 11):

Mission Reading (optional) (page 12):

	Title	Association	U/I	Interpretation
Past				
Present				
Future				
Gift				
Curse				
Destiny			—	

Mission (page 12):

Environment Summary (page 12):

Power Level (page 12)	Points	Maximum Points per Attribute	Maximum Points per Skill	Maximum Points in all Powers
Juvenile	8	4	1	1
Realistic	10	5	2	1
Epic	12	6	3	3
Super	20	8	5	6

**Power Level** (page 18):

Points:	Max Points per Attribute:	Max Points per Skill:	Max Points in All Powers:
---------	---------------------------	-----------------------	---------------------------

Fold this top margin toward you. Write your character name and summary on the back to create a nameplate.

# StoryCards Character Playsheet

Character Name:

Player:

Mood:





Environment Summary:

Reading (page 15):

	Title	Association	U/I	Interpretation
Past				
Present				
Future				
Gift				
Curse				
Destiny			—	

History:

Ambitions:

Attributes (page 19)	Points	Skills (page 21)	Points
 Strength		(First point is free)	
 Intellect		(First point is free)	
 Dexterity			
 Will			

Powers and Weaknesses (page 22)	Impact	Frequency	Variability	Points
	0: Low 1: Medium 2: High	0: Rarely 1: Sometimes 2: Often	0: Static 1: Linear 2: Flexible	
	0: Low 1: Medium 2: High	0: Rarely 1: Sometimes 2: Often	0: Static 1: Linear 2: Flexible	
	0: Low 1: Medium 2: High	0: Rarely 1: Sometimes 2: Often	0: Static 1: Linear 2: Flexible	
	0: Low 1: Medium 2: High	0: Rarely 1: Sometimes 2: Often	0: Static 1: Linear 2: Flexible	

Appearance (page 29):

Character Summary (page 29):

# Character Reference Playsheet

Environment Summary:

Character Name:

Player:

Character Summary:

Attributes		Skills	
Strength			
Intellect			
Dexterity			
Will			

Powers and Weaknesses	I	F	V
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F

Character Name:

Player:

Character Summary:

Attributes		Skills	
Strength			
Intellect			
Dexterity			
Will			

Powers and Weaknesses	I	F	V
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F

Character Name:

Player:

Character Summary:

Attributes		Skills	
Strength			
Intellect			
Dexterity			
Will			

Powers and Weaknesses	I	F	V
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F

Character Name:

Player:

Character Summary:

Attributes		Skills	
Strength			
Intellect			
Dexterity			
Will			

Powers and Weaknesses	I	F	V
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F
	L M H	R S O	S L F

# StoryCards Adventure Playsheet

Environment Summary:

Situation Reading (*page 54*):

	<i>Title</i>	<i>Association</i>	<i>U/I</i>	<i>Interpretation</i>
<b>Past</b>				
<b>Present</b>				
<b>Future</b>				
<b>Gift</b>				
<b>Curse</b>				
<b>Destiny</b>			—	

Situation (*page 54*):

Event Ideas:

Scene Ideas:

# StoryCards Scene Playsheet A

Environment Summary:

## **The Hook** *(page 64):*

Premise:

Setting:

Transition:

## **Scene 1: The Setup** *(page 65):*

Premise:

Setting:

Problem:

Success Transition:

Failure Transition:

# StoryCards Scene Playsheet B

Environment Summary:

## Scene 2: The Complication *(page 66):*

Premise:

Setting:

Problem:

Success Transition:

Failure Transition:

## Scene 3: The Climax *(page 67):*

Premise:

Setting:

Problem: