

INTRODUCING...

NAME _____

DISTRICT _____

FAMILY _____

AGE _____

STATUS _____

ACTIVITY _____

JOB <ADULTS ONLY> _____

SPECIAL MOVES

NOTES

PANEM ET CIRCENSES

May the Odds be Ever in your Favor.

experience

○○○○○ | ○○○○ → IMPROVEMENT

Children advance after the fifth XP, adults after the tenth. Children may only take *Read Someone* or moves from a *Job* after five advances. No stat may go above 3.

- +1 Strong
- +1 Sneaky
- +1 Charismatic
- +1 Fast
- +1 Crafty
- Take a move from your lifepath
- Take any move
- Take any move

After you have made five advances, the following options are available:

- +1 to any stat (max+3)
- Take any move
- Remove 2 Pressure Valves

If *outside the Arena* after your fifth advance you may also take:

- Start a second character - don't put them in the same scenes as the first
- Retire to safety or become a Patron and start a new character

HURT

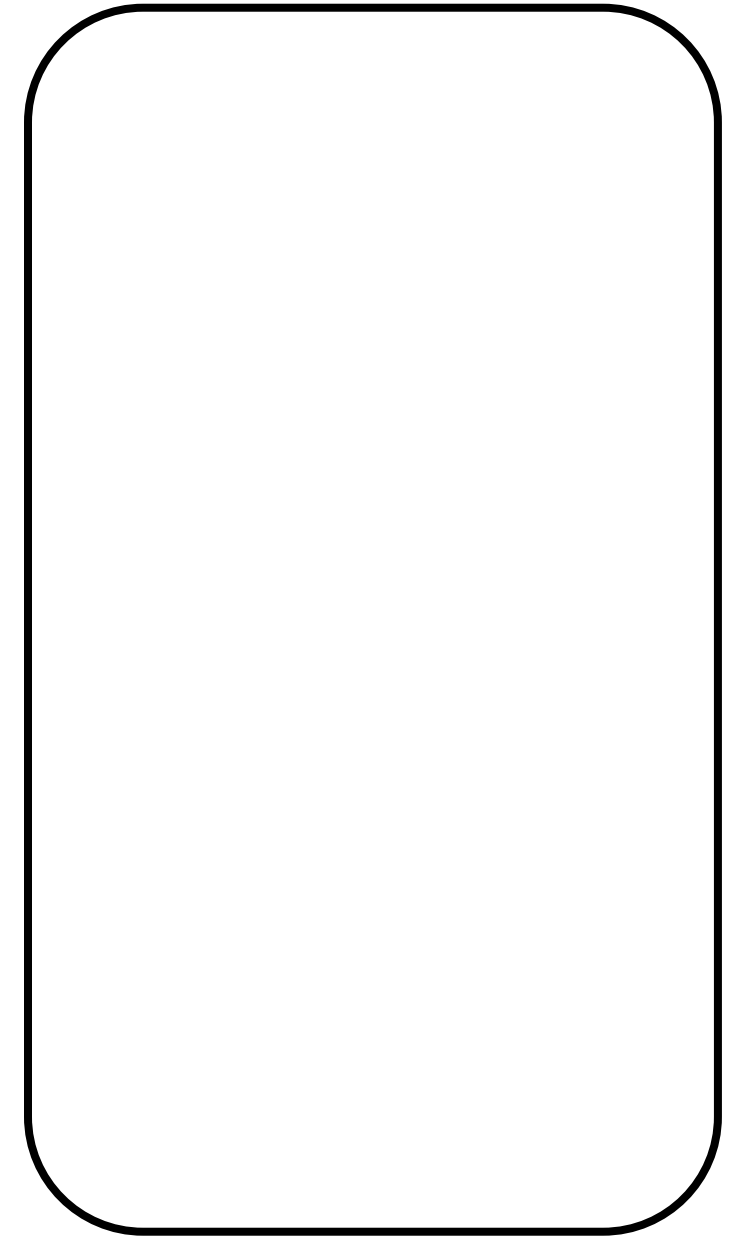
- I'm fine
- I need to catch my breath
- I need a good night's rest
- I need bandages and a couple of nights
- I'm badly wounded and need the Capitol's medical miracles
- I've only time for last words

STRESS

- I'm fine
- I need to catch my breath
- I need a few minutes to recover
- I need a night of safety
- I need a night at home
- I'm cracking

PRESSURE VALVES

- Twitchy (-1 Fast)
- Paranoid (-1 Sneaky)
- Antisocial (-1 Charismatic)
- Scattered (-1 Crafty)
- Nowhere Safe (must be home)
- Physically Cracking



a v0.4 character playbook for

PANEM ET CIRCENSES

EQUIPMENT

When carrying things, say where they are. Relevant equipment can give you +1 on a roll or can allow things that you could not otherwise do (for example carry water in a water bottle).

BELT LOOP _____

BELT LOOP _____

SASH _____

POCKET _____

POCKET _____

LEFT HAND _____

RIGHT HAND _____

BONDS

When you decide you Have a Bond with someone, declare it out of character (whether you declare it in character or not) and spend a point of Stress. When you relax in a place where you have a bond with everyone, recover Stress as if you were one row higher on the Stress table. Making a hostile move against someone you have a bond with costs a point of Stress. When someone you have a bond with attacks you while you are relaxing in their presence they automatically hurt you as established, plus a further level on top of the one for being resting (and they don't need to sneak up on you)

STRESS

You may spend 1 Stress for +1 on a roll. Various game events will cost you in Stress Points.

STATS



FAST

- Make an escape
- Hunt or stalk



STRONG

- Bully someone
- Beat someone up



SNEAKY

- Read environment
- Make yourself non-threatening



CHARISMATIC

- Play to the audience
- Help someone out



CRAFTY

- Set a trap
- Secure your shelter

Make an Escape

When you Make an Escape, run away, or otherwise *leave the scene*, roll +Fast.

On a 10+ you succeed. On a 7-9 pick one:

- You don't leave a clear trail behind you
- You don't run into something bad, possibly worse
- You don't leave something valuable behind
- You aren't being pursued

Hunt or Stalk

When you Hunt or Stalk your prey from concealment, roll +Fast. On a 10+ pick 2, on a 7-9 pick 1:

- You don't give your true position away or attract unwelcome attention
- You find something useful or valuable
- You hurt someone, as established

Bully Someone

When you bully someone, roll +Strong. On a 10+ they pick 2. On a 7-9 they pick 1:

- They take the consequences threatened
- They are stressed (1 Stress – 1 harm for NPCs)
- They either challenge you or cower before you
- They give you your way

Beat Someone Up

When you Beat Someone Up, roll +Strong. On a 10+ pick 2, on a 7-9 pick 1:

- You hurt them badly (you inflict +1 hurt)
- You are only scratched (you take -1 hurt)
- You impress, dismay, or frighten people (either them or the audience)

Read the Environment

When you take time to take stock of your environment, roll +Sneaky. On a 10+ you may ask 3 questions from the list below. On a 7-9 ask 1. Take 1 Forward acting on the result of a question:

- Where is there something I can use to help with a current problem?
- What is the biggest threat here?
- How can I make myself safer?
- How can I preserve my strength?
- What should I be on the lookout for?

Make Yourself Non-Threatening

When you hide, cower, climb a tree to get away, plead for mercy, or otherwise make yourself non-threatening, roll +Sneaky. On a hit they stop attacking you. Also on a 10+ pick 3. On a 7-9 pick 2. If they haven't seen you in the scene yet you get the first choice for free.

- They don't know exactly where you are
- They don't get a chance for a free shot
- You have an escape route you can use
- You can't be reached as you are now
- You don't appear to be an obviously easy target next time

Remember that you are *still in the scene*. And very possibly stuck up a tree with them at the bottom, or surrounded with them discussing how to put you to best use.

Play to the Audience

When you *Play to the Audience* (intentionally or not) Roll +Charismatic. On a 10+ the Gamemaker picks 2, on a 7-9 the Gamemaker picks 1:

- They do something nice
- They do something useful
- They do something reckless

The Gamemaker will *normally* tell you what this is. If before a *Games*, on a 10+ they add 2 to your reserves, on a 7-9 they add 1.

Help Someone Out

When you Help Someone Out, roll +Charismatic. On a 10+ they get +1 to their roll (after rolling). On a 7-9 they also get +1, but you expose yourself to danger, risk, or truth.

Set a Trap

When you set a trap or throw out a lure, roll +Crafty. On a 10+ Choose 1:

- Take 1 forward to any move that uses the trap
- You catch something unexpected & useful (if it is an enemy and the trap was lethal, they take 2 hurt)

On a 7-9 take 1 Forward to any move that uses the trap. You may only use one trap per move.

Secure your Shelter

When you take personal precautions to sleep in an unsafe area, roll +Crafty. On a 10+ Choose 1:

- You get a good night's sleep as if it was somewhere safe
- You sleep the sleep of the just and the damned. Sleep as if you were home but choose from the 7-9 list

On a 7-9 you sleep as if you were somewhere safe, but choose 1:

- Something important is missing when you wake up
 - You are woken by something hostile
 - You don't recover your stress
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