

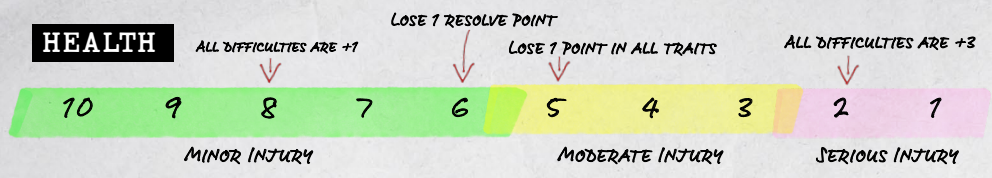
A COOPERATIVE ROLEPLAYING
GAME (WITH ONLY ONE WINNER)

**TWO SIDES
TO THE COIN**

NARRATOR SHEET

DIFFICULTY CHART

SIMPLE - 8
FAMILIAR - 10
CHALLENGING - 12
ARDUOUS - 15



STORY NAME:

MAIN OBJECTIVE:

HEALING TABLE		
WOUND	ROLL	DIFFICULTY
Minor	Academics	Familiar
Moderate	Academics	Challenging
Serious	Academics	Arduous

PLAYER:

- 1
- 2
- 3
- 4
- 5
- 6

ULTERIOR MOTIVE:

PLAYER:

- 1
- 2
- 3
- 4
- 5
- 6

ULTERIOR MOTIVE:

PLAYER:

- 1
- 2
- 3
- 4
- 5
- 6

ULTERIOR MOTIVE:

PLAYER:

- 1
- 2
- 3
- 4
- 5
- 6

ULTERIOR MOTIVE: