ORDEAL RECORD SHEET

Ordeal #		**Hero Player**	
Date		**Most Devastated Player/Record Keepter**	

ELEMENT LISTS

Record Keeper Selected Element

Chosen from list, chosen from Thematic list, Returning from prior Ordeal, newly invented.

Geography

Roll once.

Twist **Yes / No**

Roll only to determine yes or no. If yes, don't roll to determine what the twist is until the Twist timer is triggered. Timer is: 1d10 rolled after every Throwdown. Twist triggered if roll is =< Chapter #

Factions	Alignment	Faction Objectives	Extras	Edge
1.	Aligned			3 Edge Tokens
2.	Opposed			2 Edge Tokens
3.	Neutral			2 Edge Tokens
4.	Neutral	Oppose another faction **OR** survive		2 Edge Tokens
5.	Neutral	Oppose another faction **OR** survive		1 Edge Token
6.				0 Edge Tokens

Factions
Roll 1 Faction per Faction Player +1

Alignment
Aligned and Opposed must be chosen

Extras
Roll 1 per Faction Player

Edge
Choose 1 for each Faction. Not all will be used.

Faction Objectives
Roll 1 Objective for every 2 rolled Factions (round up). Rolled Objectives must be used first.

Oppose: You succeed if target faction fails. You fail if target succeeds.

Survive: Faction must be targeted by another Faction's Objective to choose this option. If Main Faction Character survives, get x3 VPs instead of usual +10

Faction	Alignment A/O	Objective & Target	Extra	Edge Tokens	Main Character Role	Initial Chronicler	Player