# Character Sheet

**Suitor 1:**

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<tr>
<th>Person</th>
<th>Place</th>
<th>Thing</th>
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</table>

**Conflict**

**The Prize**

**Traits**

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2 Player: **Suitor Turns Only**

- **Hurdle:** 5 Dice (Opponent)
- **First Pool:** 3 Responses, 2 Dice each
- **Second Pool:** 1 Response (must add trait)
  - 4 Dice ~ Opponent Suggestion
  - 3 Dice ~ Use own Conflict

Points gained: First turn = 1 point
Second turn = 2, Third turn = 3

3 Player: **Suitor Turns**

- **Hurdle:** 5 Dice (Opponent)
- **First Pool:** 3 Responses (BP & SP)
  - 2 Dice ~ 1st use of own trait
  - 1 Die ~ 2nd use of own trait
  - 2 Dice ~ Suggest action for other character
- **Second Pool:** 1 Response (must add trait)
  - 4 Dice ~ Opponent Suggestion
  - 3 Dice ~ Use own Conflict

Points gained: First turn = 1 point
Second turn = 2, Third turn = 3

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**Suitor 2:**

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**Conflict**

**The Prize**

**Traits**

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2 Player: **Suitor Turns Only**

- **Hurdle:** 5 Dice (Opponent)
- **First Pool:** 3 Responses (BP & SP)
  - 2 Dice ~ 1st use of own trait
  - 1 Die ~ 2nd use of own trait
  - 2 Dice ~ Suggest action for other character
- **Second Pool:** 1 Response (must add trait)
  - 4 Dice ~ Opponent Suggestion
  - 3 Dice ~ Use own Conflict

Points gained: First turn = 1 point
Second turn = 2, Third turn = 3

3 Player: **Suitor Turns**

- **Hurdle:** 5 Dice (Opponent)
- **First Pool:** 3 Responses (BP & SP)
  - 2 Dice ~ 1st use of own trait
  - 1 Die ~ 2nd use of own trait
  - 2 Dice ~ Suggest action for other character
- **Second Pool:** 1 Response (must add trait)
  - 4 Dice ~ Opponent Suggestion
  - 3 Dice ~ Use own Conflict

Points gained: First turn = 1 point
Second turn = 2, Third turn = 3