Breaking the Ice

Two Characters,  
Three Dates,  
One Chance at Romance...

### Making an Attraction Roll:

#### Attraction Dice:

- # of Attraction Levels

#### Bonus Dice:

- 3 per Turn
- Put your character at an advantage

#### Re-Rolls:

- (Attraction Dice + Bonus Dice Rolled) - Successes
- Put your character at a disadvantage

May use any time in one’s Turn.  
May **not** be Re-Rolled.

### Award Bonus Dice and Re-Rolls for:

- Bringing in a Trait (may create new one)
- Describing Setting
- Minor Characters acting
- Character Doing Something Nice (for Bonus) or Foolish (for Re-Roll)
- Something “true to life”
- Very creative narration
- Taking a Suggestion

### Success: Roll 5 or 6

- Three Successes: Increase Attraction Level
- Four Successes: Create a Compatibility

### Conflict:

- 3 Dice
- Describe how character’s Conflict affects events.

### Compatibility:

- 2 Dice
- Active Player and Guide each describe how characters share Compatibility in scene.

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