Judging George

Attraction Dice
Award attraction dice (up to the level of current attraction) when the active player does something that makes them attractive to your character.

Bonus Dice
Award bonus dice (up to 3) when the active player does something that puts them at an advantage (including using their Traits).

Reroll Dice
Award reroll dice from the pool of failed dice when the active player does something that puts them at a disadvantage.

Conflict Dice
Award 3 Conflict dice if the active player plays to their character conflict.

Compatibility Dice
Award 2 Conflict dice if you both narrate using one of your character Compatibilities.

Roll the dice in the second phase and total successes. 3 successes increases attraction. 4 creates a new compatibility.
Judging Rachel

**Attraction Dice**
Award attraction dice (up to the level of current attraction) when the active player does something that makes them attractive to your character.

**Bonus Dice**
Award bonus dice (up to 3) when the active player does something that puts them at an advantage (including using their Traits).

**Reroll Dice**
Award reroll dice from the pool of failed dice when the active player does something that puts them at a disadvantage.

**Conflict Dice**
Award 3 Conflict dice if the active player plays to their character conflict.

**Compatibility Dice**
Award 2 Conflict dice if you both narrate using one of your character Compatibilities.

---

**Rachel**

- **Red**
  - Jaded
  - Urban
  - Quick

- **Insecure**
  - Clever
  - Angry

- **Reckless**
  - Violent

**Rachel’s Traits**

<table>
<thead>
<tr>
<th>Bike courier</th>
<th>Sassy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club-hopping</td>
<td>Needs noise to live</td>
</tr>
</tbody>
</table>

**Conflict**
Trusted her ex-fiance and was betrayed

---

**Roll the Dice Awarded So Far:**
5 or 6 is a success, 1-4 failure.

**Roll the Dice in the Second Phase and Total Successes:**
3 successes increases attraction, 4 creates a new compatibility.