

BLOOD ON THE LENS

DIRECTOR SHEET

ACTIONS

Aim

Convince

Force

Improvise

Investigate

Rush

Sneak

REACTIONS

Notice

React

Think

Withstand

FLOW OF THE GAME

1. The Director creates a scene
2. Players can freely take Actions, interacting with people or the environment.
3. The scene evolves in response, or the Director creates a new scene.

DICE	SUCCESS	FAILURE	TWIST
1	33%	67%	—
2	56%	44%	17%
3	70%	30%	44%
4	80%	20%	72%
5	87%	13%	91%

DIRECTOR TRICKS

DEVIL DEALS

At any time, you can offer a player a **DEVIL DEAL**: an impossible bargain of fate.

- When a player Sacrifices, you can offer to Doom something or someone else in the game world.
- You can offer guaranteed Success on a roll in exchange for Failure at some later time.

BLACK MARKER

You can use a **BLACK MARKER** or pen to inflict permanent changes on a character sheet.

- Change a player's Motive or Fear
- Black out traits to destroy them.
- Instead of imposing Trauma, leave black marks as gradual corruption. Filling in a trait completely destroys it.

VARIANT ROLLS

ADVANTAGE

Add a bonus die.

BLESSED ROLL

Succeeds on a 4, 5, or 6.

BIG ROLLS

Needs at least two dice with a 5 or 6 to Succeed.

GROUP ROLLS

All the players make a roll, succeeding if half or more players Succeed, and failing otherwise. Only the player with the lowest result marks Adrenaline.

CHALLENGES

The players makes rolls until they have collected three Successes or Failures.

HIDDEN ROLLS

Roll the dice inside an opaque cup. Leave the cup upside down on the table, concealing the dice until the result is revealed.

DISADVANTAGE

Remove a die (to a minimum of 1).

CURSED ROLL

Succeeds only on a 6.

NO-RISK ROLL

No consequences and doesn't give Adrenaline on a Failure.

NAME _____

PLAYER NAME _____

I'M A _____ WHO _____

MOTIVE _____

FEAR _____

NOTES _____

NAME _____

PLAYER NAME _____

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MOTIVE _____

FEAR _____

NOTES _____

NAME _____

PLAYER NAME _____

I'M A _____ WHO _____

MOTIVE _____

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