

DRAMA POINTS

# Companion

NAME

DESCRIPTION

## GET IN TROUBLE

**ROLL 2D6.** If the total is 8 or lower, you gain 3 drama points and tell the Heroine Player that she has a penalty to her roll during this chapter's Challenge (-2 if the first Companion Player to Get In Trouble during this chapter, -1 if one of the next three). If the total is 9 or higher, you and the heroine player cooperate to describe how the heroine helps your companion avoid causing any real damage: no penalty, and you gain 2 drama points.

## HELP THE HEROINE (1 drama point)

Pay 1 drama point to describe your companion helping the heroine, and tell the Heroine Player she receives a bonus to her Challenge roll this chapter (+2 for the first Companion Player per chapter who Helps the Heroine, and +1 for each additional). The Narrator also gains a drama point when you use this move.

## REMEMBER A WAY OUT (2 drama points)

If a Heroine is unsuccessful during a Challenge, you may pay 2 drama points to help minimize the terrible consequences (only during a chapter in which you did not **Get in Trouble** and then roll 8 or lower.) After a Heroine Player fails her Be Heroic or Take a Chance roll during a Challenge, but before the Narrator narrates the results of the Challenge, describe an escape route, a tool, or a hidden ally that allows the group to avoid part of the consequences of failing the current Challenge.

## BECOME THE NARRATOR (4 drama points)

At the end of a chapter, you may pay 4 drama points in order to take over as Narrator, starting with the next chapter. If you become the Narrator, your companion character becomes just like any other character controlled by the Narrator. The previous Narrator becomes a Companion Player and may introduce a companion in the next chapter.