

CLINK "GRITTY" RULES

*If you want your Drifters to end up with **more scars** and make victory **more costly**, use this reference sheet **instead** of the Core one.*

GAINING A FLASHBACK

At any time, you can spend a coin to gain a Flashback. Write down a sentence or two to describe it. Choose a player to ask you a question, and answer the question by telling a short story.

These questions are examples. Try to come up with questions that fit the situation and reveal more about the Drifter.

- Long ago, someone tried to teach you about this. **What was the hardest part?**
- You learned from watching a master. **Who were they?**
- You've always been afraid to try things like this before. **Why?**
- Another group member gave you some advice that helped. **What was it?**
- This Flashback is connected to another one of your Flashbacks. **How so?**
- You never intended to gain this Flashback. **What happened?**
- The last time you did something like this, it didn't go well. **What will you do differently this time?**

GAINING A SCAR

Scars are kind of like negative Flashbacks. When you are prompted to gain a Scar, choose a player to ask you a question. Answer their question by telling a short story. Write down a few words describing your Scar.

When Scars outnumber Flashbacks, lose your Creed.

- Someone you didn't like did something similar. **Why don't you want to be like them?**
- You gained a physical scar from this event. **What is it like?**
- This Scar reminds you of when you got into big trouble. **What did you do?**
- **What was a time when you failed your Creed?**
- Someone you were close to disagreed with your Creed. **Why?**
- **Who did you leave behind to follow your Creed?**
- You sacrificed something big for someone you cared about. **What was it?**

DOING SOMETHING DIFFICULT OR DANGEROUS

With Flashback

If you have a relevant Flashback, flip two coins:

HEADS + HEADS:

You completely succeed.

OTHERWISE:

You succeed, but **gain a Scar**.

Without Flashback

If you don't have a relevant Flashback, flip two coins:

HEADS + HEADS:

You succeed, but something goes wrong, or there is a minor setback.

OTHERWISE:

Another player describes how the situation gets worse. **Flip both coins again.**

2nd FLIP HEADS + HEADS:

The GM describes how the situation gets even worse. **Flip both coins again.**

2nd FLIP OTHERWISE:

You **fail** and must now deal with a worse situation.

3rd FLIP HEADS + HEADS:

You barely succeed, however the situation is dire.

3rd FLIP OTHERWISE:

You fail. The situation is now much worse, and **you gain a Scar**.