

1. BUILD A FRAME

PROLOGUE & ADVERSARY

Choose a fictional backdrop for the game. Is it modern? Retro? In space? What does it look like? Who are the characters in the game? Contestants, slaves, anarchists? Now choose an **Adversary**. Who's the bad guy?

GORE THRESHOLD

How quickly do you want the game to escalate to violence? Choose a low number for a game of bloody gore, or a high number for a game of edgy pacifism (between 3-7, **default: 5**).

CONNECTION

Choose a connection for the characters in the story. Were you in the same class in high school? Did you work together in an office? Are you family? Love triangle? Imprisoned together? How do you know one another? Why are you in trouble?

DROP-OFF / DESTINATION

Where do you start your game? Where does it end? Go for drama. Be sure **NOT** to start *in medias res*. Really. Fucking. Sure. If you start in the middle of the action there is no way for the action to escalate.

CHECKPOINTS

CHECKPOINT 1 (COVERT)

Pick a **task** for your characters. Must include an element of **planning**. No action. That comes later. Travel, sneaking and robbery are all good choices.

CHECKPOINT 2 (OVERT)

Pick an **aggressive task**. Something with explosions, kidnapping or assassination.

HELL FOR LEATHER SETUP SHEET

CHECKPOINT 3 (ACCESS)

How do you **get access to your Destination**? Bribe an official? Parachute? Kill lots of people? Make sure all your Checkpoints are **Big** (as in epic).

If you want to speed up the Frame building process, see the Quick Framing guide on **page 70**.

2. THE CHARACTERS

CONTEXT

What role did you play in the Connection? How do you know the other characters?

FLAW

Choose a troublesome condition, for example abusive, cowardly, or negligent.

GRIPE

You have been hurt by another character's Flaw. Whose was it and what happened? Every character **must have one Gripe against them**.

TALENT

What is your character good at? Everyone gets one Talent. Choose a **nonviolent** description, for example stunts, sex or negotiation.

MURDER = EXTRA DICE ●

3. BASIC GAMEPLAY STORY PIPS

A player may never have more than **three** Story Pips (unless its the result of a Challenge).

POOL

Pile of 20 tokens. Players award each other Story Pips from this Pool according to their contributions to the fiction of the game. Only one Story Pip may be earned per contribution.

TARGET

Roll a d10 into the white Target (while keeping your fingers outside the dashed border).

Collapse: If you knock over the stack of dice (the Heat), use the combined d6 results to check the Miss Chart (treating any that remain in the stack as a 3).

Miss: If you miss, or it touches the boundary, it's a Miss. Check the number on the d10 and compare it to the Miss Chart (add Felony Rank). Tell us how you mess up.

Hit: If you get the die inside the circle, that's a Hit. Convert your Story Pip(s) to Victory Point(s) (by putting them into the Victory Cup). Tell us how you succeed. **Bonus:** 2 Hits = Recover 1 Trauma from one character.

HANDICAP

By default, use the Beginner's circle to resolve a Challenge. If you (collectively) complete the first Checkpoint **without any Traumas**, it's time to up the ante. All players must use the **Expert circle** for the rest of the game.