

# Scene Framing Cheat Sheet

## Hero Scenes

### Investigation Scene (Hero)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	Obsession vs Cunning
<b>Success:</b>	Increase the Evidence trait by 1
<b>Failure:</b>	Increase the Cunning trait by 1

### Filing Paperwork

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Use result from Investigation Scene
<b>Success:</b>	Increase the Evidence trait by 1 <b>OR</b> Decrease the Cunning trait by 1
<b>Failure:</b>	Increase the Stress trait by 1

### Personal Scene (Hero)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	Stability vs Compulsion
<b>Success:</b>	Increase Stability & Conscience traits by 1
<b>Failure:</b>	Decrease the Stability trait by 1 Decrease the Conscience trait by 1

### Compassion Scene (Hero)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Conscience vs Compulsion
<b>Success:</b>	Increase the Stability trait by 1 Decrease the Stress & Compulsion traits by 1
<b>Failure:</b>	Increase the Obsession trait by 1

### Crossing the Line Scene (Hero)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	Obsession vs Control
<b>Success:</b>	Increase the Evidence trait by 2 Decrease the Conscience trait by 1
<b>Failure:</b>	Increase the Control trait by 1 Decrease the Obsession trait by 1

### Reflection Scene (Hero)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	No roll required
<b>Success:</b>	Increase or decrease Stability, Conscience or Stress 1 point closer to its starting value. <b>OR</b> Reset Obsession to its starting value
<b>Failure:</b>	N/A

### Illumination Scene (Hero)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Varies
<b>Success:</b>	Decrease targeted Trait by 1
<b>Failure:</b>	Increase targeted Trait by 1

## Killer Scenes

### Murder Scene (Killer)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Compulsion vs. Conscience
<b>Success:</b>	Increase the Victim trait by 1
<b>Failure:</b>	Increase the Victims & Evidence traits by 1

### The Drop

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	Use result from Murder Scene
<b>Success:</b>	Increase the Compulsion trait by 1 <b>OR</b> Increase the Cunning trait by 1
<b>Failure:</b>	Decrease the Cunning trait by 1

### Investment Scene (Killer)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	Cunning vs Conscience
<b>Success:</b>	Increase the Compulsion & Control traits by 1
<b>Failure:</b>	Increase the Conscience trait by 1 Decrease the Compulsion trait by 1

### Manipulation Scene (Killer)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Control vs Stability
<b>Success:</b>	Decrease the Stability trait by 1 <b>OR</b> Increase Stress & Victims traits by 1
<b>Failure:</b>	Decrease the Control trait by 1

### Misdirection Scene (Killer)

<b>Framed by:</b>	Player One (Hero)
<b>Roll:</b>	Control vs Obsession
<b>Success:</b>	Decrease the Evidence trait by 1 Decrease the Obsession trait by 1
<b>Failure:</b>	Increase the Obsession trait by 1 Decrease the Stress trait by 1

### Aura Scene (Killer)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	No roll required
<b>Success:</b>	Increase or decrease Cunning or Control 1 point closer to its starting value. <b>OR</b> Reset Compulsion to its starting value
<b>Failure:</b>	N/A

### Ruin Scene (Killer)

<b>Framed by:</b>	Player Two (Killer)
<b>Roll:</b>	High Killer Trait vs Targeted Hero Trait
<b>Success:</b>	Decrease targeted Hero Trait by 1
<b>Failure:</b>	Decrease Killer's high Trait by 1