Scene Framing Cheat Sheet

Hero Scenes

Investigation Scene (Hero)

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

Filing Paperwork

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

Personal Scene (Hero)

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

Compassion Scene (Hero)

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

Crossing the Line Scene (Hero)

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

Reflection Scene (Hero)

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

Illumination Scene (Hero)

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

Killer Scenes

Murder Scene (Killer)

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

The Drop

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

Investment Scene (Killer)

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

Manipulation Scene (Killer)

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

Misdirection Scene (Killer)

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

Aura Scene (Killer)

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

Ruination Scene (Killer)

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