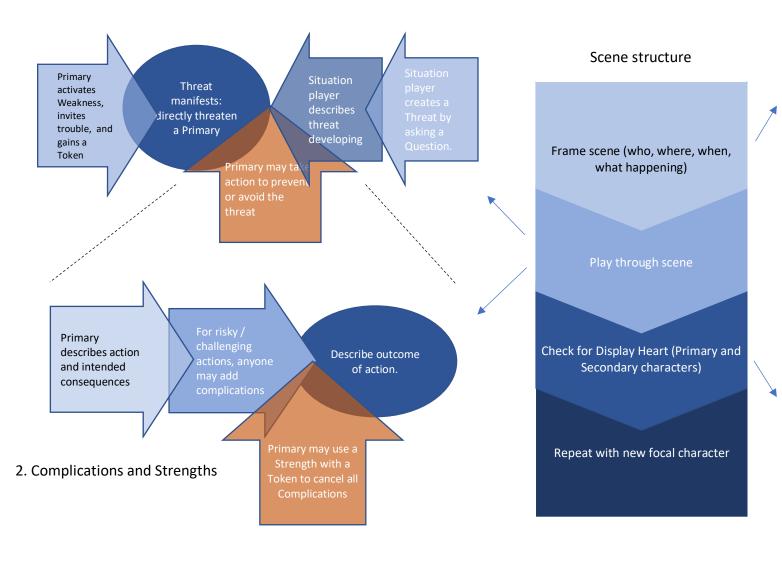
1. Threats and weaknesses



3. Framing scenes

First:

• Is there anything that obviously, burningly must happen next?

Second:

For the current focal character, check in order:

- Does the focal character wish to accomplish something or interact with someone?
- Does the focal character want to activate a Weakness, or does a Situation player wish to do something with the focal character?
- Ask a question about the focal character's everyday life.

4. End of scene

When you **display your heart**, so that another character sees something of your true self or your heartfelt feelings, at the end of the scene, they say if any of the following apply:

- It changed your relationship with them
- It brought you closer together.
- it pushed you further apart.

If any of the above apply, you each may *Mark* your *Relationship* with the other.

When your Weakness causes trouble for you, at the end of the scene you may Mark your Weakness.

Check for any Playbook Moves you might have missed.