

Name

Pick one Facet rated at 4, or two Facets rated at 3, and fill them in to the left. Write the names of the character who set forth the Argument (a) and the character it accuses (b) in the blanks below, and pick two Quirks from the following list or make up your own to write at the bottom: Loud, Logical, Insulting, Pandering, Carefully Researched, Totally Bananas.

limit 8

- ★ **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.
- ★ **Ethos:** If (a) \_\_\_\_\_ is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 ⚡ to give its creator the Temporary Quirk “Suspicious”.
- ★ **Kairos:** The GM can spend 1 ⚡ to strengthen this Argument against a specific Facet – write it in here: \_\_\_\_\_. Reduce all ⚡ received when this Argument loses a contest against that Facet by 2. This Power can be used once per Argument.
- ★ **Pathos:** As long as this Argument is active, (b) \_\_\_\_\_ gains the “Suspicious” Quirk.

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