

# ***The Dying Earth*** **Player Sheet**

## **Essential Rules:**

1. Overarching Rules of Efficacious Blandishment - most important rule
2. Try to Enjoy It

## **Character:**

1. Chose a gender for your character
2. Make up an exotic sounding, perhaps subtly humorous, name you like for your character. Examples from the book: Cugel, Khandive, Turjan, Iocunu, Mazirian, Mune, Etarr, T'Sais, Elai, Soldinck, Lankwiler, Ildefonse and Rogol Domendonfors.
3. Looking at your possessions embellish your appearance to suit your foppishness.

## **Rolls:**

1. Dismal Failure: Levy = 2; Reroll = 3; Tally = -5
2. Quotidian Failure: Reroll = 1; Tally = -2
3. Exasperating Failure: Reroll = 1; Tally = -1
4. Hair's-Breadth Success: Tally = +1
5. Prosaic Success: Tally = +2
6. Illustrious Success: Boon=2; Opponent can force reroll for 3 points; Tally = +5

## **Taglines**

- What? 0 Improvement Points
- Suitable. 1 point
- Laughs! 2 points

## **Trumping**

Arrow = "trumps"; if trumped by ability, suffer Levy = 1

### **Persuasion and Rebuff**

Glib → *Pure-Hearted* → Intimidating → *Obtuse* → Glib  
Eloquent → *Contrary* → Charming → *Wary* → Eloquent  
Forthright → *Penetrating* → Obfuscatory → *Lawyerly* → Forthright

### **Attack and Defense**

Strength → *Parry* → Caution → *Vexation* → Strength  
Speed → *Dodge* → Ferocity → *Misdirection* → Speed  
Finesse → *Sure-Footedness* → Cunning → *Intuition* → Finesse