

DRAMA LLAMAS

Reference Sheet

Challenges

3 stages: Announcement, Preparation, Presentation & Judgement

You can make up to **5 actions per challenge**. You **must make at least 2** in the preparation phase.

Modifiers:

Mini Challenge:

+2 for Breakout Star	-1 for Toxic
+2 for Villain Edit	-1 for Humdrum
+1 in an Alliance	-2 for Sabotaged

Episode Challenge:

+3 for Breakout Star	-1 for Toxic
+3 for Villain Edit	-2 for Humdrum
+1 in an Alliance	-2 for Sabotaged
+1 mini challenge won	

Crown Challenge:

+6 for Breakout Star	-2 for Sabotaged
+2 mini challenge won	-3 for Toxic
+2 in an Alliance	-4 for Humdrum
+3 for each episode win	-6 for Villain Edit

Scoring:

Roll to score: 2d6 + modifiers

Less than 0 = terrible, 0-4 = bad, 5-8 = passable, 9-12 = good, 13-16 = excellent, 17+ = life changing

Drama & Karma

Drama Move

Roll 2d6 aiming for **7 or higher**

- Add 2 Drama on a success
- Add 1 additional point for every 6 rolled

Karma Move

Roll 2d6 aiming for **under 7**

- Subtract 2 Drama on a success
- Subtract 1 additional point for every 1 rolled

Special Moves

Get advantage by using the special moves for your archetype. Roll 3d6:

- If aiming high: remove the lowest result
- If aiming low: remove the highest result

Deep Dark Secrets

Once per episode undo the result of a successful Karma or Drama Move by revealing a Deep Dark Secret.

Sabotage

Gives a penalty modifier to a challenge roll.

Roll 1d6:

- 1-2 you fail, target knows, you gain 2 Drama
- 3-4 you fail, target doesn't know
- 5-6 you succeed, target doesn't know

Alliances

Gives a positive modifier to a challenge roll and optionally re-roll a challenge die. You must accept the new result and explain how your Alliance helped.

Expose

Once per episode attempt to Expose one of your fellow contestants' secrets. Decide together what the secret is and roll 1d6:

- 1-2 no one believes you, you gain 1 Drama
- 3-4 no one hears you, you lose 1 Drama
- 5-6 you succeed, the target gains 2 Drama

Sob Story

Once per season you move your Drama score to 7 by revealing a tragic backstory. This automatically succeeds unless you have Villain Edit status, in which case roll a d6. On a 5 or 6 you succeed.

