

USING INSPIRATION TOKENS

- If an argument doesn't seem to be going your way, you can force a meaningful shift of emotional power by giving two insp to that person.
- You can block such a force by giving them three insp. *(They also keep the two that they offered.)*
- You can give insp to another player to support or block such a force. *(You have to be there and help.)*
- You can give all your insp to the bank to give you or anyone else advantage or disadvantage on a die roll before that roll is made.

GETTING INSPIRATION TOKENS

- When you get in trouble by being true to your character trait, you get one insp from the bank.
- When you give the other person what they want in an argument, you get one insp from them, or from the bank if they have none.
- When you refuse the other person what they want in an argument, they get one insp from you, or from the bank if you have none.

(Note: All the NPCs have a shared pool of insp, which is separate from the bank.)