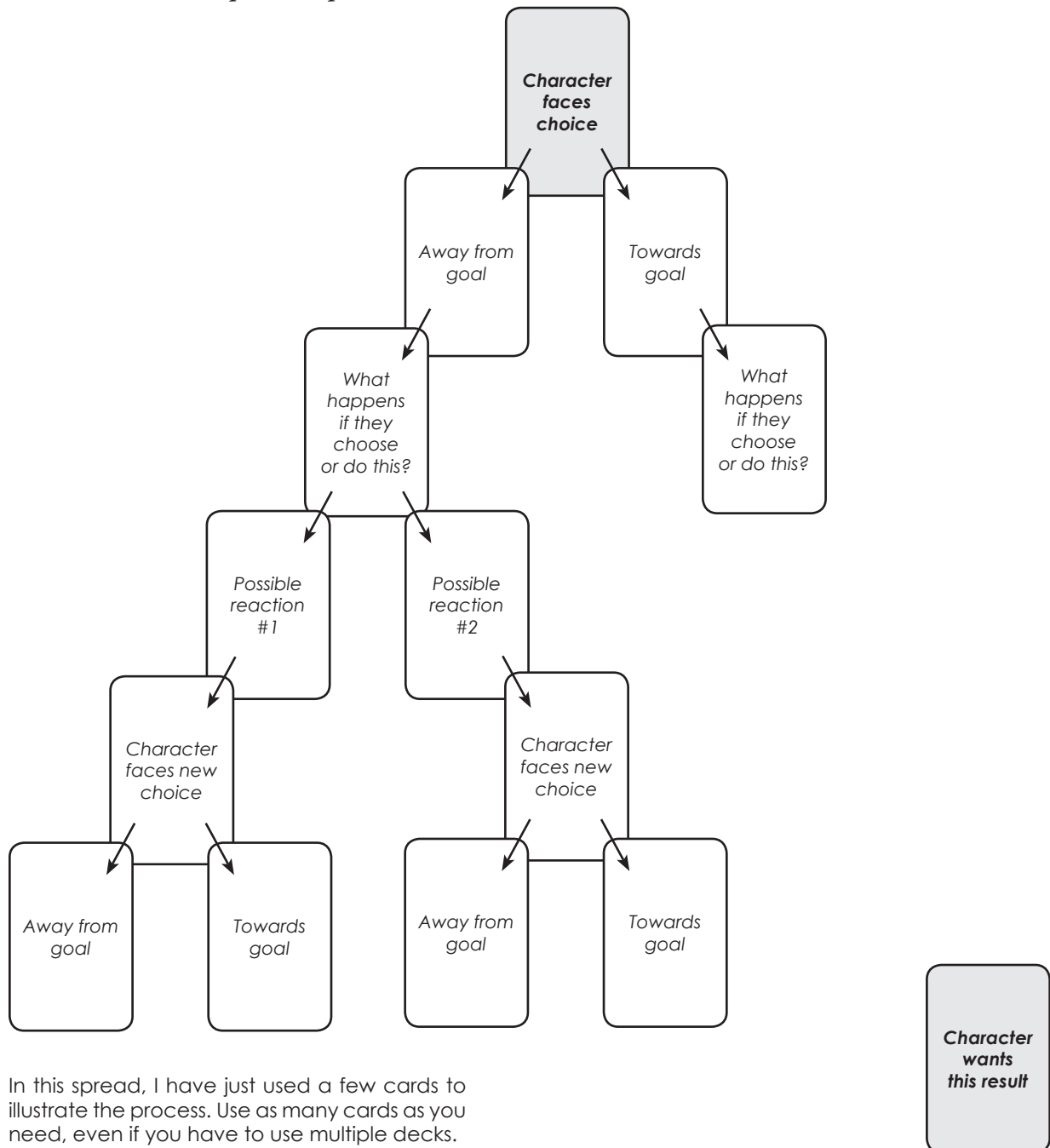


You can bring your characters to life by examining the consequence of their actions, or by tracing their previous actions back to events that shaped them. The following spread can be used for both purposes. By putting characters in situations where they have to make tough decisions, we expand our awareness of them. If we combine a *Linear Time* spread (this happens, then this happens, and then . . .) with a *This or That* spread, we can design a simple spread that forces our characters to make decisions, act on them, and react to the consequences.

### Choices and Consequences spread



In this spread, I have just used a few cards to illustrate the process. Use as many cards as you need, even if you have to use multiple decks.