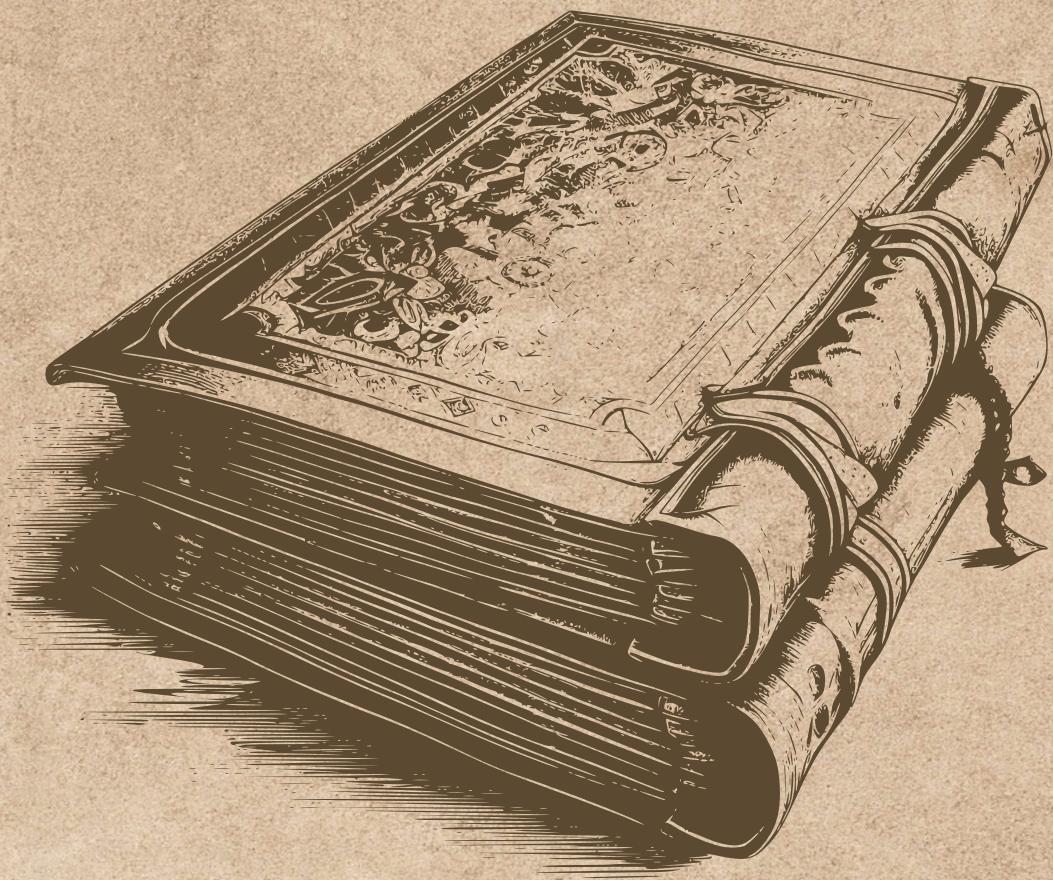


QUICK START GUIDE



QUICK START GUIDE

MATERIALS NEEDED

- Standard seven-piece dice set
- Character Sheet (See Pg 30)
- Writing utensils
- This game manual
- Extra paper

THE STORYTELLER

To guide characters on this journey, one party member will act as the Storyteller. The Storyteller will not create a character; instead, they will bring the world to life by bringing the rest of the party into their imagination.

The Storyteller will narrate the game; and manage the rules of crafting, and any other character abilities. They will additionally all ability checks, which will be discussed in more detail later. Please ensure that the Storyteller is experienced with TTRPGs, as this will allow for smooth gameplay.

PLAYER COMMUNICATION

Along with the Storyteller, many other party members can narrate their characters.

Sometimes, the Storyteller will ask a player to take over the narration for their character completely. However, this is contingent upon player communication. Being able to decide as a group the path the group wants to follow is critical during this game, ensuring smooth world exploration.

Remember: It is always okay for a player to disagree with their fellow party members, but they must be able to do so with civility and honor. Everyone is there to aid their party.

CRAFTING

During the game, each player will craft items that advance the storyline. The Storyteller will determine the weight of each crafted item. Each species has unique craftable items, while some items can be crafted by all species. Please reference page 14 for more information.

RITUALS

Throughout the gameplay, rich traditions and rituals will take place. These rituals are very important to the Fluxian culture, with most of the gameplay centering around them. For more information, please reference page 9.

MOVEMENT

Player characters have a base movement speed of 30 feet per action or 3 miles per in-game hour. Players can travel for up to 9 hours daily, covering up to 27 miles of movement. The player's movement speed may vary due to weather conditions, environment, carrying capacity, and fatigue. The Storyteller will determine any changes in movement speed; for more information on movement, see page 32.

STATISTIC CHECKS

The Storyteller can request players to determine the outcome of a situation by rolling a die, making the story more random for the players. This die roll will align with a statistic relevant to the gameplay. The Storyteller will assign a difficulty class, and the chosen statistic check will have to exceed that number. For more information on modifiers, see page 13.

QUICK START GUIDE

STARTING THE GAME

As the players gather around the table, the Storyteller will explain the world they will adventure through, and important details from this start guide. Then, players will create their characters for the adventure.

Once these items have been completed, it is time for the players to start the game.

Each player will use one action per turn. During a player's turn, the Storyteller may utilize Statistic checks. Once the player has completed their actions and done any checks required by the Storyteller, it will be the next character's turn to make an action.

To start the game, the Storyteller should create an interesting introduction to each character. Or, they may have the players introduce their own characters.



The Storyteller: As we enter the Salt Flats, a young female Fluxian can be seen hunched over, crying as she frantically wipes the tears from her face. Alya, please describe your character to the party.

Alya: Sure! Caliope is a young Fluxian, barely out of her teen years. She dawns a cream-colored cloak, with bags and satchels draped across her body. As she cries, she is frantically wiping her tears and hair out of her face. Her hair is made up of white feathers, tipped with crimson. As Caliope cries, she would like to grab a small dagger from her purse, and cut feathers off of the Terror Bird she is crying over.

The Storyteller: Please roll an elemental affinity check, DC 5

Alya: I rolled an 8, I passed. So, Caliope cuts a few feathers off of the Terror Bird, carefully wrapping them in a soft silk from her bag. Then, she opens a satchel and sets them inside.

The Storyteller: Great. As Caliope is putting the feathers in her bag, another figure appears in the distance. Nate, please describe your character.