

Setup

1. Determine first player. In clockwise order, each player chooses Character Sheet and 5 Gold. 3rd player gets +1 gold, 4th gets +2.
2. In player order, draw die, take Class card matching color, and choose one of two sides
3. Deal each player 1 Backstory and Alignment card
4. Give each player matching marker cubes. Place one on center of Alignment card and one on Class card
5. Separate Market cards into single and double dot piles. Discard 3/7 cards if playing with 3/2 players. Shuffle and place single-dot on top of double-dot.
6. Create Market by drawing cards from Market deck equal to # players + 1
7. Place Initiative cards in numerical order. Should have # players + 1
8. Place 1 Gold on each Initiative card that is neither first nor last
9. In player order, draw starting dice (# of players + 4)
10. Each player rolls start dice and places on Character Sheet.
 - Dice must be placed in leftmost empty space
 - Attribute Actions are not taken
 - Each filled Attribute Row gives 1 Gold
 - Draw 2 Gold per Gold Dice drawn

Goal of the Game

Build your character by drafting and manipulating dice to build your attributes, buy weapons and armor to outfit your hero, train to gain skills, and earn Reputation by constructing the perfect character. The player with the greatest Reputation wins!

Round Overview

Roll Phase

First player draws # players + 1 dice, rolls them, and places them on Initiative cards in descending order (Lowest value die on Initiative 1, next lowest on Initiative 2, etc)

Dice Phase

In player order, players select an Initiative card, place dice on Character sheet, collect Gold, and take (optionally) Attribute actions.

Market Phase

In Initiative card order (lowest to highest), players may buy a Market card. If a player doesn't want / can't buy a card they must discard a Market card and gain 2 Gold. After buying / discarding return Initiative card.

- No limit to number of Armor, Trait, or Skill cards a player may acquire
- Player can't equip more than 2 hands worth of Weapon cards. May discard a Weapon card at any time to make room.
- If a Trait is bought, immediately move tracking token as indicated if possible.
- May use a purchased Skill card immediately.

Cleanup Phase

1. Each player discards unused Charisma tokens
2. Each player may refresh one exhausted Skill card
3. Return remaining die in Dice Pool to dice bag and discard remaining Market cards
4. Draw new set of Market cards. If necessary, shuffle Market discard pile
5. Place 1 Gold on any Initiative cards without Gold on them if they are neither the first nor last card in the row
6. Pass dice bag (the "first player marker") to next player

Attribute Actions

Attribute actions may be used to affect dice placed this round or any previous round. Only one Attribute action may be taken per Dice Phase. Dice that are moved or have face value changed do not trigger additional Attribute Actions.

- **Strength:** Change value of die to opposite face. E.g., 1 into 6, 2 into 5.
- **Dexterity:** Exchange placement of any two dice on character sheet without changing face values.
- **Constitution:** Increase or decrease value of any die by 1. Values do not loop.
- **Intelligence:** Choose a die and reroll it. May keep new or original value. Return to original spot.
- **Wisdom:** Move Alignment tracking token one space any cardinal direction.

- **Charisma:** Take a Charisma token. These may be used to reduce item cost during Market Phase.

Skill Cards

To use a Skill card, move Tracking token on Alignment card in direction indicated, then may use card ability, then exhaust card.

- If Alignment token position can't move then Skill card can't be used
- Skill cards may be used at any time unless card specifies otherwise
- Exhausted skill cards may not be used

Gaining Gold

Gold may be gained by:

- 2 Gold when placing Gold die on Character sheet
- 2 Gold when discarding Market card
- 1 Gold when placing 3rd die in Attribute row
- 1 Gold when selecting Initiative card with Gold on it

End Game and Scoring

The Game ends at the completion of the round when players have filled every Attribute row on Character sheets. Use Class card tracking token and back of Player Aid card to tally Reputation Stars.

Attribute Goals

Add up dice values in each Attribute row, adjust total for any Race Bonus or Penalty on Character sheet and Weapon cards, and compare to Class card values

- If goal is single number it must match exactly
- If goal is range, value must have value in range
- If goal has +, value must be \geq to number

Class Color Dice

Each die on Character sheet that matches Class color is worth 1 Reputation

Alignment Card

Check position of Alignment tracking token and add/subtract indicated Reputation

Backstory Card

If dice on Character sheet match color and position indicated on Backstory card, gain Reputation indicated on board

Armor Cards

Earn Reputation for sets of Armor as indicated by cards

Trait Cards

Gain Reputation indicated on trait cards