Drawn to Destiny

Disclaimer

Discomfort
This game attempts to bring more reality and popular fiction into games. It includes physical, mental, and emotional trauma. I know little of the realities of these serious concepts, so I apologize in advance for any inaccuracies or clumsy representations.

AI Art
I am not an artist, and AI art is fast and convenient. No art here is original.

Copyright
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How to Play

Description

Drawn to Destiny (D2D)
A free, print-and-play game for tactical mini board/war/role-playing

Any Genre, Any Scale
System to convert real or fictional items or characters of any size

Detailed but Easy to Learn Rules
Core mechanic can be expanded with extra detail as needed

Game Master, Cooperative, or Solo
Reduce GM workload or play GM-less

Batteries Included
Include reusable minis, maps, and terrain

Inspirations
* Magic the Gathering and Arkham Horror TCG for cards as compact, modular rules
* Yomi for card-based combat
* Car Wars, Tales from the Red Dragon Inn, X-Wing minis for movement and powers

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Features

Based in Physics
Real mass and energy

Compact and Modular
Everything is a card

Skill-based
Classless Characters

Simultaneously Play
Maximize player uptime

"Rolls" are Resources
Players choose when to use good cards

Stats are Resources
Spend your Stats for high Risk/Reward

Hit/Armor Locations
Detailed Wounds

Mental/Emotional Trauma
Spend your Stats for high Risk/Reward

Detailed Combat
Martial Arts, Styles, Stances, Grappling

Magic, Powers, and Superpowers
Wizards, Superheroes, Tanks, Starships

Golden Rules

Simplify, Simplify, Simplify
Only use the rules you need

Be Kind
Don't badger others

Be Fair
Don't cheat or exploit the rules

Have Fun
Don't take anything too seriously

Speed is Key
Keep the game moving. Fast is Fun

Keep it Real
More real means more depth

Oops
If you forget something, ignore it. Fog of War

New Rules
Cards can override the standard rules

Terms

Scene - An short scenario
Skill - A capability a Unit has learned
Power - A superhuman Skill
Ability - A specific ability / feat
Specialty - A style or focus area of a Skill
Ready - An upright card
Cooldown - A sideways card
Reversed - An upside down card
Rank - The number/letter on a card or Stat
Suit - There are 4 card/tarot Suits:
  ♣Wands ♦Coins ♥Cups ♠Swords
Narrator - The host / game master(s)
Space - A movement dot on a Map
Uses - # of uses before empty
[Key]:Value - Key refers to another Card
                 Value is the key's value
Level Bonus - When comparing Levels, the higher Level gains a bonus equal to their difference

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Unit: Sample

2x0

Goblin Scout

🜂 Body	2x1
mass:22kg/50lb height:1m/3ft	
🜂 Mind	6x1
demeanor:Depraved nature:Cowardly/Envious	
🜂 Will	2x1
conscience:1x1 beast:1x0	
🜂 Speed	5x0
land:5kph/3mph	

* [Close Combat]:1 [Knife: Dagger]
* [Stealth]:1 [Sneak]

Unit: Guide

◄ Cost
◄ Titles

◄ 🜂 Body — Strength, Toughness
  physical details

◄ 🜂 Mind — Reason, Intellect
  mental details

◄ 🜂 Will — Resolve, Courage
  psychological details

◄ 🜂 Speed — Quickness, Movement
  movement details

A Unit can be a person, creature, or vehicle

◄ Skills/Powers
  Name - Name of the Skill or Power
  Level - Level of the Skill or Power
  Rating - Power Rating (if any)
  Items - Associated Items
  Abilities - Capabilities or Limitations
  Specialties - Associated Groups of Abilities

Place this card beside a Unit as a guide

Item: Sample

Sword: Long

2x0

👕Body

10x-1

mass:1.2kg/5lb length:0.1m/4ft

* [Weapon]: Rating:[Body]+2 [Pierce] [Slash]
  [1-Handed] [Melee Weapon]
* [Armor]: 2x1

Item: Guide

◀Cost
◀Titles
◀ 👕Body   Durability, Toughness
   physical details

Items are inanimate objects.
Only Units have Mind, Will, or Speed

◀ Skills/Powers
    Name - Name of the Skill or Power
    Level - Level conferred (if any)
    Rating - Power Rating (if any)
    Abilities - Capabilities or Limitations

Place this card beside an Item as a guide

Stat

Values are shown in Stat notation (eg 8x1)

Rank x Scale

Rank - The main number used. Min:2 Max:10

Scale - The number of zeroes after Rank
   Each Scale is 10x the last and affects:
   damage, movement, timescales, distance, etc.

Samples
  Human Male
     👕Body - 8x1 = 80kg/176lb
     👟Speed - 5x0 = 5kph/3mph
  M1 Abrams Tank
     👕Body - 6x4 = 60tn/60000kg
     👟Speed - 4x1 = 40kph/25mph
  The Earth
     👕Body - 6x24 = $6x10^24$kg
     👟Speed - 10x4 = 100,000kph
  Electron Mass - 9x-31 = $9x10^{-31}$kg
  Universe Mass - 1x60 = $1x10^60$kg
  Speed of Light - 1x9 = $1x10^9$kph

Setup

Damage - Wound, Disorder, Trauma, Burden
              Shuffle these decks

Fate - Shared Conflict deck. Shuffle this deck

Reference - Shared resource deck. Alpha sorted

Scene - Current Scene cards. Keep as is

Clock - Round clock. Scene describes sorting

Tokens - A pile of small Tokens
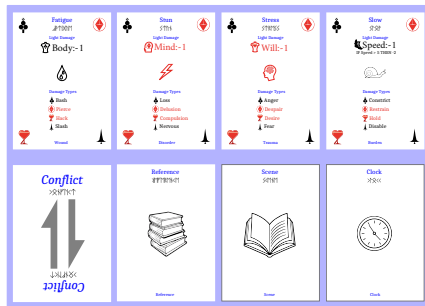
Setup: Players

All Players start with the following:

Player Deck
   Colored Deck with standard Player cards

Conflict Deck
   Deck for Skill Checks. Shuffle and draw 5

Scene

A Scene describes a dramatic situation:

Instructions
   How to run this Scene

Introduction
   A description of the situation

Scale
   The scale of distance and length of Rounds

Map
   Layout the game boards, Places, and Units
   as described by the Scene

Factions
   The groups and their differing goals

Units
   The Units within each Faction
   Players choose and gather their Units

Events
   Known things that can happen
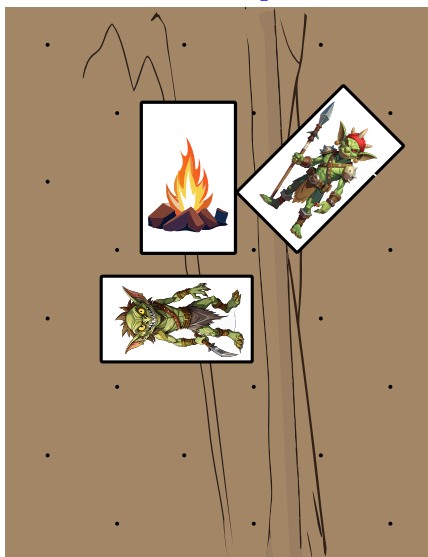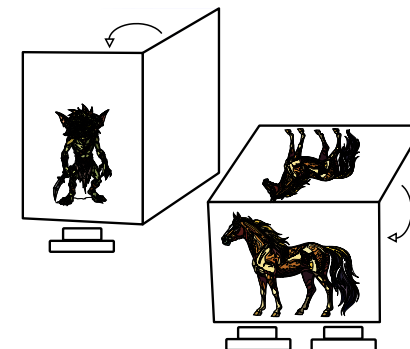

Scene: Map#1

Scene: Map#2

Scene: Minis

Included
   Included paper minis can be printed on card
   stock and placed on stands or laid flat

External
   The maps are large enough to fit many
   miniatures and toys from other games

Scene: Units
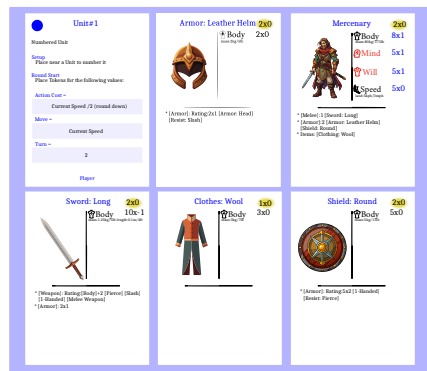
Unit# - Gather Units and assign Unit# to each

Active - Only 2 Abilities/Items per Level may be used. Specialty Ability/Items ignore this

Equipped Items - Arrange equipped Items like a paper doll near the Unit

Other Cards
Stack other Items, Skills, Abilities, etc.

Scene: Events

A Scene has a number of possible Events:

Random Event
At Round End, reveal a Fate card to check if the Event occurs.

Timed Event
Placed in the Clock Deck. Revealed by a Clock card being discarded.

Location Event
Placed under a Place on the Map. Revealed when searched or explored.

Fog of War Event
Placed face down on the Map. Revealed when entered.

Round: Start

Games take place over a number of Rounds.
On normal Maps, a Round is 6 seconds

Refresh - Place tokens on each Unit# card:
Action Cost = Speed/2 (round down)
Move = Speed
Turn = 2

Targets - Place Target cards:
Choose a Target (if any) for each Unit
Place its Target# card on that Unit
Player may change Target after reveal

Groups - Split Units into Groups by Target:
Unit and its Target are in the same Group
Each group will simultaneously resolve their Round then wait until all Groups finish before going to Round End

Move

Move is a resource on the Unit# card
Move is spent for Movement or for Actions

Facing - N, S, E, W, NE, NW, SE, SW
Units must always face a compass heading

Countdown - Each Group counts down from 10
One each Count, do one of the following:

Wait - Do nothing
IF Move = Count THEN Move:-1

Movement - Move somewhere
Forward, Backward, Slide, Drift, Turn
See Movement for the options

Action - Perform an Action
Actions usually cost half of your Move
See Action for the options

Movement
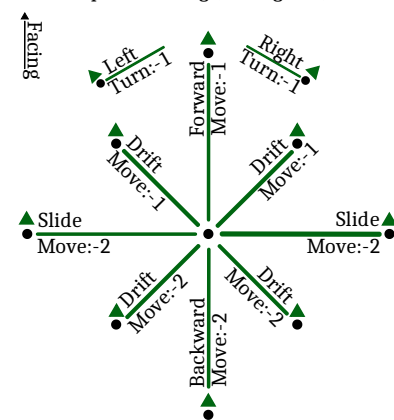
Forward, Backward, Slide, Drift
Spend Move points to move.
Note: this does not change facing

Turn
Spend Turn points to change facing to the next compass heading (45 degrees)

Action

Most Actions cost Move:-[Action Cost]
Therefore, 2 Actions per Round are possible

Free - Freely done at any time

Equip - Move:-1
Move, pickup, exchange, or load an item

Recover - Move:-[Action Cost]
Discard a Fatigue, Stun, Stress, or Slow

Ready - Move:-[Action Cost]
Ready an Ability in Cooldown

Hide - Move:-[Action Cost]
IF out of sight THEN become Hidden

Search - Move:-[Action Cost]
Quickly search the current Place

Interact - Move:-[Action Cost]
Interact with something including Combat

Action: Free

Free Actions may be used at any time:

Drop - No cost
Drop a held item

Ability - Put the Ability in Cooldown
Activate the Ability

Detect - Stun:+1
IF something Hidden is in [Arc:Front]
THEN [Mind] vs [Body]-[Range] to detect

Push the Limit - Fatigue:+1
Skill:+1 this Round

State of Mind - Stun:+1
Remove a Fatigue, Stress, or Slow

Grit your Teeth - Stress:+1
Ignore all penalties this Round

Burst of Speed - Slow:+1
Move:+2 AND Turn:+1

Heroic Feat - Character Point:-1
Hits:+1 or -1 (e.g. Damage)

Action: Interact

Move:-[Action Cost]
Includes combat, talking, investigation, flipping switches, opening/closing doors, etc

Interrupt - Pause the Countdown

Skill/Power/Item
Choose a Skill, Power, or Item to use
Spend Uses if necessary

Verify - Verify Target is in Arc, Range, and Line of Sight

Target - Target chooses Skill/Power/Item
Target may spend an Action
IF not Target gains no benefits on a Win

Conflict - Start a Conflict
Quickly search the current Place

Resume - Resume the Countdown
Interact with something including Combat

Arc

Interact can only target those in your Space on in a valid Arc

Arcs - There are 4 Arcs of Fire
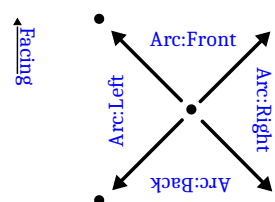Arc:Front, Arc:Back, Arc:Left, Arc:Right

Arc:Front - Default Arc
Use Arc:Front if Arc not specified

Arc:Side - Arc:Left or Arc:Right as appropriate
Melee and Shields act on the Left OR Right

Range

Powers/Items have limited Range

Range - Count Spaces to the Target
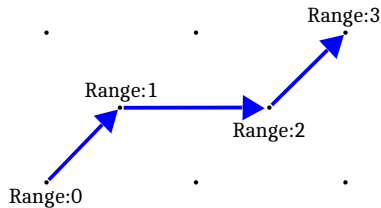   Find the shortest path to Target

Close Combat - Range:0-1

Melee - Range:0-1. Level:-1 at Range:0

Reach - Range:0-2
    Disadvantage at Range:0

Other - Range depends on Power/Item
    Disadvantage at Range:0-1

Range:3

Range:1

Range:2

Range:0

Line of Sight

Most effects require line of sight to the target
on in a valid Arc

Line of Sight - Use a straight edge between dots
    Measure from center of your Space to Target
    IF no obstacle THEN Line of Sight

Cover - Cover makes it harder to hit the Target
    Rivals, Allies, and obsurment offer Cover

Sweep - Sweep edge across all of Target

Cover:+25% - for each obstacle encountered

Effect - Level:-1 for each 25%. Before Conflict:
    Assign Suits to major obstacles. Reveal Fate
    IF Suit match THEN Target is the obstacle

Cover   Sweep   Target

Cover   Sweep

Line of Sight
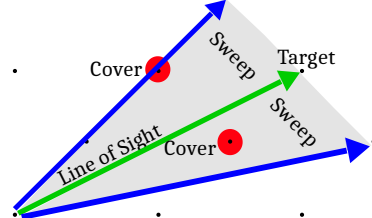
Conflict

Compare Conflict cards to resolve tests:

Approach - Play a Conflict facedown from hand
    NPCs use a Fate card instead

Fast - Win vs Strong or Evade
    Hit and Draw a card

Strong - Win vs Block or Counter
    Hit

Block - Keep Block and Draw a card
    Win vs Fast or Wild

Evade - Win vs Strong
    Move:+2 (Win or Lose)

Counter - Win vs Fast or Wild
    Counterattack with a Fast or Strong

Wild - Win vs Fast or Strong
    Draw from Discard. Always Shuffle

Reveal - Both Players Reveal or Tap their card
    IF Tap THEN replace the card with a Fate

Compare - Compare cards to see who Wins
    IF both Fast or both Strong THEN use Rank
        IF 2-10 THEN subtract Level Bonus (min 2)
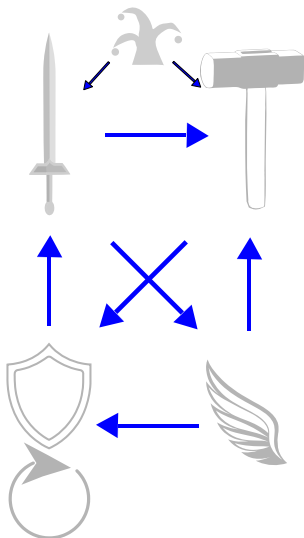   A > J > Q > K > 2 > 3 > ... > 10
        IF Tied THEN Both Win

Conflict: Chart
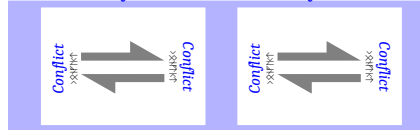
This chart summarizes the matchups.
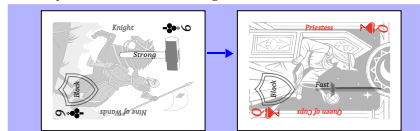
Conflict: Sample

Approach - Play a Conflict facedown from hand
    with chosen Approach facing Rival

Player 1   Player 2

Reveal - At once, Flip OR tap your card
    IF you TAP THEN replace it with a Fate

Compare - Compare Approaches
    Here P1 chose Strong and P2 chose Block
    Strong beats Block, so Player 1 Wins

Hits

Hits measure the degree of success
Only Fast or Strong Approach score Hits

Level - Your Level - Rival Level (min: 0)
    Modifiers - Elevation, Flanking, Terrain, etc.

Difficulty - The difficulty of the Conflict
    vs - Found after the term vs. (eg vs Body)
    Weapons default to Body

Combo - Play cards to make an allowed set:
    Of a Kind - QQ, KK, AA, KKK, AAA, AAAA
    Straight - 3+ ordered cards of any suit
        For each > 2, take any card from Discard

Rank - Each card may increase Hits
    A-J - Hits:+1
    2-10 - Hits:+1 IF Rank+Level > Difficulty

No Hits - Glancing Blow
    IF Hits=0 THEN Hits=1 and go to Resolution

Hits: Sample

The following is a sample of Hits:

Units - Goblin with Close Combat:1 attacks a
    Mercenary with Melee:2

Action - Gob and Merc each spend an Action

Conflict - Gob plays Fast. Merc plays Counter
    Merc wins and plays a Fast 2

Level - Merc is 2-1=Level:1. Gob is 1-2=Level:0

Difficulty - The Goblin Body is 2x1

Combo - Merc plays a 3 and a 4 to make 2,3,4
    The 3 Hit Combo lets the Merc take ANY card
    from their Discard to hand

Rank - Card Rank is increased by Level
    3, 4, 5 - 2+1, 3+1, 4+1
    Hits:3 - All three Ranks are above Body:2

Hits:3 is a major blow before even checking
hit location, weapon or armor

Crits

Serious wounds use the Damage Decks

Damage Types
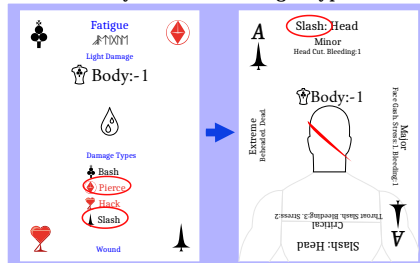   Find Damage Types from Weapon/Power:
    * [Weapon]: Rating:[Body]+2 (Pierce) (Slash)
    [1-Handed] [Melee Weapon]

Crit Location
    Find Deck with matching Damage Types
    Draw until you find matching a Type

Armor Location - Find Armor at the Location
    * [Armor]: Rating:1x1 (Armor: Head)

Crits: Rating

Power Rating adds Hits
Armor Rating cancels Power Rating

Power Rating - Find Rating of the Power
    * [Weapon]: Rating:[Body]+2 [Pierce] [Slash]
    [1-Handed] [Melee Weapon]

    Stat - Rating may include a Stat:
    Body+2 with Body:4x1 = Power Rating:6x1

Armor Rating - Find Rating of any Armor
    * [Armor]: Rating:2x1 [Armor: Head]

Compare Levels
    IF Power Level > Armor Level THEN
        Hits:+1 (eg 7x2 > 2x1 = Hits:+1)

Compare Scales
    IF Power Scale >= Armor Scale THEN
        Hits:+Difference (eg 2x4 > 9x1 = Hits:+3)
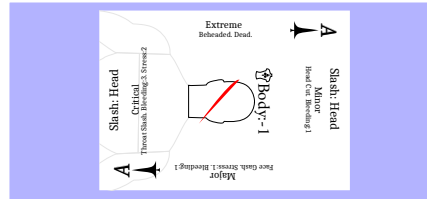
Crits: Damage

Damage cards have 4 sides
on in a valid Arc

Light Damage - The back of a Damage card
   represents Light Damage (eg Fatigue)
   IF Unit has Stat=0 THEN flip to Crit

Heavy Damage - The face of a damage card
   represents Heavy Damage (eg Wounds)

Severity - There are 4 Severity levels on a card:
   Minor - Major - Critical - Extreme

Rotate - For each Hit > 1, rotate the card to the
   left to the next Severity level
   For example: Hits:4 would rotate 3 times...

Crits: Types

There are 4 Damage Decks, 1 for each Stat
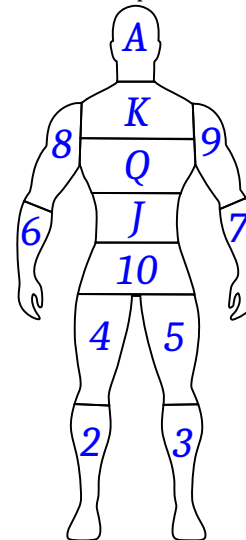Use the deck that matches your Damage Types

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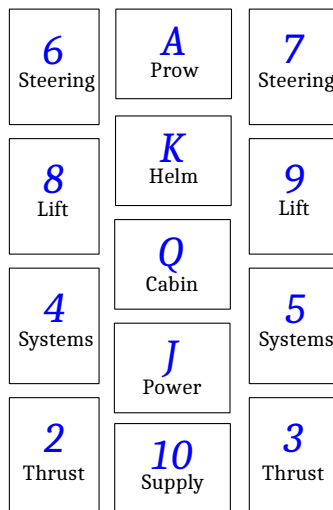## Crits: Person

This chart summarizes person crit locations

Crits: Vehicle

This chart summarizes vehicle crit locations

6 Steering	**A** Prow	**7** Steering
8 Lift	**K** Helm	**9** Lift
4 Systems	**Q** Cabin	**5** Systems
2 Thrust	**J** Power	**3** Thrust
	10 Supply	

Resolution

Resolution occurs after a Conflict

Test - A quick test. Any Win passes
   Hits indicate increased success

Combat - Allocate Damage
   Crits - Place any Crits on Target
   Hits - For any remaining Hits, place facedown
      Damage cards that match Damage Types

Task - An extended task over multiple Rounds
   Task Start - Place a Task card from Reference
      Progress - Place tokens equal to Difficulty
      Challenge - Place tokens equal to Difficulty
   Win - Challenge:-Hits
   Lose - Progress:-Hits
   Task End - Check if Task is over
      Fail - IF no Progress THEN Fail
      Complete - IF no Challenge THEN Complete

Evade - IF winner played Evade THEN
   they may immediately move 2 spaces

Discard - Discard used Conflict cards

Round: End

Do after all Groups complete Rounds:

Draw - Each Player draws a card

Recover - For each Unit:
   Remove a Fatigue, Stun, Stress, Slow
                OR
   Ready an Ability in Cooldown

Task Clock - Progress:-1 on each Task

Events - Triggered Events happen here

Clock - Discard the top card of the Clock
   Resolve any revealed Clock Events

Conclusion

The end of the Scene:

Epilogue - Read the Epilogue of the Scene

Rewards - Completed Milestones give rewards:
   Treasure - Currency and other useful Items
   Status - Gain/Lose Status among Factions
   Favor - Gain/Lose Favor with individuals
   CP - Gain a Character Point on significant
      character development or role play
   SP - Gain a Skill Point on major Milestone
      eg major Scene end
   AP - Gain an Ability Point on minor Milestone
      eg minor Scene end or significant event

Advancement - Gain Skills and Abilities
   Player spend Skill Points and Ability Points

Downtime - Players declare their activities
   between Scenes

Intentions - Players declare their desires for
   the next Scene

Advancement

Use Skill Points (SP) and Ability Points (AP)
to increase Unit capabilities:

Skill Points (SP)
   Respec
      Reduce ONE Skill or Power by 1
      Gain SP equal to lost Level
   Spend
      Train/Research for 2 Weeks
      Spend SP = Current Level of Skill or Power
      Gain Skill:+1 or Power:+1

Ability Points (AP)
   Respec
      Lose ONE Ability/Item/Specialty for AP:+1
         OR
      Reduce ONE Power's Rating for AP:+1
   Spend
      Train/Research for 1 Week
      Spend SP:1
      Gain an Ability/Item/Specialty
       OR
      Gain Rating:+1 on a Power