

# Drawn to Destiny



## Introduction

- What is Drawn to Destiny?
  - Drawn to Destiny is a role-playing/tactical combat game.
  - It is a hybrid game: Board Game, Card Game, and RPG
  - Solo, Small Party, Strategic, and Large Scale Battles
  - One-shot Skirmish, One-shot Adventure, Campaign
  - Co-op, Head to Head
  - Game Master or AI
- What are the Goals of D2D?
  - Fast AND Crunchy - Detailed and streamlined
  - A la carte Rules - Include only the features you want.
  - Satisfying combat - 1d20 Hit, 1d6 damage isn't enough
  - Simultaneous Play - I want to avoid downtime.
  - Card instead of Dice - Cards offer choices that dice don't.
  - Based on Physics - Numbers to be based on reality.
  - Hit Location, Armor Location, Wounds - HP isn't enough
  - Skills, Magic, and Powers
  - Any Scale - From the Plank Constant to the Observable Universe and Beyond
  - Any Units - People, Monsters, Mounts, Vehicles, Ships, Mecha, Kaiju, Starcraft, Armies, Navies, Battlegroups
  - Any Genre - Fantasy, Sci-Fi, Horror, Historical, Super-Powered, Anime, Mecha

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# Overview

## 1. Setup

- Scene Deck - Choose a Scene to play this game.
  - Factions - Units are divided into different Factions.
    - Players - Divide the Players into the given Factions.
    - Non-Players - Leftover Factions are assigned Decks.
    - Goals - Factions have different Goals.
  - Units - Assign the Units in the Factions to the Players.
  - Events - Scenes may have Clock Events and Milestones
- Tokens - There is only one kind of token. Use anything.
- Decks
  - Character Decks - Characters have their own decks.
  - Player Decks - Colored Decks including a Conflict Deck.
  - Fate Deck - Deck can be used instead of individual Conflict Deck.
  - Damage Decks - Wound, Disorder, Trauma, Restraint, and Condition.
  - Clock Deck - The Clock is the Turn counter.
- Status Bar
  - Arrange all the Units as you like on the Status Bar.
  - Players assign numbered cards to each Units.
- Draw Conflict - Players shuffle their Conflict Decks and draw 5 cards. Max Cards in Hand is 10.

## 2. Prologue - Some Scenes have backstory or description.

## 3. Exploration - Some Scenes cover large map areas

## 4. Turns - On normal Maps, each Turn is 2 seconds long.

- 1) Targeting - Each Unit places their Target card on the Unit they wish to Target on the Status Bar.
- 2) Groups - Units are broken into groups that target each other. Each group does Move and Action separately then waits until all Groups are finished before doing Events.
- 3) Free Actions - May be done any time in the Turn.
- 4) Move - Each Unit places Move:Speed and Facing:2 tokens on their Move card.
  - Moving - Cost 1 Move per Space. Terrain may increase.
  - Facing - Change Facing 45 degrees costs Facing:-1.
  - Equip - You can Equip for Move:-1.
  - Simultaneous - All Units that choose to Move, move simultaneously.
  - Wait - The Unit(s) with the most Move must move or discard a Move. Other Units may Wait.
  - Interrupt - IF your Move is Interrupted by an Action THEN stop moving, resolve the Action, and then continue your Move.

## 5) Action - Cost half Move (rounded down). Actions can Interrupt Moves.

- Recover - Recover Minor Condition or Ready an Ability
- Interact/Fight - Fight or Interact with something
  - Range, Line of Sight, and Cover
  - Ability/Item - Choose an Ability, Item, or Weapon. E.g. Talking, pushing a button, or picking a lock.
  - Conflict - See Conflict below to resolve a Conflict.

## 6) Event - When all Units are out of Move, the Turn ends and any triggered events happen.

- Triggered Events - These include revealing areas, resolving Continuous, Area Effects, etc.

- Clock Event - Flip the top card of the Clock.

## 5. Conclusion - When the final Goal is complete

- Rewards - After completing a Milestone, a Character typically gains some reward. These include Status, Treasure, and Advancement
- Advancement - Skill Points (SP), or Ability Points (AP) may be spent with Training, Research, or Practice to gain or increase Skills and Abilities.
- Epilogue - Opportunity for Downtime activities.
  - Intentions - Gather Player intentions for the next Scene.
- Conflict - At various times during a Scene, you will need to resolve a Conflict. Each player chooses a card to play and the result is the interaction between them. One or the other can succeed (or even both).
  - Choose - Each Player chooses a Conflict card and places it Face down pointing upward or downward.
    - Offense - Upward
      - Fast - Quick strike that Succeeds vs. Strong and Evade, but Fails vs. Block and Counter. Bonus Card Draw.
      - Strong - Powerful strike that Succeeds vs. Block and Counter, but Fails vs. Fast and Evade.
      - Wild - Crazy move that Succeeds vs. Fast and Strong, but Fails vs. Block, Evade, and Counter.
    - Defense - Downward
      - Block - Rapidly Block that Succeeds vs. Fast, but Fails vs. Strong. Note: Blocking powerful attacks can be dangerous. Bonus Card Draw
      - Evade - Dodge and weave that Succeeds vs. Strong, but Fails vs. Fast. Bonus Move.
      - Counter - Deflect and strike that Succeeds vs. Fast, but Fails vs. Slow.
  - Reveal - Each Player reveals their Conflict card and orientation. Players may use Fate instead.
  - Compare
    - Fail - Their Action fails.
    - Succeed - Their Action succeeds.
    - Tiebreaker - Use Initiative to determine who Succeeds. Sometimes both Succeed.
  - Successes - IF a Fast, Strong, or Counter Succeeds THEN determine Successes.
  - Resolution - Use the Successes to determine the Result.
- Damage
  - Weapon Damage - Determine Damage Types.
  - Hit Location and Crits - Determine location and Damage
  - Damage Modifiers - Potentially reduce the Damage.
  - Apply Damage - Apply and remaining Damage.

# 1. Setup

## Scene

- Choose a Scene to play this game.
- Narrators - IF there are Narrators THEN they may hide or alter the following steps.
- Introduction - Read the Scene Introduction.
- Environment
  - Maps and Scale
    - Timescale -
  - Locations
  - Weather
- Factions - Units in a Scene are divided into different Factions based on their Goals.
  - Players - Divide the Players into the given Factions. This may include Narrators or Non-Players.
  - Non-Players - IF any Factions are not run by Players (or Narrators) assign them a colored Player Deck as if they were a Player.
  - Goals - Each Faction has Goals and they may be different. E.g. Rob the bank/Catch the robbers. Completing your Goals completes the Scene.
  - Incentives - Some Scenes will offer incentives to pursue the Goals.
- Units - Divide the Units in the Factions among the Players.
- Items - Units often have items. Additionally some Scenes have Items.
- Events - Scenes may have Events.
  - Clock Events - IF there are Clock Events THEN they will have a Clock number. Place them in the Clock Deck on top of the card matching the number.
  - Milestones - Milestones happen at different places in a Scene. They can be Minor, Major, Epic, or Ultimate.

## Tokens

- Set out a pile of Tokens.

## Decks

- Player Decks - Each Player chooses a Colored Player Deck and a Conflict Deck that they can examine.
  - Conflict Deck - Separate the Conflict cards from the rest.
  - Unit Cards (5) - For each Unit you control. Ignore extras.
  - Target Cards (5) - For the target of each Unit you control. Ignore extras.
  - Move Card (5) - For tracking the Move of each Unit you control. Ignore extras.
- Fate Deck - Shuffle and set out the Fate Deck. This randomized deck can be used at any time instead of using cards from your hand.
- Damage Decks - Shuffle and set out the Wound, Disorder, Trauma, Restraint, and Condition decks.
- Clock Deck - Set out the Clock Deck (sorted numerically). It can tick up or down.

## Status Bar

- Gather all the Units for this Scene and arrange them as you like on the Status Bar.
- Each Player assigns a numbered Unit card to each of their Units, placing the Unit number under the Unit so the color and number are clearly visible.

## Draw Conflict

- Each Player shuffles their Conflict Decks and draws 5 cards. Max Cards in Hand is 10.

# 2. Prologue

Some Scenes have backstory or exposition.

- Backstory - Previous events that affect the situation.
- Description - Description of the current situation, Unit placement, and goals.
- Meetup - Events leading to the party coming together.

# 3. Exploration

Some Scenes cover large areas (e.g. outdoors, towns, planets, etc.) and use a Narrative Map. These Scenes typically don't need to use Turns.

# 4. Turns

On normal Maps, each Turn is 2 seconds long. Other maps define Turns differently.

## 1) Targeting

- Choose Targets - Each Unit chooses their target for this turn (if any) and places their Target card on the Unit on the Status Bar.
- Change Targets - Anyone can change after others reveal. High card if still in conflict.

## 2) Groups

- Build Groups - Units are broken into groups that target each other.
- Simultaneous - Each group resolves their Turn separately then waits until all Groups are finished before doing Events.
- NPCs - Players in each Group perform the actions of any NPCs in their Group. This should be done in good faith or can use a High Card if an Action is not obvious.

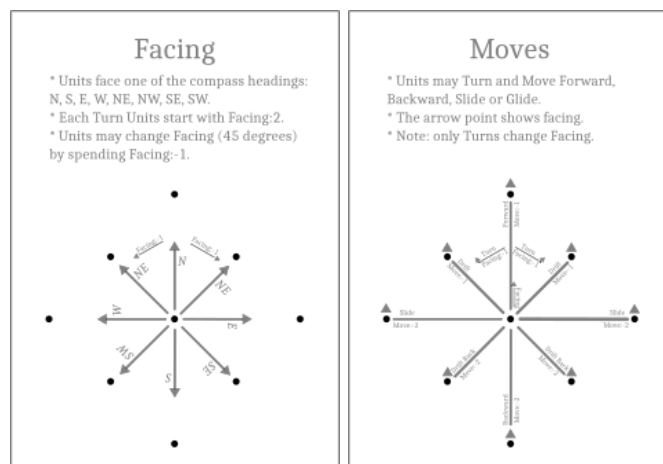
## 3) Free Actions

These may be done any time during a Turn without cost.

- Skip - Discard Move or Facing tokens.
- Drop - Drop an item in front of you.
- Detect - Stun:+1 to attempt to detect hidden things.
  - Sight - IF a Hidden Unit in Range:Mindx2 enters your Arc:Forward Test Mind vs. Body to notice them.
  - Hearing - IF a Hidden Unit enters Range:Mindx1 THEN Test Mind vs. Body to notice them.
- Push the Limit - Fatigue:+1 to gain Initiative:+1 and Normal Damage:+1 this Turn.
- State of Mind - Stun:+1 to remove Fatigue, Stress, or Slow.
- Grit Your Teeth - Stress:+1 to ignore all Penalties this Turn.
- Burst of Speed - Slow:+1 to Move:+1 AND Facing:+1

#### 4) Move

- Setup - Each Unit places Move:Speed and Facing:2 tokens on their Move card.
- Interrupt - IF another Unit Interrupts you THEN stop moving and continue moving after the Interrupt is complete.
- Movement - Every Unit that is moving, simultaneously moves 1 space at a time spending movement points as they go.
  - Move Penalties - Some Locations are difficult to traverse and require you to spend additional Move Points for each Space you enter.
  - Equip - While Moving you may spend 1 Move to do one of the following:
    - Pickup an item. Note: dropping an item can be done at any time.
    - Move an item from one hand to another.
    - Move an item from hands to storage or vice versa.
    - Reload a weapon with one shot/clip/quickloader from another hand or a bandolier/quiver.
    - Give or Take an item from a willing Unit with from one hand to another.
- Moves
  - Turn (Facing:-1) - Change Facing 45 degrees toward a compass heading (N, NE, E, SE, S, SW, W, NW).
  - Forward (Move:-1) - Move directly forward 1 Space.
  - Drift (Move:-1) - Move diagonally forward 1 Space.
  - Slide (Move:-2) - Move directly Left or Right 1 Space.
  - Backward (Move:-2) - Move directly backward 1 Space.
  - Drift Back (Move:-2) - Move diagonally backward 1 Space.
- Dispute - IF 2 Units want to enter the same Space THEN use High Card to determine who enters first.
- Sharing a Space - Normal Units can share a Space
  - Collision - Some Units will cause a collision.



#### 5) Action

- Cost - Costs half starting Move (rounded down). Actions can Interrupt Moves.

#### Recover

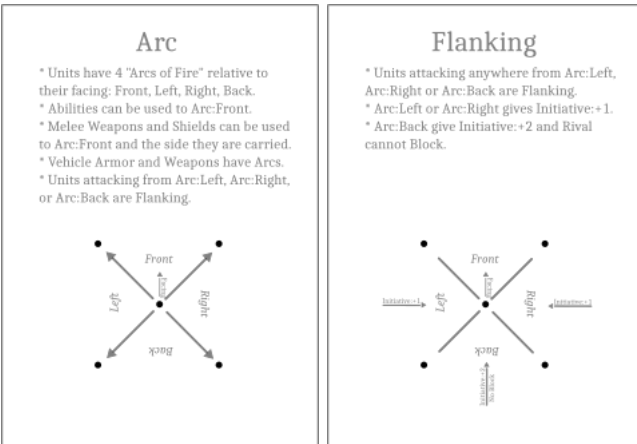
- Recover - Remove a Fatigue, Stun, Stress, or Slow from this Unit.
- Restore - Ready a Used Ability

#### Interact/Fight

Interact includes combat, communication, searching, investigation, flipping switches, opening/closing doors

- Types
  - Close, Melee, and Ranged Combat
  - Powers and Magic - Area Effects resolve at Event.
  - Search - Look for noteworthy objects.
    - Will normally reveal 1 object automatically
    - IF no objects were found THEN you may Test Mind vs. 5 to find a hidden object.
  - Examine - Examine an object.
    - Will normally reveal 1 detail automatically
    - IF no details were found THEN you may Test Mind vs. 5 to find a hidden detail.
  - Revealing Locations - Doesn't resolve until Event.
  - Activating Devices - Doesn't resolve until Event.
  - Assist - Help another Character
  - Mounting/Leaving a creature/vehicle.
- Interrupt - IF target was moving THEN the target stops moving until this Interrupt is complete. The target must now choose to spend an Action or not. IF they do not THEN they gain no benefit if they Succeed in the Conflict.
- Ability/Item
  - Choose an Ability, Item, or Weapon to use. E.g. Talking, pushing a button, or picking a lock.
- Modifiers
  - Close Combat
    - Range:0 OR Range:1 and Arc:Front
  - Melee
    - Range:1 or 0. IF Range:0 THEN Initiative:-1
    - Arc:Forward

- Reach
  - Range:1 or 2. IF Range:1 THEN Initiative:-1
  - Arc:Forward
- High Ground - IF Elevation higher than Rival THEN Initiative:+1
- Flanking
  - IF you are within Arc:Left or Arc:Right of your Rival THEN Initiative:+1.
  - IF you are within Arc:Back of your Target THEN Initiative:+2 and Rival can't Block.
- Range
  - Range:X. IF Range:1 or 0 THEN Disadvantage
  - Arc:Forward
  - Cover - Use a straight-edge from Unit Space to the closest 3 Spaces surrounding the Rival Space.
    - Each obstructed Space gives Cover:+25%.
    - IF a straight line between Unit and Rival is obstructed THEN Cover:+25%.
    - IF there is any Cover THEN before Conflict, Reveal Conflict. IF a Suit corresponds to a surrounding Space THEN that Space is the Target instead.
- Weapon Scale - Large Targets are easy to hit and small targets are hard to hit.
  - IF the Weapon Scale is different from the Rival's Stat Scale THEN Difference = Stat Scale - Weapon Scale.
  - IF Difference > 0 THEN Initiative:+Difference and Advantage
  - IF Difference < 0 THEN Initiative:+Difference and Disadvantage
- Conflict - See Conflict below to resolve a Conflict.



## 6) Events

Any triggered events happen here.

- Draw - Each Player draws a card
- Recover - Each Unit may remove a Fatigue, Stun, Stress, or Slow OR Ready a Used Ability
- Power Events - Continuous and Area Effect are resolved here.
- Triggered Events - Any events that triggered during the Turn happen here. E.g. If a door was opened, it resolves now.
- Clock Ticks - Discard the top card of the Clock and resolve any Clock Events.

- Task Clock - Any Tasks gain Progress:-1.

## 5. Conclusion

### Rewards

- Gaining - After completing a Milestone, a Character typically gains some reward.
- Status - You can gain or lose status among different Factions
- Favor - You can gain or lose favor among different individuals
- Treasure - You can gain currency and other useful items
- Advancement - After completing a Milestone, a Character can gain Character Points (CP), Skill Points (SP), or Ability Points (AP).

### Advancement

- At different Milestones, a Character can gain Character Points (CP), Skill Points (SP), or Ability Points (AP).
- Character Points (CP)
  - Gain - Between Sessions: Gain 1 CP IF significant role playing happened toward Character Conception.
  - Spend - Conflict: Spend 1 CP and role play to increase or decrease a Success by 1. (e.g. increase Damage done or decrease Damage taken).
- Skill Points (SP)
  - Gain - Major Milestone: Gain 1 SP. (e.g. Chapter End).
  - Respec - Downtime:Between Sessions you may reduce ONE Skill by one level and gain SP equal to the new level.
  - Spend - Downtime:2 Weeks. Train or Research and spend SP equal to your current Skill Level to raise a skill by one level.
- Ability Points (AP)
  - Gain - Minor Milestone: Gain 1 AP. (e.g. Significant Event)
  - Respec - Downtime:Between Sessions you may remove ONE Ability and gain an AP.
  - Spend - Downtime:1 Week. Train or Research and spend 1 AP to gain an Ability, Specialty, or Proficiency in one of your Skills OR add 1 to the Intensity one of your Powers..
    - Specialty - IF you gain an Ability in a Specialty that you have THEN every third Ability costs 0 AP.
    - Proficiency - In order to use a Weapon, Mount, or specialized Item, you must have a Proficiency in that type. Some Unique Weapons, Mounts, or Items require their own Proficiency.
    - Intensity - Increases the Scale of a Power

### Epilogue

The Epilogue is also an opportunity for Downtime.

- Intentions - Gather the Players intentions for the next Scene.

# Conflict

Conflict is how all tests are resolved. It is similar to To Hit/Saving Throws/Skill Checks in other systems. You effectively have a pool of pre-rolled dice in your hand, and you must choose the best course. Combat is brutal and swingy with both skill and luck counting a lot. Each player chooses a card to play and the result is the interaction between them. One or the other can succeed (or even both sometimes). After the results of the Conflict are determined, then go to Resolution. Some cards can trigger your special abilities/feats.

## 1) Setup

- **Difficulty** - Difficulty is a number to beat to increase Successes. Combat Difficulties are the Stat that they target (typically Body). Other Conflicts will vary.
- **Conflict Type**
  - **Test** - You only need a single Success to pass.
  - **Task** - You need multiple Successes to pass.
    - Set out a Task card and place Tokens (Task) on the top and Tokens (Progress) on the bottom each equal to the Difficulty.
    - **Teamwork** - IF applicable THEN multiple characters may work on the same Task either separately or together.
  - **Combat** - Resolution determines Damage.
- **Conflict Deck** - Each player (including Narrators if any) maintain a hand of cards from which to resolve Conflicts. The hand starts with 5 new cards at the beginning of a Scene. The number goes up and down during the Scene with a maximum of 10.
- **Suits** - The 4 suits correspond to the 4 tarot and playing card suits as well as the 4 unit stats. There are also 2 Wild cards that correspond to Jokers.
  - **Wands/Clubs** - Represents Body and problem solving using force.
  - **Coins/Diamonds** - Represents Mind and problem solving using clever ideas.
  - **Cups/Hearts** - Represents Will and problem solving using surprising action.
  - **Swords/Spades** - Represents Speed and problem solving using quick precision.

## 2) Select

For each Unit in the Conflict, the controlling Player does the following:

- **Select** - Choose a Card from Hand and place it face down. See the Conflict section for the meaning of each card.
- **Upper/Lower** - Choose either the Upper OR Lower part of the card and place it face down pointing the selected part toward your Rival.

## 3) Reveal

All Players Reveal their cards OR Stay by placing their hand over their cards. Non-Player Units don't have hands, so they always choose Stay.

- **Stay** - Return your Conflict card to your hand and Reveal a Fate card instead.
- **Upper/Lower** - Each Player orients their Conflict card based on their Upper or Lower card. Non-Player Units reveal a Fate where Black means Upper and Red means Lower.
  - **Upper** - Orient Conflict right side up.
  - **Lower** - Orient Conflict upside down.
- **Advantage** - IF you have Advantage THEN Reveal Fate. Use either of the 2 Conflict cards.
- **Disadvantage** - IF you have Disadvantage THEN Reveal Fate. Use the worst of the 2 Conflict cards.

## 4) Compare

- **Initiative** - Compare Aspects to determine who Succeeds. Only the Winner gets additional benefits.
  - **Fast vs. Fast** - Tiebreaker. Draw:1.
  - **Fast vs. Strong** - Fast Succeeds. Draw:1.
  - **Fast vs. Evade** - Fast Succeeds. Draw:1.
  - **Strong vs. Strong** - Tiebreaker
  - **Strong vs. Block** - Strong Succeeds.
  - **Strong vs. Counter** - Strong Succeeds.
  - **Block vs. Fast** - Block Succeeds. Draw:1. Keep. Overrun.
  - **Block vs. Wild** - Block Succeeds. Draw 1. Keep.
  - **Block vx. Counter** - Tie.
  - **Evade vs. Strong** - Evade Succeeds. Move Bonus..
  - **Evade vs. Wild** - Evade Succeeds. Move Bonus.
  - **Evade vs. Block** - Tie. Move Bonus.
  - **Evade vs. Counter** - Tie. Move Bonus.
  - **Counter vs. Fast** - Counter Succeeds. Discard Counter. Play another Conflict vs. No Conflict.
  - **Counter vs. Wild** - Counter Succeeds. Discard Counter. Play another Conflict vs. No Conflict.
  - **Wild vs. Fast** - Wild Succeeds. Gain any card from Discard.
  - **Wild vs. Strong** - Wild Succeeds. Gain any card from Discard.
- **Overrun** - IF Block vs. Fast
  - IF the Block is Normal THEN Block chooses Hit Location and Armor:+1. Continue with Resolution.
- **Tiebreaker** - IF Fast vs. Fast OR Strong vs. Strong
  - **A, J, Q, K** - IF Both Same THEN Both Succeed ELSE A > J > Q > K. > Normal
  - **Normals** -IF Both Normals
    - **Initiative** - Initiative:Level of the current Skill.
    - **Modifiers**
      - **Stat Penalties** - IF the main Stat of the Skill has penalties THEN Initiative:+penalties.
      - **Confined** - IF another Unit shares your Space THEN Initiative:-1. Close Combat ignores Confined.
      - **Cover** - Initiative:+1/Cover:25%

- Outnumbered - IF you are attacking a target that is on or adjacent to an Ally THEN Initiative:+1.
- Abilities - Some Abilities alter Initiative
- Winner
  - Apply Initiative to Rival's Conflict Rank
  - Lower is Faster - The lower ranked Conflict number Succeeds. IF tied THEN Both Succeed.
- Cinematic - Optional. The Player may use these card features to add narrative description to their action. This has no mechanical effect on the game.
  - Rank
    - Aces and Face Cards represent spectacular feats.
    - Low numbers represent swift, weak feats.
    - High numbers represent slow, powerful feats.
  - Odd/Even
    - Odd Numbers represent feats from the Left, from Below, or using a Hand.
    - Even Numbers represent feats from the Right, from Above, or using a Foot.
  - Flourish - Optional. Use for more Roleplaying flavor.
    - Wands - Aggressive / Dominating
    - Coins - Clever
    - Cups - Bold / Unexpected
    - Swords - Precise

## 5) Successes

- Succeed
  - Bonus
    - 10, J, Q, K, A - Success:+1
    - Normal - IF Rank+Skill Level > Difficulty THEN Success:+1
  - Combo - IF you Succeed with a 2-8, Q, K, or A, you may increase your Successes by doing a Combo.
    - Normal - Reveal 2 Conflict. IF they are the next 2 in rank sequence (e.g. 5 then 6, 7) THEN Gain:A and for each IF Rank+Skill Level > Difficulty THEN Success:+1.
    - Q - Reveal Conflict. IF Q THEN Success:+1.
    - K - Reveal 2 Conflict. IF K THEN Success:+1 / K.
    - A - Reveal 3 Conflict. IF A THEN Success:+1 / A.
- Both Succeed - Determine Success for both sides.

## 6) Resolution

Discard the remaining revealed Conflict cards and resolve one of the following:

- Action - IF the Winner did not spend an Action during this Conflict THEN there is no further resolution.
- Evade - IF the Winner played an Evade THEN they regain the Move spent on the Action.
- Test - The Conflict resolved with one side victorious. Successes determine how much it passed or failed.
- Task
  - Progress - IF you Succeed THEN move Task Tokens (top) to Progress (bottom) equal to the number of Successes. IF no Task remains then the Task is complete.

- Task - IF you Fail THEN remove Progress Tokens (bottom) equal to the number of your Rival's Successes. IF no Progress remains then the Task ends in failure.
- Fight - Go to Damage.

## Damage

### 1) Weapon Damage

Each weapon has a Damage value. IF no Weapon THEN use Hand to Hand Damage.

- Level - IF the Damage Level > Difficulty THEN Success:+1
- Scale - IF there is a difference between Damage Scale and Difficulty Scale THEN Success:+Difference.
- Damage Types - Each Weapon has 1 or 2 Damage Types. Weapons with 1 type are less lethal. There are 4 Damage Decks. Use the deck corresponding to the Weapon used.
  - Wound - Physical Damage
  - Disorder - Mental Damage. Includes confusion, mental disabilities, dementia, and delusions.
  - Trauma - Psychological/Emotional Damage. Includes Fear, Rage.
  - Restraint - Movement Damage. Includes binding, limb locks.

### 2) Hit Location

- Damage Stack - IF Successes remain THEN reveal Damage Cards equal to Successes.
- Hit Location - Find the first Card that matches the Damage Type of the Weapon (if any) and move it to the top. The top card is the Hit Location

### 3) Damage Modifiers

Damage can be modified up or down before it is applied. You add/reduce from the bottom of the Damage Stack.

- Vulnerable - IF the Unit has a Vulnerability THEN Damage:+1
- Wild Luck - Discard a Wild Card to cancel ALL Successes. IF reasonable THEN an adjacent Ally may do this instead.
- Screens - Ablative, Active Armor, and Energy Shields are called Screens. A Screen reduces Successes by that rating, but also reduces the Screen by the same amount. Screens are resolved before Armor.
- Armor - Armor covers different locations and resists different damage types.
  - Armor Location - Match the Hit Location with any Armor on the location. IF there is any THEN reduce by the Armor value.
  - Shield - IF you have a Shield and it Shield covers that location THEN reduce by the Armor value.
- Item Damage - IF you have 1 or more Items in the Hit Location THEN you may add Damaged:+1 to 1 Item to reduce by 1.

- Luck - The Unit's Player (or an adjacent Unit's Player) may spend any number of Character Points to reduce the Damage by that amount.

#### 4) Harm

Apply any remaining Damage.

- Crits - Rotate the Hit Location Card to the right for each other Damage that matches Weapon Damage Types then discard them.
  - Mortal Wound - IF 4 or more Crits then the Unit has suffered a Mortal Wound and is Dying.
- Successes - For each card that doesn't match flip them back over and apply as Temporary Damage.
- Status Bar - Place the Hit Location and any other Statuses above the Unit on the Status Bar.
- Triggers - Some Events/Abilities are triggered when actual damage is dealt.

## Example

### Combat #1

Setup

- Players
  - Player1
  - Player2
  - Non Player
- Scene
  - Backstory - The Goblins have captured the Thief who is bound by rope. The Archer has tracked them down, but is closer than they would prefer. The Thief has Restrict:Bind:4 tied with a Knot:4.
  - Map - Personal Map
  - Factions
    - Adventurers
      - Archer - Player1
      - Thief - Player2. He is wrapped with Light Duty Rope and tied with a Knot by the Scout. The Rope has 45 kg load strength so is Task vs Body:4 to break. The Scout is Unskilled with Knots, so it is a Task vs Mind:2 with Disadvantage to undo).
    - Goblins
      - Goblin Scout - Non-Player
      - Goblin Skirmisher - Non-Player
  - Events - Another Goblin Skirmisher in place in the Clock Deck on Clock #5. Reinforcements arrive on the 5th Turn.
- Status Bar - Archer, Thief, Goblin Scout, and Goblin Skirmisher are laid out with their colored Unit# cards.

Turns

- Turn1
  - Setup - Place 2 Tokens on the bottom of each Unit on the Status Bar.

- Targeting - Both Goblins Target the Archer by placing their Target# cards on the Archer on the Status Bar. The Archer Targets the Scout and the Thief doesn't Target.
- Grouping
  - Group1 - The Archer and Goblins are in a Group
  - Group2 - The Thief is alone in another Group
- Group1 - Simultaneous with Group2
  - Move
    - Archer - Moves 1 toward the rock and puts an Arrow in his offhand. Move:-2.
    - Scout - Moves 1 toward the Archer. Move:-1
    - Skirmisher - Waits
  - Move
    - Archer - Attempts to Move toward the rock but is interrupted.
    - Skirmisher - Interrupts Movement
  - Action
    - Skirmisher - Throws a Javelin at the Archer. Fight. Move:-?.
      - Skill - Ranged
      - Weapon - Javelin
      - Range -
    - Archer - Wants to get behind the rocks, so chooses not to use an Action to Fight back.
  - Move - Move continues
    - Archer - Completes his move behind the Rock and gains some Cover.. Move:-1
    - Scout - Moves 1 toward the Archer. Move:-1.
    - Skirmisher - Moves 1 toward the Archer and Readies another Javelin.
  - Action
    - Archer - Attacks the Scout.
- Group2
  - Action
    - Thief - Attempts to escape his Bindings. He is fully bound and tries to untie the Knot. Interact. Move:-.
      - Disadvantage - Neither he nor the Scout have Ability to help them, so they will both be at Disadvantage.
      - Difficulty - The Disadvantages cancel, so it is a normal Task:Mind vs. Knot:4.
      - Setup - The Player takes a Task Card and places 4 Tokens on the top and bottom.
      - Conflict -
      - Resolution -
  - Action
    - Thief - Attempts to escape his Bindings.
      - Conflict -
      - Resolution -
- Events - Any triggered events happen here.
  - Draw - Each Player draws a card
  - Recover - Each Unit removes a Fatigue, Stun, Stress, or Slow.
  - Triggered Events - Any events that triggered during the Turn happen here. E.g. If a door was opened, it resolves now.
  - Clock Ticks - Discard the top card of the Clock and resolve any Clock Events.



# Reference

## Conflict Deck

Conflict Decks are semi-random replacements for dice rolling in most RPGs. Many dice chockers will immediately long for their precious dice, but cards effectively allow you to save dice rolls for later and, of course, cards allow far more detail than a simple number. Normal Poker decks can be used for Conflict.

- Suit
  - Wands (13) - Strong and Dominating OR Block
  - Coins (13) - Strong and Clever OR Counter
  - Cups (13) - Fast and Bold OR Block
  - Swords (13) - Fast Precise OR Evade
  - Wild (2) - Fast Black and Strong Red
- Rank
  - W - Wild - Wildcard / Joker / UR
  - A - Agent - Master / Super / Super Rare / SR
  - J, Q, K - Royal - Special / Rare / R
  - 2-10 - Normal - Common / C
- Options
  1. Upper - Offense/Upright/Dignified
  2. Lower - Defense/Inverted/Ill-dignified
- Option
  - Fast (26) - Succeed:40 Fail:41
  - Strong (26) - Succeed:40 Fail:41
  - Block (26) - Succeed:28 Fail:26 Tie:52
  - Evade (13) - Succeed:28 Fail:26 Tie:52
  - Counter (13) - Succeed:28 Fail:26 Tie:52
  - Wild (2) - Succeed:52 Fail:52 Tie:2
- Flourish
  - Aggressive / Dominating
  - Clever
  - Bold / Unexpected
  - Precise

## Fate

The Fate deck is a special Conflict deck that anyone can use.

- Leave it to Fate - Any time you play a Conflict card, you may choose to use the top of Fate instead of using a card from your hand.
- High Card - dX. IF multiple players want to do conflicting things THEN each player reveals Conflict. Highest card (A-2, CDHS) may act or pass. The next highest may then act or pass. The last player may not pass. Continue in order until everyone has acted.
- Randomizing - Who needs dice? Reveal a Fate and review the result.
  - d2 - Coin Toss. Black is Heads. Red is Tails.
  - d4 - Wands, Coins, Cups, Swords
  - d8 - Same as d4 but IF Red THEN add 4.
  - d10 - A, 2, 3, 4, 5, 6, 7, 8, 9, 10 (redraw others)
  - d12 - Same as d10 plus J, Q
  - d13 - Same as d10 plus J, Q, K
  - d16 - Same as d8 but IF Lower THEN add 8.

- d40 - Same as d10 but IF Coins, Cups, Swords THEN add 10, 20, 30 respectively.
- d42 - Same as d40 plus W.
- d52 - Same as d13 but IF Coins, Cups, Swords THEN add 13, 26, 39 respectively.
- d54 - Same as d52 plus W.
- d80 - Same as d40 but IF Lower THEN add 40.
- d84 - Same as d42 but IF Lower THEN add 40.
- d104 - Same as d52 but IF Lower THEN add 40.
- d108 - Same as d54 but IF Lower THEN add 40.

## Damage

- Wounds - Wands. Damages Body.
  - Fatigue - Body:-1 Minor Weariness
  - Bash - Impact, Explosion. Produces Fatigue
  - Pierce - Puncture, Stab. Produces Stun
  - Hack - Cleave, Shred. Produces Stress
  - Slash - Cut, Slice. Produces Bleeding
- Disorders - Coins. Damages Mind
  - Stun - Mind:-1 Minor Confusion
  - Loss - Impairment, Disability
  - Delusion -
  - Compulsion -
  - Nerve - Numbness, Pain, Paralysis
- Traumas - Cups. Damages Will.
  - Stress - Will:-1 Minor Anxiety
  - Rage - Aggression, Vengefulness, Brutality
  - Despair - Nihilism, Depression, Apathy
  - Need - Obsession, Greed, Possessiveness
  - Fear - Phobias, Paranoia, Hysteria
- Restraints - Swords. Damages Speed.
  - Slow - Speed:-1 Minor Impediment
  - Constrict - Crushing, Suffocating
  - Bind - Snare, Tie
  - Hold - Grab, Pull, Push
  - Lock - Overextend, Break
- Other Damage Types
  - Acidic - Produces Necrosis
  - Blinding - Produces Blindness
  - Burning - Produces Burns
  - Corrosive - Produces Corrosion
  - Deafening - Produces Deafened
  - Disease - Produces Diseased
  - Freezing - Produces Frostbite
  - Necrotic - Produces Necrosis
  - Poison - Produces Poisoned
  - Radiation - Produces Necrosis

## Units

A unit is any figure that can act on a game board. It can represent a person, vehicle, a group, an army, a fleet, or whatever.

- Stats - Body, Mind, Will, Speed, and others
  - Rating - Each stat has a rating. Each rating has 2 parts: Level and Scale.

- Level - Level is an integer from 2-10. This is the number you will use most often.
  - Partial - IF there is a decimal value THEN the Level also has a fractional value. It is only used in rare circumstances.
- Scale - Scale is an integer after the 'x' that can be positive or negative. It represents the number of zeros that follow the level. E.g.  $8 \times 1 = 80$  and  $8 \times 2 = 800$ . Each Scale represents orders of magnitude greater power.
- Types
  - Body - Physical mass, strength, and resistance. Body is derived from Mass.
    - Mass - Mass in kg. Human Male is  $80\text{kg} = 8 \times 1$ .
    - Height - Height in m.
    - Width - Width in m.
    - Length - Length in m.
    - Deadlift - Can lift Mass  $\times 1.5$  very briefly.
    - Carry - Can carry Mass  $\times 1$  for short periods.
    - Load - Can carry a balanced pack with Mass / 2 for extended periods.
  - Mind - Mental strength, focus, and resistance to deception. Mind is equal to IQ-50 (e.g.  $5 \times 1$ ).
    - Demeanor - The image you try to convey to others.
    - Shadow - Inner demons. The devil on your shoulder.
  - Will - Dedication, courage, morale, and resistance to intimidation.
    - Nature - The true nature that you conceal.
    - Beast - Temper and inner rage.
  - Speed - Movement speed.
    - Below 20 kph - Running Speed in m/s. Average human running speed is  $4 \times 0 = 4 \text{ m/s} = 15 \text{ kph} = 9 \text{ mph}$ .
    - Above 20 kph - Cruising Speed in kph.  $2 \times 1 = 20 \text{ kph} = 12 \text{ mph}$ .
- Skills/Powers - The Unit's Skills and Powers
  - Level - The Level of the Skill.
  - Abilities - The Abilities associated with this Skill.
  - Specialties - The Specialties associated with this Skill.
  - Items - The Items associated with this Skill.
- Conditions - A Unit can have various Conditions on it.
  - Minor - Fatigue, Stun, Stress, Slow
  - Major - Bleeding, Blood Loss, Burning, Burns, Freezing, Frostbite, Diseased, Poisoned, Acidic, Acid Burns, Corrosion, Numbness, Confusion, Corruption
- Damage
- Double-sized Units - These take up 2 Spaces. The front Space is used for Moves.

## Items

- Condition - Damaged, Broken

## Abilities

Abilities are linked to Skills and use the Skill's Level when resolving Conflicts. Abilities are triggered in a variety of ways.

- Use - When you use an Ability, you must Exhaust it by turning in sideways.
- Ready - You may Ready an Ability by turning it upright instead of Recovering a Temporary Status.

## Skills

Note that low level Skills are weak and unreliable. Common Skills can be performed even without the Skill though at Disadvantage.

- Combat Skills
  - Close Combat - Common Skill. Combat Skill for Range:0 or limited Range:1 fighting. Ignores Confined.
  - Defense - Common Skill.
    - Shield Block
  - Evasion - Common Skill.
  - Firearms - Common Skill. Machine Guns, Pistols, Rifles, Submachine Guns
  - Gunnery - Ballista, Cannons, Catapults, Missiles, Railguns, Rockets
  - Melee - Common Skill. Set Weapon
  - Military - Combat Engineering, Demolitions, Sapping, Siege Weapons
  - Ranged - Common Skill. Bows, Crossbows, Fletching, Strike and Fade, Thrown Weapons
  - Strategy
- Physical Skills
  - Acrobatics
    - Cartwheel, Escape, Flip, Flip Kick, Free Running, Juggling, Wall Run, Wall Spring
  - Animal Handling
    - Animal Husbandry, Carriage Driving, Charging, Riding, Teach Trick
  - Athletics - Common Skill
    - Break Free, Distance Running, Fitness, High Jump, Long Jump, Sport, Swimming, Throwing, Weightlifting
  - Climbing - Common Skill
    - Mountain Climbing, Rock Climbing, Tree Climbing, Wall Climbing
  - Driving
    - Cars, Motorcycles, Semis, Trucks
  - Hunting
    - Bounty Hunting, Camouflage, Snares, Stalking, Tracking
  - Perception - Common Skill
    - Alertness
      - Action: Stealth units within Spaces:2xPerception get Token:-1
    - Search, Survey, Study
  - Piloting
    - Aerial Navigation, Airliners, Gliders, Flying Stunts, Helicopters, Jet Fighters, Prop Fighters,
  - Seamanship
    - Hovercraft, Hydrofoils, Liners, Marine Navigation, Pleasure craft, Sailing, Submarines, Warships
  - Space Piloting

- Astronavigation, Mecha, Rockets, Starfighters, Starships
- Stealth
  - General
    - Tokens - The number of Tokens on Stealth represents how Hidden you are. Tokens may not be more than 2xStealth.
    - Forced: Maximum Move=Tokens. IF Tokens=0 THEN you Reveal immediately.
    - Reveal - Free: You may place your unit anywhere within Move:Tokens of your Stealth unit, but it must be on or next to a space out of sight of Rivals. Remove Tokens and Stealth Units.
    - Surprise - IF you reveal adjacent to a unit, you may give them Stress:+1.
    - Remain Hidden - Clock: Tokens+1
  - Sneak, Hide, Prowl
- Survival
  - Cold Survival, Desert Survival, Forage, Forest Survival, Underground Survival
- Tradeskill
  - Accounting, Bookkeeping, Carpentry, Cooking, Farming, Gem Cutting, Jewelsmithing, Laboring, Logging, Plumbing, Tanning, Sewing, Silversmithing, Weaving
- Social Skills
  - Art
    - Calligraphy, Drawing, Painting, Sculpture
  - Business
    - Accounting, Bargaining, Trade
  - Communications
    - Appearance, Carousing, Diplomacy, Etiquette, Fashion, Gossip, Negotiations, Small Talk, Streetwise
  - Crime
    - Armed Robbery, Burglary, Forensics, Mugging, Pickpocketing, Security Systems, Smuggling
  - Deception - Common Skill
    - Disguise, Double Talk, Fast Talk, Manipulate
  - Espionage
    - Encryption, Signals Intelligence, Spycraft
  - Influence
    - Allies, Celebrity, Connections, Gang, Government, Guild, Military Member, Police, Syndicate
  - Intimidation
    - Demoralize, Interrogate, Spook, Threaten
  - Investigation - Common Skill
    - Canvas the Area, Research, Shake the Trees
  - Law - Police, Lawyers, Judges, Politicians
    - Accuse, Call for Backup
  - Leadership
    - Command, Rally
  - Linguistics
    - Decipher Symbols, Language, Literacy, Polyglot
  - Performance - Common Skill
    - Acting, Musical Instrument, Singing
  - Persuasion - Common Skill
    - Convince, Debate, Seduction, Small Talk
  - Psychology

- Detect Deception, Hypnosis, Hypnotherapy, Psychotherapy, Read Motive
- Wealth
- Knowledge Skills
  - Computers
    - Databases, Hacking, Security Software, Reprogramming, User Interface
  - Electronics
    - Disable, Electrical Repair
  - History
    - Legends, Literature, Local Knowledge:x, Maps, World History
  - Life Science
    - Biology, Biochemistry, Ecology, Genetics, Pharmacology
  - Mechanics - Common Skill
    - Disarm, Jury Rig, Mechanical Repair, Pick Lock, Smithing, Tinker, Trap Design, Weaponsmithing
  - Medicine - Common Skill
    - First Aid, Surgery, Treat Burns, Treat Disease, Treat Necrosis, Treat Poison, Treat Radiation, Treat Shock
  - Physical Science
    - Astrophysics, Chemistry, Geology, Nuclear Physics, Physics, Quantum Physics

## *Powers*

Some things have incredible powers, able to harness the elements, turn water to wine, crack planets, or tear apart galaxies.

- Price of Power - Using any Power has a price. Normally, you must take a Minor Condition (Fatigue, Stun, Stress, Slow).
- Standard
  - Initiative:+Level
  - Result:+Levelx0 (+1x0 at Range:0-1)
  - Range:Stat
  - Area:0
- Effect - Describes the energy level of the Power. This can be spent on Effects.
- Effects - You may divide Effect points to gain additional bonuses.
  - Result:+1x0/point OR +0x1/point
  - Initiative:+1/point
  - Range:+1x0/point OR +0x1/point
  - Duration:+1x0/point OR +0x1/point in Turns
  - Continuous:+1. Each Event Phase, you must pay the Price of Power to maintain the effect.
  - Area - Area is based on Effect points spent. Area Effect cards can be arranged anyway you like as long as they are connecting.
    - 1 point - 1 space
    - 2 points - Area Effect:1
    - 3 points - Area Effect:2
    - 4 points - Area Effect:4
    - 5 points - Area Effect:8
    - X points - Area Effect:(X-1)^2
- Power Types

- Elemental
  - Cold, Electricity, Fire, Heat, Ice, Water, Weather
- Energy
  - Energy Control, Explosive, Force, Gravity, Inertia, Light, Magnetism, Power Control, Radiation, Shielding, Size Control, Tractor
- Mechanical Powers
  - Gadgets, Implants, Machine, Power Suit
- Alteration
  - Armored, Chameleon, Elasticity, Feral, Healing, Immortal, Invisibility, Lycanthropy, Phasing, Polymorph, Shapeshifting, Size Change, Vampirism
- Enhancement
  - Agility, Attractiveness, Senses, Stamina, Strength, Super Speed
- Thought
  - Domination, Intellect, Luck, Psionic, Psychic, Telekinesis, Telepathy, Visions, Wisdom
- Movement Powers
  - Faster Than Light, Flight, Leaping, Ground, Hovering, Marine, Spaceflight, Teleportation
- Vehicle Powers
  - Bridge, Cabins, Cargo Hold, Cold Sleep, Computer Core, Energy Storage, Galley, Hanger, Engine, Fuel Tank, Ground Effects, Manipulators, Reaction Mass Tank, Recreation, Science Lab, Sails, Skis, Spinal Mount, Thrusters, Weapon Pods, Legs, Tools, Turrets, Wheels, Treads

## *Magic*

Magic comes from the Earth in the form of Ley Lines/Dragon Lines. These are places where the veil is thin, where dragons nest, and undead rise. The deeper you go, the closer they are and the more powerful the beings that dwell there. You see magic in earthquakes and volcanoes. In the real world, the Ley Lines have stayed deep underground and have infused fossil fuels with power.

Magic is a particular set of Powers with some strengths and weaknesses from raw Power. Use Power rules with the following change.

- Effects
  - Result
    - Disbelief / Vulgar - IF any observers who are not Allies or Magic users/creatures THEN Result:-0x1
  - Armor Pierce:+0x1/point
- Magic Types - These are the types of Magic available. See Drawn to Destiny: Advanced for more detail.
  - Arcane
    - Alchemy, Artifice, Astrology, Chronomancy, Conjuraton, Papercraft, Protection, Sorcery, Thaumaturgy, Wizardry
  - Black
    - Bloodcraft, Chaos, Corruption, Darkness, Demonic, Fleshcraft, Necromancy
  - Elemental
    - Aero, Cryo, Electro, Geo, Hydro, Pyro
  - Nature

- Anima, Herbalism, Naturalism
- Spiritual
  - Cultivation, Curses, Divination, Dreaming, Enchantment, Shamanism
- Therygy
  - Blessing, Conviction, Divine, Invocation, Life, Purity, Radiant

## *Character Creation*

- Archetypes - D2D is classless, so Players can focus on Skills instead. Archetypes are just arbitrary labels for some typical Skill packages.
- Fantasy
  - Acrobat - Acrobatics, Athletics, Climbing, Close Combat, Evasion
  - Alchemist - Alchemy, Physical Sciences
  - Archer - Evasion, Ranged
  - Artificer - Artifice, Mechanics
  - Assassin - Alchemy, Climbing, Close Combat, Melee, Stealth
  - Astrologer - Astrologist, Physical Sciences
  - Charlatan - Deception, Performance
  - Courtesan - Athletics, Deception, Performance, Persuasion
  - Barbarian - Athletics, Melee, Close Combat, Evasion, Intimidation
  - Bard - Athletics, Climbing, Evasion, History, Melee, Performance, Persuasion
  - Battlemage - Defense, Melee, Electro, Geo, Pyro
  - Beastmaster - Animal Handling, Anima, Evasion, Survival
  - Bloodmage - Blood Magic
  - Bounty Hunter - Hunting, Intimidation, Melee
  - Cavalier - Animal Handling (Riding), Defense, Melee
  - Chaos Mage - Chaos
  - Cleric - Blessing, Conviction, Invocation, Radiant
  - Conjuror - Art, Conjuraton
  - Elementalist - Aero, Electro, Geo, Hydro, Pyro
  - Enchanter - Enchantment
  - Dreamweaver - Dreaming, Psychology, Shamanism
  - Druid - Anima, Naturalism
  - Ghosthunter - Hunting, Investigation, Necromancy, Purity
  - Healer - Life, Medicine, Psychology
  - Herbalist - Alchemy, Herbalism, Naturalism
  - Hunter - Hunting, Ranged, Survival
  - Illusionist - Art, Deception, Illusion, Psychology
  - Inquisitor - Conviction, Intimidation, Law
  - Knight - Conviction, Melee, Defense
  - Merchant - Business, Tradeskill
  - Navigator - Astrology, Physical Science
  - Monk - Close Combat, Cultivation, Purity
  - Necromancer - Necromancy
  - Noble - Influence, Wealth
  - Paladin - Conviction, Defense, Melee, Protection, Purity
  - Psychic - Astrology, Curses, Deception, Persuasion

- Rogue - Deception, Evasion, Persuasion, Stealth
- Shadow Knight - Conviction, Darkness, Defense, Melee
- Shaman - Curses, Dreaming, Herbalism, Shamanism
- Sorcerer - Protection, Sorcery
- Spy - Deception, Espionage, Performance, Persuasion, Stealth
- Templar - Conviction, Defense, Melee, Radiant
- Tradesman - Tradeskill
- Thaumaturgist - Thaumaturgy
- Thief - Athletics, Climbing, Crime, Evasion, Mechanics, Stealth
- Vampire Hunter - Hunting, Melee Combat, Purity, Pyro
- Warrior - Close Combat, Defense, Evasion, Melee
- Warrior Monk - Acrobatics, Athletics, Close Combat, Cultivation, Melee
- Weapon Master - Alchemy, Melee, Tradeskill
- Witch - Curses, Herbalism, Sorcery
- Wizard - Wizardry
- Modern
  - Actor - Influence, Performance
  - Artist - Art, Performance
  - Biologist - Life Sciences
  - Body Guard - Close Combat, Intimidation
  - Doctor - Medicine
  - Electrician - Electronics, Tradeskills
  - Engineer - Computers, Electronics, Mechanics
  - Explorer - Athletics, Firearms, Physical Sciences, Survival
  - Gang Member - Firearms, Influence, Intimidation
  - Gunner - Gunnery, Military Training, Physical Sciences
  - Hacker - Crime, Deception, Computers
  - Lawyer - Law, Persuasion
  - Mechanic - Mechanics, Tradeskills
  - Mercenary - Close Combat, Firearms, Evasion
  - Musician - Performance, Persuasion
  - Parapsychologist - Investigation, Psychology
  - Pilot - Gunnery, Piloting
  - Police - Close Combat, Firearms, Law
  - Psychologist - Medicine, Persuasion, Psychology
  - Sailor - Gunnery, Physical Sciences, Seamanship, Survival, Tradeskills
  - Scientist - Life Sciences, Physical Sciences
  - Soldier - Close Combat, Firearms, Military Training
- SciFi
  - Android - Machine
  - Astronaut - Piloting
  - Commander - Strategy
  - Corporate - Influence, Trade, Wealth
  - Cyborg - Implants
  - Mech Pilot - Gunnery, Piloting
  - Mentalist - Telepathy, Telekinesis
  - Netrunner - Crime, Computers
  - Space Marine - Powered Suit
- Character Conception - Pride, Success, Goal, Trigger, Fear, Humiliation
  - Motivation - What inspires, motivates or drives your character?
  - Impact - How have your motivates shaped your life?

- Formative - What obstacles have you faced to get to this point?
- Plans - What plans do you have for the future?
- Flaws - What flaws do you have to overcome?
- Fear - What fears does your character have?
- Humiliation - What event would be a humiliation for your character?
- Trigger - What event would set your character off? What would happen?
- Stats - A new character gets 22 points to divide among the 4 stats. Default distribution below.
  - Human Male
    - Body:8x1 (80kg/175lbs)
    - Mind:5x1 (100 IQ)
    - Will:5x1
    - Speed:4x0 (4m/s)
  - Human Female
    - Body:6x1 (60kg/130lb)
    - Mind:6x1 (110 IQ)
    - Will:6x1
    - Speed:4x0 (4m/s)

### *Map and Scale*

- Spaces - A space on a Map or Location marked with a Dot. When a Unit Moves 1 Space, it goes from one Dot to an adjacent Dot.
- Map Scale - Map Scale is the distance between each Space.
- Time Scale - Time Scale is the length of time of each Turn on this Map.
- Map Types
  - Personal Map
    - Map Scale - Space:2m (5-6 ft)
    - Time Scale - Turn:2s
  - Car Map
    - Map Scale - Space:3m (10 ft)
    - Time Scale - Turn:1s
    - Speed - Move:1 = 10kph = 3m/s
  - Naval Map
    - Map Scale - Space:50km (30 miles)
    - Time Scale - Turn:1 hour
    - Speed - Move:1 = 50kph
  - Aerial Map
    - Map Scale - Space:10km (6 miles)
    - Time Scale - Turn:4s
    - Speed - Move:1 = 100kph
  - Starfighter Map
  - Orbital Map
  - Planetary Map
    - Map Scale - Space:0.1 billion km (Neptune's orbit is 4.5 billion km)
    - Time Scale - Turn:1 week
  - Stellar Map
  - Galactic Map
  - Narrative Map
    - Map Scale:Flexible
    - Time Scale:Flexible

## Locations

Locations are colorful cards with a name and 2 spaces. They are placed on maps to quickly create a visual scene. The Scale of the spaces matches the Map. If needed, use Tokens as doors or openings.

- Buildings - Building, Corridor, Room, Stairs
- Cavern - Cavern, Cave, Crevasse, Tunnel
- Dungeon - Room, Corridor
- Road - Bridge, Cobblestone, Dirt, Gravel, Path, Stone, Street, Highway
- Wilderness - Desert, Field, Forest, Hill, Jungle, Mountain, Overgrowth, Plain, Swamp
- Water - Ocean, Lake, River, Waterfall
- Hazard - Acid, Cold, Gas, Electricity, Fire, Lava, Pit Trap, Rocks, Smoke, Spores
- Space - Asteroid, Asteroid Belt, Black Hole, Comet, Moon, Nebula, Neutron Star, Planet, Space Station, Star

## Weather

- Wind
  - Direction - Reveal Conflict d8 - N, S, E, W, NE, NW, SE, SW
  - Wind Velocity - Reveal 3xConflict. For each J, Q, K, or A revealed, add 10km/hr and draw again.

## Story

- Story Components
  - Setting - The time and place in which the story unfolds, often providing context and atmosphere. Settings can be physical (e.g., a forest, a city) or abstract (e.g., a character's mind, a historical era).
    - Culture - Advanced, Agrarian, Civilized, Nomadic, Primitive
    - Community - Clubs, Cults, Guilds, Religions, Secret Societies, Tribes
    - Politics
  - Theme - The underlying message, idea, or commentary that the narrative conveys. Themes can be explicit or implicit, and they often emerge from the interactions between characters, plot, and setting.
  - Tone - Attitude or emotional tone, conveyed through language, imagery, and narrative perspective. Tone can be formal, informal, serious, humorous, or any combination of these.
  - Campaign - One or more Stories leading to an Ultimate Milestone. The world may be changed. Characters may die or retire. E.g. The Lord of the Rings.
  - Story - A series of Chapters leading to an Epic Milestone. E.g. The Two Towers.
  - Chapter - A series of Scenes leading to a Major Milestone.
  - Scene - An encounter leading toward a Minor Milestones.
- Story Creation
  - Duel, Contest, Fist Fight, Negotiation, Debate, Investigation

- Mystery, Horror, Suspense, Pulp, Heroic, Political
- Dirty, Gritty, Shiny, Bright
- Five Room Dungeon
- Foreshadowing - Chekhov's Gun
- Payoff
- Cost - Game Balance
- Running Stories
  - TUNIC - Time Before Next Impactful Choice

## Glossary

- Ability -
- Ability Points (AP) -
- Actor - Your Unit in a Conflict. It is opposed by the Rival.
- Advantage - Reveal another Conflict and take the best result.
- Arc -
- Arc:Above - The Top hemisphere above the Unit.
- Arc:Back - The cone behind the Unit.
- Arc:Forward - The hemisphere in front of the Unit.
- Arc:Front - The cone in front of the Unit.
- Arc:FrontLeft - Arc:Front and Arc:Left.
- Arc:FrontRight - Arc:Front and Arc:Right.
- Arc:Left - The cone to the left of the Unit.
- Arc:Rear - The hemisphere behind the Unit.
- Arc:Right - The cone to the right of the Unit.
- Arc:Under - The hemisphere below the Unit.
- Area Effect - Card that overlaps the Map to indicate Area.
- Armor -
- Armor Pierce - Ignores Armor
- Armor Shred - Damages Armor
- Background -
- Beast -
- Bleeding - Mind:-1. Event: Reveal Conflict
  - Wands=Bleeding:+1
  - Coins=Nothing happens
  - Cups=Bleeding:-1
  - Swords=Blood Loss:+1
- Blessed - Status. Advantage on next important Conflict
- Blinding -
- Block -
- Blood Loss - Body:-1. Day: Blood Loss:-1.
- Body - Physical mass, strength, and resistance.
- Broken - Cannot use this Item or Body Part.
- Burning - Will:-1. Event: Reveal Conflict
  - Wands=Burning:+1
  - Coins=Nothing happens
  - Cups=Burning:-1
  - Swords=Burns:+1
- Burns - Speed:-1. Month:Burns:-1. Leaves Scarring.
- Career -
- Character Points (CP) -
- Cinematic - These are optional rules that might help inspire a Player to describe the action.
- Coin Toss - Reveal a Fate. Black means Heads. Red means Tails.

- Confined - IF another Unit shares your Space THEN Initiative:-1. Close Combat ignores Confined.
- Continuous - Powers can have a lasting effect.
- Corrosive - Status that causes Corrosion
- Corrosion - Permanent Negative Status
- Corruption - Shadow:+1
- Cost - The overall value of an Item or Unit
- Counter -
- Craft - Create an item
- Blessed - Status. Disadvantage on next important Conflict
- Damaged - Status that reduces Item Skill
- Dead - Permanent Negative Status
- Decay -
- Deafening - Damage Type
- Demeanor -
- Detect - A Free Action to notice Hidden Units.
- Disabled - Permanent Negative Status
- Disadvantage - Reveal another Conflict and take the worse result.
- Diseased - Body:-1. Event: Reveal Conflict. IF Ace THEN Diseased:-1. IF 2 THEN Diseased:+1.
- Disorder -
- Draw:X - Draw X Conflict cards.
- Drift - Move 1 Space left or right diagonally from the direction the Unit is pointing.
- Dying - Negative Status leading to Dead
- Equip - Action
- Evade -
- Explore -
- Family -
- Fast -
- Fate - A Conflict Deck that anyone may use
- Fatigue - A Minor Condition that gives Body:-1.
- Flames - An area of Flames. Obscures Line of Sight.
- Focused -
- Forward - Move 1 Space in the direction the Unit is pointing.
- Freezing - Negative Status leading to Frostbite
- Frenzy -
- Frostbite - Permanent Negative Status
- Gain:A - Choose an A from Discard or search your Deck for an A and add it to your hand.
- Gas - A cloud of Gas. Blocks Line of Sight.
- Healing - This is done during Downtime.
- Height - The physical height of an Item or Unit.
- Hidden - A Unit or Item that cannot automatically be noticed.
- Immobilized - Temporary Negative Status
- Impaired - IF Ability/Item uses this part THEN Skill:-1 AND either Move:-1 OR Temporary Status:+1
- Initiative -
- Intensity - Measure of the raw energy of a Power.
- Interrupt - Pause a Unit/Item movement until your Action is complete..
- Item -
- Keep - Return this card to your hand.
- Length - The physical length of an Item or Unit.
- Location - A Location Card or an area of the Map.
- Magic -

- Magic Armor - Rated from +1 to +5. In Combat, they provide Armor:+1x1/point.
- Magic Weapon - Rated from +1 to +5. Intelligent with Mind:2x1/point. In Combat, they provide Initiative:+1/point and Target Armor:-1x-1/point.
- Map -
- Mass -
- Mind - Mental strength, focus, and resistance.
- Minor Condition - Fatigue, Stun, Stress, or Slow
- Mount -
- Move:X - Move X Spaces.
- Narrator - The term for Gamemaster
- Nature -
- Necrosis -
- Necrotic -
- Non-Player -
- NPC - Non-Player Character
- Overrun - IF a Normal Block vs. Fast THEN
- Passive -
- Passions -
- PC - Player Character
- Player -
- Poisoned - Body:-1. Event: Reveal Conflict. IF Ace THEN Poisoned:-1. IF 2 THEN Poisoned:+1.
- Power -
- Practice -
- Price of Power. IF a Power is used THEN take a Condition. Normally it is the user's choice, but sometimes it is specific. (e.g. Blood Magic)
- Prone -
- Radiated - Body:-1. Can only be removed with Regeneration or Healing that repairs Corruption.
- Reclaim:x - Search your Discards for any x cards.
- Recover - Remove 1 Minor Condition.
- Regeneration -
- Reputation -
- Research -
- Restraint -
- Rival - Your opponent during a Conflict. It could be a person, a group, an object, or even an idea.
- Scale -
- Scarring - Add a descriptive Scar to your Character.
- Search:x - Search your Conflict deck for any x cards.
- Severed - This item or body part is cut off.
- Shadow -
- Slide - Move 1 Space directly to the left or right of a Unit's facing.
- Skill -
- Skill Points (SP) -
- Slow - A Minor Condition that gives Speed:-1.
- Smoke - A cloud of Smoke. Blocks Line of Sight.
- Social Class -
- Speed - Movement speed in kph.
- Speed Air - The physical speed in the atmosphere.
- Speed Land - The physical speed on the ground.
- Speed Space - The physical speed in space.
- Speed Water - The physical speed in the water.
- Space - A space on a Map or Location marked with a Dot.

- Stat - Body, Mind, Will, and Speed
- Stress - A Minor Condition that gives Will:-1.
- Strong -
- Stun - A Minor Condition that gives Mind:-1.
- Target -
- Trait -
- Train -
- Trauma -
- Turn -
- Unskilled - IF a Unit attempts a Conflict where they have no applicable Skill or Ability THEN they are Unskilled and will either be at Disadvantage or be unable to do it.
- Uses -
- Vehicle -
- Vulnerable:X - IF Unit takes damage from X THEN it takes Damage:+1.
- Width - The physical length of an Item or Unit.
- Will - Emotional dedication, courage, and resistance.
- Wound -