Drawn to Destiny

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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

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

Be Kind
Don't badger others

Be Fair
Don't exploit the rules

Have Fun
Don't take anything too seriously

Speed is Key
Keep the game moving. Fast is Fun

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
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 the difference between them

Unit: Sample

Goblin Scout

2x0

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

← Skills/Powers:
   Name - Name of the Skill or Power
   Level - Level of the Skill or Power
   Items - Associated Items
   Abilities - Associated Special Abilities
   Specialties - Associated Groups of Abilities

A Unit can be a person, creature, or vehicle

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.
Items with Mind, Will, or Speed become Units

◀ Skills/Powers:
   Name - Name of the Skill or Power
   Level - Level conferred (if any)
   Abilities - Associated Special Abilities

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.

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 = 6x10^24kg
   🐌 Speed 10x4 = 100,000kph

Electron Mass: 9x-31 = 9x10^-31kg
Universe Mass: 1x60 = 1x10^60kg

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
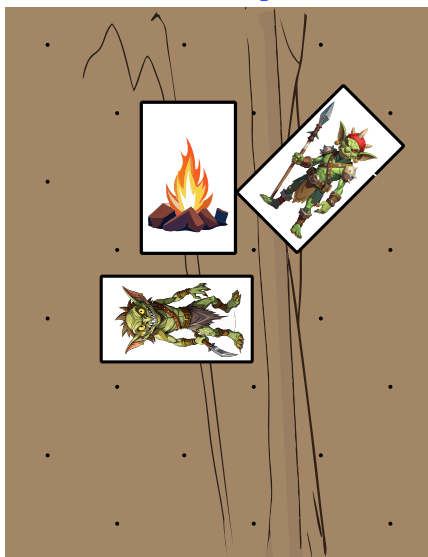   Players choose and gather their Units

Events
   Known things that can happen

Scene: Map#1
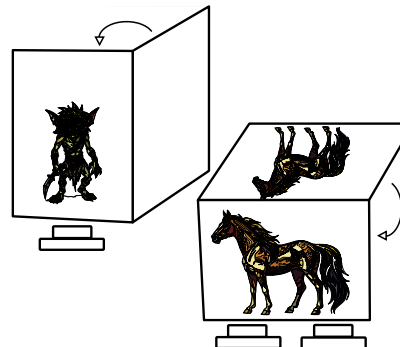

Scene: Map#2

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
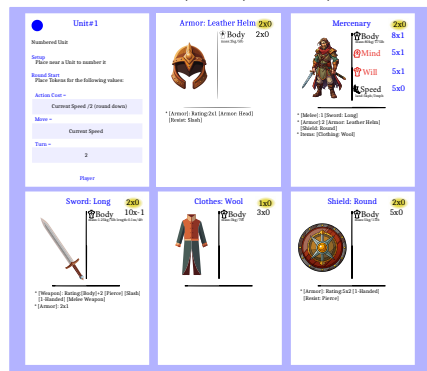
Scene: Units

Unit#
  Choose and gather your Unit cards.
  Assign Unit# card to each from Player Deck

Equipped Items
  Show currently equipped Items by arranging
  them like a paper doll near the Unit

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

(card: Unit#1 / Armor: Leather Helm 2x0 / Mercenary 2x0 / Sword: Long 2x0 / Clothes: Wool 1x0 / Shield: Round 2x0)

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
  revealed by a Clock card discard.

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 spend 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
  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
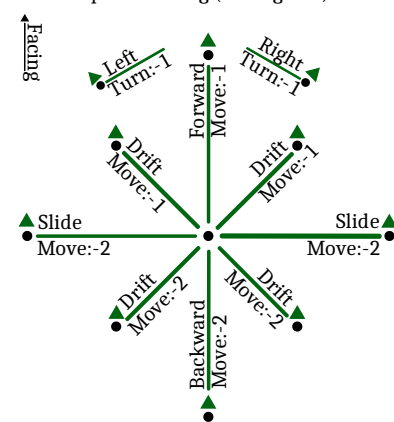   See Action for the options

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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)

Facing
Left Turn:-1 / Right Turn:-1
Forward Move:-1
Drift Move:-1 / Drift Move:-1
Slide Move:-2 / Slide Move:-2
Drift Move:-2 / Drift Move:-2
Backward Move:-2

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

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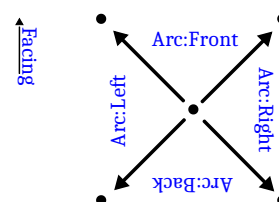
Arcs - There are 4 Arcs of Fire
  Arc:Front, Arc:Back, Arc:Left, Arc:Right

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

Facing
Arc:Front
Arc:Left / Arc:Right
Arc:Back

Range

Powers/Items have limited Range

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

Close Combat - Range:0-1

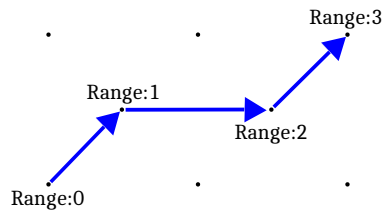Melee - Range:0-1. Level:-1 at Range:0

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   Target
  Sweep
Line of Sight   Cover
        Sweep
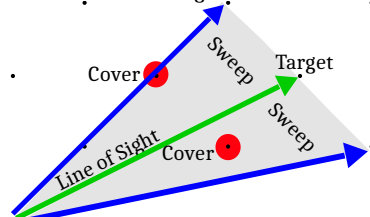
Conflict

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)
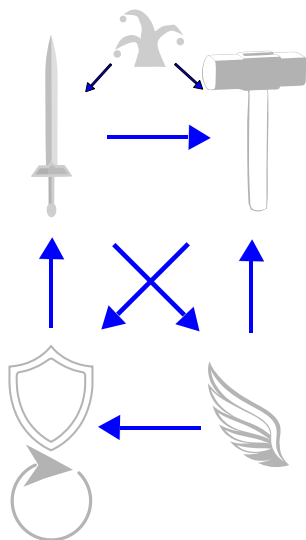   A > J > Q > K > 2 > 3 > ... > 10
    IF Tied THEN Both Win
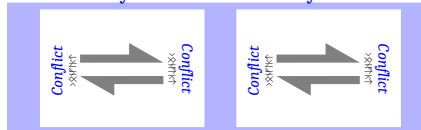
Conflict: Chart
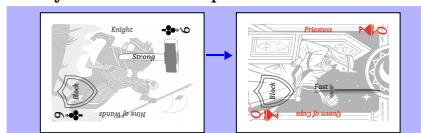
This chart summarizes the matchups.

Conflict: Sample

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

Player 1   Player 2

Conflict   Conflict   Conflict

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

Knight   Priestess
  Strong
Block   Nine of Wands   Block   Fast   Queen of Cups

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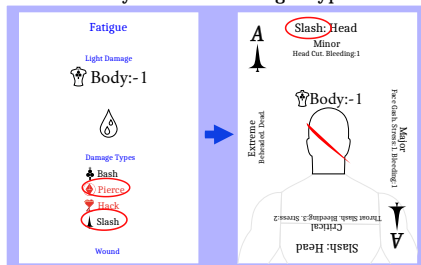
Damage Types
  Find Damage Types from Weapon/Power:
  * [Weapon]: Rating:[Body]+2 (Pierce) (Slash)
    [1-Handed] [Melee Weapon]

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

Fatigue   Slash: Head
                   Minor
Light Damage   Head Cut. Bleeding:1
  Body:-1
                          Body:-1
Damage Types
  Bash
  Pierce
  Hack
  Slash
Wound   Slash: Head

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)
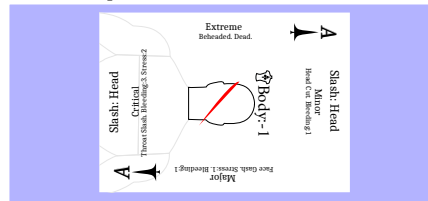
Crits: Damage

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...

Extreme
Beheaded. Dead.

Slash: Head
Critical
Throat Slash. Bleeding:3. Stress:2

Slash: Head
Minor
Head Cut. Bleeding:1

Body:-1

Major
Face Gash. Stress:1. Bleeding:1

Crits: Types

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

Fatigue
Light Damage
Body:-1

Damage Types
♠ Bash
♦ Pierce
♥ Hack
♣ Slash

Wound

Stun
Light Damage
Mind:-1

Damage Types
♠ Loss
♦ Delusion
♥ Compulsion
♣ Nervous

Disorder

Stress
Light Damage
Will:-1

Damage Types
♠ Anger
♦ Despair
♥ Desire
♣ Fear

Trauma

Slow
Light Damage
Speed:-1
IF Speed > 5 THEN -2

Damage Types
♠ Constrict
♦ Restrain
♥ Hold
♣ Disable

Burden

Crits: Person

This chart summarizes person crit locations

A

K

8   9

Q

6   7

J

10

4   5

2   3
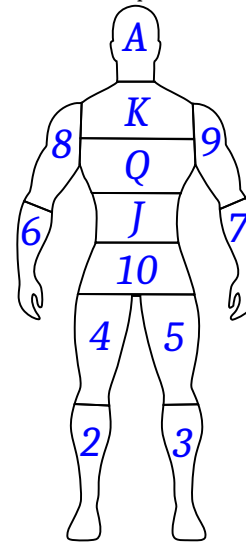
Crits: Vehicle

This chart summarizes vehicle crit locations

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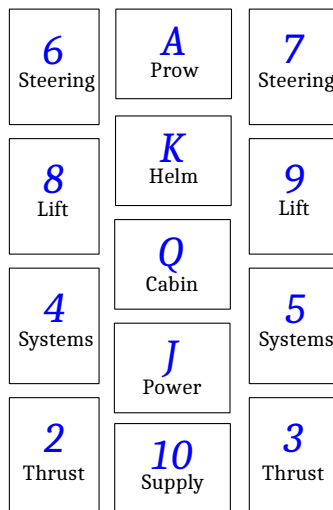
Resolution

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
   Gain - Train/Research for 2 Weeks
      Spend SP = Level for 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
   Gain - Train/Research for 1 Week
      Spend SP:1 to add a Ability/Item/Specialty
      to a Skill or Power
                  OR
      Spend SP:1 for Rating:+1 on a Power
   Note - Every 3rd Ability gained or lost from a
      Specialty gains or loses AP:0