

# OVERVIEW

**GODFLESH** is a tabletop roleplaying game where you take on the role of a daring adventurer. You'll explore a world reshaped by ascended deities, venturing into untamed wilds beyond their reach. Your goal is to unearth relics of lost civilizations, including the most prized treasure: Godflesh. These are the putrid husks of fallen gods, potent ingredients coveted for crafting, magic, and alchemy. Are you ready to face the dangers and claim your piece of godhood's legacy?

## THE SETTING

**GODFLESH** takes place in a world forever altered by the rise and fall of deities. Eons ago, a massive entity known as They That Are All ruled supreme. Humanity flourished under its divine protection until Orisin the Corrupter, fueled by stolen "Godflesh," unleashed the insatiable Hunger upon humankind. This event triggered a Cycle of Inheritance, where mortals ascend to godhood, only to eventually fall, leaving behind their decaying flesh.

Divines now rule over carved-out domains, offering varying degrees of control, protection, or manipulation over humanity. However, the Wildlands sprawl between these domains, a chaotic landscape teeming with mutated creatures, erratic weather, and uncontrolled magic fueled by the remains of fallen gods. The Hunger, a constant threat emanating from this decay, drives animals to monstrous mutations and fuels their hunger for divinity. This is where brave, or perhaps foolish, adventurers come in. Drawn by the allure of power and riches, they venture into the Wildlands to harvest Godflesh, risking being consumed by the very entity they seek to exploit.

## THE CALL TO ADVENTURE

As a seasoned adventurer, you've braved the perilous Wildlands, chasing rumors of fame and fortune. This world is locked in a constant struggle between powerful entities who may seek to manipulate you for their own gain. Who will you serve, if anyone?


Driven by the thrill of the unknown, you crave the untamed wilds over the stifling order of your domain. Whispers of danger beckon you onward, promising legendary monsters to conquer, ancient ruins to explore, and relics of immense power to claim. Your actions will shape your reputation and influence the ongoing struggle for control between the factions.

Many adventures revolve around coveted artifacts – your goal or that of rival factions. However, seemingly simple quests can evolve into complex schemes, leading you face-to-face with the enigmatic deities who rule this world.


Choose your path wisely, adventurer. Your deeds have the potential to become a legend, and through your actions, you might unravel the true forces shaping this extraordinary world.

## THE RULES

**GODFLESH** is a story-driven game. Players collaborate to tell a tale through conversation, with every voice shaping the narrative. The Godmaker (or GM) is a facilitator, guiding the conversation with questions and prompts to keep the story flowing.

When faced with challenges or opportunities, a Move is triggered. You'll roll  two six-sided dice (2d6) and add modifiers based on your character's skills and actions. The result isn't just a pass or fail; it's a narrative prompt.

A Strong Hit describes a successful action in a way that furthers the story and establishes your character's prowess. On a Weak Hit, you achieve your goal, but at a cost. The Godmaker will describe the consequences, prompting you to adapt your strategy. On a Miss, things don't go as planned despite your efforts. The Godmaker will introduce a twist or complication, forcing you to react creatively.

Words are powerful, but to truly influence the world, you need Power (). This resource is gathered by collecting materials and crafting them into potent Treasures. Spending Power and using Treasures fuel your actions, showcasing your character's growth and sacrifice. As your reserves dwindle, the hunt for new materials and the thrill of creation become an integral part of your adventure.

## INFLUENCES

Many works of media and gaming have influenced the creation of **GODFLESH**. Here are some of them.

This game first and foremost builds on the foundations set by **Dungeon World** (Sage LaTorra and Adam Koebel), and several other expansions and games based on the original **Apocalypse World** (Vincent Baker). Other influences include **Dungeon & Dragons** 5th edition (Wizards of the Coast), **The 13th Age** (Rob Heinsoo and Jonathan Tweet), **Blades in the Dark** (John Harper), and **City of Mist** (Son of Oak), to name a few.

Some elements of the setting and the themes explored in Godflesh were inspired by manga series like **Claymore** (Norihiro Yagi) and **Jujutsu Kaisen** (Gege Akutami), and video games like **Elden Ring** (FromSoftware), **Tyranny** (Obsidian Entertainment), **Monster Hunter: World** (Capcom), **The Witcher III: Wild Hunt** (CD Projekt), **God of War** (Santa Monica Studio) and **Pillars of Eternity** (Obsidian Entertainment).

## HOW TO USE THIS DOCUMENT

**Enter the World:** Learn the foundations of this setting, from the divine domains ruled by mortal gods to the core conceits and history that shape your adventures.

**Lay the Groundwork:** Understand the principles of collaborative storytelling and establish how your group creates engaging narratives together using shared tools and boundaries.

**Take Action:** Master the core mechanics that drive play forward through moves, rolling dice, and managing resources while learning essential procedures for structured play.

**Create a Character:** Follow clear steps to bring your adventurer to life, from choosing a playbook to establishing connections and defining your place in this dangerous world.

**Become an Adventurer:** Explore nine distinct playbooks that offer specialized abilities and narrative opportunities through detailed backgrounds and unique approaches to challenges.

**Craft Treasures:** Delve into supernatural assets that empower adventurers, from artisan-crafted items to mysterious abilities, while weaving them into your character's story.

**Face Peril:** Understand how your character survives dangers in the Wildlands, measuring both physical and mental tolls of adventuring. Learn systems for overcoming threats, recovering from hardship, and navigating dramatic turning points in your story.

**Venture into the Wildlands:** Explore the untamed regions beyond civilized domains, where gathering resources and navigating treacherous paths become vital skills. Learn systems for traveling, collecting materials, and managing your band's journey through dangerous territories.

**Shake the World:** Navigate the complex web of factions that shape your world, tracking relationships through reputation and debts. Learn how your actions trigger political shifts and create rippling consequences throughout the realm.

## CHAPTER I

# ENTER THE WORLD



*Thaal is a realm shaped by the ebb and flow of divine power. Here, mortals can ascend to godhood, carving out domains of order amidst the chaos of the untamed Wildlands. This world pulsates with the remnants of fallen deities, their essence – known as Godflesh – sought after by adventurers and alchemists alike.*

In Thaal, history is a tapestry woven from myth and reality. The Cycle of Inheritance perpetuates a constant struggle for power, as new gods rise and fall. Civilization clings to the relative safety of divine domains, while the Wildlands between teem with monstrous creatures and unpredictable magic.

As an adventurer in Thaal, you'll navigate a landscape where the written word is forbidden, strange mutations mark the populace, and the night sky burns with celestial flames. Your choices will shape not only your destiny but the very fabric of this ever-changing world.

### GODS ARE NOT IMMORTAL

In Thaal, even gods age and die. When their time comes, their essence becomes the catalyst for new divinity. A mortal consumes the divine flesh, ascending to godhood. This process, known as the Cycle of Inheritance, reshapes the land itself, reflecting the new divine's domain. This cycle drives much of Thaal's politics and conflicts.

### THE HUNGER FOR FLESH

The consumption of flesh, particularly Godflesh, unleashes a primal Hunger. This craving for power manifests in various forms, from gluttony to lust for wealth or violence. Most cultures abhor meat, but in the Wildlands, corrupted by decaying Godflesh, twisted beings and desperate souls seek its power. Consuming Godflesh is perilous, potentially transforming the unwary into mindless ghouls.

## THE WRITTEN WORD IS FORBIDDEN

Following the War of the Word, the divine council banned writing. This Edict is woven into reality itself, preventing the use of written language within divine domains. In the Wildlands, only whispers of forgotten scripts remain. Knowledge now exists primarily through oral tradition, with pictographs and numerals serving as limited alternatives.

## DIVINE DOMAIN CONTROL

When a mortal ascends to godhood, they manifest as a colossal embodiment of their divine aspect. A domain forms around them, entirely under their control. Weather, terrain, and natural phenomena bend to their will. However, this power comes at a cost. As new gods emerge, their domains form elsewhere, leaving their previous territories to crumble into Wildlands.

## THE STRAIN: UNUSUAL PHYSICAL FEATURES

Some individuals manifest strange physical features, known as the Strain or being god-touched. These can include animal-like traits, unusual coloration, or even more bizarre phenomena. While often benign, these features may be seen as omens or signs of destiny in certain cultures.

## THE NIGHTFLAME SKY

By night, the sky erupts in a celestial display known as the Nightflame. This ever-changing spectacle of fiery lights guides travelers and sailors. Occasionally, tendrils of flame descend to ignite the earth, burning for days.

## PSIONIC POWERS

Beyond divine magic, a subtler power ripples through Thaal: Psionics. This innate potential resides in all living creatures, manifesting in various ways. Some, like the Psychometric monks of Astera, have honed their abilities to extraordinary levels. Even some animals exhibit telepathic communication.

# BRIEF HISTORY

The world of Thaal boasts a rich and tumultuous history, marked by the rise and fall of gods, the spread of knowledge, and the ever-present struggle between order and chaos.

This timeline offers a glimpse into the pivotal moments that have shaped the land you'll explore. From the reign of the first god to the present day's fragile balance, each era has left its mark on Thaal's people, its magic, and its very geography.

Understanding this history will provide crucial context for your adventures and the challenges you'll face as you navigate the complex tapestry of divine politics, mortal ambitions, and the ever-encroaching wildlands.

- **Ancient Past:** They That Are All stands as the sole deity, nurturing humanity's first civilization.
- **The First Tasting:** Osirin the Corrupter breaches the sacred mountain, consuming divine flesh and unleashing the Hunger.
- **The Scattering:** As They That Are All fades, they disperse the power of death across the world.
- **The Age of Scribes:** In the chaos following the diaspora, Scribes emerge to document the fleeting reigns of new Divines.
- **The Great Libraries:** Centers of learning arise, becoming unexpected reservoirs of magical power.
- **The War of the Word:** Conflict erupts between Scribes and Divines, leading to widespread destruction of knowledge.
- **The Age of the Pathways:** The discovery of subterranean roads allows safer travel between scattered domains.
- **The Crosswar:** Once united explorers, Paragons engaged in the first large-scale mortal war.
- **The Sinking Paths:** Battles damage the Pathways, causing their gradual collapse.
- **The Age of the Imbrication:** Five overlapping Divines coalesce, rekindling hope for the prophesied Convergence.
- **The Collapse:** The Imbrication mysteriously dissolves, leaving its true nature uncertain.
- **Present Day:** A tenuous peace settles as divine remnants become scarce, but the wildlands continue to encroach on civilization.

This timeline provides a concise overview of Thaal's history, highlighting key events that shaped the world and set the stage for the current era in which players will adventure.

## CHAPTER 2

# LAY THE GROUNDWORK



*Before you venture into the perilous realms of Godflesh, it's crucial to establish a solid foundation for your adventure. This chapter serves as your essential guide, equipping you with the tools and knowledge needed to navigate this world of fallen deities and untamed wilderness.*

We'll explore the core principle of "playing to find out," set up your game, and create a respectful environment for all players. You'll learn how to frame exciting scenes, make impactful decisions, and weave a collaborative story that honors established fiction.

By the end, you'll be ready to step into a world where gods fall and mortals rise to claim their power.

## PLAYING TO FIND OUT

Godflesh embraces discovery through play as its core principle. Characters are as lost as the players, navigating a world of uncertainty. The game's mechanics guide you on this journey, leading to unexpected twists and turns. Embrace the unknown and commit to uncertainty; the thrill lies in the unfolding narrative, not a predetermined destination.

## WHY PLAY?

Godflesh offers unique experiences: explore forgotten corners of the world, claim powerful Godflesh remnants, test your courage against untamed wilderness, unearth lost civilizations, and forge your legend by challenging divine boundaries.

## SETTING UP

Gather 2-5 players for a 2-4 hour session, with one player as the Godmaker (GM) to guide the story and portray non-player characters. Choose a quiet, dedicated space for focused play. Each player needs a pencil, eraser, and playbook. Essential materials include this quickstart document, relevant playbooks, core & GM reference sheets, and the band sheet.

For dice, each player should have at least three six-sided dice (d6) or access to an online dice roller. Consider keeping notes on key characters, locations, and a journal for ongoing campaigns.

## FINDING COMMON GROUND

Discuss the desired tone and style of your game before starting. While player choices influence the mood, consider these points: embrace the dangers and rewards of the Wildlands, understand that your actions shape your reputation and the world, and prepare to confront powerful god-like beings. Choose a playbook that reflects your character's motivations, whether you're a cunning treasure hunter, fearless warrior, or stoic scholar.

## PRACTICING RESPECTFUL PLAY

To ensure a safe and enjoyable experience, establish boundaries by discussing themes or topics to avoid beforehand. Use safe words or signals to pause the game for respectful discussion, and maintain open communication by regularly checking in with each other.

Implement *Lines and Veils* to set clear content boundaries. Lines are hard limits on off-limits topics, while Veils are areas best mentioned indirectly. Create separate lists for Lines and Veils before playing, encouraging everyone to contribute without judgment. Revisit and adjust these lists throughout your campaign as needed.

Examples might include:

### Lines

- Discrimination based on personal characteristics: Racism, sexism, homophobia, transphobia, ableism, etc.
- Hate speech or slurs: Any language intended to demean or intimidate based on identity or beliefs.
- Animal cruelty: Deliberate and gratuitous harm to animals.
- Self-harm or suicide: Detailed descriptions or depictions of these acts.

### Veils

- Violence: Physical altercations, and combat situations, but details of injuries or gore are skipped.
- Medical situations: Graphic descriptions of procedures or illnesses.
- Political or religious conflict: Mentioning the conflict but avoiding detailed arguments or justifications.
- Imprisonment or torture: The setting or consequences can be mentioned, but specifics are faded to black.

Use the **X-Card** system to empower players to ensure comfort during play. Place a card marked with an X within reach of everyone. If anyone feels uncomfortable, they can tap or hold up the X-Card to pause the game immediately. Players can then briefly describe what they'd like changed, removed, or skipped, with others asking clarifying questions if needed.



## RE-IMAGINING NARRATIVES

Godflesh adopts a "modern mythology" approach, re-imagining classic narratives for a contemporary audience. When drawing inspiration from myths, consider which elements are core, which need reevaluation, and which you want to explore or critique. Move beyond perpetuating harmful stereotypes or insensitive depictions. If tackling sensitive topics, openly discuss with your players how to handle these themes thoughtfully and respectfully.

## THE CONVERSATION

Godflesh is built on collaborative storytelling. Players voice their characters' actions and thoughts, while the Godmaker (GM) brings the world to life. This flowing exchange creates a unique narrative, focusing on characters' decisions and their consequences.

## FRAMING SCENES

The GM creates compelling situations, placing characters directly into action with clear goals and obstacles. Players can suggest scenes, contributing to the story. The GM provides enough context to spark questions and engage players.

## HARD FRAMING

This technique throws characters into intense situations without explanation, demanding immediate reactions. It creates memorable moments and tests characters' improvisation skills.

## "WHAT DO YOU DO?"

This phrase drives action, inviting players to make impactful choices. Every interaction should push the narrative forward. Indecision has consequences; the world moves on regardless.

## FICTION FIRST

Respect the established narrative, even when challenging. Embrace unexpected outcomes; they often lead to exciting twists. Don't rewrite history for convenience. Hold each other accountable to the shared fiction, prioritizing elements that drive the story forward.

Remember, you can't pursue every plot thread. Focus on what matters most for your current narrative, allowing some elements to fade and potentially resurface later in new, interesting ways.



# CHAPTER 3 TAKE ACTION


*Godflesh uses "moves" to handle uncertain situations in the narrative. These arise when a PC takes an action with an unclear outcome, such as picking a lock or bluffing a dragon. Moves act as mini-rules addressing various scenarios, from simple actions to complex interactions.*

Each move consists of a trigger and a result:

- **The trigger**, phrased as "When you do [x]" or "When [x] happens," defines when the move activates. It's prescriptive, outlining specific actions that initiate it in the story. To use a move, you must first fulfill its trigger within the narrative. This requirement ensures a strong connection between actions and consequences.
- **Move results** can be fixed outcomes or require a dice roll to determine the specific consequence. The GM interprets the roll's outcome, tailoring it to the narrative context and seamlessly integrating mechanics with the story. Once resolved, the narrative returns to the conversation, with players reacting and propelling the story forward.

Dice only enter play when prompted by moves or rules. Resist rolling for uncertain moments without corresponding moves. In such cases, the GM resolves the uncertainty based on their characters' agendas, principles, and relevant moves.

## HITS AND MISSES

When a move requires dice, roll two six-sided dice (2d6) and add the numbers. Often, you'll "roll with a stat," adding your character's relevant stat value to the total. For example, a Prowess +2 Scarred adds 2 when they "roll  Prowess."

The outcome depends on your total:

- **10 or higher (Strong Hit):** You achieve your goal, possibly with an extra benefit.
- **7-9 (Weak Hit):** You succeed, but face a cost or setback.
- **6 or lower (Miss):** The GM introduces a dramatic complication.

These outcomes aren't simple success or failure. A hit might unexpectedly achieve your goal, while a miss could lead to unintended consequences. Misses allow the GM to create exciting complications that drive the narrative forward.

During gameplay, the GM never rolls dice for moves. Players' choices, represented by dice rolls, drive the narrative and maintain focus on their actions and outcomes.

Regardless of modifiers, your final roll never exceeds +4 or falls below -3.

Some moves use "Favor" or "Disfavor," adding uncertainty. For these, roll 3d6, keeping the two highest (Favor) or lowest (Disfavor) dice.

Certain moves, like "take a powerful blow," are reversed, meaning you want to roll low. For these, rolling low avoids consequences, while high rolls lead to tough choices.

## TRACKS

Tracks visually represent progress towards goals, conditions, or dangers. They appear as a series of boxes or circles, filled or "marked" (⊙) during play. Tracks guide character actions within scenes and serve as clear reminders of various states.

**Tracks come in three types:**

- **Open Tracks:** Visible to all players, allowing them to gauge progress.
- **Hidden Tracks:** Players know they exist but can't see their length or progress.
- **Secret Tracks:** Unknown to players until the final box is marked, allowing for surprises.

Marking tracks depends on context. Some have clear triggers, like damage marking a Pressure track. Others require nuanced actions, such as gaining a merchant's trust through favors or resources.

Marks are usually not permanent. Some events or abilities can clear boxes, reversing negative impacts. "Burns" (✕) represent deeper consequences, requiring significant effort to erase. When a track fills with marks, it becomes exhausted, needing special moves to clear.

## POWER

Power represents your character's ability to influence the world. Most moves require spending power to activate their effects.

Each clear mark ○ on a track grants 1 power. Spend any amount on a single move, marking the track accordingly ⊙. Power is only spent on successful hits.

Some treasures and moves grant overflow power (⊙), providing an additional 1 power usable even on exhausted tracks.

You can also **Push Your Limits** to gain more power when exhausted.

## CHARACTER GROWTH

Your character develops through experience, both from failures and meaningful actions. This growth is tracked through Experience Points (XP ♦) which can be spent on advancements that enhance your character's capabilities.

**Earning XP:**

You gain XP ♦ in several ways:

Learning from failure is your most immediate path to growth. When you **roll a miss on any move**, immediately mark one XP ♦. These moments of challenge become opportunities for improvement.

At the end of each session, you can earn additional XP ♦ through:

- Acting according to your nature.
- Resolving a bond and creating a new one.
- Learning significant information about the world.

## THREADS

Threads ⚡ are a currency that give players extended narrative control. You start each session with one Thread and can hold up to five.

**Gaining Threads:**

- **Be Epic:** GM rewards exceptional roleplay or clever actions.
- **Fulfill a Drive:** Complete one of your character's three Drives, once per session.
- **Twist of Fate:** Roll doubles on any dice roll.

**Spending Threads:**

- **Gain Favor:** Roll a third die, keeping the highest two.
- **Reduce Damage:** Decrease incoming damage by 1 per Thread.
- **Alter the Scene:** Improve your odds before rolling, take 7-9 result on any move.

Adding logical details to a scene is free. Spending a Thread justifies more significant environmental changes that benefit your character.

# THE CORE MOVES

Moves are the core mechanic in Godflesh, used to navigate the narrative and resolve uncertain situations. They include basic moves (available to all players), and specialized moves for specific situations (danger and recovery, faction, travel, and session moves).

## Using Moves in Play:

- Moves are triggered by character actions in the story.
- The principle is "To do it, you do it" – if you perform the trigger, you experience the result.
- Moves don't happen in isolation; they're tied to narrative actions.
- The GM helps identify when moves are triggered.

## Key Terms:

- **Hold:** A point of leverage you can use later.
- **+1 Forward:** A bonus on your next relevant roll.
- **+1 Ongoing:** A continuous bonus for specified conditions.

Basic moves are essential for all situations, while specialized moves add depth to specific aspects of the game. Session moves occur once per session, typically at the start or end.


Every Godflesh player character has access to all basic moves. These are the most frequently used tools for resolving conflicts and progressing the story.

The basic moves are: **Assess a Tense Situation**, **Clash in Battle**, **Defend**, **Figure Someone Out**, **Empower**, **Plead Your Case**, **Provide Support**, **Recall Information**, **Steel Your Nerves**, and **Sway Someone**.

## Godlike Results

Each Core Move has a special Godlike effect, unlocked through **playbook Advancements**. When you roll 13+ on a Godlike-enabled move, you can choose to trigger its unique effect. If not unlocked, a 13+ counts as a normal 10+ result. Using a Godlike result is always optional.

## ASSESS A TENSE SITUATION

When you assess a tense situation, roll  Insight. On 10+, ask the GM 2 questions from the list below. On 7-9, ask 1. Either way, take +1 forward when acting on the answers.

- What's my best way out / in / through?
- Who or what is the biggest threat?
- Who or what is most vulnerable to me?
- What should I be on the lookout for?
- Who is in control here?

○ **GODLIKE:** On a 13+, freely ask a question, and then state something true about the situation.

**Assess A Tense Situation** helps your character evaluate dangerous or uncertain circumstances. Before rolling, describe how your character analyzes their surroundings and potential threats.

On a successful roll, ask your questions immediately – they cannot be saved for later use. The GM provides truthful answers representing the optimal course of action within the game world. If a question would yield no useful information, the GM responds with "Nothing, sorry."

## Options explained:

*"Best way out/in/through"* reveals optimal routes, though these may still involve risks or hazards.

*"Biggest threat"* identifies key strategic dangers, including hidden threats like commanders or spellcasters.


*"Most vulnerable to me"* applies to any weakness your character could exploit – physical, social, or tactical.


*"Look out for"* reveals dangers or confirms suspected threats.

*"In control"* exposes true power dynamics, revealing who actually directs the situation.

**GODLIKE (13+):** Ask any question about the situation and state one true fact based on your assessment.

## CLASH IN BATTLE

When you directly clash against a threat in battle, roll  Prowess. On a hit, you trade blows. On a 10+, pick two. On a 7-9, pick one.


- Resist or avoid their blows. • Crush them, gain 1 overflow .
  - Take something from them. • Impress, surprise, or frighten the opposition.
- GODLIKE: On a 13+, neutralize an opponent or threat, at least for now.

Clash in Battle represents dynamic combat exchanges where both parties can strike and counter. This move requires an opponent capable of fighting back – if they cannot retaliate, you're simply dealing direct damage instead.

When trading blows, both you and your opponent inflict damage. The GM marks damage on the enemy's track equal to your spent Power, while you either mark Pressure or trigger the Take a Powerful Blow move. The type of damage dealt depends on your attack method – an axe causes Wounds, while a fireball inflicts burns.

### Options explained:

*"Resist or avoid their blows"* lets you escape harm through defensive maneuvers like dodging or parrying, though you gain no additional advantage beyond your initial strike.

*"Crush them"* guarantees damage output by granting overflow 1 , usable even when your power track is exhausted.



*"Take something from them"* allows tactical manipulation of the situation – disarming opponents, disrupting their position, or creating openings for further action.

*"Impress, surprise, or frighten"* causes effects beyond physical damage. The GM determines the specific impact, potentially including special pressure conditions like "panic."

GODLIKE (13+): Temporarily neutralize an opponent through methods like stunning, freezing, or misdirection. While not permanent, this creates a significant tactical advantage.

## DEFEND


When you defend someone or something from an immediate threat, roll  Prowess. On a hit, you bear the brunt of it and choose one. On a 7-9, it costs you, escalating the situation.


- Expose a weakness. • Clear 1  on your treasure.
  - The defended clear 1  pressure. • Create an opportunity for your allies.
- GODLIKE: On a 13+, you both gain +1 forward against the threat.


Defend activates when you react to protect someone or something from immediate harm. This isn't about preparation or general protection – it's about split-second intervention against clear, immediate threats. The threat must be immediate and agreed upon by both you and the GM. This covers both physical dangers (like falling debris or enemy attacks) and social threats (such as verbal abuse or intimidation) that would cause Pressure on the defended target.

When defending, you redirect the attack or danger to yourself. You can use your defensive resources and treasures to mitigate the incoming damage. If these defenses prove insufficient, you'll absorb the full impact, taking appropriate Pressure or injuries.

### Options explained:

*"Expose a weakness"* either reveals a previously unknown damage track or marks 1  damage on an existing track.

*"Clear 1  on your treasure"* allows limited power recovery. This cannot affect exhausted or burned tracks.

*"The defended clear 1  pressure"* lets your protected target remove one pressure mark of their choice, excluding Injuries.

*"Create an opportunity"* sets up advantageous situations for your allies, either enabling previously impossible actions or providing tactical advantages.

A 7-9 result escalates the situation, introducing new complications or raising the stakes of the conflict.

GODLIKE (13+): Both defender and defended gain +1 forward against the threat.



## FIGURE SOMEONE OUT

When you closely study a person, roll  Insight. On 10+, hold 3. On 7-9, hold 1. While interacting with them, spend a hold to ask a question:

- Are they telling the truth? • What are they truly feeling?
- What do they intend to do? • What do they want me to do?
- How could I get them to \_\_\_\_?

○ GODLIKE: On a 13+, you also glean something interesting, useful, and relevant to your situation.

**Figure Someone Out** allows you to understand a person's immediate motivations, emotions, and intentions. This move works in both tense confrontations and casual interactions, providing insight into a target's current state of mind. The move typically requires direct interaction through conversation or observation of the target's behavior. In exceptional circumstances, the GM may allow discrete observation from a distance, provided the target is actively engaged in meaningful activity.

**Using hold:** Upon a successful roll, you gain hold to spend on questions. You may ask these questions at any point during your interaction with the target, allowing strategic observation before spending your hold.

### Options explained:

Each question provides specific insights.

*"Are they telling the truth?"* reveals the target's genuine beliefs, regardless of factual accuracy.

*"What are they truly feeling?"* exposes core emotional states beneath surface expressions.



*"What do they intend to do?"* reveals immediate, short-term plans rather than long-term goals.

*"What do they want me to do?"* uncovers how you fit into their plans, from immediate needs to longer-term aspirations.

*"How could I get them to \_\_\_\_?"* explores potential ways to influence the target's behavior. You may spend multiple hold to try different approaches, though some actions may be impossible if they conflict with the target's core principles.


**GODLIKE (13+):** Gain additional relevant information about the target without spending hold.

## EMPOWER

When you use magical forces to empower yourself or your treasure, roll  Magic. On a hit, choose 1 and burn 1  on your treasure. On a 10+, ignore the burn or choose another from the list. On a miss, something bad finds you.

- Extend the limits of your senses, abilities, or treasure.
- Inflict or heal 1 damage. • Take +1 forward on your next roll.
- Hinder or restore someone's magical ability.



○ GODLIKE: On a 13+, create a significant and useful change in your environment.

**Empower** provides access to extraordinary abilities when conventional options prove insufficient. This versatile move allows the manipulation of magical forces, enhancement of existing abilities, and alteration of the environment through focused power channeling. The move requires burning  a treasure to fuel its effects unless a 10+ result is achieved. Failed control (missing the roll) results in exhaustion requiring extended recovery time.

While **Empower** may overlap with specialized moves, it offers broader application at increased risk. Consider this move when standard abilities cannot achieve the desired outcome or when seeking alternative tactical options.

### Options explained:

*"Extend limits"* amplifies existing capabilities beyond normal parameters. When enhancing sensory abilities, the GM provides relevant situational information integrated into the narrative.

*"Inflict/heal damage"* allows direct manipulation of damage tracks. For damage, the GM marks 1  on an enemy track (subject to defenses). For healing, clear 1  from a target's injury or pressure track (excluding burned marks).

*"Take +1 forward"* grants an immediate tactical advantage on your next action. Coordinate with the GM to establish appropriate narrative manifestation.

*"Hinder/restore magic"* enables precise manipulation of magical capabilities. Effects must target specific aspects (e.g., spell types, power levels) rather than complete nullification or restoration.

**GODLIKE (13+):** Implement a beneficial environmental change within your capabilities' scope, ensuring direct tactical advantage.

## PLEAD YOUR CASE

When you plead with a PC to go along with you, roll Awe. On a hit, they clear 1 pressure if they agree to your proposal. On 10+, they also gain +1 forward when working on your plan.

○ GODLIKE: On a 13+, all members of your band gain a thread .

**Plead Your Case** allows persuasion of other player characters through direct appeal. Present an argument highlighting mutual benefits of your proposed plan. On success, PCs who accept your proposal may clear one pressure mark.

A strong success (10+) adds +1 forward when following the plan. Target players always maintain final decision authority over their characters' actions, regardless of roll results.

GODLIKE (13+): All band members gain a thread .

## PROVIDE SUPPORT

When you provide support to someone, describe how you can support them then roll Bonds. On a hit, they take +1 to their roll. On 10+, they also gain a thread . On 7-9, you also expose yourself to danger, retribution, or cost.

○ GODLIKE: On a 13+, you uplift everyone's spirit. Your entire band gains your support, including yourself.

**Provide Support** grants +1 to another PC's roll through direct, relevant assistance. Roll with Bonds (strong bonds count as 2). Wait for the target's initial roll before declaring support. Only one support attempt per action is allowed, and support moves cannot be chained.

GODLIKE (13+): Extends support bonus to entire band.

## RECALL INFORMATION

When you recall details from your past knowledge and experience, roll Magic. On a hit, the GM will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.

○ GODLIKE: On a 13+, you understand precisely how your knowledge pertains to the correct situation.

**Recall Information** activates your character's accumulated knowledge to gain insights about the current situation. While basic questions about observed facts don't require this move, use it when seeking deeper insights or making complex connections.

### Options explained:

*"Good detail"* provides specific, actionable information relevant to your current situation. The GM reveals clear facts that can directly inform your decision-making and strategy.

*"An impression"* grants broader, less specific insights. You receive general feelings, hunches, or intuitive understanding that can guide your approach without providing explicit details.


*"Something new and interesting"* means information that either reveals unexpected aspects of the situation or suggests new approaches to your current challenges. The GM may ask clarifying questions to help contextualize this knowledge.

A miss can result in lost time during crucial moments or revelation of uncomfortable truths that complicate your situation.

**GODLIKE (13+):** Gain precise understanding of how your knowledge directly applies to the current situation, providing clear tactical or strategic advantages.

All information provided through this move becomes established fact within the game world, regardless of whether it was pre-planned or created in response to the move.

## STEEL YOUR NERVES

When you act despite impending trouble, roll  Resolve. On a hit, you grit your teeth and push through, the GM will tell you the price of your daring. On a 10+, your daring not only pays off but also opens up a brief window of opportunity.

○ GODLIKE: On a 13+, the situation is under your control – you make it, unscathed.

Use **Still Your Nerves** when taking significant risks or acting in the face of imminent danger. It serves as your primary tool for resolving daring actions that don't fit other move categories, such as desperate leaps, risky bluffs, or daring escapes. The GM describes the immediate threat and potential consequences before you roll. Some particularly dangerous actions may carry a baseline cost, reflecting their inherent risk regardless of outcome.


### Options explained:

On a hit, you achieve your goal but face consequences determined by the GM. Even successful rolls come with a price – jumping from a window means a painful landing, facing an arcane threat without preparation leaves you magically drained.

A strong hit (10+) creates an additional opportunity beyond your primary goal, though seizing it may involve further complications. The Godlike result (13+) represents perfect execution, achieving your goal without the usual setbacks.

**Steel Your Nerves** tests your character's resolve under pressure. Use it to create defining moments in your character's journey, though remember that pushing boundaries usually comes at a cost.

## SWAY SOMEONE

When you attempt to convince an NPC through promises or threats, roll  Awe. On a hit, they do what you ask. On a 7-9, they are not sure; the GM will ask for a promise or Obligation. If you call in an obligation you have with them before rolling, you gain +3 to your roll.

○ GODLIKE: On a 13+, they reveal something important and useful.

Use **Sway Someone** when influencing NPCs through meaningful leverage – either promises or threats that match the weight of your request. Offering a few coins for betrayal would fail, but exploiting significant wealth or vulnerabilities might succeed. The GM determines what constitutes adequate leverage.

Your character must believe they can fulfill the promise or execute the threat, though circumstances may prevent it. Success means NPCs comply but act according to their own motivations. Be specific in your requests – a brutal enforcer told to "find someone" might leave a trail of violence unless instructed otherwise.

### Options explained:

On a 7-9, the NPC remains uncertain but open to negotiation. The GM will suggest modified terms or an Obligation. You can decline but must wait for a new opportunity to persuade them.

Using an existing Obligation grants a +3 bonus when meaningfully incorporated into your attempt. The Godlike result means they agree and reveal valuable information about the situation.

# SESSION MOVES

Godflesh uses three session moves, each performed once per session: **Start of Session**, **End of Session**, and **Advance**.

These moves connect individual sessions into a cohesive narrative, tracking character growth, relationship development, and world changes. They require no dice rolls and help create a richer, more interconnected campaign experience over time.

## START OF SESSION

When the session starts, you clear your threads ⚡ and mark 1 thread ⚡. Clear your Nature and Drive marks.

The **Start of Session** move prepares your character for new adventures. Begin by clearing all thread marks from your sheet, representing a fresh start. Then, mark one new thread, giving you a resource to influence the narrative. Finally, clear any marks on your Nature and Drives, allowing you to pursue these aspects anew. This reset ensures your character enters each session ready for action, with a clean slate and the potential for growth and achievement in the upcoming story.

## END OF SESSION

When the session ends, take the following steps:

- Choose a bond that came into play during the session and strengthen it. If it's already a strong bond, resolve it, mark XP ♦, and write a new bond.
- If you acted on your nature during the session, mark XP ♦.
- If you learned something new and important about the world, mark XP ♦.

The **End of Session** move encourages reflection on your character's journey. Evaluate a significant bond, strengthening it or resolving it for XP if already strong. Consider if your actions aligned with your character's nature, marking XP if so. Lastly, if you gained important knowledge about the world that impacts your character's perspective, mark XP. This process rewards character growth, relationship development, and engagement with the game world, setting the stage for future adventures.

## ADVANCE

When you have downtime (hours or days) and 5 XP ♦ marked, clear the marks and advance. You can only advance once per session.

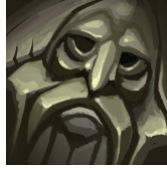
The **Advance** move allows character growth during downtime. When you have 5 XP and your character has hours or days of peace, clear the XP and choose one Advancement option. This could improve stats, add skills, or deepen personality traits. You can only **Advance** once per session, representing gradual development over time.

The advancement list is divided into two tiers. You must select five advancements from the top section before accessing options in the bottom section. This structure ensures a natural progression of character development, building from fundamental improvements to more specialized abilities.



## CHAPTER 4

# CREATE A CHARACTER



*Character creation in Godflesh is a collaborative process that happens at the beginning of your first session. All players should participate, asking questions and contributing to the world-building. This process is a conversation, much like the game itself.*

## CHOOSING AN ADVENTURER

Select a playbook that defines your character's archetype. Each playbook offers unique traits, abilities, and challenges. To ensure a diverse and dynamic group, players should choose different playbooks. If two players want the same playbook, the GM can suggest alternatives or use a coin flip to decide.

The available playbooks are The Anointed, The Fable, The Harrier, The Haunted, The Magus, The Primal, The Scarred, The Shaper and The Tempest.

## CORPUS

Each playbook presents three Corpus options, which are specializations that customize your character. A Corpus provides a corpse move, starting Treasures, and a signature Move. Choose the Corpus that best fits your desired play style and character concept.

## TREASURES

Treasures are supernatural gifts acquired through your character's earlier journeys. They include masterwork equipment, companions, familiars, and unique abilities. Your Corpus assigns some starting Treasures, which you'll describe during character creation.

Name your Treasures if appropriate and consider how you obtained them.

## ATTUNEMENT

To use a Treasure, you must attune to it. Start with 6 attunement points to allocate among your Treasures, setting their Power track. Assign attunement for each Treasure's function separately, even if an item has multiple uses.

## ORIGINS AND ASPECT

Your Origin describes your character's beginnings, while your Aspect defines the source of their abilities. Let your choices of Corpus and Treasures influence your Origin and Aspect, creating a cohesive narrative for your adventurer.

## NAME AND LOOKS

Give your character a fitting name and describe their appearance, considering both physical traits and attire. Remember that the Strain's influence can manifest in unique features, making your character stand out.

## BACKGROUND QUESTIONS

Each playbook includes a set of background questions. These prompts help you develop your character's identity, their place in the world, and their relationships with others. Briefly answer these questions, focusing on NPCs rather than other PCs when mentioning other characters. Your responses will enrich your character's backstory and provide material for introductions. Use these answers to inspire your roleplaying, but feel free to expand on them as you explore your character during play.

## ATTRIBUTES

Personalize your character by assigning the following scores to their attributes:

+2, +1, +0, +0, -1

Familiarize yourself with the core moves and starting moves for your chosen playbook. Consider placing your +2 score in the attribute associated with your Corpus' signature move. Allocate the remaining scores based on the advanced moves you find appealing and your desired character concept.

## STARTING MOVES

Every adventurer begins with a set of Core Moves and unique Playbook Moves. Your chosen Corpus grants a signature move and the opportunity to select additional moves during character creation. These moves define your character's capabilities and play style.

## NATURE AND DRIVES

Each adventurer has a Nature and three Drives. Your Nature represents your core identity and guiding principle, while Drives are the desires and goals that propel you forward. You mark XP ♦ when acting on your Nature and gain a Thread ⚡ when satisfying a Drive during a session.

## INTRODUCE YOUR CHARACTER

With the playbooks mostly complete, take turns introducing your characters. Share their name, appearance, abilities, origin, noteworthy Treasures, and any crucial information. Engage in a brief discussion, asking questions to forge connections between characters and shape the world you'll explore.

## BONDS

After introductions, establish Bonds between characters. These connections stem from shared history or experiences. Fill in at least one Bond, but more will strengthen your party's dynamic and fuel engaging roleplaying opportunities.

## THE HAVEN

Collaboratively create a Haven, a shared sanctuary for your characters. Choose a location that resonates with your group and serves your needs. Fill in characteristics for your Haven on the band's sheet, considering its type, status, merits, and flaws.

- *Type of place:* abode, tavern, workshop, shrine, museum, park, gymnasium, cave, thicket, or other.
- *Status:* Abandoned, busy, private, public, or other.
- *Merits:* Blessed by a Divine, historical significance, magical fount, ancient battlefield, sacred to nature, or other.
- *Flaws:* Decayed, haunted, under watch, criminal activity, psionic disruption, previous occupants, or other.

Your Haven will evolve and change as your game progresses.

## FORGING THE CRUCIBLE

Establish your band's history by answering questions about a shared, daring exploit called the Crucible. This event binds your characters together and introduces key factions and plot elements. Engage in an open discussion to flesh out the details and create a foundation for your adventures.

1. A supernatural event or dangerous enemy threatened your Haven. Was it truly intended for your sanctuary, or were you simply caught in the crossfire? Describe the nature of this threat.
2. Where did the incident occur, and how did it significantly impact your Haven or the surrounding environment? Describe the aftermath.
3. You bravely faced the threat, but your actions drew unwanted attention from a local group. Who are they, and what did they perceive about your band during the incident?

Add them as a Faction on your band sheet, at **no standing**.

4. Your deeds caught the eye of a key figure within a larger organization. Who is this organization, and who is the influential figure who noticed you?

Add them as a Faction on your band sheet, at **+1 standing**.

5. Powerful forces may not have appreciated your interference. Who is this rival, and why do they oppose your band? Are they actively working against you, or do they bide their time for a grander scheme?

Add them as a Faction on your band sheet, at **-1 standing**.

6. In the aftermath, who did you turn to for aid and support? What assistance did they offer?

Add them as a Faction on your band sheet, at **no standing**, and an **Obligation towards them**.

7. What forged the unbreakable bond between your band members? How did you stay connected after the crisis?
8. The incident wasn't an isolated event. What signs did you uncover hinting at a larger conspiracy or looming danger?

## GET READY TO PLAY

Take a brief break to let the GM process your characters' information. When ready, the GM will begin the journey following the steps in the "First Session" chapter.

# CHAPTER 5

# BECOME AN

# ADVENTURER



*Your journey as an adventurer begins with picking a playbook – a framework that defines your character's core abilities and approach to challenges. Each playbook offers distinct capabilities, from combat prowess to social manipulation or mystical powers.*

While playbooks provide structure, they allow customization within their framework. Your character can evolve through play, potentially even switching playbooks to reflect significant growth.

Each player must choose a different playbook. This requirement ensures a balanced adventuring band where every character has unique abilities and clear opportunities to contribute. The diversity in playbooks creates natural specialization and prevents capability overlap, allowing each adventurer distinct moments to shine.

## Gifted

Certain moves, marked with the GIFTED tag, gain additional effects when paired with specific Treasures. While moves and Treasures can be chosen independently, combining them unlocks their full potential, granting unique advantages described in the move's text.

Those are the playbooks presented in this chapter:

## THE ANOINTED

A mystic truth-seeker who glimpse beyond reality's veil, bearing prophecies and revelations that shape your destiny and burden your conscience.

## THE FABLE

A charismatic storyteller who weaves tales and lies into reality, using your silver tongue to influence events and manipulate perceptions.

## THE HARRIER

A provocateur of change who identifies society's flaws and catalyzes transformation, whether through gentle nudges or forceful upheaval.

## THE HAUNTED

A death-touched individual who commune with departed spirits, walking the thin line between the worlds of the living and dead.

## THE MAGUS

An arcane scholar who pursues forbidden knowledge and channels raw magical power, risking madness in your quest for arcane mastery.

## THE PRIMAL

Nature's avatars who embody the wild's untamed essence, your body and spirit transformed by your deep connection to the natural world.

## THE SCARRED

A battle-hardened warrior who carries the weight of past conflicts, approaching violence as a precise tool rather than mindless aggression.

## THE SHAPER

A mystical artisan who breathes life into your creations, using your craft to forge both wonders and weapons that alter the world around you.

## THE TEMPEST

A living storm who struggles to control your overwhelming emotional power, balancing serene discipline with explosive force.



# THE ANOINTED

*No mere bystander, you bear the chilling weight of secrets glimpsed beyond the mortal veil. Driven to unearth truths others fear to speak, you pierce hidden realities, forever marked by the burden of a destiny not your own. Remember, ignorance may seem like bliss, but the knowledge you wield is a double-edged sword. Choose wisely, Anointed.*

## THE ANOINTED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

## VEIL OF THE COSMOS

When you probe someone to uncover hidden motivations, take +1.

**Starting Treasures:** Esoteric Knowledge, Toll the Dead, and Mastercraft Weapon.

**Signature Move:** You start with the Cosmic Revelation move.

### COSMIC REVELATION

When you expose a mortal's mind to the incomprehensible vastness of divine knowledge, roll Awe. On a 10+, choose two. On a 7-9, choose one:

- They answer your questions with unflinching honesty.
- They remain coherent after the revelation.
- You gain deeper insight into their psyche.

On a 6-, the GM decides their traumatic reaction.

○ GIFTED: With *Undeniable Presence*, you can ask an additional question on a hit.

## VEIL OF PORTENTS

When you analyze potential outcomes and make decisions based on nuanced predictions, take +1.

**Starting Treasures:** Truesight, Undeniable Presence, and Mastercraft Armor.

**Signature Move:** You start with the Fractures of Possibility move.

### FRACTURES OF POSSIBILITY

When you reach into the threads of time, describe what you seek to witness, then roll Magia. The vision unfolds as a prismatic web of potential. On a 10+, you see one clear future. Take +1 ongoing as you navigate its contours. On a 7-9, the vision blurs, you catch fragmentary glimpses – take +1 forward when you act on these insights.

On a 6-, the timestreams fracture around you. The GM describes a prophecy that promises as much danger as hope, leaving you with more questions than answers.

## VEIL OF SHADOWS

When you attempt to understand movement patterns and hidden connections, take +1.

**Starting Treasures:** Uncanny Senses, Ghostly Footfalls, and Mastercraft Tool.

**Signature Move:** You start with the Unfolding Route move.

### UNFOLDING ROUTE

When you divine someone's path through arcane signs and mystical portents, roll Insight. If you possess an item or token connected to your quarry, take +1 to your roll.

On a 10+, you unveil a precise tapestry of movement: their current location, likely destination, and a significant detail about their recent journey. On a 7-9, you catch fragmented glimpses: either their current whereabouts, recent path, or a cryptic hint about their next move.

On a 6-, you receive only whispers – tantalizing but frustratingly incomplete fragments that demand further investigation.

○ GIFTED: With an *Awakened Companion*, you can simultaneously track and pursue other objectives while divining their path.

## BACKGROUND QUESTIONS

- You had a vision, dream, or experience that shattered the veil of reality for you. What secrets did you witness?
- The weight of your knowledge can be crushing. How do you carry this burden?
- Unraveling hidden truths can lead down perilous paths. How far are you willing to go in your pursuit of knowledge?
- Who else shares your belief in the message you carry, or walks a similar path in search of hidden truths?

## NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

### Nature (pick 1):

- Reveal uncomfortable truths even when silence would be safer.
- Sacrifice personal comfort to preserve important knowledge.
- Shield others from truths they aren't prepared to handle.

### Drive (pick 3):

- Share an unwelcome truth.
- Guide someone else's revelation.
- Interpret a prophetic sign.
- Make a sacrifice for truth.
- Preserve forbidden knowledge.



## ADVANCED MOVES

At character creation, pick 2.

### DIVINE RETRIBUTION

When you **Clash in Battle** against someone you know has committed an egregious offense, on a hit, you strike true, and they cannot easily escape your judgment. On a 7-9, you still expose a vital weakness or create an opportunity, even if you don't fully prevail.

○ GIFTED: If you wield a mastercraft ranged weapon, you can choose to capture the target instead of inflicting harm, bringing them to face the consequences of their actions.

### LIMINAL SHADOW

When you choose stillness, you fade from mortal perception. People may pass through your space, touch you, or speak nearby without registering your existence.

Any deliberate movement instantly breaks this invisibility, causing those around you to suddenly become aware of your presence.

○ GIFTED: With Ripple in the Crowd or Ghostly Footfalls, you can make minor movements without revealing yourself.

## DEATH MOVE

When you die, the veil shatters and ultimate truth floods your consciousness. Choose three pieces of hidden knowledge you've carried. Those present experience these truths as undeniable visions. Each witness holds 1-Truth. They can spend it during a crucial moment to gain perfect insight about their situation, as if rolling a 10+ on Recall Information. This vision carries your voice and perspective, but burdens them with 1 pressure as the weight of revelation takes its toll.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your knowledge takes physical form. Make three statements of absolute truth – each manifests visibly, becoming undeniably real to all who witness it. These revelations can reshape the physical world, expose deceptions, or force understanding upon others.

### Consequences:

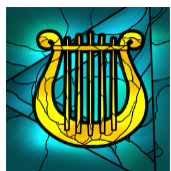
- Your body changes significantly.
- You take 1 pressure on a 13+ when you Recall Information.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Figure Someone Out.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_ witnessed my first brush with divine revelation..
- \_\_\_\_\_ helps ground me when the weight of knowledge becomes too heavy.
- A vision showed me that \_\_\_\_\_ plays a crucial role in what's to come.
- \_\_\_\_\_ reminds me of who I was before my awakening.



## THE FABLE

*Kings tremble, and shadows bow, all before your captivating tales. Lies spin the truth, whispers ignite reality, and fate kneels to your silver tongue. Craft your narrative, shape destinies, and leave your mark on the world, one story at a time. Remember, Fable, even the most enchanting performances can hold hidden thorns.*

### THE FABLE'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

### VERSE OF THE BEWILDER

When you swindle people to glean new information, take +1.

**Starting Treasures:** Guileful Grace, Eloquent Charmer, and Masterwork Armor.

**Signature Move:** You start with the Fascinate move.

#### FASCINATE

When you make eye contact to create a hypnotic effect, roll Awe. On a hit, the target falls under your influence, unable to move away or break eye contact. On a 10+, you can move around while maintaining the effect, but it ends if the target loses sight of you. On a 7-9, You must maintain direct eye contact.

### VERSE OF THE CARNIVAL

When you read the mood and identifying the motives in a social event, take +1.

**Starting Treasures:** Awakened Companion, Flow State, and Masterwork Weapon (close).

**Signature Move:** You start with the Masquerade move.

#### MASQUERADE

When you integrate into a social gathering where you wouldn't normally belong, roll Magia. On a 10+, everyone assumes you're a natural part of the scene, whether a worker, server, or guest. On a 7-9, you'll need to do something to make it look like you belong. On a 6-, unexpected drama or obligations ensnare you, unless you want to blow your cover.

○ GIFTED: With *Guileful Grace*, take +1 for this roll.

### VERSE OF THE REVELER

When you wield your social acumen to influence a crowd, take +1.

**Starting Treasures:** Enigma Engine, Inspiring Radiance, and Masterwork Instrument.

**Signature Move:** You start with the Bacchanalia move.

#### BACCHANALIA

Any festive gathering you join becomes exponentially more exuberant. Food and drink don't run out for the duration. When you attempt to influence the gathering with your own agenda, roll Resolve. On a 10+, people follow your lead, captivated by the heightened atmosphere. No one resists your suggestions directly. On 7-9, you can sway a few key individuals or temporarily calm a tense situation.

○ GIFTED: With a *Masterwork Instrument* you can start a revelry almost anywhere with just a few people.

## BACKGROUND QUESTIONS

- Your captivating narratives haven't always had the intended effect. What did you learn from this experience?
- Not everyone is equally susceptible to your charms. Who are those that are particularly swayed by your stories?
- Do you believe in the power of truth, even when it's inconvenient or unpopular?
- What motivates you beyond the thrill of a captivating performance?

### NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

#### Nature (pick 1):

- Act with dramatic flair even in dire circumstances.
- Help someone tell their story who normally stays silent.
- Step back to let someone else be the hero.


#### Drive (pick 3):

- Turn rivals against each other through clever words.
- Make someone question their loyalties.
- Learn a new form of artistic expression.
- Make someone powerful look foolish.
- Win over a hostile audience.

## ADVANCED MOVES

At character creation, pick 2.

### RALLYING CRY

When you **Provide Support**, you may roll  Awe instead of Bonds. If you do, on a hit, they take +2 instead of +1 to their next roll.

○ GIFTED: Your Inspiring Radiance is especially effective. The first time you provide support in a session, they gain a thread on any hit, not only on 10+.

### SERENDIPITY

Fate smiles upon you, always guiding you through minor mishaps. Puddles miraculously vanish, rooms at crowded inns appear, and you effortlessly catch the attention of the right person. Minor threats tremble before your fortunate spirit. Any attack dealing only 1 damage (before armor) glances harmlessly off, leaving you unscathed.

## DEATH MOVE

Death holds its breath. When you die, you steal the spotlight one last time. Weave a heart-wrenching monologue, strum a defiant song, or unleash any artistry that captivates the audience. During this performance, Recall Information, Sway Someone, and Provide Support awarded Godlike results, and your signature move guarantees a 10+. The captivated audience, including enemy characters, freezes until the performance ends. Take your final bow, Fable, for as the last note fades, the curtain falls.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You reach into the hearts of everyone present and lay bare their emotions. While they experience perfect empathy, you can see each person's greatest desire or goal. Choose one of them and will it into being – a great play, a painting – you make it real.

### Consequences:

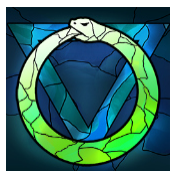
- Your body changes significantly.
- People flock to you wherever you go.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when Swaying Someone.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_ reminds me of a character from my favorite tale, for better or worse.
- I share a secret with \_\_\_\_\_ that could ruin both our reputations.
- My stories about \_\_\_\_\_ have made them more famous than they realize.
- I'm trying to change the ending of \_\_\_\_\_'s personal story.



# THE HARRIER

*The world's flaws itch at you, and you see the potential for growth hidden beneath. You nudge, prod, and even force change, knowing progress can be messy and unwelcome.*

*Embrace the chaos, Harrier, but remember: growth has consequences. Are you ready for the world you unleash?*

## THE HARRIER'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

## ADAPTIVE MOMENTUM

When you gain the trust or confidence of others through your appearance or demeanor, take +1.

**Starting Treasures:** Undeniable Presence, Fluid Form, and Mastercraft Tool.

**Signature Move:** You start with the Living Canvas move.

## LIVING CANVAS

Your appearance is a constantly adapting canvas, allowing you to seamlessly blend into any social situation. Your hair, makeup, and clothes shift and reform to be perfect for the given occasion, from casual to formal. Mimicking a recognizable uniform or outfit results in a mostly convincing appearance, but always with minor, telltale flaws.

○ GIFTED: With *Mimic Shroud*, you can use Living Canvas to convincingly resemble a specific person, including their outfit.

## CHANGING MOMENTUM

When you exert influence over groups or organizations, take +1.

**Starting Treasures:** Mimic Shroud, Mark of the Order, and Mastercraft Weapon (ranged).

**Signature Move:** You start with the Catalyst move.

## CATALYST

You fabricate a small but significant object or event designed to nudge a situation in a desired direction. This could be a forged document, a strategically placed item, or a carefully crafted rumor. Describe the catalyst and its intended effect. It works perfectly once.

○ GIFTED: With a *Enigma Engine*, the Catalyst works perfectly the first time. Afterward, you can use the object two more times, but each use requires you to **Steel Your Nerves**. On a success, the Catalyst functions, but you must describe an unforeseen complication that arises. On a failure, the Catalyst backfires, creating a new problem.

## CRITICAL MOMENTUM

When you force a confrontation or create a high-stakes situation, take +1.

**Starting Treasures:** Enigma Engine, Sigil of Command, and Mastercraft Armor.

**Signature Move:** You start with the Calculated Risk move.

## CALCULATED RISK

You present a daring plan, one that demands sacrifice but promises great reward. Instead of rolling **Plead Your Case**, each member can choose to take 1 unhealable damage (ignoring armor) to embrace the risk, granting them +1 ongoing to all rolls related to the plan. This ongoing bonus lasts until you all rest, at which point the damage is healed.

If you present the plan at the Haven, you can shoulder the risk yourself, taking 2 unhealable damage (ignoring armor) to grant the entire band the +1 ongoing bonus. This also lasts until you all rest.

## BACKGROUND QUESTIONS

- You witnessed an injustice, a stifling stagnation, or a missed opportunity for growth that compelled you to take action. What was this event?
- Those comfortable with the current order brand you a villain. How do you handle this label?
- Even in your relentless pursuit of change, are there lines you refuse to cross?
- What does a world sculpted by your vision look like?

## NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

### Nature (pick 1):

- Challenge stagnant traditions that harm more than help.
- Create chaos to reveal hidden truths and opportunities.
- Force growth through controlled destruction.

### Drive (pick 3):

- Create an opportunity where others see only obstacles.
- Plant seeds of doubt in a follower of tradition.
- Take the blame for chaos that leads to growth.
- Turn a defender of order into an agent of change.
- Reveal the cost of maintaining false peace.




## ADVANCED MOVES

At character creation, pick 2.

### DANCE WITH DANGER

You're comfortable in dangerous situations. When you **Steel Your Nerves** to perform a risky action – sneaking, picking locks, or anything that puts you on the line – take +1.

○ GIFTED: With *Prestidigitation*, you can manipulate fate itself. Instead of the +1, roll  Magia.

### THE VANISHING ACT

When you leave the scene of your own mischief, you slip away unnoticed. You're not invisible, but everyone's attention seems to be elsewhere.

○ GIFTED: With *Animal Form*, you can take a small souvenir with you as you depart. Its usefulness will become clear later.

## DEATH MOVE

When you die, your restless spirit refuses to fade quietly. You become a catalyst, rippling outward to shake the foundations of order. Name one pillar of power, tradition, or belief that your passing will ultimately destroy. The GM will weave its inevitable collapse into the world's story. As your body fails, it dissolves into a swarm of glowing butterflies that scatter to the winds. Those touched by them find themselves forever changed, questioning the chains that bind them. Your death marks not an end, but the beginning of transformations you always fought to create.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You become a nexus of pure chaos. Name something that has long resisted change – a tradition, a hierarchy, or an immutable law. Describe how your presence unravels it completely, creating a chain reaction that forces everyone to adapt or break. Your allies can ride this wave of transformation, but your enemies must face its full destructive force.

### Consequences:

- Your body changes significantly.
- You draw hostile attention from those who maintain order.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when trying to **Provide Support** or **Plead Your Case**.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_ helped me escape after I caused necessary chaos.
- \_\_\_\_\_ saw through my deception but kept my secret.
- My actions accidentally destroyed something precious to \_\_\_\_\_.
- I trust \_\_\_\_\_ to tell me when I've gone too far.



# THE HAUNTED

*Death's whispers haunt you, its secrets etched on your soul. You offer comfort and fear in equal measure, understanding the finality and beauty death holds. Memories of the departed cling to you like spectral tendrils, a burden both chilling and profound. Tread carefully, Haunted, for the secrets you carry are heavy indeed.*

## THE HAUNTED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

### BOUND BY GUILT

When you discern the truth behind lies and deception, take +1.

**Starting Treasures:** Walking Corpse, Whispering Despair, and Mastercraft Weapon (choose: reach, or ranged).

**Signature Move:** You start with the Scales of Judgment move.

### SCALES OF JUDGMENT

When you weigh the guilt or regret in someone's heart, roll Resolve. Declare your accusation or suspicion and study their soul. On a 10+, you discern the truth of their guilt or the depth of their remorse. On a 7-9, you sense the burden they carry, but the specifics remain clouded.

If they are innocent or bear no regret, you learn what truly weighs upon their conscience.

○ GIFTED: With *Toll the Dead*, you also gain insight into how they might atone for their misdeeds or find peace from their regrets.

## BOUND TO MEMORIES

When you delve into the past, uncovering secrets or lost knowledge, take +1.

**Starting Treasures:** Psychometry, Shapechanger, and Mastercraft Tool.

**Signature Move:** You start with the Whispers from Beyond move.

### WHISPERS FROM BEYOND

When you commune with the dead to seek answers, roll Awe. On a 10+, ask two questions. On a 7-9, ask one. On a miss, the spirit resists, you may take 1-pressure to compel them to answer, or accept their silence.

Having the deceased's remains grants you Favor when rolling. Contacting spirits remotely requires that you spend a thread .

○ GIFTED: With *Walking Corpse*, treat a 7-9 result as a 10+.

## BOUND TO SILENCE

When you inspire fear or awe in others, causing them to hesitate or falter, take +1.

**Starting Treasures:** Ripple in the Crowd, Unquenchable Flame, and Mastercraft Armor.

**Signature Move:** You start with the Glimpse of Mortality move.

### GLIMPSE OF MORTALITY

When you unleash the chilling echoes of mortality upon a small group, roll Prowess. On a 10+, the group is paralyzed by existential dread for the scene, lost in visions of their own demise. On a 7-9, the group is shaken and stunned, giving them pause for a minute or until someone snaps them out of it.

○ GIFTED: Using *Shapechanger* to take on an animal form, the group is likely to flee in terror.

## BACKGROUND

### QUESTIONS

- What brush with death irrevocably marked you?
- Your connection to the departed can be isolating. Do you seek solace in solitude, or struggle with the weight of the dead's pleas and memories?
- Your brush with death fundamentally changed your view on life. What changed?
- Despite your connection to the dead, an unlikely ally trusts you. Who is this person, and why do they believe in your ability to bridge the veil?

### NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

#### Nature (pick 1):

- Bridge the gap between the living and dead.
- Find beauty in endings and help others accept death's role in life.
- Act as death's witness, marking significant endings.

#### Drive (pick 3):

- Help someone make peace with a departed loved one.
- Honor a dead person's unfulfilled wish.
- Face death to protect someone who fears it.
- Turn a place of death into one of remembrance.
- Mark a significant transition with proper ceremony.

## ADVANCED MOVES

At character creation, pick 2.

### KINDRED SPIRITS

You transform the fear of death into a celebration of life. Anyone who shares a drink, smoke, or other celebratory act with you heals 1 damage during your first toast. If they offer you a gift (drink, promise, food—your choice), they heal 2 damage instead.

○ GIFTED: With *Aura of Dread*, you can switch it to *Aura of Celebration* at will.

### THE REAPER'S GAME

You can challenge anyone to a contest of skill, setting the terms (including stakes up to and including death). If they accept, the challenge is magically binding. Never challenge a Haunted when death is the wager.

### SPECTRAL GUIDANCE

You are attuned to the lingering echoes of the departed. When you assess a tense situation, you can consult the spirits present, asking them questions as if they were living witnesses.

## DEATH MOVE

When you die, the emotional weight of every loss and grief you've carried surges outward as a spectral weapon. Enemies near your body are overwhelmed by an intense wave of unresolved pain. Your final moment becomes a devastating act of protection, turning your accumulated sorrow into a force that shields those you care about. The site of your death becomes hallowed ground, marked by an unnatural stillness.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

In a moment of divine transformation, you become the bridge between life and death. Describe how you use your connection to death to transform a hopeless situation, suspending the natural order. Your intervention rewrites fate, turning inevitable tragedy into unexpected mercy.

### Consequences:

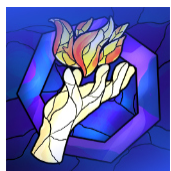
- Your body changes significantly.
- Unresolved spirits are always drawn to you, preventing you from ever truly being alone.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take 1 Pressure on 13+ when you Assess a Tense Situation.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I helped \_\_\_\_\_ properly mourn a loved one when no one else would.
- \_\_\_\_\_ reminds me of someone I've lost, and I can't look away.
- I've seen \_\_\_\_\_ in a moment of profound vulnerability that others missed.
- A ritual I performed long ago created an unexpected link with \_\_\_\_\_.



# THE MAGUS

*Arcane whispers ignite your hunger for knowledge, power etched in symbols and secrets. Bend nature's fury, channel divine sparks, or dissect reality itself. But beware, Magus, power's a fickle flame. Each manipulation of fate echoes with consequence. Tread carefully, for brilliance and madness waltz close, and a single spell can shift the balance of destiny.*

## THE MAGUS' CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

## BINDING WEAVE

When you restrict people's movement and manipulating their bodies, take +1.

**Starting Treasures:** Golem, Masterwork Armor, and Sharpened Intellect.

**Signature Move:** You start with the Mote of Translocation move.

## MOTE OF TRANSLOCATION

When you spend a minute and focus on an object you previously marked, as long as it's in a stationary and safe location, you recall it. If the item is somewhere unfamiliar, in motion, or dangerous, roll Resolve. On a 10+, it's recalled with no issues. On a 7-9, you're disrupted. It arrives at a nearby location. You have a vague sense of where it is. On a miss, it goes somewhere fun and unexpected! You can only recall inanimate objects and the act itself is noisily

○ GIFTED: If you have a *Ritual Kit*, take +1 for this roll.

## CELESTIAL WEAVE

When you use your abilities to bolster other's magical powers, take +1.

**Starting Treasures:** Familiar, Masterwork Weapon (close or ranged), and Shapechanger.

**Signature Move:** You start with the Counterspell move.

## COUNTERSPELL

When you use your power to dispel an ongoing magical effect, roll Insight. On a 10+, you understand the effect well and dissolve it. On 7-9, it's disrupted for a short time but will reactivate later. On a miss, you think you're successful.

## HARMONIC WEAVE

When you use your magical forces to innervate the life force of others, take +1.

**Starting Treasures:** Arcane Resilience, Mark of the Order, and Ritual Kit.

**Signature Move:** You start with the Invocations move.

## INVOCATIONS

You can cast some simple magic that requires little to no effort on your part. Pick three invocations. They do not require a roll.

- Sleight-of-hand • Distract
- Empathize • Illuminate/extinguish
- Move small objects • Lock/unlock
- Other: \_\_\_\_\_

○ GIFTED: If you have a *Familiar*, it can cast your invocations.

## BACKGROUND

### QUESTIONS

- What first ignited your fascination with the arcane?
- You once faced the unintended consequences of your magic. What happened? What did you learn from this experience?
- Arcane magic comes at a cost. What toll does your pursuit of power take on you?
- Your arcane talents haven't gone unnoticed. Who is the rival who mistrusts your methods or goals? How did their actions push you to new heights of magical prowess?

## NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

### Nature (pick 1):

- Reveal the rational principles behind seemingly chaotic magic.
- Endanger yourself pursuing magical knowledge.
- Solve a problem through magical insight rather than brute force.

### Drive (pick 3):


- Uncover the true nature of a divine relic.
- Channel magic beyond your normal limits.
- Clean up someone else's magical mistake.
- Guide someone away from dangerous magic.
- Exchange magical knowledge with a rival.



## ADVANCED MOVES

At character creation, pick Thaumaturgy and 1 other.

### THAUMATURGY

When you cast a spell, describe how it should work using the effects and cost you're willing to take. Roll  Magia. On 10+, pick 2 effects and 1 cost. On a 7-9, pick 1 effect and 1 cost. On a miss, pick 2 costs and the MC fills in the rest.


#### Effects:

- Instant casting • Hide something
- Reveal a secret • Deal 2 damage
- Deal 1 damage to a small group
- Communicate impossibly
- Restrict movement

#### Costs:

- Long casting time • Unwanted attention
- Take 2 damage • Short duration
- Something is hidden from you
- Inflict collateral damage
- Deal an ally 1 damage

### EPHEMERAL ENCHANTMENT

When you Sway Someone, you may roll  Magia instead of Awe. If you do, eventually they will realize they were manipulated and will remember this experience.

### WHISPERS OF SECRETS

You have a knack for uncovering hidden knowledge, a natural talent for unearthing and retaining knowledge that most wouldn't dare to seek or even know exists. When you recall information regarding secret, dangerous, or obscure topics, take a +1 to the roll.

○ GIFTED: If you have a Mark of the Order, roll with Favor instead of the +1.

## DEATH MOVE

In a cataclysmic display, your mortal coil crumbles under the immense power of your accumulated magical treasures. When you die, the raw magic erupts, permanently warping the surrounding land into a reflection of your arcane legacy. Your body is consumed, leaving only a crater echoing with raw magical energy, the surrounding area becomes a testament to your legacy, forever warped by the unleashed magic.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You grasp the intricate threads of fate, pulling on one, severing another, and weaving them anew around your desire. Unleash a spell of legendary proportions, one that bends the course of events and leaves an indelible mark upon reality. Describe the intended outcome of your grand weave.

#### Consequences:

- Your body changes significantly.
- All Thaumaturgy draws unwanted attention.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Assess a Tense Situation.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I owe \_\_\_\_\_ for saving me from magical backlash.
- \_\_\_\_\_ carries an artifact I covet.
- \_\_\_\_\_ questions my methods but respects my results.
- I dream repeatedly of \_\_\_\_\_ and fire.



# THE PRIMAL

*Nature's fury flows in your veins, shaping your body into whispers of leaves, claws of fur, and living earth. Untamed wilds are your domain, their language your tongue, their power your weapon. Embrace life's raw force, defy the gods' hold, and carve your legend in the world's untamed heart.*

## THE PRIMAL'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

## BLOOMING TAPESTRY

When you manipulate plants or crops to create new forms for your advantage, take +1.

**Starting Treasures:** Guardian Beast, Mockingbird, and Masterwork Armor.

**Signature Move:** You start with the move *Surge of Life* move.

## SURGE OF LIFE

When you tap into your primal essence to accelerate natural healing, roll ☯️. On a 10+, clear up to 4 marks across any combination of targets. On a 7-9, clear up to 3 marks. On a miss, you can mark 1 Pressure to clear 2 marks for one person.

○ GIFTED: If you have a *Flourishing Aura*, you can heal an additional mark on a hit.

## FEROCIOUS TAPESTRY

When you blend into the environment and stay undetected, take +1.

**Starting Treasures:** Flourishing Aura, Masterwork Weapon (close), and Uncanny Senses.

**Signature Move:** You start with the move *Shapeshifter* move.

## SHAPESHIFTER

You change your form to that of an animal or plant. For an unremarkable, harmless form, you just do it. When you transform into something formidable, roll ☯️. Resolve.

On 10+, choose 2. On 7-9, choose 1, on a miss you shift, but it goes wrong. You have 3-power ○○○ and revert back when exhausted:

- Pick another option when Clashing in Battle.
- Freely communicate with animals.
- Take +1 power when attacking.
- Take +1 power for protection.
- Take a hybrid form.

○ GIFTED: If you have a *Masterwork Armor*, it's still applied while transformed.

## WHISPERING TAPESTRY

When you tame and handle animals or manipulate wild creatures, take +1.

**Starting Treasures:** Elemental, Masterwork Armor, and Unbreakable Resilience.

**Signature Move:** You start with the *Living Tide* move.

## LIVING TIDE

You bring forth a swarm of insects, rats, spiders, or small birds, depending on the available environment, providing ongoing support or distraction. They act as one, following your commands with a hivemind-like collective intelligence. The swarm has 2-power ○○ and can be used to inflict damage and assist in other actions. It dissipates when exhausted.

## BACKGROUND

### QUESTIONS

- Your primal urges clash with human society. What form does your inner struggle take?
- You believe that the advance of civilization threatens the wild places. What emotions does this stir in you?
- A kindred spirit shares your connection to nature. Who are they and what binds you together?
- The wilderness has marked your body in visible ways. How has this transformation shaped your life?

## NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

### Nature (pick 1):

- Challenge the boundaries between human and wild.
- Follow instincts despite rational objections.
- Participate in the natural cycles of growth and decay.

### Drive (pick 3):

- Heal a wounded landscape or creature.
- Transform at an inopportune time.
- Expose a Divine's violation of natural order.
- Show the beauty in what others fear.
- Restore a landscape corrupted by fallen god-essence.

## ADVANCED MOVES

At character creation, pick 2.

### BESTIAL FURY

Unleash your inner beast to enhance your close-quarters combat prowess and transform specific body parts like hands, feet, or even teeth, morphing them into claws, fangs, and talons. When you fight up close in melee combat, take 1 overflow ☉.

### HUNTER'S FOCUS

You have unwavering focus and keen observational skills. When you assess a tense situation to locate or track someone, you may roll ☘. Resolve instead of Insight. If you do, ask one more question on a hit.

○ GIFTED: If you have Uncanny Senses it will take a remarkable supernatural feat to throw you off the trail.

### WILD SPEECH

You can delve into the guttural dialogues of the wild and understand the emotions and basic intentions of local animals and plants. When you assess a tense situation, You can directly ask questions to nearby flora and fauna. while they are terrible conversationalists, they will offer limited yet honest answers within their understanding.

## DEATH MOVE

When you die, the wilderness explodes with your final, defiant essence. Your body becomes a catalyst for ecological transformation, dissolving into a living monument that reshapes the surrounding landscape. Ancient seeds burst into impossible growth, dormant creatures awaken, and the land itself transforms into a wild sanctuary that challenges the ordered domains of the Divines. Your death creates a primal ecosystem that bears witness to the untamed spirit you embodied, with creatures and plants emerging as living guardians of your final legacy.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You become a conduit for nature's raw power. You unleash the fury of the wilds to overcome impossible odds, commanding vines, beasts, and brambles to strike your foes and shield your allies. Your presence becomes a terrifying display of nature's might.

### Consequences:

- Your body changes significantly.
- Wherever you go, animals flock to you.
- Reduce your Injuries track by 1
- Your damage penalties start after 2 marks
- Take Disfavor when you Sway Someone or Plead Your Case.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_ treats the natural world with careless disregard, and I must correct this.
- \_\_\_\_\_ understands the language of the wilds, but I hear them speak it with a clumsy tongue.
- \_\_\_\_\_ triggers a primal unease within me.
- I've sworn an oath to protect \_\_\_\_\_ from the dangers of the wilds.



# THE SCARRED

*Past battles etch your soul, shaping you with the weight of violence. Words fail, diplomacy crumbles, and action roars. But violence is a tool, not a tongue. Each blow is a calculated*

*echo of experience, etched in scars that whisper potential. Are you shield or storm, Scarred? Choose your path.*

## THE SCARRED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

### MARK OF THE FORGE

When you examine an enemy to identify weaknesses and vulnerabilities, take +1.

**Starting Treasures:** Bottomless Bag, Mastercraft Armor, and Mastercraft Weapon (ranged).

**Signature Move:** You start with the Strategist's Eye move.

### STRATEGIST'S EYE

You possess a keen tactical mind to assess the battlefield and gain advantages in combat. When you analyze the situation of the battlefield, roll Insight. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold none or hold 1 and take 1 pressure. Spend a hold to:

- Take 1 damage (ignores armor) instead of a bandmate.
- Grant *Favor* to a bandmate when they clash in battle.
- You or a bandmate choose 1 more option when clashing in battle, even on a miss.

### MARK OF THE RAM

When you use obstacles to disrupt enemy movements, take +1.

**Starting Treasures:** Colossal Might, Mastercraft Weapon (close), and Sigil of Command.

**Signature Move:** You start with the Breaching the Barricade move.

### BREACHING THE BARRICADE

You have an extraordinary ability to push through physical barriers, fueled by your raw strength and momentum. When you move through a barrier that is exceptionally reinforced by magic or unique craftsmanship, roll Prowess. On 10+, you break through to the other side. On a 7-9, you break down the barrier but take 1 damage, ignoring armor. On a miss, choose: you take 1 damage and bounce off the barrier, or take 3 (ignores armor) and manage to blast through it. Your pride suffers as well as your body.

### MARK OF SHARPNEEL

When you look through salvage and debris to find useful items or materials, take +1.

**Starting Treasures:** Mastercraft Weapon (reach or thrown), Mastercraft Shield, and Unbreakable Resilience.

**Signature Move:** You start with the Makeshift Mayhem move.

### MAKESHIFT MAYHEM

You possess a knack for turning almost any physical object into a deadly weapon. This could be anything from a common household item like a playing card or a sturdy cloth to a more substantial tool like an oar. These makeshift weapons are temporary, meaning they are likely to break or become unusable after a single use. Gain 2-power with almost any physical object.

○ GIFTED: If you have a *Mastercraft Weapon*, your improvised weapons gain 1 additional power.

## BACKGROUND

### QUESTIONS

- A defining battle forged you into what you are today. Who was your opponent?
- The marks of your battles etch beyond your flesh. How do these deeper scars manifest, and how do you manage their influence on your daily life?
- While your combat prowess is undeniable, you possess another unique skill or quirk. What is this unique talent? How does it complement your combat abilities?
- A past battle left you burning with a desire for vengeance. Who wronged you? What drives your need for retribution?

### NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

#### Nature (pick 1):

- Turn violence into protection.
- Prove your evolution beyond past defeats.
- Transform pain into purpose.

#### Drive (pick 3):

- Teach someone a lesson through combat.
- Honor an opponent's fighting style or technique.
- Show mercy when victory is certain.
- Use your experience to resolve a conflict peacefully.
- Face a fear born from a past battle.



## ADVANCED MOVES


At character creation, pick 2.

### BATTLE-TESTED

You bear a mark of your turbulent past. You have an additional box at the front of your Injury track. Mark this box first whenever you take damage. You can mark 4 injuries before taking -1 to all rolls. If you get to 7 injuries you die as usual.


○ GIFTED: If you have a *mastercraft shield*, you can burn it to ignore damage from an attack.

### INTIMIDATING PRESENCE

When you sway someone using fear and the threat of impending violence, roll  Prowess instead of Awe, but don't expect them to like you afterward.

○ GIFTED: If you have a *sigil of command*, take +1 when swaying someone.

### READ THE FURY

Your exceptional combat prowess allows you to gain insights into recent battles or opponents. When you assess a tense situation where a battle took place, or figure someone out with someone you just fought, roll  Prowess instead of the regular attribute. If you do, You lash out violently or cause unwarranted damage in the process.

## DEATH MOVE

When you die, your battle scars ignite with unleashed power. Strike any enemy in sight with your maximum power, marking them permanently with your most defining scar. They will forever see fragments of the battles that shaped you, your final lesson etched into their flesh.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your scars pulse with divine power as every battle you've ever fought merges into perfect clarity. Describe how you achieve an impossible victory through pure martial perfection, turning your accumulated combat experience into a moment of transcendent strength.

### Consequences:

- Your body changes significantly.
- You feel every wound that you inflict on others as phantom pain.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- You take 1 pressure on a 13+ when you Clash in Battle or Defend.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_ helped tend to my wounds after a devastating fight.
- I respect how \_\_\_\_\_ resolves conflicts without violence.
- I'm curious about \_\_\_\_\_'s unusual fighting technique.
- I've sworn to face \_\_\_\_\_ in honorable combat someday.



# THE SHAPER

*Clay, metal, or magic – your hands breathe life into creation. Tools in yours are not just for building, but shaping destinies. Craft wonders or unleash chaos, the world your canvas.*

*Embrace creation's power, unleash destruction's fury, and leave your mark on every piece you forge.*

## THE SHAPER'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

### COGENT DESIGN

When you spend time in a human-made structure and act according to its nature, take +1.

**Starting Treasures:** Mastercraft Armor, Mastercraft Tool, and Unquenchable Flame.

**Signature Move:** You start with the Heart in the Stone move.

### HEART IN THE STONE

When you touch an object to project your will into it, roll Insight. On a hit, you understand the nature of the object and anything that might deviate from it. On a 10+, you can control the object beyond its normal means. Take +1 ongoing while inhabiting it.

○ GIFTED: If you have *sharpened intellect* you retain your consciousness while inhabiting the object.

## ETHEREAL DESIGN

When you interact with unfamiliar substances to determine their qualities or nature, take +1.

**Starting Treasures:** Awakened Companion, Sharpened Intellect, and Bottomless Bag.

**Signature Move:** You start with the Spiritcrafter move.

### SPIRITCRAFTER

You carry supplies to prepare remedies for personal use. The stock has 3-power . Mark your stock to enhance your natural physique, gain acute senses, or fight maladies. You cannot clear your stock by regular means.

When you search for materials to resupply your stock, roll Magic. On a 10+, clear all of it. On 7-9, clear 1, and something goes wrong.

## UNSEEN DESIGN

When you consult knowledge related to magical phenomena, take +1.

**Starting Treasures:** Mastercraft Weapon, Golem, and Esoteric Knowledge.

**Signature Move:** You start with the Enchant Components move.

### ENCHANT COMPONENTS

When you enchant an object, describe what it should do, and roll Resolve. On a 10+, it does what you wanted well. On a 7-9, it's functional but has some quirks or hindrances. On a miss, it goes awry and does something unexpected and dangerous. The enchanted object has 2-power and is lost once exhausted.

○ GIFTED: If you have a *Mastercraft Tool*, the object gains +1-power.

## BACKGROUND

### QUESTIONS

- There was a time when your creative spark felt like a burden rather than a gift. Did this experience dampen your passion, or teach you a valuable lesson?
- You once honed your craft under a patron. Who were they, and what kind of creations did you produce during this time?
- You imbue your creations with more than just functionality. What message or feeling do you hope to evoke with your work?
- You once created something you regretted. How did it impact your approach to shaping the world through your art?

### NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

#### Nature (pick 1):

- Create beauty from destruction.
- Sacrifice a cherished creation to protect others.
- Reveal hidden potential through your craft


#### Drive (pick 3):

- Craft a solution that overcome limitations.
- Study an unusual material or technique.
- Share your craft with someone.
- Transform a space to reflect its true potential.
- Expose a hidden flaw.


## ADVANCED MOVES

At character creation, pick 2.

### HEARTFORGED

When you clash in battle with a mastercrafted weapon that you made, you may roll  Resolve instead of Prowess. If you do, you cannot choose to *resist or avoid their blows*.

### INSPIRED TINKERING

When you use your craft to improve a tool someone else is using for the scene, roll  Resolve. On a 10+, they get +1 ongoing when using this tool for the scene. On 7-9, they get a +1 forward for the next time they use this tool.

## DEATH MOVE

When you die, your most significant creation becomes sentient, imbued with your essence and driven to complete your most profound unfinished goal. This artifact will seek out your allies or rivals, carrying your creative spirit forward with an intensity that ensures your impact continues to reshape the world even after your final breath.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your creative potential erupts. You can instantly reshape a single object or environment in a way that defies conventional craftsmanship. Describe how your transformation reveals a profound truth about creation, transcending the object's previous form and showing the boundless potential of your artistic spirit.

### Consequences:

- Your body changes significantly.
- Every object you touch subtly changes.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Empower.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I created something for \_\_\_\_\_ that went terribly wrong.
- My latest project requires \_\_\_\_\_ as a crucial collaborator.
- I'm searching for a rare material and \_\_\_\_\_ might know its location.
- \_\_\_\_\_ challenges my creative methods, which both frustrates and inspires me.



# THE TEMPEST

*A tempest brews within, raw power yearning to erupt. Yet, a serene calm lingers in the eye, seeking to understand its own fury. You walk a harsh path of discipline, wrestling with emotions and unraveling human complexities. Control and chaos dance upon a knife's edge. Even the calmest eye can unleash a devastating storm.*

## THE TEMPEST'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

## CROWN OF THE MAELSTROM

When you use your speed and momentum to control the battlefield's flow, take +1.

**Starting Treasures:** Truesight, Arcane Sleight, and Mastercraft Weapon (choose: close, reach, or ranged).

**Signature Move:** You start with the Whirlwind's Embrace move.

### WHIRLWIND'S EMBRACE

When you harness your inner tempest to surge across the battlefield, roll Resolve. On a 10+, your explosive entrance leaves enemies reeling – any ally who engages them acts with Favor. On a 7-9, the force of your arrival staggers both sides – choose an adjacent ally to gain +1 forward when they engage. On a miss, your momentum betrays you, leaving you exposed amidst your foes.

○ GIFTED: With *Phantom Step*, your tempestuous charge inflicts 2 damage to all enemies caught in your path.

## CROWN OF THE THUNDERBOLT

When you channel destructive forces to break through obstacles or barriers, take +1.

**Starting Treasures:** Colossal Might, Phantom Step, and Mastercraft Armor.

**Signature Move:** You start with the Storm's Defiance move.

### STORM'S DEFIANCE

When you unleash a thunderous challenge that shakes your enemies' resolve, roll Prowess. On a 10+, they fixate on you as the primary threat, you gain 1 overflow against them while they ignore your allies. On a 7-9, only the weakest or most impetuous foes focus on you – name them and Favor on your next move against those specific enemies. On a miss, your challenge draws unwanted attention from the most dangerous opponent.

○ GIFTED: With *Mastercraft Instrument*, your challenge resonates with divine power – mark pressure on your enemies' tracks when they first engage you.

## CROWN OF THE VOID

When you use your psychic abilities to perceive or influence others' minds, take +1.

**Starting Treasures:** Fluid Form, Sharpened Intellect, and Mastercraft Instrument.

**Signature Move:** You start with the Mind's Edge move.

### MIND'S EDGE

When you manifest a blade of pure psychic energy, it functions as a mastercraft weapon (close range) that ignores armor.

When clashing in battle with this blade, you may roll Resolve instead of Prowess. If you fill an enemy's damage track with your psychic blade, they fall unconscious rather than suffering lethal harm.

○ GIFTED: With a *mastercraft weapon*, your psychic blade can strike multiple targets within range – distribute your damage between them as you choose.

## BACKGROUND QUESTIONS

- In the past, you lost control of your emotional power, causing collateral damage. What triggered the outburst? How did it affect the people or environment around you?
- Managing your inner turmoil is a constant battle. What techniques or disciplines do you utilize to maintain emotional control?
- Your tempestuous nature can be a barrier to forming deep connections with others. Do you feel isolated or misunderstood?
- You yearn to understand the root of your emotional tempest. How do you go about it?

## NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

### Nature (pick 1):

- Shield others from the storm's fury.
- Become a conduit for controlled chaos.
- Dance between control and abandon.

### Drive (pick 3):

- Protect someone vulnerable to emotional storms.
- Unleash the tempest for a righteous cause.
- Confront the root of inner turmoil.
- Teach another to navigate their own storms.
- Find a harmonious balance between passion and peace.




## ADVANCED MOVES

At character creation, pick 2.


### FURY UNBOUND

When magical effects would control your mind or instill fear, you may instead enter a focused rage. Ignore the magical influence, but you must attack the nearest enemy each turn until you either defeat the source of the magic or the effect would normally end. If you slay whatever caused the magical effect, you immediately break free of any remaining influence.

### MANTRA OF HEALING

When you treat wounds through raw determination or unorthodox methods, roll  Resolve. On a 10+, you heal 2 damage on two different targets. On a 7-9, you heal 1 damage on two different targets.

### SWEEPING STRIKE

When you violently clear a path through a group of enemies, roll  Prowess. On a 10+, your devastating strike deals 2 damage to each target and sends them sprawling. On a 7-9, the force of your attack knocks them off their feet, but they suffer no lasting harm.

## DEATH MOVE

When you die, the tempest within erupts. Control shatters, and the raw power you contained explodes outward, consuming your body in a swirling vortex of raw emotion. The surrounding area is devastated – winds howl, earth trembles, and the air crackles with untamed energy. The landscape reflects your inner storm, forever marked by its passage. The emotional maelstrom lingers, a palpable echo of your turmoil, permanently influencing the emotions of all who remain, a testament to the tempest you embodied.

## APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Control shatters, power explodes. You become the storm, performing an impossible feat. The world mirrors your fury: air crackles, earth trembles, elements bend. The landscape transforms, a volatile reflection of the tempest you command.

### Consequences:

- Your body changes significantly.
- People instinctively feel uneasy around you.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Steel Your Nerves.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

## BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- \_\_\_\_\_'s emotional control is absolute. I envy and distrust it.
- I once confided in \_\_\_\_\_ about my past outburst.
- I feel responsible for \_\_\_\_\_'s emotional well-being, perhaps too much so.
- \_\_\_\_\_ challenges my belief that control is always necessary.

## CHAPTER 6

# CRAFT TREASURES



*Treasures are powerful assets that shape your character's journey through the world of Godflesh. They come in four categories: Mastercraft Items, Divine Echoes, Curios, and Bound Spirits. Each category offers unique ways to influence the world around you and overcome supernatural challenges.*

Your character begins with three Treasures, determined by your chosen Playbook and Corpus. While these sources suggest specific options, you're encouraged to work with your GM to customize your Treasures in ways that enhance your character's story and match your creative vision.

## USING TREASURES

Every Treasure has a Power track representing its capacity for extraordinary feats. When you use a Treasure, you typically mark its Power track as directed by various moves in the game. Strong hits sometimes allow you to use a Treasure without spending Power. If a track becomes exhausted, you can still use the Treasure by taking Pressure – representing the strain of pushing beyond normal limits.

Some Treasures provide constant benefits without requiring Power expenditure. You might spend Power to enhance these abilities in dramatic moments, but their base effects remain active regardless of Power state.

As your character grows, you'll discover opportunities to acquire new Treasures through Advancements or crafting. These artifacts often become central to your story – they might be stolen by rivals, held hostage by villains, or affected by ancient curses, drawing the attention of various factions in your world.

## ATTUNEMENT

To use any treasure, you must attune to it by allocating attunement points. These points determine the treasure's Power track – the more points invested,

the more power you can draw from it before exhaustion. Your character starts with 6 attunement points to distribute among your starting treasures.

When you gain a new treasure, you can reallocate your attunement points during downtime. This allows you to adjust your power distribution as your collection of treasures grows and your tactics evolve.

## MUNDANE EQUIPMENT

While Treasures are crucial for facing supernatural threats, your character might also carry ordinary weapons and armor. Against monsters, divine creatures, and others wielding extraordinary power, this mundane equipment offers limited effectiveness and provides no Power.

However, when facing ordinary people or animals, your regular weapons and armor can be quite effective. In these situations, mundane equipment functions as if it had 1-overflow Power, reflecting its natural effectiveness against non-supernatural threats.

## TRINKETS

During your adventures, you'll encounter Trinkets – temporary items created through move effects, discovered in the world, or salvaged from materials. Unlike permanent Treasures, Trinkets have limited uses and cannot be recharged once expended. These fleeting resources add tactical depth to your journey, encouraging careful consideration of when their temporary benefits might prove most valuable.

## MASTERCRAFT ITEMS

Mastercraft items are physical artifacts forged from the essence of fallen deities. Each one carries a fragment of divine power, making them formidable tools in the hands of skilled adventurers. Whether inherited as cherished heirlooms, meticulously crafted from scavenged fragments, or claimed from vanquished foes, these items resonate with power and tell stories of their own.

## USING MASTERCRAFT ITEMS

When creating or choosing a mastercraft item, you must define its Aspect – the thematic source of its power tied to the fallen divine from which it was crafted. This Aspect guides how the item's power manifests and what it can accomplish.

## ARMOR

Forged from ancient materials, mastercraft armor provides supernatural protection. When using mastercraft armor, you gain 1-overflow to soak damage, even when the armor's track is exhausted. While formidable, some attacks can pierce or completely ignore this protection.

## INSTRUMENTS

These items channel divine power through music and performance. When using a mastercraft instrument, you gain 1-overflow to relevant moves, even when exhausted. Their magic can manifest in various ways, from enchanting melodies to reality-altering harmonies.

## SHIELDS

Unlike armor, mastercraft shields are held rather than worn, allowing them to be shared in dire situations. They grant 1-overflow ☉ to soak damage, even when exhausted, and this protection stacks with armor. Remember that different shield and armor Aspects might protect against different types of harm.

## TOOLS

Mastercraft tools imbue mundane tasks with extraordinary potential. When using them for their intended purpose, you gain 1-overflow ☉ to relevant moves, even when exhausted. Their power often manifests in subtle but significant ways, making seemingly impossible tasks achievable.

## WEAPONS

Beyond mere instruments of harm, mastercraft weapons channel divine power in unique ways. When attacking with a mastercraft weapon, you gain 1-overflow to damage, even when exhausted. Each weapon's Aspect determines how this power manifests, from searing flames to reality-splitting force.

**Remember**, mastercraft items are more than just powerful tools – they're extensions of their wielders and catalysts for storytelling. Their unique properties, histories, and manifestations of power should reflect both their divine origins and the character who wields them.

## DIVINE ECHOES

Divine Echoes represent supernatural abilities infused into your character by fragments of divine power. Unlike physical artifacts, these gifts manifest as intrinsic powers that become part of your very being. Each Echo reflects the nature of the divinity from which it originated, shaping how its power manifests.

### USING DIVINE ECHOES

Like all treasures, Divine Echoes require attunement points to access their power. However, many provide passive benefits that remain active regardless of your Power track's state. You can spend power to enhance these innate abilities, pushing them beyond their usual limits in dramatic moments.

**Arcane Resilience** grants an uncanny ability to resist magical trickery and illusions. When targeted by enchantments, you can attempt to shrug them off with a roll.

**Arcane Sleight** imbues your hands with magical dexterity, allowing for fantastical close-up illusions that leave audiences awestruck.

**Colossal Might** bestows extraordinary strength and resilience, enabling feats of power far beyond normal human capabilities.

**Eloquent Charmer** provides a natural gift for weaving persuasive words, tailoring language to different audiences effectively.

**Esoteric Knowledge** unlocks forbidden secrets and lost wisdom, allowing perception of hidden connections and manipulation of unknown energies.

**Flow State** enables tapping into unwavering focus, allowing completion of incredible feats under pressure.

**Flourishing Aura** emanates a vibrant energy that invigorates surroundings, promoting growth and subtle healing.

**Fluid Form** allows seamless bodily adaptation to surroundings, such as growing gills or fur to suit environmental needs.

**Ghostly Footfalls** grant silent movement, leaving no trace of sound during travel.

**Guileful Grace** leaves a captivating first impression, granting advantages in social situations through charm and subtle manipulation.

**Inspiring Radiance** radiates motivating energy, lifting spirits and urging others to embrace their potential.

**Phantom Step** grants supernatural swiftness and reflexes, allowing for seemingly impossible feats of agility and evasion.

**Psychometry** allows tapping into emotional residue on objects, gleaning insights from significant items.

**Ripple in the Crowd** bestows a talent for moving unseen, blending into backgrounds and navigating unnoticed.

**Shapechanger** grants the ability to transform into a small animal or sentient plant while retaining intelligence and personality.

**Sharpened Intellect** enables simultaneous processing of multiple information streams with perfect comprehension.

**Toll the Dead** provides the ability to glean information from the deceased, accessing common details about the departed.

**Truesight** grants an uncanny intuition or sixth sense, manifesting uniquely for each individual.

**Uncanny Senses** provides heightened sensory perception, potentially including supernatural senses.

**Undeniable Presence** commands attention and authority, naturally drawing people in and influencing their behavior within certain limits.

**Unbreakable Resilience** grants immunity to a specific physical affliction, such as poisons, diseases, or toxins.

**Walking Corpse** transcends mortal needs like food, drink, and sleep, but creates an unsettling aura of wrongness.

**Whispering Despair** emanates an unsettling chill that instills unease in others, useful against foes but potentially hindering social interactions.

## CURIOS

Curios are tangible artifacts that bear the mark of divine power, yet manifest in ways different from mastercraft items. These mysterious objects often defy conventional understanding, possessing unique properties that blur the line between tool and wonder. Each Curio holds its own secrets, waiting to be uncovered through use and exploration.



## USING CURIOS

Like all treasures, Curios require attunement points to access their power. Some Curios provide passive benefits that remain active regardless of their Power track's state, while others demand power expenditure for their more extraordinary effects.

**Bottomless Bag** contains a vast extradimensional space within an unassuming container. While not truly infinite, it can hold an astonishing amount of gear, provided each item can fit through its opening.

**Enigma Engine** shifts and contorts its form, each configuration potentially unlocking unique effects. Work with your GM to determine if you understand its purpose or if it remains a cryptic puzzle.

**Mark of the Order** signifies membership in a hidden society that delves into forbidden knowledge. This sect possesses deeper understanding of the Divines and the Cycle of Inheritance than most mortals dare imagine.

**Mimic Shroud** grants the ability to dissolve into surroundings, both physically and socially. Moving cautiously while shrouded makes you difficult to discern, while in social settings others are subtly swayed to accept your presence.

**Ritual Kit** contains implements of arcane power, enabling the performance of intricate rituals. While too complex for combat, these rituals can produce significant effects when properly prepared.

**Sigil of Command** bears the mark of authority within an organized force. Those who recognize this insignia readily follow your legitimate commands with confidence.

**Unquenchable Flame** burns despite conventional limitations, defying the need for air and potentially allowing manipulation of its intensity.

## BOUND SPIRITS

Bound Spirits are entities forged from divine essence that form lasting bonds with their wielders. Unlike physical treasures or innate powers, these companions possess their own consciousness and personality. Each spirit offers unique abilities while creating opportunities for roleplay and character development through their interactions with you and the world.

### USING BOUND SPIRITS

Like all treasures, Bound Spirits require attunement points to access their power. When your spirit assists you in battle, you can add their Power to your attacks or defensive actions. As treasures, they transcend mortal vulnerabilities and cannot be permanently slain. While they may be temporarily incapacitated, any counterattack from trading blows will usually be directed at you, their caretaker.

**Awakened Companion** manifests as an unconventional companion imbued with divine power. Whether a flying carpet, a shapeshifting donkey, or a fearsome war pig, each possesses a unique special ability defined collaboratively with your GM, such as camouflage, venom, regeneration, or shared memories.

**Elemental** manifests as a being of pure elemental force, roughly the size and intelligence of a well-trained dog. You can Empower your elemental to temporarily enhance its size, strength, or ability to perform complex tasks.

**Familiar** possesses human-like intelligence and the ability to speak. While lacking offensive capabilities, these loyal spirits serve as invaluable advisors and scouts. They may take various forms, from traditional animals to more exotic manifestations.

**Golem** serves as a magical construct imbued with a spark of sentience. While capable of understanding and following complex commands, their artificial nature can lead to interesting misinterpretations and social awkwardness.

**Guardian Beast** functions as a formidable combat ally, communicating telepathically or through vocalizations you innately understand. Despite their fearsome nature, they remain bound by mystical ties of loyalty to their caretaker.

## CRAFTING NEW TREASURES

Your initial three Treasures come from your playbook's corpus. During your adventures, you'll discover extraordinary materials from fallen gods. While some materials are traded for wealth or used for temporary power, others can be crafted into new Treasures.

Crafting a Treasure requires three key elements: appropriate Relics, a skilled artisan, and an invocation ritual.

First, gather one or more Relics with an Aspect matching your desired effect. You can choose an existing Treasure design from this chapter or work with your GM to create something new.

Next, find an artisan to assist with crafting. A character with the Shaper playbook can serve this role. Artisans typically demand payment in Bounties and sometimes Provisions. You might need to create or call in an Obligation to secure their services.

Finally, perform the crafting ritual. Each ritual requires an Invocation – a rite honoring the dead god who provided the Relics. You must act according to that god's customs, which may require research to understand.

The GM will specify additional requirements for the Invocation, such as:

- Extended research time (days or weeks)
- Multiple attempts and failures before success
- Rare or unusual components
- Long ritual duration (hours or days)
- Multiple participants (2, 3, 7, 13, or more) or specific individuals
- Special location or timing
- Specific risks or side effects

While crafting itself requires no dice rolls, the preparation and ritual may trigger moves like "recall information" for research, "empower" for enhancing existing Treasures, or playbook-specific moves like the Magus's "thaumaturgy."

Once the invocation concludes and the artisan completes their work, the new Treasure requires attunement like any other. Divine Echoes typically manifest as consumables that infuse their power directly into your being when ingested.



# CHAPTER 7

## FACE PERIL



*In the untamed Wildlands, peril lurks around every corner. Your adventures will test you against deadly traps, ferocious monsters, and harrowing experiences as you seek out precious treasures and powerful artifacts.*

### DEALING WITH THREATS

You can draw upon your treasures and materials to fuel your actions, whether attacking enemies, casting spells, or affecting the world around you. When dealing with threats, mark the desired number of power boxes on your treasure tracks. Each material you burn provides an additional 1 power.

Mastercraft items offer reliable effectiveness through overflow power in specific situations. A mastercraft weapon, for instance, always provides 1-overflow power for damage, even when its track is exhausted. This ensures you can remain effective even with depleted resources.

The power required varies by situation. Sometimes, a single point of power is enough to overcome a challenge. In other cases, the amount of power you execute determines your effect's strength and reach. Monsters have Limit tracks that measure their resilience, and the GM may establish tracks for specific challenges. The more power you execute, the more progress you make toward filling these tracks and achieving your goals.

Some moves provide their own power tracks with specific effects. For example, when a Primal of the Ferocious Tapestry transforms, they gain a 3-power track for their new form. Once all power is marked, they revert to their normal form.

### TAKING DAMAGE

The damage you suffer in perilous situations comes from various sources. Move results, monster abilities, and GM decisions all determine when and how your character takes damage. In most situations, you'll take a few marks of Pressure as you navigate challenges. However, when you roll a miss on a move or face particularly volatile situations, the GM will call for you to **Take a Powerful Blow** – a special move that represents significant danger or dramatic consequences.

When facing multiple attackers, the GM focuses on the most immediate threat, resolving their damage first. Additional attackers may introduce complications beyond simple damage, creating a more complex and dangerous situation.

### DAMAGE TRACKS

Godflesh uses two key systems to track your character's well-being: Pressure and Injury. Both use six-mark tracks where each marked box indicates a worsening condition.

### DAMAGE TAGS

When marking any type of damage, you also note a damage tag that describes the nature of the harm. These tags provide context for how the damage affects your character and may influence your options for recovery. For example, an Injury might be tagged as "blood gash" or "burns," while Pressure could be tagged as "terrified" or "confused." Some tags are temporary, lasting only for the current encounter, while others persist until you properly recover from the damage.

### PRESSURE

Pressure represents the mental and emotional toll of your adventures. Your character maintains separate Pressure tracks for each attribute, reflecting how different experiences affect various aspects of your character. When you take Pressure damage, the GM might specify which attribute track to mark based on the nature of the stress. Alternatively, you can suggest which attribute would be most affected by the current situation. For example, witnessing a horrific scene might mark Resolve pressure with the "terrified" tag, while failing to persuade a crucial ally could mark Awe pressure with the "humiliated" tag.


After marking three boxes on a Pressure track, you suffer a -1 penalty to moves using that attribute. At five marks, your character becomes overwhelmed and can no longer make moves using the affected attribute until receiving proper healing. Should you mark the sixth box on a Pressure track, your character undergoes a permanent transformation. The affected attribute becomes locked – forever changed by the experience and unable to take further Pressure damage. This transformation often manifests physically through scars, lost eyes, or other permanent marks.

### INJURY


Injury tracks physical harm to your character. After three marks on your Injury track, you take a -1 penalty to all rolls your character makes. At five marks, you're gravely wounded and unable to act until you recover. The sixth mark on your Injury track brings you to death's door, triggering the **Last Stand** move that determines your character's fate.


## MITIGATING DAMAGE

When facing harm, you can use your treasures to protect yourself. After determining the amount of damage you would take, you can mark any number of power from treasures that could reasonably defend you in the current situation. The power you spend reduces the incoming damage point for point.

*Mastercraft armor* provides consistent protection through its 1-overflow  power, meaning you can use this defense even when the armor's power track is exhausted. This represents your armor's supernatural resilience against harm.

Some attacks are particularly devastating. Attacks with the "piercing" quality reduce the effectiveness of your defenses. For example, a 2-*piercing* attack would reduce your armor and shield mitigation by 2 Power. Certain attacks completely *ignore armor*, offering no opportunity for mitigation. The **Take a Powerful Blow** move, for instance, always bypasses armor protection.

You can spend Threads  to reinforce your defenses against incoming damage. This protection stacks with other forms of mitigation, including against piercing damage. However, Threads cannot protect you from attacks that completely ignore armor, such as **Take a Powerful Blow**.

You can also burn materials for additional protection. Each material you burn grants 1 power  toward damage mitigation. The material must be something that could reasonably offer protection in the current situation. For example, you might burn a protective charm against supernatural attacks, or consume a healing herb to resist poison.

## PERIL MOVES


Danger and recovery are managed through five moves: **Catch Your Breath**, **Final Stand**, **Gather Strength**, **Push Your Limits**, and **Take a Powerful Blow**. These moves determine how your character endures hardship, faces death, and recovers from wounds. Each move serves a distinct purpose – from quick recovery during brief respites to confronting mortality itself.

### Death Moves


Your character's Death Move is a final, powerful ability that activates when they die. Each playbook contains a unique Death Move that ensures your character's end becomes a meaningful moment in the story.

When you mark your sixth Injury and fail your Last Stand, your Death Move triggers. The specific effects depend on your playbook, though they often involve shaping your character's final moments, affecting other characters or the world around them, or leaving behind a significant legacy that persists after their death.


## CATCH YOUR BREATH

When you rest briefly in a safe place, eating and tending to your wounds and equipment, clear 1 mark  on all pressure and treasure tracks.

**Catching your breath** requires a moment of relative safety away from immediate threats. You might duck into a quiet alley, pause to bandage wounds after combat, or take a short break during exploration. This moment of respite allows you to clear one mark from each of your pressure and treasure tracks, representing quick recovery from strain and basic maintenance of your equipment.

This move reflects a brief pause rather than true rest. You cannot use it during combat or while actively dealing with threats. It won't clear injuries, exhausted tracks, or burned  marks – for those, you'll need more substantial recovery through the **Gather Strength** move or by resting during travel.

## FINAL STAND

When you are dying, you glimpse the true essence of mortality (described by the GM). Then roll  (with no modifiers). On a 10+, you cling to life by a thread, battered but breathing. On a 7-9, the abyss gazes back, transforming you fundamentally. You must choose: embrace this new reality or surrender to the beyond. On a miss, your fate is sealed. The GM will narrate your final moments.

**Final Stand** triggers when you receive the sixth mark on your Injury track. This represents your character's brush with death – a moment suspended between survival and oblivion. The GM describes a vision revealing profound insights about mortality, which may include memories of past deeds, faces of friends and foes, or stranger revelations that defy explanation.

The outcome of your roll determines your fate:

On a 10+, you survive, though permanently scarred by the experience. The vision of mortality leaves an indelible mark on your character, serving as a constant reminder of your brush with death.

On a 7-9, you face a choice: accept death or return fundamentally changed. If you choose to continue, select an active Pressure track to become "locked," representing your character's permanent transformation. If you have no active Pressure tracks, work with the GM to determine which track locks. Then describe how this experience has altered your character.

On a miss, your character dies. The GM narrates your final moments, which may be swift or lingering depending on the circumstances. This is your chance to make meaningful final actions and trigger your *Death Move* before your character's story concludes.

## GATHER STRENGTH

When you seek to recover from damage or restore a treasure, find an appropriate locale to rest, resupply, and recover. If you're recuperating on your own, pay the material price. If you're getting help from someone, the GM will tell you the reduced price. For each full day, pick one:

- Fully clear a track (including exhaustion).
- Clear a burned ☒ mark.

You may also reallocate your attunement.

Recovery requires both time and a safe location. This could be a secluded camp, a friendly settlement, or any secure place where you can rest without fear of immediate danger. The depths of the Wildlands rarely offer such safety unless you've established a protected haven.

To recover on your own, you must pay a material price that varies based on the type of track you're clearing. This represents using supplies and resources to heal wounds, repair equipment, or restore magical power. Seeking help from others, such as healers or craftspeople, can reduce this material cost. The GM will determine how much the price decreases based on the assistance you receive.

Each day of recovery allows you to either fully clear one track or remove a single burned ☒ mark. When clearing a track, you can remove all marks, including exhaustion. However, you cannot restore a track that has burned marks until those marks are cleared first. If a track is both exhausted and has burned marks, you must address the burns before clearing the rest of the track.

During recovery, you may also redistribute your attunement points among your treasures, reflecting how this period of rest allows you to reconnect with and realign your magical items.

## PUSH YOUR LIMITS

When you exert yourself to use an exhausted treasure by overcoming your limits, mark 1-pressure ☹ and burn ☒ the treasure.

You can use this move to draw power from a treasure that has been completely exhausted. Even when a treasure has no remaining charges and cannot function normally, you can force it to work one more time through sheer determination. This grants you 1- power ☹ for your action, plus any overflow ☹ power the treasure normally provides.

This extraordinary effort takes its toll. You must mark 1-pressure ☹ to represent the mental and physical strain of pushing beyond normal limits. Additionally, you must burn the treasure by converting one of its regular marks ☹ into a burned mark ☒. This permanent damage reduces the treasure's maximum capacity until you can find a way to repair it through special means.

## TAKE A POWERFUL BLOW

When you take a powerful blow, roll ☯ with your highest Pressure. On a 10+, the blow takes its toll. Choose one:

- Retreat strategically, flee the scene, or pass out from the impact.
- Mark 1-injury ☹ • Two options from the 7-9 list.

On a 7-9, you rise above the challenge, but at a cost. Choose one:

- Give ground, offering your opponent an opportunity to exploit your weakness.
- Make a sacrifice, burn 1 ☒ on a treasure • Endure the pain, mark 2-pressure ☹☹

On a miss, you stand firm, shaken but not broken. Mark XP ♦ and describe how you weathered the blow.

This move activates when the GM determines you've taken a significant hit, whether physical or emotional. You might face it during combat, after a devastating revelation, or in the wake of a bitter betrayal. The GM calls for this move rather than you choosing to use it.

To determine your roll modifier, check all your Pressure tracks and use the highest value. Even if a track shows 5 marks, you cannot add more than +4 to your roll. If you haven't marked any Pressure, roll with +0.

The damage from this move bypasses all armor and cannot be mitigated.

When choosing to retreat, flee, or pass out, you remove yourself from the current scene. While you'll return in the next scene, your Pressure tracks remain marked.

If you give ground, you create an opening your opponent can exploit – perhaps dropping your guard or revealing a weakness.

When you stand firm on a miss, you not only mark XP ♦ but also get to describe how you endured or deflected the blow, maintaining your position despite the odds.



## CHAPTER 8

# VENTURE INTO THE WILDLANDS



*The untamed Wildlands lie beyond the safety of the Domains, and your adventures will often take you there. These explorations are a core part of Godflesh, with specific moves guiding your journey through dangerous territories. Your travel begins when you cross between regions – entering the Wildlands from a Domain, moving between different Wildland areas, or returning to civilization.*

The GM will determine how long journeys take based on the terrain, distance, and your characters' knowledge of the area. You can contribute to these estimates based on your character's experience, and it's helpful to keep track of travel times between locations for future reference.

Time in the Wildlands is measured in days. When you use travel moves, days will pass even if the move itself yields no immediate result. This passage of time affects your character – supplies diminish, characters age, and the world continues to change while you travel.

While traveling, your character needs to eat and drink to survive. The simplest approach is consuming one *Provisions* material per day as rations, though the adventuring band and the GM can adjust these requirements based on available supplies. Some travel moves include foraging, which might reduce or eliminate your need for carried Provisions.

## MATERIALS AND RESOURCES

While seeking Godflesh relics and forgotten Divines, you'll need to gather various materials for survival, crafting, and trade. Materials come in four categories: **Bounties**, **Charts**, **Provisions**, and **Relics**. When you find materials, record them on your band sheet, marking larger items as "cargo" for processing later.

## MATERIAL TYPES

**Bounties** represent valuable trade goods. You'll find these while exploring the Wildlands or receive them as payment from benefactors. Use bounties to barter for favors, secure accommodations, or trade for other materials.

**Charts** guide you through dangerous terrain. These materials help you track monsters, locate mysterious objectives, or find important locations. A well-preserved chart can mean the difference between reaching your destination and getting lost in the wilds.

**Provisions** keep you equipped and sustained during travel. This category includes food, rations, and maintenance gear. While primarily used for survival, provisions can be valuable trade goods when you encounter others in need.

**Relics** are the rarest and most valuable materials, harvested from monsters and fallen gods. Skilled artisans can fashion these into new treasures, or you can trade them for substantial wealth. Many factions actively seek relics, making them powerful bargaining tools.

## GATHERING MATERIALS

You can collect materials in several ways. The **Cut a Path** move helps you find resources while traveling. **Assessing a Tense Situation** might reveal useful materials in your environment. Most commonly, you'll harvest materials from monsters you defeat in the wild.

## MATERIAL PROPERTIES

Each material has a unique descriptor that defines its properties. For example, moldy berries might serve as intoxicants, while rune-etched bones could hold magical potential. Through research and experimentation, you can discover new uses for materials – turning rotten fruit into medicine or unlocking hidden properties of blood-soaked clover. Work with the GM to determine how your creative use of materials might affect the game.

Materials are also classified by their rarity, which affects their value and the effort required to acquire them. Bounties, Charts, and Provisions can be *common*, *rare*, or *exceptional*. Relics, being the most precious resources, are never common – they only appear as *rare*, *exceptional*, or *mythic* finds.

## USING MATERIALS

Materials serve multiple purposes. You can burn them to gain temporary power in relevant situations, as detailed in the **Face Peril** chapter. Each material burned provides 1 power, which you can use to fuel moves or defend against threats. Consider the context carefully – while apples might be burned for power when distracting an enemy before combat, they won't help pick a lock. Be cautious when using materials this way – a missed move might damage or destroy them entirely.

### Trading and Currency

In Godflesh, materials also serve as the primary currency for trade. Rather than tracking complex monetary systems across different domains, you'll primarily trade using materials, especially bounties. You can assume your character can afford basic necessities like food and drink without detailed tracking.



# TRAVEL MOVES

Travel moves govern your journey through the Wildlands, transforming exploration into a meaningful part of your adventure. Unlike standard moves that resolve quickly, travel moves span days and shape entire chapters of your story.

When using travel moves, you'll often see the phrase *"time passes"* followed by an effect. This indicates a narrative jump forward, marking the transition between your preparation and the challenges you encounter along the way.

## CUT A PATH

When you travel through the Wildlands and explore your environment for clues or salvage, time passes. Then, roll Insight. On a hit, you forage enough supplies to sustain you along the journey.

On a 10+, choose 2; On a 7-9, choose 1:

- You find an important clue about your query • You salvage useful materials
- You avoid any danger lurking in the area

On a miss, you fail to find what you're looking for, ruin the resource you're collecting, or danger finds you.

You have three primary travel options: **Cut a Path**, **Pursue**, and **Rest and Recover**. Choose only one of these moves for each journey. Two additional moves, **Brave the Storm** and **Returning Home**, activate in specific circumstances.

Before traveling, your band must choose a leader who will make the primary roll for the chosen travel move. The leader uses the attribute most appropriate for their chosen approach to the journey.

While exploring the Wildlands, you search ruins, defeated enemies, and natural surroundings for resources and information. Any unclaimed resources you find are yours to take.

### Options explained:

*"You find an important clue about your query"*, the GM provides information advancing your quest while introducing new challenges. This might be distinctive markings, unusual patterns in nature, ancient ruins, or encounters with mysterious travelers.

*"You salvage useful materials"*, you find resources for maintenance, recovery, and crafting. The GM determines what specific materials you discover, which might have practical, magical, or historical value.

*"You avoid any danger lurking in the area"*, you successfully evade threats like predators, traps, or environmental hazards. This reduces the risk of injury, equipment damage, and resource waste.

## PURSUE

When you pursue someone trying to avoid you, time passes. Then, roll Resolve. On a hit, you gain ground on your quarry. On a 10+, choose 2; On a 7-9, choose 1:

- You get the drop on them • You notice signs of a nearby danger
- You find a shortcut, shelter, or another tactical advantage
- You discover a useful feature of the land

On a miss, your quarry maintains their lead or the pursuit becomes more complicated.

Use this move when actively chasing someone trying to escape. This could be a physical pursuit, tracking through wilderness, or catching up to a fleeing suspect. Success brings you closer to your target but doesn't guarantee immediate capture.

### Options explained:


*"You get the drop on them"*, you gain a significant advantage over your quarry. You might maneuver them into a vulnerable position or close the distance undetected. This advantage can be used for surprise attacks, capturing them alive, or gaining leverage for negotiations.


*"You notice signs of a nearby danger"*, you spot hazards like treacherous terrain, hostile forces, or ancient defenses. This knowledge lets you plan your approach or potentially use the danger against your target.

*"You find a shortcut, shelter, or another tactical advantage"*, you discover a way to improve your position. This might be an alternate path, protective cover, or high ground. Use this advantage to reduce pursuit time, regroup safely, or gain a strategic edge.

*"You discover a useful feature of the land"*, you find something valuable in your surroundings. This could be gathering spots for materials, traces of Godflesh, monster tracks, or other discoveries relevant to your broader goals.

## REST AND RECOVER

When you travel at a leisurely pace, tending to your wounds and well-being, time passes. You clear 1-mark  from all tracks for each day of travel (including injuries and exhausted tracks) and choose 1:


- You forage enough supplies to sustain you
- You still make good time
- You clear 1-burned  mark for a treasure

Rest and Recover lets you make progress while healing, though at a slower pace than normal travel. Each day clears one mark from all your tracks – treasures, pressure, and injuries. You can clear exhausted tracks this way, but you can only remove one burned mark per journey, regardless of travel duration.


### Options explained:



*"You forage enough supplies to sustain you"*, you find enough food in the wilderness to feed your band during the journey. This eliminates the need to spend materials on food, preserving your supplies for other purposes.

*"You still make good time"*, despite your slower pace, you manage to maintain your intended travel speed through favorable conditions or efficient routes. Your journey takes no longer than usual, despite the time spent resting.

*"You clear 1 burned mark for a treasure"*, you can remove one burn  mark from a treasure's track. You can only clear one burn per journey, no matter how many days you travel.

## BRAVE THE STORM

When you forge ahead despite severe weather, roll  Prowess. On a 10+, you press on and make some progress. On a 7-9, choose 1:



- You overtax yourself, burn  1-pressure
- The trek takes its toll on your gear, burn  a treasure
- On second thought, maybe you're better off staying put


Use this move when severe weather prevents normal travel moves. Unlike other travel moves, **Brave the Storm** resolves immediately and time does not pass. You can either attempt to push through hazardous conditions or wait them out.

The alternative to braving the storm is taking shelter and waiting for conditions to improve. This pause gives you a chance to reassess your options, though the delay might impact your broader goals.

On a 10+, you make progress through the storm, with the GM determining how far based on weather severity. On a 7-9, continuing forward comes at a significant cost, marking a lasting toll on you or your equipment.

## RETURNING HOME

When you return to your Haven after a time in the Wildlands, time passes. Then, mark tension . Choose a faction you did not interact with during your quest and roll  Standing. On a 10+, your deeds precede you. You hear about useful information or opportunities. On a 7-9, choose 1:

- Your standing with the faction takes a hit (-1)
- Someone pressures you to fulfill an obligation or do them a favor
- The political situation escalates quickly, mark tension  again


After completing your expedition, select a faction that wasn't directly involved in your recent adventures. This keeps all factions engaged in the evolving narrative, as even those uninvolved in your quest might react to your return.

### Options explained:

*"You hear about useful information or opportunities"*, the faction shares potentially valuable knowledge or prospects, though these might come with hidden complications or challenges.

*"Your standing with the faction takes a hit"*, the faction disapproves of your recent activities, reducing your standing by 1.

*"Someone pressures you to fulfill an obligation or do them a favor"*, a faction representative makes demands of your band. They might call in a past debt or request new assistance. Refusing their request could damage your relationship with the faction.

*"The political situation escalates quickly"*, marking tension twice () instead of once, representing heightened instability that brings factions closer to significant change.

## CHAPTER 9

# SHAKE THE WORLD



*Your adventures don't happen in isolation. As you explore the world and face its challenges, your actions ripple outward, affecting the complex web of factions that shape this dangerous realm. Your relationships with these powerful groups evolve based on your choices, creating opportunities and complications that influence your story's direction.*

## FACTIONS AND STANDING

Your actions influence how the world's powerful factions view you. Each faction tracks their opinion of your band through "faction standing," which ranges from +3 to -3. While challenging, you can maintain positive standing with multiple factions simultaneously, though your actions might also lead to widespread negative standing.

Faction standing determines how members of that group respond to you. At 0 standing, the faction remains neutral – either unaware of your existence or indifferent to your activities. At +3, most faction members recognize you on sight, while at -3, your reputation extends even to the group's most isolated members.

## TRACKING FACTIONS

You begin play tracking four factions, each with their own standing. These initial relationships are established during character creation when you create your *Haven* and answer questions about *Forging the Crucible*. While you may encounter other factions during play, you only track standing with the four most relevant to your story. When another faction becomes more significant to your narrative, you can swap it with one of your currently tracked factions.

## TENSION

Your band's actions influence the balance of power between factions through the Tension track. This track has five marks that represent mounting pressure in the political landscape. When a move instructs you to "Mark tension," draw a line through one box on this track. Each mark indicates your actions have pushed factions closer to taking dramatic action. When all five marks are filled, you trigger Machinations – significant shifts in faction dynamics that reshape the political landscape. The specific rules for Machinations are discussed later in this chapter.

## OBLIGATIONS

Obligations represent formal debts between your band and others, providing leverage beyond simple persuasion or intimidation. When someone owes you an obligation, they must either honor it or face serious consequences to their reputation. Unlike regular social moves that rely on dice rolls, obligations function as guaranteed leverage – a concrete reminder that favors must be repaid. Those who ignore their obligations risk being seen as unreliable, damaging their standing with multiple factions.

Some obligations are established during character creation through *Forging the Crucible*, while others develop through play as you interact with various factions and their members.


## USING FACTION MOVES

Unlike most moves that use your character's attributes, faction moves use your faction standing for dice rolls. This reflects how your influence and relationship with a faction affects your interactions with them. Additionally, some faction moves can be enhanced by obligations – debts owed to or by you.

The faction moves are: *Ask for a Favor*, *Call in an Obligation*, *Do Someone a Favor*, *Drop Someone's Name*, *Investigate a Holding*, *Meet Someone Important*, and *Refuse to Honor an Obligation*.

# FACTION MOVES

## ASK FOR A FAVOR

When you ask something reasonable from a faction based on your reputation, roll  Standing. On a hit, you get what you want. On a 7-9, the GM tells you a complication: the contact is unavailable, busy with their own problems, or your request is more costly than expected. On a miss, your standing with the faction decreases by 1.

Use this move when leveraging your reputation with a previously encountered faction. Before rolling, describe your contact and what you seek – it must be something they could reasonably provide based on your past interactions. Consider approaching established contacts rather than creating new ones to maintain a consistent narrative.

### Options explained:

*"Your contact is unavailable or dealing with their own problems"*, they face pressing issues. While this occupies their attention, they might be more open to negotiation if your request could help solve their problems.

*"Your request is more costly than anticipated"*, fulfilling your request requires more resources or effort than expected. The contact might demand favors, rare materials, or dangerous tasks beyond simple payment or obligations.

Your faction standing determines what you can reasonably request – higher standing enables more significant asks, while lower standing limits your options.

## CALL IN AN OBLIGATION

When you call in an obligation, remind your contact why they owe you to:

- Answer a question honestly
- Lend a hand to your efforts
- Get in the way of someone else
- Do you a favor at a reduced cost
- Erase an Obligation they hold on someone
- Give you an Obligation they hold on someone else

If they follow through on your request, the obligation is fulfilled.

Use this move when leveraging a debt someone owes your band from past aid or agreements. Describe the situation and remind your contact of their obligation. Your request must reasonably connect to the original debt. A simple reference to the debt is enough – you don't need to recount every detail, as long as both parties acknowledge the obligation.

### Options explained:

*"Answer a question honestly"*, they must truthfully respond to inquiries about their faction's goals, internal dynamics, or rumors. This doesn't extend to personal matters, which still require the Sway move.

*"Lend a hand"* or *"get in the way"*, your contact helps influence another party's actions. They might provide combat support, share expertise, create diversions, or directly confront others on your behalf. The exact outcome depends on the narrative context.

*"Do you a favor at a reduced cost"*, they'll help with tasks matching their abilities and resources, like concealing information or acquiring items. The GM determines appropriate costs based on the contact's background and circumstances.

*"Erase an Obligation"*, canceling a debt someone owes your contact. This frees them from that specific obligation, but doesn't affect other debts they might owe.

*"Give you an Obligation"*, transferring a debt someone owes your contact to you instead. You must understand the debt's nature before attempting to claim it.





## DO SOMEONE A FAVOR

When you do someone a favor, they have an obligation towards you.

Use this move when helping someone in a meaningful way. Your act creates a debt of gratitude that you can later call upon using the **Call in an Obligation** move. The recipient must acknowledge your help for it to count as an obligation – helping someone who doesn't value your aid doesn't create a debt.

Unlike formal contracts, obligations arise from genuine assistance. While the person you help owes you something in return, the exact nature and timing of repayment remain open. The obligation lasts until fulfilled through the **Call in an Obligation** move.

## DROP SOMEONE'S NAME

When you drop the name of someone who has an obligation towards you, roll  Standing. On a hit, their name carries weight and gives you an opening or opportunity; Mark tension . On a 10+, you keep the obligation. On a 7-9, the obligation is forgotten. On a miss, erase the obligation and brace yourself.

Use this move when leveraging someone's obligation to influence others. Mention the debt they owe, what you could demand of them, and what they risk by refusing. Simply stating their name isn't enough – you must emphasize their vulnerable position to create an advantage.


### Options explained:

*"Their name carries weight"*, your mention of the obligation opens new possibilities. You might gain easier negotiations, access to restricted areas, or temporary hesitation from opponents. The exact benefit depends on how the person you name is perceived by others.

*"The obligation is forgotten"*, the debt is considered repaid through your use of their name. Erase the obligation from your sheet – you cannot use this connection again.

*"Erase the obligation and brace yourself"*, your attempt backfires. Not only do you lose the obligation, but your misuse of their name damages your relationship. Expect consequences ranging from lost cooperation to active hostility, depending on the individual and how you used their name.

## INVESTIGATE A HOLDING

When you investigate a faction's holding, roll  Standing. On a hit, you see below the surface to the reality underneath. On a 10+, you can ask the GM one question about the faction's schemes and politics.

Use this move when you carefully examine a location controlled by a faction to uncover hidden activities, plans, or conflicts. A holding might be a stronghold, base camp, city district, or any significant site under faction influence. Describe your method of investigation – searching forgotten caches, observing secret meetings, or interrogating captured guards. Casual observation won't trigger this move; you must actively pursue hidden truths.

While **Investigate a Holding** is your main tool for uncovering faction secrets, you can combine it with other moves for deeper investigation. **Empower** might enhance your senses to overhear whispers, while **Steel Your Nerves** could help you access restricted areas. These complementary moves don't solve mysteries on their own but can reveal new avenues of investigation.

### Options explained:

*"See below the surface"*, uncovering hidden information about the holding itself. The GM reveals details that aren't immediately apparent but relate specifically to that location.

*"Ask about schemes and politics"*, learning about the faction's broader plans and internal dynamics. Your question can extend beyond the immediate holding to understand the faction's larger agenda and relationships.

Remember to keep your questions relevant to your current situation and investigation method. The more specific your approach, the more detailed the information you might uncover.

## MEET SOMEONE IMPORTANT

When you meet with someone important for the first time, roll Standing. On a hit, you're aware of their wider reputation (if any), and they're aware of yours (if any); Mark tension . On a 7-9, pick one. On a 10+, pick both:

- You've heard stories; ask a question about them
- They've heard something in your favor; take +1 forward when you first try to play up your connection with them and their faction

On a miss, you only know the basics about them, and they've heard stories about you (true or false) – prepare for major complications.

Use this move when encountering influential figures who could significantly impact your story. "Someone important" includes faction leaders, skilled artisans, or rising powers – anyone whose influence matters to the narrative. This move isn't for everyday encounters with guards or merchants, but for meetings that could shape your band's future.

### Options explained:

*"You're aware of their reputation and they're aware of yours"*, you both know publicly available information about each other. This knowledge depends on how prominent each of you is – someone who keeps a low profile might be relatively unknown.

*"You've heard stories"*, you have knowledge beyond common rumors. Ask the GM a question about these stories, but expect answers that blend truth with embellishment.

*"They've heard something in your favor"*, positive rumors about you have reached them. Take +1 forward when first emphasizing your connection to them and their faction.

A miss means the interaction starts poorly. Their perception of you, based on whatever they've heard, creates immediate complications.

## REFUSE TO HONOR AN OBLIGATION

When you refuse to honor an Obligation, mark tension and roll Awe.

On a hit, you weasel out of the current deal but still owe the Obligation. On a 7-9, choose 1:

- You owe them an additional Obligation
- You lose face with their Faction, -1 standing
- A rivalry is ignited; another Faction moves against you

On a miss, you must either honor your Obligation or face consequences: the GM picks two from the list above or you lose all Obligations owed to you.

Use this move when circumstances make fulfilling an obligation difficult or undesirable. The original circumstances might have changed, the cost might now outweigh the benefit, or the task might exceed your capabilities. While refusing buys you time, it doesn't erase the debt - you're only postponing the inevitable.

### Options explained:

*"You weasel out of the current deal"*, you avoid the immediate obligation through negotiation or creative solutions, but the debt remains. The creditor cannot repeat the same request until circumstances change significantly.

*"You owe them an additional Obligation"*, adding another debt to your existing one. Like extending a loan, you delay immediate payment but increase your future burden.

*"You lose face with their Faction"*, your reputation suffers, reducing faction standing by 1. This makes future interactions more difficult as influential members consider you unreliable.

*"A rivalry is ignited"*, another faction sees your refusal as an opportunity to act against you. They might spread rumors, sabotage your efforts, or directly confront your band.

On a miss, you face a harsh choice between fulfilling the obligation or suffering severe consequences. Your creditor either picks two complications or revokes all obligations owed to you, damaging your reputation for trustworthiness.

# MACHINATIONS

In Godflesh, factions constantly vie for power and influence. As your band accumulates marks on the Tension track through their actions, pressure builds until it erupts in dramatic political shifts called Machinations.

## TRIGGERING MACHINATIONS

Your group resolves Machinations when the Tension track fills with five marks and your band enters a period of downtime. This downtime might occur when returning to your Haven, completing a quest, or finding another moment of respite from immediate dangers.

When these conditions align, gather your group - both players and GM - to choose which faction will act. Together, you'll select and resolve one Machination action from those available to your chosen faction. After resolution, clear all marks from the Tension track.

## RESOLVING MACHINATIONS


Machinations need no dice rolls. They represent inevitable changes in the political landscape that your group narrates together. Each Machination action describes a specific way the acting faction attempts to gain advantage or consolidate power.

These political shifts often affect your band directly. Your standing with involved factions might change, and existing obligations could be altered or dissolved entirely. Each Machination creates new opportunities and challenges for future adventures.


# OPPOSITION

Most Machination actions require you to identify an opposing faction that resists the acting faction's goals. This opposition can arise from active rivalries between the factions, conflicting ideologies or interests, historical grudges, or simple political competition.

## RADICALIZATION

Some Machination actions can push the opposing faction to become Radicalized. When this occurs, mark the Radicalized  status on your band sheet. After resolving the main Machination action, immediately take a Radical action for the opposing faction.

A radical faction remains in this heightened state until the next Machination occurs. Their behavior becomes more extreme - their leaders pursue goals more aggressively, their operatives act with less restraint, and their methods grow increasingly ruthless.

When the next Machination occurs, all radical factions return to normal before new actions are chosen. The same faction can become Radicalized  again if it ends up in opposition during subsequent Machinations.


# STANDARD ACTIONS

Choose 1 action when the Tension track is filled:

## ESTABLISH A NEW HOLDING

The acting faction seizes vulnerable territory and establishes a new holding. Decide whether this holding remains secret, known only to faction members and select powerful individuals, or becomes publicly known.



### Choose how the faction acquires the holding:

- By force: They attack a rival directly. The opposing faction becomes Radicalized . If your band assisted in the assault, gain +1 standing with the acting faction & -1 with the opposition. Additionally, either acquire Bounties for your service or gain an Obligation for future favors.
- By bureaucracy: They manipulate the domain's administration to transfer the holding to their use. If the acquisition remains secret and your band knows of it, gain an Obligation owed to you for keeping this secret.
- By trade: They deplete their wealth to establish the new holding. Their diminished resources create opportunities for your band to acquire Provisions or Charts at reduced cost as they seek to replenish their coffers.
- By criminal contacts: They employ underground connections to seize the holding through intermediaries, maintaining deniability. These criminal elements might demand repayment at a later time.

# HOLD A CELEBRATION OR CEREMONY

The acting faction organizes a grand celebration or ceremony in honor of their Divine. This gathering takes place at a prominent city, important monument, or significant holding, where a faction leader delivers a sermon to the assembled crowd.

### Choose up to two boons:

- The people bring food and offerings, increasing the faction's wealth. Your band might acquire Provisions at reduced cost.
- The people unite behind a shared cause and act with zealous dedication. Your band might find new contracts or arrange obligations in exchange for promised aid. The opposition becomes Radicalized .
- The leader denounces the actions of the people, a specific individual, or an opposing faction. A denounced faction becomes Radicalized . If your band has negative standing with the acting faction, you might become entangled.
- The leader honors a specific individual, spreading their fame throughout the domain and beyond. Any obligations your band is owed by this individual are forgotten. Offering favors to this newly prominent figure could yield significant rewards.

## PERFORM A RITUAL

The acting faction channels divine power through an elaborate ceremony. Before beginning, describe what resources the faction has gathered - their preparation creates an opportunity for your band to trade Relics at premium prices.

### Choose the ritual's purpose:

- Craft a powerful treasure
- Receive a divine blessing
- Enhance their influence
- Strike at their rivals

Then decide whether the ritual succeeds or fails:

On success, the faction gains their intended benefit until the next Machination. If they targeted rivals, the opposition becomes Radicalized ☹. If they created a treasure, your band might discover ways to claim it.

On failure, the ritual's power spirals beyond control. Work with the GM to determine how these unforeseen consequences reshape the political landscape. The results should dramatically alter relationships between factions and create new opportunities for your band.

## STRIKE A DEAL

The acting faction forms an alliance with another faction or influential figure. Their cooperation reshapes the domain's political landscape, creating both opportunities and challenges.

### Choose one benefit:

- Unite against a rival: Together they weaken the opposition, preventing them from becoming Radicalized. Your band might leverage this moment of vulnerability to gain an Obligation from the weakened faction.
- Declare a truce: Their reconciliation eases tensions throughout the domain. The next time you would mark the Tension track, skip it instead.
- Secure official favor: Their combined influence sways local authorities, gaining them privileges and responsibilities that create new opportunities for your band.

### Then choose one complication:

- Unequal partnership: One party gains unexpected leverage in the arrangement. Mark Tension ☹ immediately (this cannot be ignored by other effects).
- Costly arrangement: Both parties deplete their resources securing the deal. Your band might find opportunities to acquire Provisions or Charts at reduced prices as they rebuild their wealth.
- Hidden interference: An uninvolved faction secretly shaped the negotiations. They gain benefits without revealing their role, creating future opportunities for your band to uncover and exploit.

## RADICAL ACTIONS

When a faction becomes Radicalized, complete the normal resolution first. Then, choose one of the following:

### INCITE REVOLT

The radical faction sparks an uprising among their supporters. First, describe how they lay the groundwork for rebellion through one or more of these preparations:

- Secure a powerful ally's backing through promises or threats.
- Neutralize key opposition forces through sabotage or misdirection.
- Distribute resources among their sympathizers.
- Build local support by addressing community grievances.

Then decide your band's involvement:

### Supporting the revolt:

- Gain +1 standing with the radical faction & -1 standing with factions opposing the revolt.
- Acquire Bounties from seized resources or gain Obligations from grateful rebels.

### Opposing the revolt:

- Gain +1 standing with factions opposing the revolt & -1 standing with the radical faction.
- Gain Obligations from defended authorities or acquire Charts revealing rebel movements

Regardless of your choice, the upheaval creates opportunities to gather resources and forge new alliances as power shifts throughout the domain.

## VILIFY A LEADER

The radical faction publicly denounces a rival faction's leader, spreading accusations through whispered rumors and public displays.

### Choose how their campaign unfolds:

- Erode authority: The targeted leader's influence wanes. They will lose their position unless they take decisive action before the next Machination. Your band might gain opportunities to influence this transition.
- Ignite violence: The accusations spark uncontrolled hostility. Local sympathizers take matters into their own hands, threatening the leader's holdings and supporters. Mark tension ☹.
- Provoke retaliation: The targeted leader responds with aggressive force. They begin treating any questioning of their authority as a direct threat, creating opportunities for your band to either support or oppose their harsh methods.
- Face backlash: The accusations backfire as the community rallies behind the accused leader. The radical faction retains their status through the next Machination, having only strengthened their opponent's position.

The turmoil surrounding these events creates opportunities for your band to gather intelligence, forge new alliances, or acquire resources as various groups seek support.