

DECKAHEDRON WORLD - PLAYER'S GUIDE

TAGLINE

Like board games? Remember Dungeons & Dragons? Think you can improv? Welcome to Deckahedron World!

OUTLINE

- SESSION 0 (Sarukkan's Chamber)
RULES
p1 - RPG intro. What to do.
Say/Flip/Move/Roll. GM/Player
p2-p3 - Deckahedron - Basic Moves -
when to flip, how to flip - lots of
pics
- SESSION 1 RULES
p4-p6 - Combat -
Stamina/Harm/Wounds - GM: moving the
spotlight
p8 - Speed/Wealth/Equip
p8 - Moves - Good Thing I
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p7 - Moves - Do a Flashback,
Critical Flip
- SESSION 2 RULES
p6 - Set up an advantage with
Discern, Defend
p8 - More Moves - Take a
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p9 - More Moves - Run, Shop, S+S
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weapons
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p12-p14 - Starting a game, Sarukkan's
Chamber, Character Creation
- SESSION 3 RULES
p15 - Levelling Up - Study /
Craft, Level rings

WELCOME TO ROLE-PLAYING

Deckahedron World is a system for telling a story. The authors of the story are you and your friends, sitting around a table.

This story is improvisational, interactive, and collaborative.

The rewards for playing are laughter and excitement while you play, and warm conversations for years afterwards that start with "Remember that time we were playing Deckahedron World and..."

HOW TO MAKE A GREAT STORY

Imagine the audience for this story is the inner children of all the players. What evokes the feelings we had when we were children playing pretend? Can you remember being 11 years old and watching a spectacular Steven Spielberg movie? Or maybe a cheap-but-awesome Sam Raimi movie?

You are going to collaborate with all the other players to make this story, so when you add your parts, think of what will give your friends around the table a thrill, put them in suspense, ratchet up their feelings of tension, or make their jaws drop with awe.

Sometimes inner children get a big kick out of blood and guts. Your inner child might giggle at the brothel scenes in HBO's Game of Thrones. If you don't know what topics your friends consider "off-limits", it is a good idea to ask and tell before you start playing.

The story that emerges from Deckahedron World is not a precisely crafted thing. That's ok. It doesn't have to be high art or even a cartoon on Adult Swim. It gets shaped by each player, and when your turn comes, you adapt, do your best improvisational "[Yes, and](#)", and see where it goes from there. It might sound

like chaos, but with some faith in your friends, you will delight at how the plot solidifies, and how real the characters become.

SPECIFICALLY, WHAT TO DO

In a game of Deckahedron World, one person will take on the role of the Game Master, or "GM". The other people will be called simply "Players".

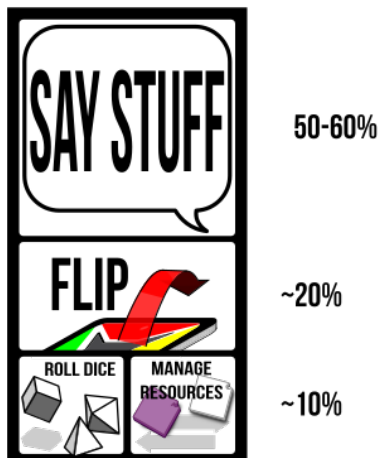
THE GM

The GM's job is to know all the rules, and say stuff. Occasionally they will write notes and scribble some quick numerical facts.

The GM's domain is the world.

THE PLAYERS

Player, your domain is your character.



The player's job

Most of your time will be spent saying stuff. You are part of a conversation. Ask questions, use your imagination, chime in when someone inspires you. Think about your character like a hero of a movie, and try playing as the writer of the movie, or the director, or immerse yourself like a method actor standing in the character's shoes and seeing with their eyes.

Deckahedron World invites you to:

- Describe your character and their actions
- Act out their dialogue
- Describe *how* they act
 - flourishes and stunts
 - their facial expressions, voice, and body language
- Tell what they say / hear / see / smell / taste / feel
- Describe their thoughts & memories
- Chime in when they interact with or support the other characters
- Refer to your **moves** to get ideas for your character
- Tell parts of the story
- Tell your character's backstory
- Command your character's hirelings and animal companions
- Refer to your **moves** to see what boundaries you can push





As the conversation unfolds, the rules will chime in as well. When that happens you will be called do things beyond just "saying stuff":

- Flip your Deckahedron
- Move tokens around
- Roll dice

This guide will teach you how to do those things.

THE DECKAHEDRON

Every player except the GM gets a Deckahedron. Inspect your Deckahedron. You should have 20 cards. There are 4 symbols, or "suits", on the fronts and backs of the cards:

Name	symbol	odds	color	rank
Anchor		indicates the weakest odds	red	rank 1
Bulb		indicates below average odds	yellow	rank 2
Crescent		indicates above average odds	green	rank 3
Dart		indicates the best odds	blue	rank 4

Shuffle your Deckahedron and place it face-down in front of you.

Whenever your character attempts something risky, where the outcome is not certain, the GM calls on you to use your Deckahedron and "flip".

First, the GM names the move you're attempting and which of your character's attributes -- Strength, Dexterity, or Intelligence -- you use to resolve the flip.

GM Note: The attributes used to resolve a move are listed at the top of each card. Sometimes a card gives the option of several attributes, like "Str / Dex". You may need to ask the player for more detail about what they are attempting before calling for a flip.

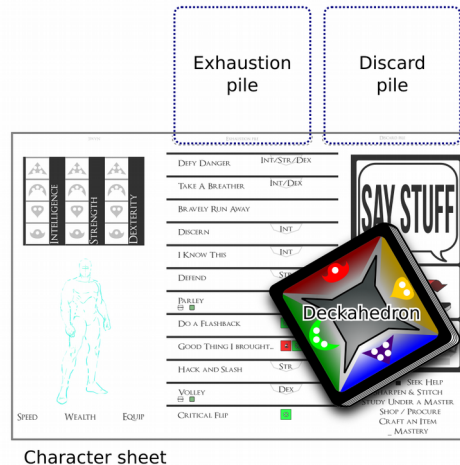


Illustration of your Deckahedron

Look at the attribute on your character sheet -- what symbol is it, Anchor, Bulb, Crescent, or Dart? Take the top card and flip it face up. Put it down so that the symbol faces the GM. (Saying "Bam!" or making some other sound effect is optional.)

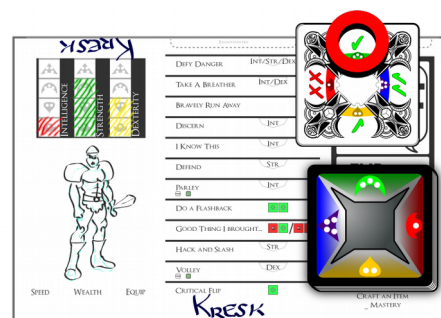
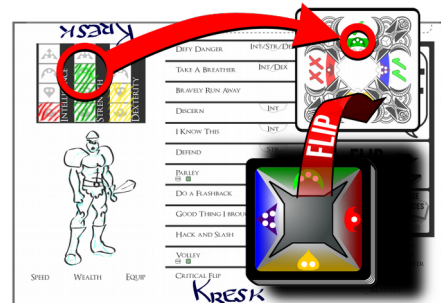


Illustration of flipping a card forward

The top of the flipped card shows Xs or ✓s. These tell you the result of the move.

Consistently facing the result towards the GM helps simplify the GM's bookkeeping and helps the game stay fast-paced.

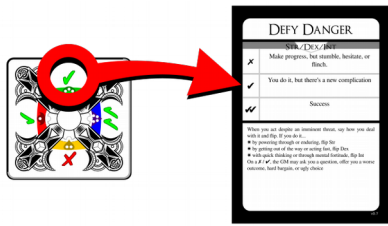


Illustration of reading a card

Finally, find the move card named by the GM and read its instructions. It tells you how the GM should interpret the **X**s and **✓**s.

Afterward, any card used during a flip goes face-up in a *discard pile*. Later, you will start another pile of face-up cards called an *Exhaustion pile*. Keep them separate.

Note: some move cards give you or the GM a choice between several options. If one of the options is impossible (fictionally or mechanically), it may not be chosen. Choose one of the other options instead.

FOR EXAMPLE,

You're playing a character named Kresk. You say:

Kresk sees the pit of spikes in front of him, but isn't scared. He just takes a running start and mightily leaps over the pit, landing safely on the other side.

The GM might say to you:

Ok, sounds good, but let's see if Kresk's legs are strong enough. Please flip Defy Danger with your Strength.

Look over at the character sheet and see that Kresk has rank 3 (Crescent) Strength. Flip over the top card of your Deckahedron and look for that Crescent symbol.

Maybe you get a single **✓**. The GM uses the instructions on the Defy Danger card ("You do it, but there's a new complication") to improvise what happens next:

You leap through the air, landing with a thud on the other side of the pit, kicking up a cloud of dust on this forgotten jungle trail. Rising to your feet, you notice that more than dust has been stirred. The sounds of movement and a threatening rattle alerts you to something approaching from inside the pit. What do you do?

OTHER WAYS TO FLIP: ADVANTAGE / DISADVANTAGE

Some flips are a little more complicated. Some moves in Deckahedron World instruct you to "take +1 advantage", "add an advantage card" or "flip with advantage". Sometimes you are given the opposite instruction, "add a disadvantage card" or "flip with disadvantage".

ADVANTAGE

With an advantage, flip over your top card as usual, and then flip over the next card as well. Compare the results (the number of **X**s or **✓**s next to the relevant symbol) and *resolve the flip* with the card that has the **best** result.

If it's a tie, you may choose whichever card to be the card that *resolves the flip*.

All cards that got flipped go face-up in your *discard pile*.

Complete Flip Rule

You must flip over all the cards you were instructed to, even if the first card shows **✓✓**.

DISADVANTAGE

With a disadvantage, do the same thing, but

use the **worst** result.

MULTIPLE ADVANTAGES / DISADVANTAGES

For a given flip, you may be instructed to add two advantage cards or two disadvantage cards. This means you flip **3 cards in total** and take the **best** or **worst**, respectively.

No flip may use more than 3 cards in total, so adding advantage cards beyond 2 is just ignored.

Sometimes there's a situation where you are instructed to both "flip with advantage" and "flip with disadvantage". To resolve any of these combinations, simply add up all the advantages, and then subtract all the disadvantages to arrive at your sum of advantage or disadvantage. The maximum is still two extra cards, so if the sum is -3, you only flip with two disadvantage cards.

OTHER FLIP COMPLICATIONS: GREEN TOKEN CARDS



Green token symbol

A green token card

Some Deckahedron cards have a green token symbol in the middle. After a flip is resolved by a card showing a green token symbol, you have a choice:

- Take a green token from the supply (these may be spent later to perform certain moves)
- Go up one level in the move just performed (see [Move Levels](#))

You may only do this when the card *resolves* a flip. (ie, when flipping multiple cards, only if the *green token card* was the one from which the **X** or **✓** symbols were used to interpret the

result of the move)

Green tokens are a currency you spend to activate "meta" parts of the game. See below for moves that let you "break" or "bend" rules, or partially take control of the narrative.

OTHER FLIP COMPLICATIONS: WOUND CARDS

Sometimes you flip over a wound card and must lose a Stamina point. See the [Combat chapter](#).

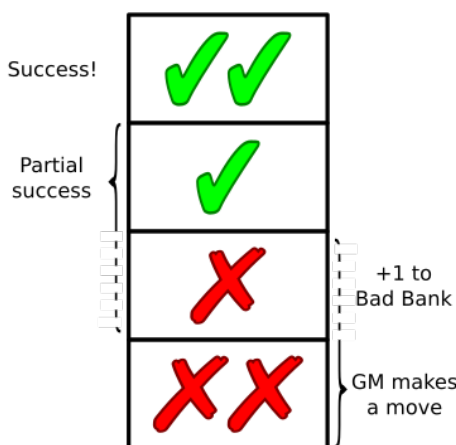
RESHUFFLING

At any time before a flip, or after a flip is resolved, you may take your *discard pile* and shuffle it back into your Deckahedron.

Whenever your Deckahedron is down to 5 or fewer cards, you **must** take your *discard pile* and shuffle it back into your Deckahedron.

INTERPRETING THE RESULT OF A FLIP

When a player performs a move, the player executes a flip, and the GM interprets the narrative result, based on the text of the move card.



flip results

Usually **✓✓** means an unfettered success, and single **✓** means success, but with

complication.

When the result is a single **X**, it sometimes means the same as a single **✓**, but often it is slightly worse.

Any time a flip results in a single **X** the GM should add a point to the *Bad Bank*. -- even when the move card says it has the same narrative effect as a single **✓**.

Sometimes a card does not say how a **X** should be interpreted. In that case, the GM gets to make a move, just like **XX**.

When the result is **XX**, it is the GM's turn to make a move. The GM narrates the consequences of the move the player just attempted and has license to take the narrative where they like.

Rarely, a card will have instructions for how to interpret a **XX** result. These instructions should be executed, but might only be *part* of the GM's move.

There is an exception to the GM moves on **X** and **XX**. When the move card has the tag *IMMEDIATE*, the GM does not add points to the *Bad Bank* on a **X** and they don't make a move on a **XX**.

See the GM Guide for explanations of the *Bad Bank* and for a list of moves the GM is allowed to make.

FLIPS ONLY HAPPEN WHEN THE SITUATION IS UNCERTAIN OR RISKY

A GM only calls for a flip when the situation is uncertain or risky for the character. If the outcome is certain, the GM may just narrate what happens. Or they may ask you some clarifying questions.

Deckahedron World is a conversation. Different GMs will draw the line of certainty

at different places.

Consider a situation where the GM has described your character, Kresk, waking up after making camp in a forest. Beside you is a squirrel nibbling an acorn.

One response might be:

"Kresk wants that acorn! I Hack and Slash the squirrel!"

It would be bizarre, but completely within the rules for the GM to write up some stats for the squirrel (1 Stamina, 1 attack power), and begin a melee combat between Kresk and the squirrel, and ask you to flip Strength to resolve the Hack and Slash move.

Perhaps better responses from the GM might be:

- "As you raise your fist to smash the squirrel, it darts off into the forest, never to be seen again"
- "How is Kresk going to overcome the squirrel's natural speed and reflexes?"
- "You smash your fist down and flatten the rodent, strangely, it didn't even flinch. This odd behaviour has you wondering about the rumors you've heard about this forest being enchanted..."

The GM doesn't always have to invoke a move and call for a flip. But in this example, the player literally names a move ("I Hack and Slash..."). That's a strong signal to the GM, and the GM is likely to follow strong signals.

If you enjoy playing in a style where things flow like a conversation or a story, from question to answer, from description to dialogue and back around again, rather than pushing a limited set of buttons laid out in front of you, try playing without naming the moves. Just describe what your character does in a natural way.

"Kresk wants that acorn! I slam my fist down on the squirrel!"

COMBAT - STAMINA/HARM/WOUNDS

Here are rules to determine when your character is able to endure exertion and injury to keep moving forward or when they're completely spent and collapsed in a heap.

When a character is in a fight, they are running, dodging, striking, and being struck and assailed by their foe. All of this stuff is scary and exhausting. So a character gets weaker the longer they're in this exchange, even if they're dodging every blow.

This weakening is represented by cards from your Deckahedron being lost into your *Exhaustion pile*.

Think of a boxing match or a mixed martial arts match. During the later rounds, the athletes are worn down, don't jump around the ring with as much vigor, and drop their guard more frequently. The contest is not always decided with a knockout punch, it often comes down to who can better endure the exertion.

By default, your character has 10 Stamina points. When your character loses all 10, they are incapacitated.

PHASES

When your character gets attacked or falls victim to some other danger, you have choices about exactly how they are affected. They may dodge, and just lose Stamina, they may stand stubbornly against a blow, taking Harm to perhaps absorb the blow with their armour (or with their face), or they may be wounded by the attack.

The **first phase** is rolling dice to arrive at a number. This number is called the *attack power*.

The **second phase** is deciding how to split that number among 3 categories, Stamina, Harm, or Wounds.

The **third phase** is optional: absorbing some points using any relevant move cards and item cards.

Finally, the **fourth phase**: you interpret those results into the narrative. Did your character dive into the dirt? Did they take a punch to the jaw and respond with a bloodied grin? Did the spear bounce right off their steel breastplate?

FIRST PHASE

When your character suffers the consequences of violence, you roll dice to get a number. This number is called the *attack power*.

SECOND PHASE

If you don't split up the *attack power*, it translates directly into Stamina points. So by default, your character loses that amount of Stamina points.

Let's say your character was attacked with a sword and the dice were rolled and summed up to 7. The simplest choice is to lose 7 Stamina points.

But maybe you already lost 3 Stamina points earlier. You only have 7 Stamina points left, and you don't want your character to be incapacitated. You have a couple options:

- Turn *attack power* into Harm tokens at a rate of 3-for-1
- Turn *attack power* into Wound tokens at a rate of 6-for-1

For example, you may split the attack power of 7 into:

- 4 Stamina points
- 1 Harm token

You may even do that twice, splitting the attack power of 7 into:

- 1 Stamina point

- 2 Harm tokens

Another option is to take a Wound, using a rate of 6-for-1. In our example, you may split the attack power of 7 into:

- 1 Stamina point
- 1 Wound token

Note: as described later, taking Wound and Harm tokens can sometimes also cause loss of Stamina points.

Attack power turns into Harm tokens at *exactly* a rate of 3-to-1, and Wound tokens at *exactly* a rate of 6-to-1. You cannot choose a Harm token if facing an attack power of 2.

STAMINA / EXHAUSTION

Characters have 10 Stamina points. These points are represented by cards in your Deckahedron with a Stamina symbol



No Stamina symbol



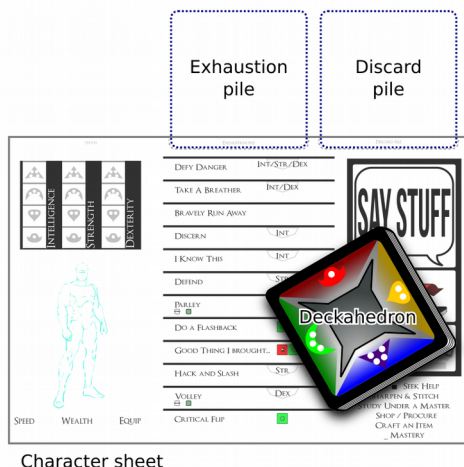
Stamina symbol

Cards with and without Stamina symbol

To win at combat, a character's foes must be subdued or pacified before the player's Deckahedron has been emptied of Stamina points.

When you are instructed to lose a Stamina point, you may absorb it using any relevant move cards and item cards, otherwise:

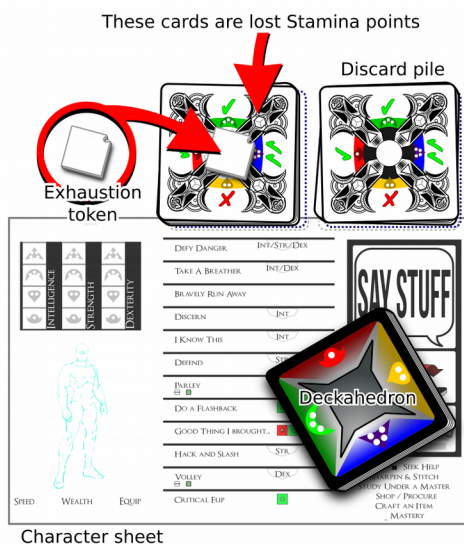
1. reveal cards in your Deckahedron until you find a card with a Stamina symbol
2. put that card aside, face-up in your *Exhaustion pile*
3. the other revealed cards go into your *discard pile*



Character sheet

Component layout

You should put an Exhaustion token on top of the *Exhaustion pile* to distinguish it from your *discard pile*. But, unlike Harm and Wound tokens, you don't have to put an Exhaustion token on the pile for each Stamina point lost, that's what the cards are for.



Character sheet

Exhaustion token

(So, if you were instructed to lose 3 Stamina points, you add 3 cards with Stamina symbols onto your Exhaustion pile)

If searching through their Deckahedron does

not yield a card with a Stamina symbol, the player **must** reshuffle their *discard pile* into the Deckahedron and continue searching.

Note: Players *may* choose to reshuffle their *discard pile* back into the Deckahedron *before* searching for Stamina points.

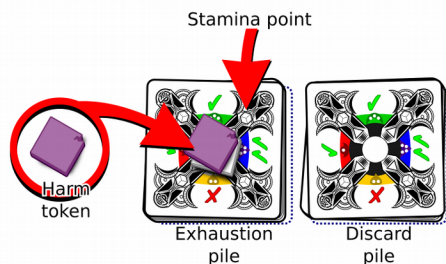
If there are no Stamina points in the Deckahedron *or* the *discard pile*, then all 10 must be in the *Exhaustion pile*. In this case, the character is *incapacitated* and can take no further actions. It is up to the GM to decide what this incapacitation means - whether the character is dead, unconscious, or just unable to stand or move. The GM has rules for this, see the GM Guide.

HARM

Think of that boxing match again. If Stamina represents dancing, ducking, and dodging, then Harm represents landing a blow. These rules are also for representing mental strain that is so significant that the negative effects last for a while.

When you are instructed to take a Harm token, you may absorb it using any relevant move cards and item cards, otherwise:

- **If you already have 2 Harm tokens on your Exhaustion pile:**
- Take a *Wound* instead
- **Otherwise:**
- 1. Lose a Stamina point
- 2. Place a *Harm token* on your *Exhaustion pile*



Harm token

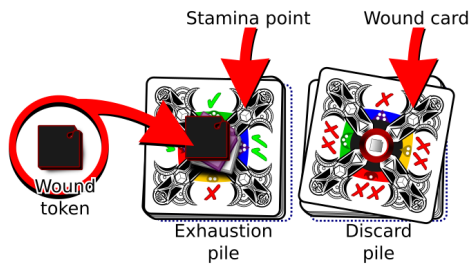
Note, this "one-hit, two-hit, bust" pattern is repeated in many of Deckahedron World's rules

WOUNDS

Getting wounded sucks, and when wounded, all intelligent creatures seek to cure their condition as a very high priority.

When you are instructed to take a Wound token, you may absorb it using any relevant move cards and item cards, otherwise:

- **If you already have 2 wounds:**
- the character is incapacitated
- **Otherwise:**
- the GM describes how the character was wounded
- Lose a Stamina point
- Place a *Wound token* on your *Exhaustion pile*
- Randomly draw a *wound card* from the supply and place it in your *discard pile*. It will now start cycling between your Deckahedron and your *discard pile*.



Wound token

A WOUND CARD



Image of wound card

Having a *wound card* in your Deckahedron causes some nasty effects.

Whenever you **flip** and reveal a wound card, follow these rules:

- Say or act out the guttural noise emitted by your character
- You must immediately stop flipping (eg, if you were instructed you to "flip 3", you stop short once you hit the wound card - resolve the move with only the card(s) you flipped. This overrides the **Complete Flip Rule**)
- Lose a Stamina point

Note: some moves instruct you to match Chinese Zodiac symbols on the corners of cards. Wound cards' corners have the "goat" symbol which does not match any symbol.

SPEED/WEALTH/EQUIP

Your character has a movement speed, a certain lightness-of-foot, they carry a certain amount of equipment and items, and they carry a certain amount of wealth. These attributes are tracked with the Speed/Wealth/Equip system. The more equipment and wealth carried, the lower their speed.

Daily-use amounts of money and food are not tracked. It is assumed your character will always be able to scrounge a meal somehow.

Movement speed is not an exact measurement in meters-per-second. It will matter when attempting moves where being laden with loot and gear matters. Particularly moves with the tag "UNENCUMBERED". When your speed goes below 4, you may not perform any "UNENCUMBERED" moves.

You have 6 tokens that can be allocated between 3 slots on your character sheet (Speed, Equip, Wealth) and Item cards.

If you don't want to carry any items, equipment or wealth, you can put all 6 tokens on Speed.

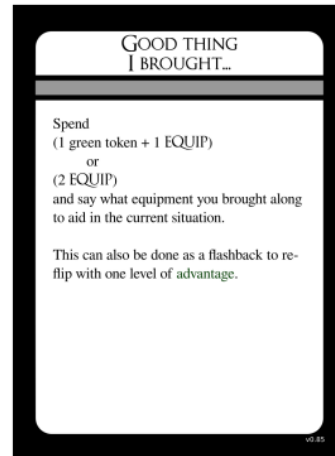
Tokens represent weight or difficulty to carry, when they're not on speed.

Some Item cards require more than 1 token.

The GM may interpret a Speed of 0 as limiting a character's gait to walking.

MOVES - GOOD THING I BROUGHT, DO A FLASHBACK, CRITICAL FLIP

GOOD THING I BROUGHT...



Good Thing I Brought card

Adventurers are always finding themselves in tricky situations. Luckily, they come prepared with adventuring gear. They have been known to carry 50 feet of rope, smelling salts, books of saucy poems, sometimes even a 3-day-old pork chop to distract hounds or hungry goblins.

It's a fact. You know this and Deckahedron World knows this, so it doesn't ask you to keep fine-grained notes of every candle and spare button in your character's inventory.

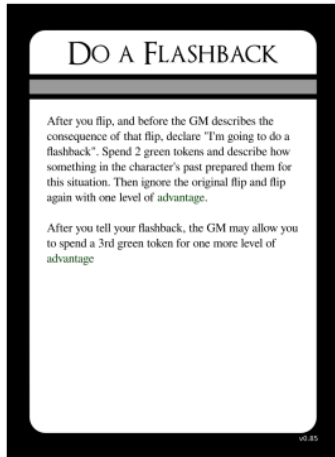
Reasonable daily-use items are presumed to be in your character's pack. If you're unsure, remember Deckahedron World is a conversation, so just ask the table.

But sometimes you will be in a situation where having that 50 feet of rope or old pork chop would really *solve a problem* for your character.

When your character reaches into their pack

and produces the item that solves their current problem or helps them overcome a challenge, just say what it is and spend the tokens.

DO A FLASHBACK



Do a Flashback card

Sometimes you plan out something really great, and then you resolve a flip, and don't get the results you need.

A Flashback serves as sort of a "mulligan" in those situations, but it also provides a way to develop your character's backstory and personality.

After a player makes a flip, and before the GM describes the consequence of the flip, the player can declare they're going to do a flashback.

The player spends 2 green tokens. Then they describe how something that happened in the past particularly prepared them for this situation.

Then they can ignore the original flip, and flip again, with one level of advantage. (eg, if they were doing a flip-three-take-worst flip, now they do a flip-two-take-worst)

After they tell their flashback, the GM may allow them to spend additional green tokens

for more advantage levels. This is a subjective judgement left up to the GM.

MERCY FLASHBACKS

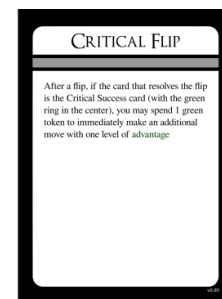
Players may find themselves in a situation where they forgot to do something when they had the chance, like use healing magic while they were resting, or leveling up a move before they left a steading, or getting some key information from an NPC before that NPC died.

As long as the player and the GM both agree that the player had the necessary resources when the action was available, the GM may allow the player to spend those resources and effect that action now, as a "Mercy Flashback".

The player must spend a green token, in addition to whatever cost the action incurs.

Forgetting happens to the best of us, and there are lots of variables to keep track of, so the cost is kept "cheap" at only one green token. But there must be a cost. It is necessary to keep the flow of the game going. This is a game of improv storytelling, and improv means rolling with the punches sometimes.

CRITICAL FLIP



Critical Flip card

One of the 20 cards in your Deckahedron is the "Critical Success card". It has a ✓✓ symbol on every edge and a green circle in the

middle.

If you *resolve a flip* with the Critical Success card, you can use the Critical Flip move to get an advantage card on your next move.

If you choose to Critical Flip, the spotlight stays on you for a little bit longer while you make your bonus move.

MAKING YOUR OWN CHARACTER

The GM has rules to guide you through creating your character in the GM Guide.

Take turns picking your starting moves. During character creation, you can't pick a move another player has already picked, but your character can become skilled in those moves later. See the Move Levels and Study Under a Master sections below.

Moves with the *RECEIVE CARDS* tag allow you to get some item cards during character creation.

- "Use a Magic Item" move gives you 1 magic item of your choice
- "Channel the Living Light" move gives you Sigil of the Living Light
- "Entreat the Blood-Bound" move gives you Blade of Echoes

After you choose your starting moves, Choose 2 items * a weapon is a popular choice. Unarmed, your attack power will be 1d2 * You may choose 1 magical item * Note, even without studying the Use A Magic Item move, it's still possible to use magic items.

CARRYING ITEMS REDUCES SPEED

There are blanks on some item cards, and some items are designed starting from entirely blank cards. You get to give your items descriptive names and define what they are. But you do not get to change the rule that each item you carry reduces your speed.

It is common for a player to ask why the magic amulet or ring they've created, a trinket that is normally a couple grams, reduces their speed. The GM didn't give the item its descriptive name, so an explanation isn't the GM's responsibility. The GM may even return the question, "Yes, why does it weigh you down? What about magic in this world, or

what about your character makes them especially burdened by magical items? Does your character even know?"

The narrative of Deckahedron World is a collaboration.

FITTING THE FICTION

One of the joys of Deckahedron World is **building** your character up from a scrappy adventurer to a force to be reckoned with.

Characters start out as "scrappy adventurers" that are not much more powerful than a common villager. They've got an edge over regular folk, (their special abilities) but they're not mechanically that much stronger. You can invent any backstory you like, but you may need to answer questions about how the backstory fits where the characters is, mechanically.

Nothing stops you from creating a hulking, 7 foot tall barbarian, with a rich history of warring and slaughtering enemies, but at the very beginning of the game, with a couple unlucky flips, that barbarian may suffer a sound drubbing at the hands of a farmer with a shovel and his overprotective goat.

This doesn't mean don't create the barbarian character. It means, if you do, be prepared to find some narrative justification (drunkard? battle-worn? magically cursed?) that they're currently at a "scrappy adventurer" level.

THE SESSION OPENER

Every session after the first session, there is a special move to execute at the very beginning, **The Session Opener**. It is a player's opportunity to generate an extra green token.

ASK FOR NOTES

Take turns and ask your friends sitting around you at the table if there's anything about your own play-style you should keep in mind to improve the fun had by everyone (this includes the GM's fun too!).

GIVE NOTES

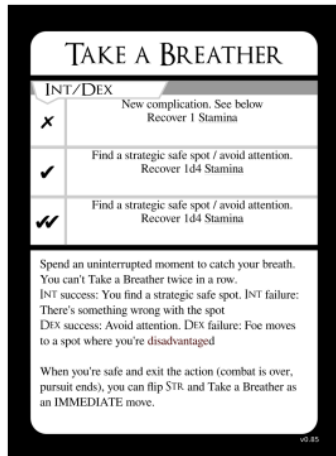
When your fellow players ask you the same, answer them honestly and gently. This is a suggestion for improvement, given in a take-it-or-leave-it manner. Never say "You are having fun wrong". Just say "There are more fun parts over here if you want to take a look".

No response is ever required of the person asking for notes.

This move's purpose is to practice an open dialogue and help everyone *improve* their play. If it feels like bargaining, argumentation, excuse-creation, litanizing of sins, the move has not been executed correctly. Just take a deep breath and move on.

MORE MOVES - TAKE A BREATHER, REST, SEEK HELP

TAKING A BREATHER



Take a Breather card

Taking a Breather is a move that a character can take during combat. This action allows a character to regain up to 4 Stamina points.

The player may use either Intelligence or Dexterity to perform the **Take a Breather** action.

If they use Intelligence, they say how they execute a tactic or recognize a favourable position that lets them gather their breath and their wits.

If they use Dexterity, they say how they maneuver into a safe position that offers some temporary safety.

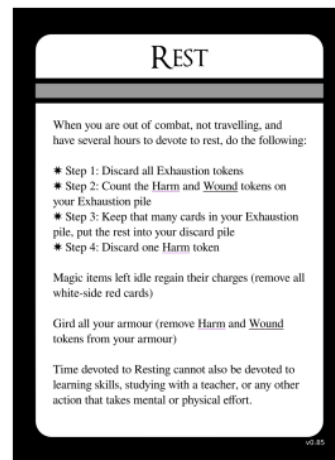
Regaining Stamina may be done either by taking cards from the *Exhaustion pile* and putting them into the *discard pile*, or by returning Exhaustion tokens to the supply.

When recovering cards from the *Exhaustion pile*, the player may choose any cards they

want.

When combat or a pursuit ends, and it is appropriate for the narrative (e.g. when there's a scene transition and the characters reasonably have a few minutes to catch their breath), the players may **Take a Breather** using Str as an IMMEDIATE move (ie, no negative consequences to **X** or **XX**).

RESTING



Rest card

Resting is an action that a character may take when they are out of combat, not travelling, and have several hours to devote to rest (sleeping qualifies).

- Step 1: Return all *Exhaustion* tokens to the supply
- Step 2: Count the *Harm* and *Wound* tokens on your *Exhaustion pile*
- Step 3: Keep that many cards (player chooses which ones) in your *Exhaustion pile*, put the rest into your *discard pile*
- Step 4: Return one *Harm* token to the supply

When resting, magic items that are not being used regain all charges, up to their maximum capacity. Remove all white-side red cards on your magic items.

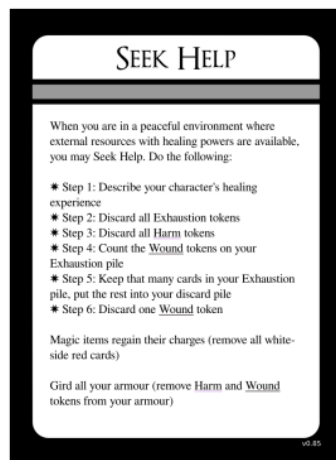
You may gird all your armour, where

applicable. Remove all Harm and Wound tokens from your armour cards and from move cards that represent armour effectiveness (eg, Like A Second Skin).

Time devoted to *Resting* cannot also be devoted to learning skills, studying with a teacher, or any other action that takes mental or physical effort.

The Harm token returned to the supply in Step 4 may come from your *Exhaustion pile* or from a slot on a move card that represents bodily toughness (eg, Bloody But Unbowed).

SEEK HELP



Seek Help card

Seeking Help is an action that a character may take when they are in a peaceful environment where external resources with healing powers are available.

Eg, if they are in a primitive camp possessing medicine men or a contemporary city with doctors and hospitals or a tranquil oasis infused with healing magic.

When you spend a day healing:

- Step 1: Describe your character's healing experience
- Step 2: Return all *Exhaustion* tokens to

the supply

- Step 3: Return all *Harm* tokens to the supply
- Step 4: Count the *Wound* tokens on your *Exhaustion pile*
- Step 5: Keep that many cards (player chooses which ones) in your *Exhaustion pile*, put the rest into your *discard pile*
- Step 6: Return one *Wound* token and one *wound card* to the supply

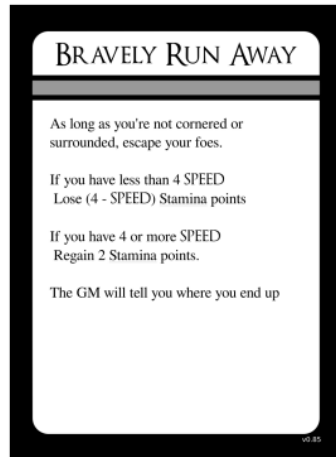
As with *Resting*, time spent *Seeking Help* cannot also be used in activities that take effort.

Magic items that are not being used regain all charges, up to their maximum capacity. Remove all white-side red cards on your magic items.

You may gird all your armour, where applicable. Remove all Harm and Wound tokens from your armour cards.

MORE MOVES - RUN, SHOP

BRAVELY RUN AWAY



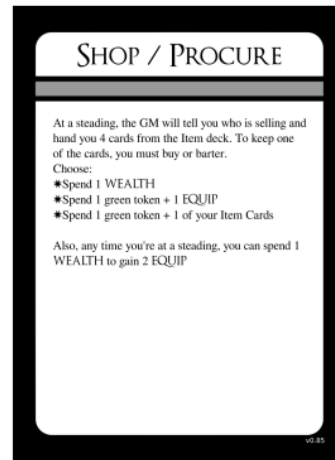
Bravely Run Away card

When players find themselves on the losing side of a battle, or want to avoid a daunting threat, they may choose to run away. If their characters are positioned in a way that their escape is possible, the GM will allow them to escape, but there is a cost. The players temporarily lose narrative control and the GM gets to say where the players' characters end up.

There may also be a Stamina cost (or Stamina gain) depending on how weighed down the characters were by their equipment.

The GM can resolve this move by: * putting the characters somewhere completely safe * putting the characters in a place where some (new or old) danger exists, but is, for the moment, not directly threatening the characters * spending a point from the *Bad Bank* and putting the characters in a place where they must directly confront or defy a new danger

SHOP / PROCURE



Shop / Procure card

When the Shop / Procure move is used, the scene can be described as an everyday shopping trip or a theiving escapade, or anything that makes sense in the narrative, so long as the outcome would be certain.

The GM presents 4 cards to the player of any mix of items: mundane, magical, a special commodity established in the narrative, or even something purely decorative. It is ok for the GM and player to discuss the items beforehand to any level of detail, and it is also ok for the player to outright say what they want to go shopping for.

The GM should be honest with the narrative, stay true to their goals and try to provide the kind of fun the player has signaled they want to have.

The GM shall not hand a player a card with mechanical requirements the player's character doesn't meet.

MUNDANE ITEMS: ARMOR, WEAPONS, ETC

There are mundane items in Deckahedron World, as well as magical ones. Deckahedron World has rules for weapons, shields, and armour. But characters may have other items

as well. Those other items may just be decorative or they may have narrative value (carrying around a small barrel of brandy may earn you a welcome from the thirsty dwarves you meet).

You can even create rules of your own for certain classes of item. See the [Extending Deckahedron World](#) chapter for hints on how to do that.

TODO item damage diagram

Damage to items is represented as black-side red cards. When an item is damaged a third time -- when it would take a 3rd black-side red card -- it is instead destroyed. The card is returned to the supply.

Weapons

Weapons cards describe what the character has armed themselves with. These cards don't have to just be about one item, as the Many Knives card demonstrates.

Weapons have a "power level": d4, d6, or d10. This determines what die to roll when you roll attack power. Higher power weapons should not be given out lightly. Generally players should seek weapon power increases from the Craft a Weapon and _ Mastery moves.

The GM should decide how many Speed / Wealth / Equip tokens the weaponry requires. Is the item particularly heavy or large?

Here are the weapons available to characters during character creation:

Name	token requirement	notes
_ Sword	1	
Many Knives	1	At close range, can be thrown
_ Bow	1	Long range

Armour

When an armour-clad character would normally take Harm or a Wound, the player

may put the Harm or Wound token into an appropriate empty slot on their Armour card.

The armour available to characters during character creation is simply Leather Armour. This style of armour has 2 slots for Harm tokens and cannot absorb a Wound.

When a character goes shopping, goes a-thieving, discovers treasure, or loots a battlefield, the GM may offer new, more useful armour.

The GM should draw up to 3 slots on the card. A slot shall be designated to receive either:

- 1 Harm token
- or 1 Harm or Wound token

The GM should decide how many Speed / Wealth / Equip tokens the armour requires. Better armour tends to be heavier and harder to move gracefully in.

The GM and player should agree on a descriptive name for the armour like "Padded" or "Chainmail" or "Full plate" and write that at the top of a card. The GM may use the name to create implications in the narrative -- it's hard to sneak or swim in full plate armour.

If a GM writes narrative circumstances that cause a disadvantage on the armour card when it is created, no points need to be spent from *Bad Bank* to create the disadvantage later.

Here are some example armours:

Name	token requirement	slots
Leather Armour	1	2 Harm
_ Armour	2	2 Harm, 1 Harm/Wound
_ Armour	3	3 Harm/Wound

Shields

Shields are a way to avoid Harm and Wound tokens, but they test your Dex in order to succeed. See the Bracers card for an example.

To make a Shield card, first the GM chooses the ✓✓, ✓, and ✗ effects by choosing 3

sequential effects from this list:

- Avoid the x
- Avoid the x, but choose to lose 1 Stamina or this item takes 1 damage
- Avoid the x, lose 1 Stamina
- Avoid the x, lose 1 Stamina and this item takes 1 damage

The x can be either:

- Harm
- Harm or Wound

Then the GM and player come up with a name for this kind of shield together, using the same rules as the Armour name-creation above.

MAGIC ITEMS

Deckahedron World supports stories involving magic. To avoid presuming too much about the narrative, the rules do not dictate the nature of magic or the "how" of magic. That's for you to decide during play.

Is magic woven from subtle threads that pervade the universe? Is it based on words of power? Is it high technology hidden in the planet's crust by alien benefactors? Is it copied exactly from a concept in your Touchstone List? You decide.

The rules give you a way to have scrappy adventurers begin with magic items. These artifacts have 3 charges, and are rechargeable during Rest. Your character can eventually build themselves up in power to a point where they can cast magic spells without needing the items.

The rules also give names for two sources of magical power, "The Living Light" and "The Blood-Bound". It's up to you to give these names narrative meaning, if you want.

Charges and Capacity

By default magic items have capacity for 3 charges. When a charge is used on a magic item, place a red card on it, white-side-up.

Sometimes charges are lost *permanently*. This means it loses a charge and its capacity for charges decreases by 1. When this happens, place a red card on the item, black-side-up.

The Obsessive Contemplation move can be used to gain capacity. When a magic item gains capacity, remove one black-side red card from it, or, if there aren't any black-side red cards on it, write down its new capacity on the card.

Magic items cannot be damaged.

(Weapons granted magical effects via Tool Twisting *can* be damaged)

The ONGOING tag

When you Use a Magic Item, you are "flowing magical energy" into it. Then the magical effects happen.

Some magic effects happen immediately.

Some magic effects persist even after you have finished flowing magical energy into the item. (eg, _ of Light, Reaching _)

Some magical effects persist only if you continue to flow magical energy into the item. These items are identified by the ONGOING tag. While you are flowing energy into such an item, you may not regain Stamina points while using the Rest or Seek Help moves.

MORE MOVES - USING MAGIC ITEMS

TODO

USE A MAGIC ITEM

TODO: Tool Twisting adds another choice: "the weapon is damaged"

ENTREAT THE BLOOD-BOUND

If it has not yet been established, when a player first uses this move, the GM should ask them: "Who or what is the Blood-Bound?"

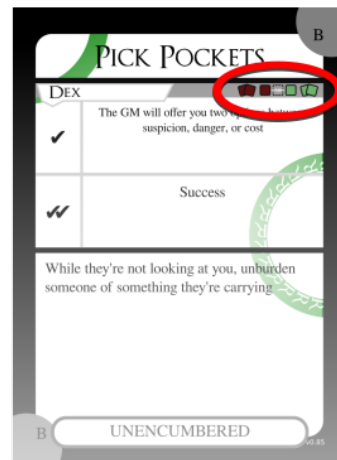
GM Note: this is a great way to stretch your improv muscles. Say "Yes, and..." no matter if they identify the Blood-Bound as tiny, parasitic insects or as monstrous, extradimensional dark gods.

CHANNEL THE LIVING LIGHT

If it has not yet been established, when a player first uses this move, the GM should ask them: "Who or what is the Living Light?"






MOVE LEVELS

Some Move cards have icons on them that indicate "levels". These levels represent how good your character is at that skill. For example, the move Pick Pockets has 5 icons.



Pick Pockets card

These are the "move levels" for Pick Pockets. From left to right, these icons are called:

-  wild or "2 red"
-  novice or "1 red"
-  "base level"
-  expert or "1 green"
-  master or "2 green"

If you chose Pick Pockets during character creation, you would receive the card and your character would be "studied" in the skill. The word "STUDY" is over "base level", so that's the level you would start at.

Note: some moves, like Void Transfusion, don't start you off at the base level.

INCREASED MOVE LEVELS

Later, you can go up a level in Pick Pockets. Either by using the Study Under a Master

move, or when you resolve a Pick Pockets flip and happen to get a *green token card*. See [Green token cards](#)



Green card

Take a green card, and put it on top of the move card. Put the green card black-side-up.

TODO: diagram

With Pick Pockets leveled up, any time you perform that move in the future, you will add an advantage card when you flip.

Because the Pick Pockets card shows the "2 green" icon, you can repeat this process again later, which would let you add 2 advantage cards when you flip.

DECREASED MOVE LEVELS

But what about the 2 "red" levels?

In Deckahedron World, any character can attempt any move that is performed by flipping Str, Dex, or Int -- even if the player doesn't have that move card!



For any such moves, all characters start at the lowest level shown on the card. So every character is "wild" or "novice" at every skill that is tested by flipping Int, Str, or Dex.

Every character, at any time, can attempt to hit

two opponents in combat (via Goreography). Every character can attempt to cast a spell (via Fundamental Magic). But, their odds are very low.

You can attempt moves even if you don't meet the requirements shown.

Just as the "expert" and "master" levels cause the flip to be done with advantage, the "wild" and "novice" levels cause the flip to be done with disadvantage.

-  flip with 2 levels of disadvantage
-  flip with 1 level of disadvantage

If you perform a "wild" level move, and you resolve that flip with a *green token card*, you can use that card to graduate to "novice" level.

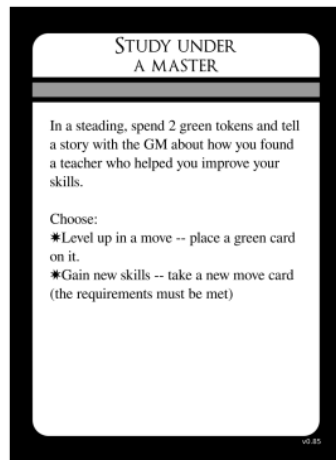


Red card

If you choose to do so, take the move card and a red card. Place the red card on top of the move card, black-side-up.

MORE MOVES - STUDY UNDER A MASTER

STUDY UNDER A MASTER



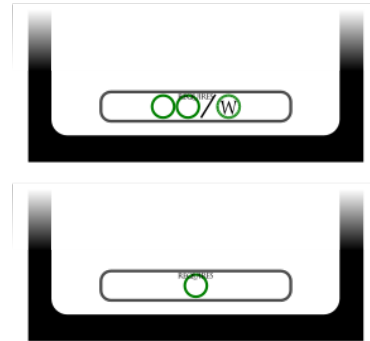
SUaM card

This is the move by which your character becomes a powerful force in the world.

When your character is in a steading (a villiage, city, etc. -- any safe place where resources and commerce present themselves), you can spend 2 green tokens to either:

- Increase the level of a move you already have (See [Move Levels](#))
- Take a new move card from the supply

If you want to take a move card that another player already has or one that was scribbled over in a previous campaign, or just has been ruined by spilled beer, you can copy the text onto a new card.



requirements

Some moves have requirements. These are illustrated as green rings, sometimes with a letter inside -- *R*, *F*, or *W*. Requirements are sometimes separated by a slash, /, which means "or".

For example, using the Study Under a Master move can gain you the card Fundamental Magic only if you have two green rings or one *W* ring.

What, then, are these rings?

Take a look through the move cards and see that there are partial rings printed on them - either in the corners or on the sides.

When you can arrange your own move cards together in such a way that a ring is completed, you "have" a ring. If your cards can arrange to show 2 rings, then you "have" 2 rings.

ring arrangements

If your card arrangement had the cards Pick Pockets and Not On My Turf next to each other, you could complete an *R* ring. If you had the Scent of Blood card instead of the Not On My Turf card, you could arrange it next to Pick Pockets to complete a ring, but it would

not be an *R* ring or an *F* ring, it would just be a regular green ring.

You do not have to keep your cards in this arrangement while you play,

The RECEIVE CARDS tag

Sometimes when you Study Under a Master, you end up with study aids.

When you Study Under a Master to gain... **You also take...**

Channel The Living Light Sigil of the Living Light

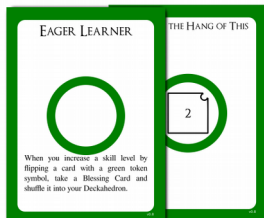
Entreat The Blood-Bound Blade of Echoes

Use a Magic Item Any magic item card

You use the RECEIVE CARDS tag only during character creation and when you gain a move card via Study Under a Master. You do not use it when you gain competence with the skill by flipping green token cards.

LEVEL CARDS AND GREEN RINGS

At the beginning of a session, players should arrange their move cards to count how many green rings they have. Usually, players will not have any green rings at the beginning of session 2 -- session 3 tends to be the first session where this rule matters.



level cards

Once per session, if you have more green rings than *level cards*, you can take one new level card.

Like move cards, level cards may also have requirements. Some require that you have a certain amount of green rings to access them.



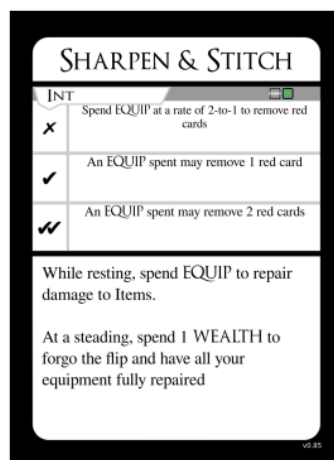
blessing cards

Some level cards will instruct you to take blessing cards. When instructed to do so, draw one blessing card at random from the supply.

Blessing cards improve your Deckahedron by giving you better chances to succeed at moves.

Note: some moves instruct you to match Chinese Zodiac symbols on the corners of cards. The corners of blessing cards have a "dragon" symbol, which matches all other symbols except for the "goat" symbol on the wound cards.

SHARPEN AND STITCH



Sharpen and Stitch card

Non-magical items can be damaged in Deckahedron World. Usually this happens narratively as the result of a GM move, but it can also be caused by player moves, eg. Armour Mastery.

The "one-hit, two-hit, bust" mechanism is used

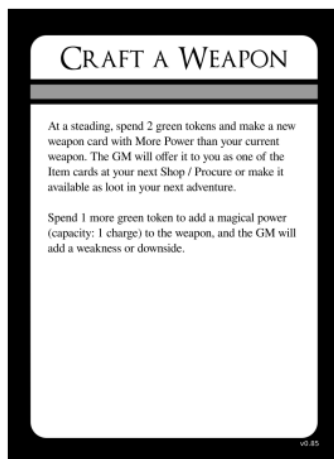
to represent damage.

The first two times an item is damaged, place a red card on the Item card, black-side-up.

The third time an item is damaged, it is destroyed. Return it and the red cards to the supply.

MORE POWER

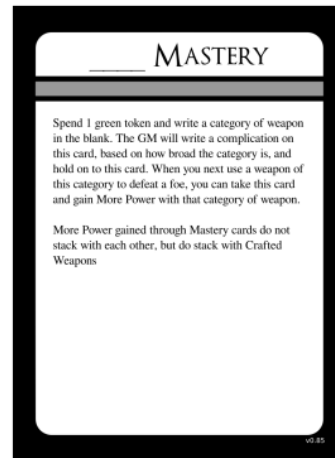
CRAFT A WEAPON



Craft a Weapon card

The GM should decide how many Speed / Wealth / Equip tokens the weapon requires. Is the item particularly heavy or large? The GM should weigh that cost against the weapon's other features.

WEAPON MASTERY



Weapon Mastery card

MAGIC ITEMS

- _ of Unerring Dispatch
- _ of Vitality

ADDENDA

If you add a 2nd magical effect to a weapon with Tool Twisting, it still only has 1 maximum charge, no matter which effect you use.