

# The Game

This is a game whose rules are on cards.

To add a rule, write a card.

Follow every rule on the cards on the table.



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Follow every rule on the cards on the table.



# The Facilitator

This game has no Facilitator (GM, MC, referee).

Resolve player disputes collectively.



*Flip to become the Facilitator*

# The Facilitator

The game has a Facilitator (GM, MC, referee).

Facilitators have final authority over rules questions.

Whoever laid this card face up is the facilitator.



*Flip to play cooperatively*

# Challenges

If any player thinks the outcome of your narration is uncertain, you've been challenged.

Meet the challenge by getting a hit via some other rule.

If you don't, whoever posed the challenge narrates the outcome instead.



*Flip to resolve via narration*

# Challenges

Resolve challenges strictly via narration.



*Flip to rely on hits*

# Simple Dice

The Simple Dice rule is not used in this game



*Flip to use Simple Dice*

# Simple Dice

If you need to meet a challenge and have no other way to do so,

or if the outcome ought to be random, you can roll 1d6.

- On 1-3, you don't meet the challenge
- On 4-6, you get 1 hit



*Flip to not use dice*



# X-Card

"I'd like your help. Your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way, just lift this card up, or simply tap it. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded."



*Read aloud, then flip this card*

# X-Card

"And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"



*Lay this card at the center of the  
play area*

# Courage

TBD

- TBD
- TBD
- TBD



# Courage

TBD

- TBD
- TBD
- TBD



# Charm

TBD

- TBD
- TBD
- TBD



# Charm

TBD

- TBD
- TBD
- TBD



# Chi

TBD

- TBD
- TBD
- TBD



# Chi

TBD

- TBD
- TBD
- TBD





# Instinct

TBD

- TBD
- TBD
- TBD



# Instinct

TBD

- TBD
- TBD
- TBD



# Magic

TBD

- TBD
- TBD
- TBD



# Magic

TBD

- TBD
- TBD
- TBD



# Secrets

TBD

- TBD
- TBD
- TBD



# Secrets

TBD

- TBD
- TBD
- TBD



# Tech

TBD

- TBD
- TBD
- TBD



# Tech

TBD

- TBD
- TBD
- TBD





# Wits

TBD

- TBD
- TBD
- TBD



# Wits

TBD

- TBD
- TBD
- TBD



# Northerner

Snow-swept peaks and narrow valleys are your home.

- Deal with or take advantage of cold
- Survive sudden misfortune
- Bury your emotions and move forward



# Northerner

They say your heart is frozen.

- Eschew material comfort
- Act disinterested or distant
- Distrust an outsider
- Subvert the stereotype



# Southerner

Fiery deserts and glittering oases are your home.

- Deal with or take advantage of heat
- Keep going when all seems lost
- Inspire in the face of hardship



# Southerner

They say the desert has burned weakness out of you.

- Uphold a complex code of honor
- Make an expedient but cruel choice
- Stand by your group, right or wrong
- Subvert the stereotype



# Easterner

Mysterious mountains and river-lands  
are your home.

- Work with earth and metal
- Share the wisdom of past generations
- Understand unspoken things



# Easterner

They say you are distant and arrogant.

- Mask your emotions behind politeness
- Follow your own ways in strange lands
- Extol the virtues of your own culture
- Subvert the stereotype





# Westerner

Islands, archipelagos, and boats are your home.

- Deal with or take advantage of water
- Quickly adapt to shifting circumstances
- Speed away from trouble



# Westerner

They say you're unreliable or untrustworthy.

- Fail to uphold an obligation
- Disappoint someone important
- Disappear when needed
- Subvert the stereotype



# City Folk

Big cities, centers of knowledge and trade, are your home.

- Get around in crowded or complex areas
- Use a lesson the city taught you
- Find a guy who knows a guy



# City Folk

They say you've sold your soul to the city.

- Establish dominance through aggression
- Overvalue the material
- Take advantage of a relationship
- Subvert the stereotype



# Country Folk

Villages, farms, and manors are your home.

- Work with the land and animals
- Do what common sense tells you
- Show hospitality to everyone



# Country Folk

They look down on you as rustic bumpkins.

- Distrust the sophisticated
- Ask something everyone else knows
- Rigidly uphold tradition
- Subvert the stereotype



# Forest Folk

Trappers' camps and green silences are your home.

- Live and thrive in the wilderness
- Notice something hidden
- Find a path to your goal



# Forest Folk

They say you're creepy and aloof.

- Refuse offers of aid or comfort
- Bluntly say a hard truth
- Keep an outsider distant from you
- Subvert the stereotype





# Scraplander

Haunted wastelands and blasted heaths are your home.

- Survive through attentiveness and preparation
- Deal with or take advantage of remnants of old wars and lost magic
- Reveal a useful item or experience



# Scraplander

They say you're no better than the trash you gather.

- Rush into risk
- Defy civilization's customs
- Express a dangerous or weird quirk
- Subvert the stereotype



# Dreamer

Tomorrow beckons, if you can fix today.  
You can't change the world alone. But  
you aren't, are you?

- Remind someone of their best self
- Light a candle to spite the darkness
- Defy what's possible with what's necessary



# Dreamer

When the gulf between is and ought becomes too much, which will you choose?

- Reject the real, denounce the realist
- Forget that you have friends
- Lose sight of your dream for a time



# Guardian

You feel responsible for something or someone else. Their need propels you.

- Keep your charge safe from something
- Identify and monitor a threat
- Endure the unimaginable



# Guardian

You control that which depends on you, and sometimes the weight grows too much.

- Assert your authority
- Cast suspicion too widely
- Shut down your feelings or shut out your charge



# Monster

Your looks, reputation, or nature cause common folk to fear or reject you.

- Take advantage of others' fears
- Exploit the source of your monstrosity
- Make common cause with other monsters



# Monster

To be the thing they say you are. How easy to do it accidentally. How tempting to choose it.

- Make everything worse for yourself or an ally
- Fall prey to your darkness
- Spark conflict or dissent





# Opportunist

Life is unpredictable. When an opening comes, seize it. When a chance comes, take it.

- Exploit or create a weakness
- Employ misdirection or deception
- Take a risk nobody else would



# Opportunist

There's only so much good luck to go around. Will you run out of yours, or take someone else's away?

- Kick someone when they're down
- Betray a trust
- Let someone else pay the price



# Performer

Through actions and words, you entertain, persuade, or transform people around you.

- Embody grace, confidence, or poise
- Influence people to action
- Spark or manipulate emotion



# Performer

When anything you say matters, will you say the wrong thing, or for the wrong reasons?

- Show up or embarrass someone important
- Draw unwanted attention
- Provoke an unintended reaction



# Quester

A vow, an ideal, a promise, a vision, a mission. Something drives you unstoppably onward.

- Live the life your resolve demands
- Rally others to your cause
- Find a way forward despite everything



# Quester

That which is greater than you can also crush you beneath it.

- Waver in your dedication to your quest
- Shut others out of assisting you
- Put your quest before more mundane matters



# Soldier

Life is struggle. Everyone has to fight, all the time. What do you fight for?

- Test your fate against an opponent
- Make a sacrifice to support a hope
- Stand up when everything says to stay down



# Soldier

Life is pain. There's no reward for this, only the next battle. When will you fall?

- Lash out at an easy target
- Use your power selfishly
- Dismiss the peaceful alternative





# Synthesist

You create, fix, and remix.

- Make something new out of what's available
- Repair or recreate something
- Bring creativity to bear against a problem



# Synthesist

What or who will you unmake, in your goal of making something new?

- Tear down something valuable or important
- Keep something going at great cost
- Overuse the same solution



# Character Cards

Cards with this icon are character cards.

These cards describe a PC's most important traits.

To create a new PC, pick three cards.

- Topside: get a hit by flipping the card
- Flipside: flip when a prompt is narrated by anyone



# Character Cards

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# Condition Cards

You've been affected by a temporary problem. Physical injury, mental disorder, social problems, magical curses, and so on are all conditions.

The condition is true within the fiction until cleared. If you have a condition card, and you narrate an action the condition would interfere with, you must meet the challenge of the condition.

You can take a condition to meet a challenge. Any player offering a challenge can suggest an appropriate condition.

- Take a new condition to get a hit
- Flip topside to flipside to worsen the condition and get a hit
- Topside: discard after spending a scene attending to the condition
- Flipside: discard by spending downtime attending to the condition



*Flip to see examples*

# Condition Examples

Suggested uses of condition cards.

Clearing condition takes a scene or downtime. Use this time to set up or pay off plotlines relevant to the condition.

- You take Hurt to score a telling blow on the enemy.
- The facilitator says you can take the long way around the danger, but you'll be Weakened.
- Another player suggests that messing with the idol will leave you Magicked.
- A cloud of darkness envelops you. If you want to stay in it, meet the challenge by taking Hindered (blind), otherwise you leave the cloud.
- I spend a scene being healed by our cleric to discard Hurt. I wanted to talk to her anyway, about...
- I spend a week of downtime doing odd jobs to pay off Indebted. During that time, I listen for new adventure opportunities.



*Flip to see rules*

# Hurt

You've been bloodied, bruised, stunned, or otherwise physically harmed.

- Weapon attacks
- Creatures' natural attacks
- Natural disasters



# Wounded

Your injuries are severe. You must get medical attention soon.

- Significant blood loss
- Broken or twisted limbs
- Shock or disorientation





# Weakened

You've exerted yourself, or been mildly hurt, and need time to rest.

- Fatigue or sleep deprivation
- Hunger or dehydration
- Weather or temperature extremes



# Exhausted

Every step is an effort. You need not just rest, but healing.

- Ongoing lack of rest
- Disease or infection
- Fever or delirium



# Obligated

You've incurred an important responsibility.

- Patron impatient or asks more
- Rivals or enemies interfere
- Embarrassment if revealed



# Indebted

You have significant debts that demand your time or attention.

- Pursuit by patron
- Attention from powerful forces
- Bad reputation



# Wanted

Someone powerful or dangerous is interested in you.

- Scrutiny from guards, thugs, etc.
- Someone tailing you
- Stalked by an animal



# Pursued

You're being chased, by someone or something that wishes you ill.

- Forced to hide from searchers
- Risk of imminent attacks
- Threat to current goals



# Magicked

A spell or other power is affecting you.

- Charms, illusions, or other deceptions
- Taboos or limitations on action
- Discomfort or distraction



# Cursed

A powerful and baneful magic has you in its grip.

- Geases or other powerful compulsions
- Unbreakable or complex taboos
- Pain or great misfortune





# Mutated

You've been physically changed by magic or an artifact.

- Animal ears or other features
- Monstrous modifications
- Partial petrification or zombification



# Transformed

You've been physically remade into something new, but not forever.

- Polymorphed into an animal
- Changed into a monster
- Zombified



# Disarmed

Vital gear you depend on has been damaged or taken

- Blunted or broken blades
- Damaged or partial armor
- Malfunctioning magical tools



# Broken

Vital gear you depend on is unavailable and must be replaced

- Nothing left but scrap
- Spellbook lost or unreadable
- Magical tools disenchanting



# Hindered

A sense or faculty you normally depend on has been weakened due to injury, magic, or stress.

- Unable to clearly see or hear
- Unable to speak clearly
- Magical senses or powers unreliable



# Impeded

A sense or faculty you normally depend on has been temporarily lost.

- Temporarily blind or deaf
- Mute or unable to communicate
- Spellcasting or other special quality



# Bandit

A thief, thug, outlaw, or other miscreant.

- Handles stolen goods
- Willing to work for coin
- Cunning and clever



# Bandit

A thief, thug, outlaw, or other miscreant.

- Armed with stolen or crude weapons
- Greedy, desperate, or afraid
- Dirty tricks and quick escapes





# Kobold

An invisible sprite that can manifest as an animal, rough-hewn humanoid, or flame.

- TBD



# Kobold

An invisible sprite that can manifest as an animal, rough-hewn humanoid, or flame.

- TBD



# Ogre

TBD

- TBD



# Ogre

TBD

- TBD



# Armored

Not all armor helps the wearer all the time. How does it work for you?

- Protection is heavy or cumbersome
- You're inside the walls with them



# Armored

Significant physical protection which you must bypass to get through. What kind?

- Solidly-built armor or natural hide
- Walls, barriers, cover
- Magical force fields



# Camp

A temporary encampment, outpost, home base, den, etc.

- Lose pursuers in the chaos
- Obtain something the camp has



# Camp

A temporary encampment, outpost, home base, den, etc.

- PCs probably outnumbered
- Shifting or complicated layout
- Traps, surprises, reinforcements





# Diabolical

TBD

- TBD



# Diabolical

TBD

- TBD



# Elemental

TBD

- TBD



# Elemental

TBD

- TBD



# Flying

TBD

- TBD



# Flying

TBD

- TBD



# Gang

Size doesn't always matter.

- Disagreement among members
- The leader is toppled or embarrassed
- Individuals singled out for something



# Gang

The challenge is a group of individuals.

- Strength in numbers
- Surrounded or cut off
- Shouted down by the crowd





# Hybrid

TBD

- TBD



# Hybrid

TBD

- TBD



# Large

The bigger they are, the harder they fall.

- Lumbering and clumsy
- Can't get into small spaces
- Easier to hit



# Large

The challenge is enormous in size!

- Resistant to normal scale effects
- Can reach or hit whole areas at once
- Stronger or more durable



# Monstrous

TBD

- TBD



# Monstrous

TBD

- TBD



# Notorious

TBD

- TBD



# Notorious

TBD

- TBD





# Ominous

TBD

- TBD



# Ominous

TBD

- TBD



# Poisonous

TBD

- TBD



# Poisonous

TBD

- TBD



# Quick

TBD

- TBD



# Quick

TBD

- TBD



# Resilient

TBD

- TBD



# Resilient

TBD

- TBD





# Spectral

TBD

- TBD



# Spectral

TBD

- TBD



# Tense

Sometimes tension can work to your advantage.

- They're willing to cooperate to make this go away
- Someone learns an important truth
- A deceit or secret is exposed



# Tense

The situation is risky or unstable but they're willing to talk.

- Fear, anger, or mistrust
- Misunderstanding or confusion
- Deceit from one side or a third party



# Vicious

TBD

- TBD



# Vicious

TBD

- TBD



# Weird

The challenge's nature may work against it after all.

- Find limitations of the curse or change
- Challenge over-relies on its powers
- Learn a vital lesson about magic



# Weird

The challenge is strange or magical in some fashion.

- Magically enhanced, changed, or cursed
- Can wield mystic power or spells
- Confusing or seemingly impossible abilities





# Zombie

TBD

- TBD



# Zombie

TBD

- TBD

