

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 monstrousness
- 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. Injury, delirium, debts, magical curses, and so on are all conditions.

You can choose to take a condition to get a hit. Describe how. Any player offering a challenge can suggest an appropriate condition that meets that challenge.

The condition is true and limits your fictional actions. If you narrate an action the condition would interfere with, you must meet the challenge of the condition in addition to any other challenges.

You can flip a topside condition to worsen it and get another hit. Describe how.

Clearing conditions takes time. Use this time to drive drama, build the world, or explore how you clear the condition.



Flip to see examples

Condition Examples

Conditions are a way to achieve success at a cost. You can use conditions in many ways.

- You choose to take Disarmed to score a telling blow on the enemy.
- The facilitator or another player thinks touching the idol will leave you Magicked.
- A poisonous cloud envelops you. If you want to stay in it, meet the challenge by taking Weakened, otherwise you must leave the cloud.
- You're already Hurt, but you can worsen it to Wounded to get a hit. You attack, blood gushing from reopened wounds, and strike down your enemy before falling in a faint yourself.
- You spend a scene being healed by a priestess to discard Hurt. You wanted to talk to her anyway, about...
- You spend a week of downtime doing odd jobs to pay off Indebted. During that time, you 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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Wounded

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

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



*Discard by spending downtime
attending to the condition.*

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Exhausted

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

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



*Discard by spending downtime
attending to the condition.*

Obligated

You've incurred an important responsibility.

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Indebted

You have significant debts that demand your time or attention.

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



*Discard by spending downtime
attending to the condition.*

Wanted

Someone powerful or dangerous is interested in you.

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

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



*Discard by spending downtime
attending to the condition.*

Magicked

A spell or other power is affecting you.

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Cursed

A powerful and baneful magic has you in its grip.

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



*Discard by spending downtime
attending to the condition.*

Mutated

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

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Transformed

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

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



*Discard by spending downtime
attending to the condition.*

Disarmed

Vital gear you depend on has been damaged or taken

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

Broken

Vital gear you depend on is unavailable and must be replaced

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



*Discard by spending downtime
attending to the condition.*

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



Flip to worsen the condition and get a hit. Discard by spending a scene attending to the condition.

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



*Discard by spending downtime
attending to the condition.*

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

