

Vigilance

Vigilance, Anticipation, or Interest.

With Rage: yields Aggressiveness.

With Ecstasy: yields Optimism.



*Discard and shuffle into related
cards*

Rage

Rage, Anger, or Annoyance.

With Loathing: yields Contempt.

With Vigilance: yields Aggressiveness.



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Loathing

Loathing, Disgust, or Boredom.

With Grief: yields Remorse.

With Rage: yields Contempt.



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Grief

Grief, Sadness, or Pensiveness.

With Amazement: yields Disapproval.

With Loathing: yields Remorse.



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Amazement

Amazement, Surprise, or Distraction.

With Terror: yields Awe.

With Grief: yields Disapproval.



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Terror

Terror, Fear, or Apprehension.

With Admiration: yields Submission.

With Amazement: yields Awe.



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Admiration

Admiration, Trust, or Acceptance.

With Ecstasy: yields Love.

With Terror: yields Submission.



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Ecstasy

Ecstasy, Joy, or Serenity.

With Vigilance: yields Optimism.

With Admiration: yields Love.



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Zombie

TBD

- TBD



Weird

The encounter is strange or magical in some fashion.

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



Vicious

TBD

- TBD



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



Spectral

TBD

- TBD



Resilient

TBD

- TBD



Quick

TBD

- TBD



Poisonous

TBD

- TBD



Ominous

TBD

- TBD



Notorious

TBD

- TBD



Monstrous

TBD

- TBD



Large

The encounter is enormous in size!

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



Hybrid

TBD

- TBD



Gang

The encounter is a group of individuals.

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



Flying

TBD

- TBD



Elemental

TBD

- TBD



Diabolical

TBD

- TBD



Camp

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

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



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



Impeded

"I can't feel the grimoire! I can't feel ANY magic!" -- Tana

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

You might have pushed yourself past a limit, or been affected by a disease or magical effect.

You are unable to use the affected abilities. If your mind or senses are affected, you may make important mistakes in judgement.

- Temporarily blind, deaf, or mute
- Unable to cast spells or use other special abilities
- Suffering a breakdown or phobia
- Driven by unstoppable fury or sorrow



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Ungeared

*"The flood washed away our campsite! Now what?" --
Basler*

Your gear has been broken, lost, or taken, or you are out of some important resource.

You must scavenge for substitutes, or make do with barely-adequate improvisations. If you lack basic necessities like food, you must hunt for them soon.

You can spend downtime searching for or replacing your missing stuff.

- Equipment lost in floods or other calamity
- Stripped of weapons by enemies
- Magical tools disenchanting
- Completely without rations or shelter



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Transformed

"Aww, the doggie is barking!... Basler?!" -- Tana

You've been physically remade into something new by powerful magic.

You can still function, but it's a big adjustment. Your new form's abilities don't match your old one's.

People may flee or attack at the sight of you. You may be unable to speak or explain yourself to them.

You can spend downtime by finding a way to break the magic and turn back to normal.

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



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Cursed

*"That berry was delicious. Hey, who are all of you?" --
Emory*

A powerful and baneful magic has you in its grip.

You might be under a geas or other powerful compulsion, to act or not act in a certain way.

The rules of the curse may be a mystery. You may suffer pain or great misfortune violating them.

You may need to carry protective items, or perform ritual actions, to keep the effect at bay, until you find a way to lift the curse.

- Ill fortune or calamity follows you
- A taboo against doing some common thing
- Love potions, gibberish speech, or other maledictions



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Pursued

"They definitely saw us!" -- Basler

You are being actively hunted, by someone or something that wishes you ill.

You must stay hidden from searchers, conceal or disguise yourself when in the open, or take other steps to avoid attention.

Your pursuers might have some idea about your immediate goals, and work to thwart them as well.

You can spend downtime to leave the area or throw the searchers off your trail.

- Wanted posters or official notices
- Guards raised an alarm
- You're in enemy territory or surrounded



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Indebted

*"I kinda told the thieves' guild I'd take care of something" --
Basler*

You have significant debts that demand your time or attention. The stakes may be higher, or just more immediate. You may risk notoriety or condemnation.

Your patron is watching closely and may try to threaten or coerce you further. Other interested parties or powerful forces may interfere, perhaps to stop your task or hurt your patron.

You can spend downtime attending to the duty, laying low, or taking the heat.

- Get something to someone right now
- Deal with several complex problems
- Obtain something illegal or dangerous
- Work with a person or group that is hated or feared



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Exhausted

"The leaf dragon's toxin got me... Sorry..." -- Woody

Your body is out of resources. You pushed yourself to a breaking point.

You can't fight effectively. Each new step is an effort. Focusing on anything other than survival is difficult.

You can spend downtime getting both treatment and rest, if it's available.

- Extended lack of sleep
- Starvation or dehydration
- Serious illness or poison
- Delirium or hallucinations
- Burns or frostbite



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Wounded

"It's...just a scratch..." -- Emory

You've been seriously injured. You might pass out if you aren't helped soon.

Every step is painful, and it's hard to concentrate.

You can't move very fast or fight effectively. Someone might also exploit your condition.

You can spend downtime recuperating under a healer's care.

- You suffered significant blood loss
- You have broken or twisted limbs
- You were pierced by arrows, spears, or claws
- You reopened your wounds while fighting



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Every step is painful, and it's hard to concentrate.

You can't move very fast or fight effectively. Someone might also exploit your condition.

You can spend downtime recuperating under a healer's care.

- You suffered significant blood loss
- You have broken or twisted limbs
- You were pierced by arrows, spears, or claws
- You reopened your wounds while fighting



*Discard by spending downtime
attending to the condition.*

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

Character Cards

Cards with this icon are character cards.

To create a new PC, pick three cards from three different categories, e.g. Focus, Role, and Origin. You can choose cards at random, or select them yourself.

These cards describe a PC's most important traits, or the traits that you want to see in the spotlight during the game. Just because someone else has the Courage card doesn't mean your character isn't courageous, only that it's not going to be the quality we see most often or most plainly.

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



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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

ForestFolk

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



*Flip when a prompt is narrated
by anyone.*

CountryFolk

They look down on you as rustic bumpkins.

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



*Flip when a prompt is narrated
by anyone.*

CityFolk

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



*Flip when a prompt is narrated
by anyone.*

Westerner

They say you're unreliable or untrustworthy.

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

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



*Flip when a prompt is narrated
by anyone.*

Northerner

They say your heart is frozen.

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



*Flip when a prompt is narrated
by anyone.*

Wits

*"When I said people were gullible, I didn't mean me too!" --
Basler*

No battle plan survives contact with the enemy, but not all planners are humble enough to realize that. Getting by on the world can sometimes mean exploiting people, or seeming like you're doing so.

- Misjudge the strength of your position
- Overplay your hand
- Make someone else pay for your victory



*Flip when a prompt is narrated
by anyone.*

Tech

"The gizmo broke and I gotta fix it. Well, at least I have my tools." -- Basler

Nothing works perfectly, especially new inventions that have seen more use than testing.

- The gadget has unexpected side effects or fails to work at a key moment
- A gadget malfunctions or breaks in interesting ways
- People distrust or avoid your strange science



*Flip when a prompt is narrated
by anyone.*

Secrets

"You don't wanna know" -- Basler

The problem with secrets is keeping track of who knows what. The value of a secret is lost once it's revealed. And some secrets weigh on the conscience.

- Endure distrust from those around you
- Reveal the wrong thing to the wrong person
- Give yourself away at an inopportune moment



*Flip when a prompt is narrated
by anyone.*

Magic

"The Power is much like the ocean. You can sail in it, or drown in it." -- Tana

When called, the Power always comes. That doesn't mean you can always command it.

The costs and consequences of using magic can be anything, even for a familiar spell.

- Face a cost you can't easily or immediately pay
- Supply a rare material component or perform a ritual at specific place and time
- Fall prey to a side effect or curse



*Flip when a prompt is narrated
by anyone.*

Instinct

"So, he was a king's guard in disguise. He looked like a bad guy!" -- Woody

Only fools rush in, and this time, you were the fool.

- Interrupt a plan mid-execution
- Misjudge someone's intentions or actions
- Screw something up by impulsively acting



*Flip when a prompt is narrated
by anyone.*

Chi

"Well, I can't pick locks with my fingernails, can I?" -- Basler

Your training is demanding, and while your body is versatile and powerful, it can't compete with everything.

- Face a problem that requires tools after all
- Spend time honing yourself instead of accomplishing an important goal
- Reveal your abilities to someone you'd rather not see them



*Flip when a prompt is narrated
by anyone.*

Charm

"Listen, city boy. Stop talking or I'll cut your tongue out." --
Woody

Some people can become enraptured by their own ability to impress and influence. They buy into the story they're selling, until reality intrudes.

Others see charm as deceit, and will trust you less.

- Show off needlessly
- Push things for the sake of pushing
- Take advantage of someone's emotions



*Flip when a prompt is narrated
by anyone.*

Courage

"Emory! Fall back! This isn't our fight!" -- Tana

Not every risk has to be taken, nor is every reward worthwhile. Sometimes, you do things it would have been better not to do.

- Expose yourself to unnecessary danger
- Seek glory or self-aggrandizement
- Take chances for the thrill of it



*Flip when a prompt is narrated
by anyone.*

X-Card

Start the game by reading this text aloud:

"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."

"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*



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

Challenges

Challenges follow the principle of "say yes or roll the dice".

Use challenges to increase or decrease the difficulty of a situation. For example, a risky combat scene might pose several challenges in succession. A simple social encounter might pose only one challenge.

The player posing the challenge should give an idea of what failure looks like. That player, or the Storyteller, might narrate the specifics of failure.

The same action should not be challenged multiple times unless there are both distinct and interesting ways for it to fail. For example, a demonstration of new magic might go awry by itself, but might also anger a jealous wizard who observes it.



Flip for additional rules.

The Storyteller

Several core rules are roles assigned to a single player.

These roles can be assigned individually to several people, or all given to a single player ("the Game Master" or "the GM").

The roles can change hands during the game. You cannot take a role away from someone else, but you can ask someone else to give up a role.

If you've been assigned a role, you are bound by the Principles.

Whoever plays this card is the storyteller. Flip for additional rules.



The Referee

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The Loremaster

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The Facilitator

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Whoever plays this card is the facilitator. Flip for additional rules.



The Principal

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Whoever plays this card is a principal. Flip for additional rules.



The Principles

This is a placeholder. Individual settings will introduce their own Principles.



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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To add a rule, write a card.

Follow every rule on the cards on the table.



The Principles

This is a placeholder. Individual settings will introduce their own Principles.



The Principal

You get to create and play a Principal Character (PC), one of the protagonists of the story.

Your job is to narrate your character's actions and reactions. Decide on their agendas, then enact them in interesting ways.

When someone asks "what does your character do, say, or think?", you get to answer.

- Stay true to your character
- Share ways for other players to help you have fun
- Look for opportunities to advance your story
- Support other players' stories

Whoever plays this card is a principal. Flip for additional rules.



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The Facilitator

Players in the spotlight are the focus of narration. We're asking them for an action that pushes the scene forward, and shining the spotlight until they make one.

Your job is to oversee moving the spotlight from player to player in fun and fair ways.

Move the spotlight:

- toward a PC who's placed at risk or in danger
- toward a player who hasn't acted recently
- toward a player who has an interesting idea for how to move things forward
- away from a player who just resolved a dramatic or decisive action
- away from a cliffhanger or moment of tension
- away from any player who's had it too long

Whoever plays this card is the facilitator. Flip for additional rules.



The Loremaster

Your job is to establish the history, setting, and canon of the world in which the game happens.

When someone asks, "what do our characters know about X?" and it's not a question for an Ensemble Character (EC) to decide, you get to answer.

Any player can suggest an answer, but you have the final say on what's true. If a specific PC's heritage, origin, or interests concern the question, consider deferring to them.

- Who was the greatest Paladin in history?
- What languages might my character learn to speak?
- When did the dragons disappear?
- How does magic work, anyway?
- Why are orcs monotheistic?

Whoever plays this card is the loremaster. Flip for additional rules.



The Referee

Your job is to adjudicate questions about the rules of the game, and to make changes to the rules with the group's consent. Any player can suggest how to handle a rule, but you have the final say.

Example rulings:

- Is a given card applicable to this fictional situation?
- How should a given card's text be interpreted?
- Is it time to create a new card?



Whoever plays this card is the referee. Flip for additional rules.

The Storyteller

The Principal Characters (PCs) are the focus of the game. The game also has Ensemble Characters (ECs), sometimes called Non-Player Characters (NPCs).

Your job is to narrate the ECs' actions and reactions. Decide on their agendas, then enact them in interesting ways.

ECs are allies, antagonists, or anyone else involved in the story but not at the heart of it.

- Give ECs a name and identity
- Find the essential humanity of every EC
- Don't steal agency or spotlight from the PCs
- Initiate actions that prompt a PC response

Whoever plays this card is the storyteller. Flip for additional rules.



Challenges

Any player may challenge a PC's action if failure is likely and success or failure are both interesting for the story.

When your PC is challenged, you must generate a hit in order to succeed. Other rules provide ways to generate hits.

If you fail to meet a challenge, your PC's intentions are thwarted, or complications arise. There's no challenge if this can't happen.

- You're navigating rough terrain, and might fall or lose equipment
- You're in a tense conversation and might offend someone
- You're fighting or fleeing a dangerous monster, and might get hurt
- You're working with complex magic or technology, and it might malfunction
- You're confronting an emotionally fraught situation, and might lose self control



Flip for additional rules.

Simple Dice

The Simple Dice rule is not used in this game



Flip to use Simple Dice

X-Card

Start the game by reading this text aloud:

"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."

"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

"It doesn't matter if I win. It matters if I don't try." -- Emory

Courage is strength in the face of grief or pain. It's not just a willingness to do something, but to do it when there's every reason to hold back.

Courage lets you fight when afraid, speak when being shouted down, stand up when you're injured, or take an unpopular stand.

- Honor or pride must be upheld
- Someone or something near you has already suffered harm
- Nobody else can or will take the risk



Flip to get a hit.

Charm

"I only came here to see you!" -- Basler

The essence of charm is creating a bond with someone. Make them feel interesting, or appreciated, or just part of something cool.

Charm lets you awe, wow, surprise, or comfort people. It gets you through tough situations with style and panache, making people move aside for you or get behind you through force of personality.

- Perform with grace and elegance
- Get by on audacity
- Gain someone's confidence



Flip to get a hit.

Chi

"The mind directs the body's power. I get it now." -- Basler

Through training, mindfulness, and practice, you've learned to use your own mind and body as a tool.

Chi lets you fight, move, and act with grace, power, and precision. You can push your own abilities past normal limits, or unlock new ones.

- Use your body's abilities in place of weapons, armor, or equipment
- Focus inner strength to resist torment or temptation
- Gain an understanding of someone from how they move



Flip to get a hit.

Instinct

"My eye watches the target. My hand lets go the bowstring. I do nothing." -- Woody

You do things without thinking. Your heart, your conscience, a divine command, or something guides your actions.

Instinct lets you act when everything says to hesitate, or when uncertainty overwhelms you, or when speed counts more than reason.

- Take decisive action in the moment
- Get an immediate read on a person or situation
- Exploit a momentary opportunity



Flip to get a hit.

Magic

"I don't know, I just felt ... something ... flow through me!"

-- Tana

The mystical, the eldritch, the arcane. The Power has many names. What do you call it?

You can achieve a variety of supernatural outcomes with magic, such as healing, curses, enchantments, and more.

- Place the impossible within reach
- Mingle the material and the symbolic
- Infuse the ordinary with awe and mystery



Flip to get a hit.

Secrets

"Basler, where did you get that knife from?" -- Tana

You deal in concealment, stealth, and subterfuge. Your tools are things people don't want known, or weren't expecting.

You could use hidden weapons, court gossip, cloak-and-dagger skulduggery, or the secrets of the heart.

- Acquire something from someone else without their knowledge
- Reveal something you've been concealing
- Avoid detection or culpability



Flip to get a hit.

Tech

"Y'see, this gizmo here can automatically pick any lock in the kingdom!" -- Basler

You focus on science, technology, or artifice to get things done.

This could include familiar inventions like handguns or balloons, or magitek such as glowing crystal fire-rods, or products of magic such as alchemical potions.

You can use, repair, or replace your toolkit of inventions.

- Fight using advanced weapons or protective gear
- Overcome obstacles by deploying a gadget
- Gain surprise or advantage against those unfamiliar with your tech



Flip to get a hit.

Wits

"The world is full of opportunities!" -- Basler

Characters who live by their wits take advantage of the things (and people) around them. They turn difficulty into opportunity, or find a new way to look at a situation.

Wits lets you find solutions within the problem you face, create plans, and know when to abandon those plans.

- Find a way to turn strength to or from weakness
- Devise a plan to deal with a problem
- Realize a useful truth about a situation



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

Easterner

Mysterious mountains and river-lands are your home.

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



Flip to get a hit.

Westerner

Islands, archipelagos, and boats are your home.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

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



Flip to get a hit.

Character Cards

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These cards describe a PC's most important traits, or the traits that you want to see in the spotlight during the game. Just because someone else has the Courage card doesn't mean your character isn't courageous, only that it's not going to be the quality we see most often or most plainly.

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



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. Players who challenge you can suggest conditions to meet it.

The condition is fictionally true and limits your 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 a hit. Describe how.

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

Discard any conditions that no longer apply in the fiction.



Flip to see examples

Hurt

"Ow! Watch who you carve up with that thing!" -- Basler

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

You can't exert yourself too much without making it worse. Enemies can target existing sites of injury as well.

You can spend a scene getting bandaged, magical healing, and so on.

- An enemy successfully attacked you
- An animal or monster mauled you
- You were in the path of something heavy and damaging
- You were in the middle of a natural disaster or large-scale magical attack



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

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Weakened

"This forest goes on forever, Woody. Can we just stop a moment?" -- Tana

Your body is trying to keep itself going, but is under attack or is being deprived.

You can't push yourself too hard, and it's hard to concentrate.

You can spend a scene getting food, medicine, shelter, or rest, as appropriate.

- Fatigue or forced marches
- Sleep deprivation or nightmares
- Hunger and thirst
- Poison, disease, or infection
- Exposure to the elements
- Fever or chills



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Obligated

"We will deal with the brigands, your highness." -- Emory

You took on or were given an important responsibility.

Someone or something will be watching you to see you uphold your end of the bargain. There will be consequences if you delay or decline.

Your patron might grow impatient or asks for more. Rivals or enemies might interfere. The task might need to be kept secret, lest someone be hurt.

You can spend a scene taking care of it. This scene might involve combat, negotiation, or investigation.

- Deliver an item or message to someone
- Deal with a troublesome individual or group
- Promise a favor later for a purchase now
- Swear a magically binding oath



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Wanted

"I think they saw us." -- Tana

Someone or something powerful or dangerous is seeking you out, and you'd rather not be found.

You risk discovery if you present yourself to guards, spies, or allies. There might be a bounty on you, or hunters after you.

You can spend a scene getting out of the area, or resolving the reason you're wanted.

- You broke the law or offended someone
- You're in a heavily guarded area and people are suspicious
- You've done something to attract official attention
- You're in a dangerous animal's territory



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Magicked

"Be careful. If anything in the forest looks edible, it's a faerie trap" -- Woody

A spell or other supernatural power is affecting you.

It might cause discomfort, distraction, or inconvenience. Your perceptions might be twisted somehow.

You must be careful when doing things that would set off the spell.

You can spend a scene in ritual or contrite behavior to free yourself of the magic.

- Charms, illusions, delusions, and deceptions
- Magical prohibitions against entering or leaving a place
- Vexing problems, minor bad luck, or other trickery



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Altered

"A leg brace of tree bark and vines? Well, at least I can walk."

-- Woody

Powerful magic has physically changed your appearance or abilities.

Your new features might be helpful in limited ways, but mostly they're a hindrance.

You'll have trouble doing things you took for granted, or draw attention to yourself if seen.

You can spend a scene to dispel the magic, if you find a way to do it.

- Animal ears or tails
- Monstrous modifications like claws, fangs, or scales
- Partial petrification or zombification



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Undergeared

"This is the last of our fresh water." -- Woody

Vital gear has been damaged, or resources are running low.

You might have lost something and been forced to make do. You can't overuse what you have, lest things get worse. You might need to ration what you have.

You can spend a scene recovering proper equipment, if it's available.

- Blunted or broken weapons, low on arrows
- Damaged or partial armor
- Malfunctioning magical tools
- Lacking food, water, or medicine



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Hindered

"This arm is useless for drawing a bow right now." -- Woody

Your body, mind, or senses are in temporary disorder.

You might have overtaxed yourself, or suffered from injury or stress. You may be in the grip of a powerful or magically-caused emotion.

You will have trouble using affected abilities, making rational decisions, or spotting important clues or danger signs.

You can spend a scene recovering from the hindrance in some appropriate way.

- Injured limbs or impaired mobility
- Blurred vision, ringing ears, or dizziness
- Serious shock or mental disturbance
- Powerful anger, grief, sadness, or anxiety



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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



Camp

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

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



Diabolical

TBD

- TBD



Elemental

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



Hybrid

TBD

- TBD



Large

The bigger they are, the harder they fall.

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



Monstrous

TBD

- TBD



Notorious

TBD

- TBD



Ominous

TBD

- TBD



Poisonous

TBD

- TBD



Quick

TBD

- TBD



Resilient

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



Vicious

TBD

- TBD



Weird

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

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



Zombie

TBD

- TBD



Emotion

Oracle cards can answer questions. Draw one card for a simple answer, or two cards for a complex one.

Use these cards to answer what someone is feeling, or what emotion a thing or event would spark.

Each emotion has two neighbors. You can use the emotion itself, or choose to mix it with a neighbor.



Flip to reveal an answer

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