

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.

Challenges

Resolve challenges strictly via narration.

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

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Charm

TBD

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Charm

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Chi

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Chi

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Instinct

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Instinct

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Magic

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Magic

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Secrets

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Secrets

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Tech

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Tech

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Wits

TBD

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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 unstop-pably 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

See other side for rules

Condition Cards

Cards with this icon indicate an ongoing physical, mental, social, magical, etc. condition for a character.

- Get a hit by taking a condition
- Get a hit by flipping a condition card to aggravate it
- Topside: discard after spending a scene attending to condition
- Flipside: discard by spending downtime doing so

Condition Cards

Condition cards have no effect

Flip to use Conditions

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