GM GUIDE

GM Principles: *Begin and End with the Fiction - Fill the World with Life, Wonder, and Danger - Hold On Gently - Make Every Roll Carry Weight
Collaborate At All Times, Especially In Conflict - Play To Find Out What Happens - Ask Questions and Incorporate the Answers*

GM Best Practices: *Cultivate a Curious Table - Gain Your Players' Trust - Treat the Characters as Competent - Cut to the Action
Keep the Story Moving Forward - Help the Players Use the Game - Create a Meta Conversation - Ground the World in Motive
Bring the Game's Mechanics to Life - Re-frame Rather Than Reject - Work in Moments and Montages*

ACTION ROLLS

Call for an Action Roll when a character takes an action where the outcome is in question and the success or failure is interesting to the story.

1. Pick a character trait.
2. Decide on a difficulty.
3. Establish the stakes of the roll with the player.
4. Assign advantage or disadvantage if applicable.
5. Tell the player to roll the duality dice.
6. Resolve the situation based on the result of their roll.

ACTION ROLL RESULTS

- **Critical Success:** They get what they wanted and a little extra. They clear a Stress and gain a Hope.
- **Success with Hope:** They get what they wanted and they gain a Hope.
- **Success with Fear:** They get what they wanted but there is a consequence.
- **Failure with Hope:** They don't get what they wanted and there is a consequence, but they gain a Hope.
- **Failure with Fear:** They don't get what they wanted and things go very badly.

CHARACTER TRAITS

- **AGILITY**
  Sprint, Leap, Maneuver
- **STRENGTH**
  Lift, Smash, Grapple
- **FINESSE**
  Control, Hide, Tinker
- **INSTINCT**
  Perceive, Sense, Navigate
- **PRESENCE**
  Charm, Perform, Deceive
- **KNOWLEDGE**
  Recall, Analyze, Comprehend

DIFFICULTY

5	10	15	20	25	30
VERY EASY	EASY	AVERAGE	HARD	VERY HARD	NEARLY IMPOSSIBLE

HOPE & FEAR

On a roll with Hope, the player gains a Hope.
They can spend Hope to:

- Help an ally.
- Utilize one of their experiences on a roll.
- Activate a Hope feature.

On a roll with Fear, you can use your GM move to gain a Fear.
When you do, describe how the tone or mood of the scene changes.
You can spend a Fear to:

- Interrupt the players while the action tracker is out to make a move.
- Add two tokens to the action tracker.
- Use an adversary's Fear feature.
- Use an environment's Fear feature.

ACTION TRACKER

- Spend action tokens to activate adversaries or use environment actions.
- Spend 2 action tokens at any time to take 1 Fear.

ACTIVATING ADVERSARIES

When you activate an adversary, you might have them:

- Move within Close range and make a weapon attack.
- Move within Close range and use an adversary action.
- End a temporary condition or effect.
- Sprint somewhere else on the battlefield.

GM MOVES

Make a move whenever:

- A player rolls with Fear.
- A player rolls a failure.
- A PC does something that would have consequences.
- The PCs give you a golden opportunity.
- The players look to you for what happens next.

EXAMPLE GM MOVES

- **Show how the world reacts.**
  "The kick shatters the door. Light spills in from the barracks as a half-dozen sleepy soldiers stumble to their feet, looking worried."

- **Ask a question or build on the answer.**
  "How is it that you notice the assassin lurking in the treetops?"

- **Make an NPC act in accordance with their motive.**
  "She claps you on the back and laughs, saying 'That's the kind of bravery I like to see from my friends. Here, let's get another drink!'"

- **Lean on the character's goals to drive them to action.**
  "The governor's husband lies groggy on the altar as the cultists continue to chant. The ritual is coming to a climax earlier than expected. What do you do?

- **Signal an imminent off-screen threat.**
  "You hear the crashing of falling trees and shattered branches as thundering steps approach. What do you do?"

- **Reveal an unwelcome truth or unexpected danger.**
  "He reaches into his cloak and produces the Orb of Vengeance as you realize that he was the necromancer the entire time."

- **Offer the PCs what they want in exchange for Stress.**
  "You can pull the baron to safety if you mark 1 Stress, otherwise you can only get yourself out of the way. What do you do?"

- **On a roll with Fear,** gain a Fear and describe how the scene's mood shifts.
  "The assassin gives you a knowing smirk as they slip their blade into their waistband and slink into the shadows– the hairs on the back of your neck stand on end. What are they planning?"

- **Force the group to split up.**
  "The elementals are scattering, two heading for the town, three bearing down on the mill. What do you do?"

- **Show the cost of collateral damage.**
  "The Minotaur barrels into the street, shattering a vegetable cart, sending cabbages flying and knocking the merchant into the wall."

- **Make a character mark a Stress as a consequence for their actions.**
  "You hold the door shut, but the skeleton knight is stronger than expected. You summon all your might to keep them at bay, but you can't keep this up for long. Mark Stress."

- **Make an attack.**
  "The spellblade raises their lightning-tinged sword and charges, slicing and stabbing at you with incredible speed."

- **Spend Action Tokens to activate an adversary or environment.**
  "I'm going to spend two tokens for a Group Attack. All five zombies shamble forward and converge on you, their stench overpowering as they close in."

- **Capture someone or something important.**
  "The thief slides past you and jumps into the cart, grabbing the idol from the seat and stuffing it into their pouch."

- **Use a character's backstory against them.**
  "Your mentor sighs, drawing their blade. 'I wish it didn't come to this, child. But you still don't understand what sacrifices are required to maintain the peace.'"

- **Take away an opportunity permanently.**
  "The door slams shut, cutting you off from the vault as the temple continues to collapse."

This section denotes your **class**. Each class is made up of two **domains**. You'll choose the majority of your **abilities and spells** from these domains.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

Evasion represents your ability to not be hit by an attack. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor").

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The two smaller boxes are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. If the incoming damage is **minor,** you **mark one hit point**. If it is **major,** you **mark two hit points**. If it is **severe,** you **mark three hit points**. If you should ever need to mark stress and can't, you **mark a hit point.**

If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee*, *very close*, *close*, *far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below), **help an ally**, or utilize a **Hope Feature**. When you help an ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

You also have a unique Hope Feature from your class in this section.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign.

This is the section for your **armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

This is where you keep track of your **gold** during a campaign. If you should mark your tenth handful, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you insead mark a **chest** and erase your bags. **You start with one handful of gold.**

Inventory is where you will store all of your **items** and **consumables**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapon** you want to carry, but not have active. While in your inventory, Features from these weapons have no effect.

SLIDE THIS OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF YOUR CHARACTER SHEET.

CHARACTER CREATION

1 CHOOSE A CLASS.

Your class represents what kind of character you'll be playing and will give you access to certain abilities and spells during the game. Take the character sheet specific for this class.

2 CHOOSE A SUBCLASS.

Each class has a number of subclasses to choose from that help better define what kind of focus you'd like your character to have. Take the Foundation card for your chosen subclass.

3 CHOOSE A HERITAGE.

Heritage is made up of both an Ancestry and a Community card. These two cards that establish your physical appearance and the kind of environment you grew up in.

4 SET YOUR TRAITS & EVASION.

Distribute the values -1, 0, 0, +1, +1, +2 across your Character Traits. When rolling, you'll add the value of that Character Trait to the roll. Then record your starting Evasion score.

5 SET YOUR THRESHOLDS & HOPE.

Each class will start with its own Damage Thresholds detailed on the character sheet under the Hit Points section. Record these in their appropriate spaces. Then take 2 Hope to start the game.

6 CHOOSE STARTING WEAPONS.

Decide what kind of weapons you want to start the game with, and record their details in the appropriate spaces.

7 CHOOSE STARTING ARMOR

Take one of the available starting armors, and record its details in the appropriate spaces.

8 TAKE YOUR STARTING INVENTORY.

The starting inventory for your class is listed on your character guide. Record those items in the Inventory section of your character sheet.

9 CHOOSE YOUR DESCRIPTION.

Make choices from the available options on your character guide or create your own. This will help you start to build out your character's look and attitude.

10 TAKE DOMAIN DECK CARDS.

Each class is made up of two different domains, listed below the class name on the character sheet. Choose two cards total from the Level 1 cards in those domains from the domain decks. You may share these decks with other classes. If you do, make sure to talk with them about what cards they're interested in as well.

11 ANSWER BACKGROUND QUESTIONS.

Use the background questions on your character guide as a jumping off point to build out your character's history, or make up your own.

12 GENERATE EXPERIENCE.

Use all of the choices and backstory you've made about your character so far to generate their Experience, a set of narrative words or phrases that represent the kinds of things they've learned or become on their journey so far. Assign both +2 modifiers.

13 RECORD YOUR NAME & PRONOUNS.

Create a name for your character and choose what pronouns they use. Then share your character with the rest of the table when they're ready.

14 CREATE CONNECTIONS.

Ask any of the Connection questions on your character guide to the other characters at the table, or generate your own. Use this as an opportunity to also discuss how you all met, what brought you together, and why you've decided to travel as a party.

YOU'RE NOW READY TO PLAY!

FIRST NAMES

Alucard, Ambrose, Astrid, Ash, Bellamy, Calder, Calypso, Clover, Chartreuse, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gerard, Harlow, Hadron, Indigo, Inara, Jasper, Kai, Kismet, Leo, Marigold, Maverick, Mika, Moon, Nyx, Phaedra, Quill, Raphael, Ronan, Roux, Reza, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yarrow, Zahara.

REGION NAMES

Watcher's Ravine, Shattered Peaks, Holdland, Davesh Pass, Branishar, Crown of the World, South Choir, Xuria, Wilting Valley, Bonecross, Roaming Sea, Mistvale, Hadriel's Wall, Bloomfare, Cloud Isles, Revenance, Mountains of Creation, Sunbearer's Crescent.

FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Gage, Gallamore, Grove, Hartley, Humfleet, Hyland, Jones, Jordon, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Pyre, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Warren, Worth, York, Zimarik

PLACE NAMES

Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

EXPERIENCES

Backgrounds like: Bodyguard, Con Artist, Merchant, Noble, Pirate

Characteristics like: Affable, Survivor, Sticky Fingers, Intimidating

Specialties like: Navigator, Sharpshooter, Swashbuckler, Inventor

Skills like: Barter, Repair, Tracking, Quick Hands

Phrases like: Nature's Friend, This Is Not A Negotiation, Catch Me If You Can, Never Again, Knowledge is Power

PLAY GUIDE

ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

↓

+1 AGILITY, +1 THIEF

Decide what modifiers apply. Spend Hope to add an Experience.

↓

Roll your Duality Dice and add them together along with your modifiers.

↓

"20 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.

CRITICAL SUCCESS!

If the Hope and Fear die both land on the same number, it's a critical success.

ACTION ROLL RESULTS

- **On a critical success,** you get what you want and a little more. Gain a Hope and clear a Stress.
- **On a success with Hope,** you pull it off well and get what you want. Gain a Hope.
- **On a success with Fear,** you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, etc.
- **On a failure with Hope,** things don't go to plan. You probably don't get what you want and must face the consequences. Gain a Hope.
- **On a failure with Fear,** things go really bad. You probably don't get what you want, and there is a major consequence or complication because of it.

DAMAGE ROLLS

After a successful attack, roll a number of weapon dice equal to your proficiency and add them together.

If the attack roll was a Critical Success: Take the maximum potential value of all your damage dice added together, and add it as a modifier to your damage roll.

REACTION ROLLS

Reaction rolls work just like action rolls, but don't generate Hope and Fear (or GM moves), and don't require placing an action token on the tracker.

USING ARMOR

If you are taking damage, you may mark armor slots to reduce the amount by your armor score. Multiple armor slots may be marked to reduce the damage further.

QUICK REFERENCE

Advantage: Add a *d6* advantage die to your roll.

Disadvantage: Subtract a *d6* disadvantage die from your roll.

Help An Ally: Spend a Hope and roll a *d6* advantage die to add to their roll. If more than one advantage die is being used on the roll, they only take the highest result.

Group Action: Nominate a leader of the action. All other participants in the group action make reaction rolls. Any successes give the leader a +1 modifier. Any failures give the leader a -1 modifier. After all other participants have contributed, the leader makes an action roll including these new modifiers. If the action tracker is active, the leader adds action tokens for everyone who participated.

Tag Team Roll: Each player can choose one time per session to spend three Hope and initiate a Tag Team Roll with another PC. When you do, work with your chosen partner to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. If the action tracker is active, this roll only takes one action token. On a roll with Hope, the PC whose action roll was used gains the Hope. If you Tag Team on an attack roll and it succeeds, you both roll damage, then add it together to determine the damage dealt. If the action tracker is active, only place one token.

Vulnerable: A condition that allows any rolls against that creature to be at advantage.

Restrained: A condition that keeps the target from moving.

Temporary: When a spell, condition, etc. is temporary, it means the GM must end it on a GM move.

DOWNTIME

Downtime represents moments of respite within the perilous journey player characters are on together. It is not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.

SHORT REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two options below. They may repeat the same action twice if they'd like. The GM gains a Fear and may tick a long-term countdown.

- **Tend to Wounds**
  Describe how you temporarily patch yourself up and clear 1d4 hit points. You may choose to do this on an ally instead.
- **Clear Stress**
  Describe how you blow off steam or pull yourself together, and clear 1d4 stress.
- **Repair Armor**
  Describe how you spend time quickly repairing your armor and clear 1d4 used Armor Slots. You may choose do this to an ally's armor instead.
- **Prepare**
  Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two options below. They may repeat the same action twice if they'd like. The GM gains two Fear and may tick a long-term countdown twice.

- **Tend to All Wounds**
  Describe how you patch yourself up and remove all marked Hit Points. You may choose to do this on an ally instead.
- **Clear All Stress**
  Describe how you blow off steam or pull yourself together, and clear all marked Stress.
- **Repair All Armor**
  Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose do this to an ally's armor instead.
- **Prepare**
  Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.
- **Work on a Project**
  Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down on the completion track.

EQUIPMENT

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+3	Phy	🖐🖐
Warhammer	Strength	Melee	**Heavy:** *-1 to Agility.*	d12+3	Phy	🖐🖐
Greatsword	Strength	Melee	**Massive:** *-1 Agility, roll one extra damage die and drop the lowest.*	d10+3	Phy	🖐🖐
Mace	Strength	Melee		d8+1	Phy	🖐
Broadsword	Agility	Melee	**Reliable:** *+1 to attack rolls with this weapon.*	d8	Phy	🖐
Longsword	Agility	Melee		d8+3	Phy	🖐🖐
Cutlass	Presence	Melee		d8+1	Phy	🖐
Rapier	Presence	Melee	**Quick:** *Mark stress to attack an additional target in range.*	d8	Phy	🖐
Dagger	Finesse	Melee		d8+1	Phy	🖐
Quarterstaff	Instinct	Melee		d10+3	Phy	🖐🖐
Halberd	Strength	Very Close		d8+2	Phy	🖐🖐
Spear	Finesse	Very Close		d8+2	Phy	🖐🖐
Shortbow	Agility	Far		d6+3	Phy	🖐🖐
Crossbow	Finesse	Far		d6+1	Phy	🖐
Longbow	Agility	Very Far	**Cumbersome:** *-1 to Evasion.*	d6+3	Phy	🖐🖐

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Arcane Gauntlets	Strength	Melee		d10+3	Mag	🖐🖐
Hallowed Axe	Strength	Melee		d10+1	Mag	🖐
Hand Runes	Instinct	Very Close		d10	Mag	🖐
Glowing Rings	Agility	Very Close		d10+2	Mag	🖐🖐
Shortstaff	Instinct	Close		d8+1	Mag	🖐
Returning Blade	Finesse	Close		d8+1	Mag	🖐
Wand	Knowledge	Far		d6+1	Mag	🖐
Dualstaff	Instinct	Far		d6+3	Mag	🖐🖐
Scepter	Presence	Far	**Versatile**: *Presence Melee - d10*	d6	Mag	🖐🖐
Greatstaff	Knowledge	Very Far	**Powerful:** *Roll one extra damage die and drop the lowest.*	d6	Mag	🖐🖐

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	**Protective:** *Add +1 to your armor score.*	d4	Phy	🖐
Tower Shield	Strength	Melee	**Barrier:** *Add +3 to your armor score, -2 to Evasion.*	d6	Phy	🖐
Small Dagger	Finesse	Melee	**Paired:** *+2 to Primary Weapon damage in melee.*	d8	Phy	🖐
Shortsword	Agility	Melee	**Paired:** *+2 to Primary Weapon damage in melee.*	d8	Phy	🖐
Whip	Presence	Very Close	**Whipcrack:** *Mark stress to scatter enemies in melee back to close range.*	d6	Phy	🖐
Grappler	Finesse	Close	**Hook:** *On a successful attack, you may also pull the target into melee with you.*	d6	Phy	🖐
Hand Crossbow	Finesse	Far		d6+1	Phy	🖐

Name	Feature	Base Score
Gambeson Armor	**Flexible:** *+1 to Evasion*	3
Leather Armor		4
Chainmail Armor	**Heavy:** *-1 to Evasion.*	5
Full Plate Armor	**Very Heavy:** *-2 to Evasion and -1 Agility.*	6

ANCESTRY:

FEATURE

FEATURE

COMMUNITY:

FEATURE

FEATURE

SUBCLASS:

◆ FOUNDATION | ◆ SPECIALIZATION | ◆ MASTERY

CLASS   SPELLCAST TRAIT

FEATURE

DOMAIN CARD:

DOMAIN   TYPE   RECALL

FEATURE

DOMAIN CARD:

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FEATURE

SUBCLASS:

◆ FOUNDATION | ◆ SPECIALIZATION | ◆ MASTERY

CLASS   SPELLCAST TRAIT

FEATURE

SUBCLASS:

◆ FOUNDATION | ◆ SPECIALIZATION | ◆ MASTERY

CLASS   SPELLCAST TRAIT

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