



INTRODUCTION TO A ROLE PLAYING GAME

READ IF YOU HAVE NEVER PLAYED AN RPG, OTHERWISE GO THE NEXT PAGE.

In an role-playing game (“RPG”), you’re either a player or the game master (“GM”).

In FAITH while there can be as many players as you want, there is **only one GM**. To keep games streamlined we recommend to keep the number of players up to five; but if the GM feels capable of running a story with more players, go ahead! This FAITH starter campaign is designed for 3 to 5 players in addition to the GM.

The GM is the storyteller, the person in charge of everything that is not the players characters. You create a story for them to play or, in this case, you follow a story created for the setting. You control all the non-player characters: their personalities, their interests and their actions; you do their dialogues if they have any, imitating voices or not. You describe the scenarios in which the players find themselves, you make up how they can interact with them, etc. It is also your task to determine how the actions of the players impact the story. Additionally you are the **arbiter of all rules**, if your group cannot find a solution for a problem you have the final word; try to use this responsibility for the better of the story, not allowing players to get caught up discussing rules.

If you are a player, you take the role of your character like an actor of a movie would do. Normally you create his or her story, but in this starter’s campaign you must choose one of the 5 characters created for it. Learn their personal story, invest yourself in it and try to ask yourself questions about him or her, it is up to you what are the answers to those questions. Always talk about it with the GM, as he should be aware of them, he can also help you make decisions that will implement better into the story. During gameplay you make the decisions of the character, describing them to everyone and performing the actions when needed. It is also up to you how your character evolves.

Take into consideration that a RPG is a collaborative game, in which players help each other reach their goals and the GM makes sure they have troubles, suffer risks and go through dramatic events but all for the fun and interest of the story.

HOW TO USE THIS PRINT & PLAY.

TO PLAY YOU WILL NEED...

- A **poker deck (54 cards) per player** - the GM needs one as well.
- The print & play documents found in this **Starter Set**.
- A printer and some scissors.
- An electronic device from which you can access the Campaign and Rulebook pdf.

THE PRINT&PLAY DOCUMENTS:

- **THE RULEBOOK:** An adapted rulebook in which you will learn the mechanics of FAITH. Rules for creating characters, for additional gear, etc. have been removed in order to streamline the experience. If you wish to have access to the full rules and cards you can contact us at playtest@burning-games.com.

- **THE UNIVERSE:** A short overview of the Universe of FAITH and the species than inhabit it.

- **THE PLAYERS:** A folder with a pdf for each character. Print as many characters files as the number of players, use the files with the lowest numbers first. For example, if you have 4 players, do not print "Player#5.Xiang".

Each character pdf contains three pages: the first one tells you the background of the character and a description of his or her upgrades and species traits, the second one contains the info about the character's God and some rules that are useful to remember and the third contains the character sheet and the gear cards that he or she start with; we recommend to cut these out and put them into transparent sleeves, but it is not necessary.

For the GM eyes only: Player's should not have access to the files in the Game Master folder. For the same reason you do not read about the ending of your favourite TV series before you watch it, do not read those files before you play the campaign whole. It will be more fun this way :)

- **THE CAMPAIGN*:** An immersive campaign for a couple sessions of play, which will introduce everyone to this new system and Universe. It is very easy to use and while the GM should read it once before you start playing, it is design to transport the players from one scene to another.
- **THE GM PRINT*:** Print all this pages as they hold all the cards the GM will use during the campaign. We highly recommend you to print these ones out, as you will be handing over the gear cards to the players when they find them.