ASH: A Saviour's Heart
V1.00

Table of Contents

*Incomplete

What is ASH designed to do?

ASH is a role-playing system that has been inspired by many great games and excellent designers. ASH is founded on the beliefs that role-playing games should be communal (common sense and consensus are the final arbitrator), fluid (no referencing tables or pausing over obfuscatory details), customizable, and narratively rewarding.

Community is encouraged by allowing all players the opportunity to influence the imagined setting for the game by offering story suggestions or, after winning conflicts, assuming a leadership role as the Narrator.

Fluidity is realized in the time it ease and time it takes to create characters or resolve tasks and conflicts. Characters require 20 to 45 minutes to create. ASH is absolutely diceless. Best of 3 Rock-Paper-Scissors "Bo3 RPS" is used as a randomizer to resolve all conflicts.

Customization allows players to create personally tailored characters for any setting they enjoy role-playing "RPing" in. Play as a fantasy hero, infected monster of the night, superhero mutant, space-faring alien, or a modern everyman. Any character can perform any non-superhuman feat at any time—so long as their player is willing to pay the price. This game is about "what are you willing to pay?" not "can I do this?"

Narrative Rewards are the result of playing a character growing in experience yet decaying in power— thus you must learn how to consistently add well-phrased details to the environment to later gain bonuses in conflict, be innovative in the usage of your character's supernatural Distinction, and maintain your character's Integrity by pursuing their Seek (goal) without betraying their Vow (personal code).

What does playing ASH feel like?

ASH is played with 2-6 people. Collectively these players are called the Fellowship. They are fellows in the sense that they all want to RP together for fun, not that their characters are forced co-operate.

One person will be the Sessioneer while all others will be Player Characters "PCs". The Sessioneer **serves** the PCs before the session begins by (1) creating starting environments and conflicts for the PCs. Environments must always consider non-player characters "NPCs". The Sessioneer will also consider session nodes—significant environments that the PCs will *likely* encounter during the Session. (2) Once the session begins the Sessioneer is also responsible for performing the actions and reactions of the environment with the utmost fidelity.

The most successful sessions require a Sessioneer that is fluent with the environment that the PCs will be interacting with. This environment may be your favourite setting or one that the Fellowship has created between 15 and 30 minutes; ASH is designed to accommodate either style.

The Sessioneer has no goals; they simply exist to represent the actions and reactions of the environment! The environment, however, should be dynamic and engaging—populated with NPCs striving for their own goals. The imagined environment, and every word, action, or idea, that it inspires, are collectively known as the fiction.

All PCs are individuals that have accepted The Call, a situational or supernatural offer that grants your character great luck or superhuman powers at the expense of a severely truncated lifespan. ASH can be played for as few as 1 session(s) (finite) or as a (non-finite) campaign that persists for weeks, months, or even years in real time.

Every player must create a new character every 12 sessions as the cost for accepting The Call, but the Fiction persists and new characters can be bound to their predecessors through relations and artifacts, stories and quests. An ASH campaign is an inter-"generational" epic buoyed by spiritual successors that have accepted The Call.

What will I need to play ASH?

You will need 3 things to play this game: 1-5 other players, this game book, and 2 types of tokens

1.) **People**
 Gather 2-6 people in one place (electronically with audio/video is **possible**).

2.) **Printed Sheets**
All printable sheets from **Part Seven: Printables** (as needed) and a version of the game for referencing purposes (if necessary).

3.) **Tokens**
Tokens are small non-expensive tangibles that will be used to represent in-fiction values. Choose common monetary coins, poker chips, or any other similar object.

Ritual Tokens: You will need 4 times as many low-value tokens as you have PCs

Advancement Tokens: You will need 3 times as many high(er)-value tokens as you have PCs

How do I begin?

Gather the Fellowship! Each member must be present and sharing their design preferences.

This text is structured for a first-time reader, so if that's you then begin reading **Part One: The Fiction**. A *veteran's refresher checklist* is below.

(Particular set-up moments demand more focus and unison from the Fellowship because a collective decision must be agreed upon. Such moments are **bolded** below.)

1.) **Foundation**
2.) Character Creation: Features and Virtues
   - Charactername, Faction, Status, Seek, Vow, Virtues
3.) **Character Creation: Advancement Points**
   - 4 Questions, 3 Encounters, Bonus/Entrusted AP
4.) Distinctions and Rituals
   - 1 Distinction, 2 Encounters.
5.) Aesthetic
6.) **Review Characters**

Part One: The Foundation

The Agenda, Acceptability Standards, and Setting form the bedrock for the Fiction. These elements are, collectively, the Fiction's Foundation.

The Fiction is realized when players speak their minds and share their ideas—roleplay—to create humour and drama between, and success (or failure!) for, their characters.

**All elements of the game must conform to the Foundation!

1.1 Agenda

Why do you want to role-play? All players must ask themselves this question and be aware of their fellow players' response. Some players have an Agenda to win while others want to be part of a good story.

Decide whether your characters will be working together (as a band) or potentially against one another as different figures within the world.

Different players' Agendas may be complementary or they may be severely conflicting. An enjoyable session is the result of players understanding and respecting the Agendas of their fellow players.

Reader's Note: Despite however much you may like your friends as friends, you may need to branch outwards to discover players with an Agenda that pairs well with yours!

1.2 Acceptability Standards

Set your boundaries.

What content and themes do you (as an *individual*) not feel comfortable engaging with through role-playing? Tell your fellow players what your boundaries are. This game is not about jabbing at emotional scars. **Respect your fellow players.**

1.3 The Genre

Before determining the Setting the players must agree upon the Genre. Consider **Technology** (Stones, Swords, Semi-Automatics, or Spaceships…? and **Tone** (Tragedy, Comedy, Romance, Gritty, or Playful…?) The Genre is an important framework for the Setting.

1.4 The Setting

The Setting is the imagined space that you and the other players will be role-playing in. Characters, items and environments are all aspects of the Setting,

All players must agree and contribute to the Setting, but only one player will serve all others by acting as the Sessioneer—the Setting's mouth-piece for a single session. This role is further explained in **Part Four: Sessioneering.**

You may want to play within a well-established or a newly-wrought setting and ASH can accommodate either.

Structured and emergent role-playing are the two primary methods for determining the Setting, they are two extremes on one continuum—both have advantages, (and disadvantages!), that need not be discussed here. ASH is designed to encourage emergent, rather than structured, gameplay i.e. a RPing session that unfolds according to the unique concoction of variables that every person brings to the table at a specific time and place. As contrasted with structured gameplay which anticipates events and revelations.

1.) Structured Setting

The Sessioneer for any Session can contact all players and determine the preferred genre. The Sessioneer (exclusively) now has both the burdens and freedoms of creativity. The Sessioneer must arrive at the Session with character sheets for significant (Free) NPCs and a *very* strong understanding of the dynamic forces at work within a Setting. This method allows for a well-planned session at the expense of collaborative input.

2.) Emergent Setting

All players collectively craft the setting for the fiction immediately prior to role-playing the session. All players share the burdens and freedoms of creativity. This method allows for spontaneity and communal involvement but requires communication and imagination from all players.

Choose from the What-If? and Ex Nihilo approaches as detailed below. Or create your own Emergent approach.

What-If?

Utilize "what-if?" player brainstorming or online-generators to alter history or a chosen established fiction. Proceed to craft a setting founded on the alterations you have made to the original.

Warning: must all be familiar with setting and want to play within it.

Ex Nihilo

Each member of the Fellowship writes a noun on a small piece of paper. If there are only two players then both create two nouns. Once everyone is complete all the paper is folded and submitted. The Sessioneer reveals the nouns and the Fellowship begins brainstorming ways to combine them into a setting. Be sure to consider

Technology: Clubs, Swords, Rifles, or Laser Guns…?
Tone: Tragedy, Comedy, Romance, Gritty, or Playful…?
Society: Economy, Government, Religion, Arts, Current Events…?

Ex 1: 2 Players, Genre: Alternative History

 List 1: "Second Napoleonic Empire", "World War II France", "Demonic Influence"

Setting 1: Third Reich, Second Empire

It's June 1940 and the Third Reich war machine now occupies nearly all of Western continental Europe. This explosive increase in power ranks Fascist Nazi Germany alongside the other two global superpowers of the Eastern Communist Collective and the Aristocratic Napoleonic French Empire. France is cut off from its

major colonies of The British Isles and New France and cannot expect aid from the as-of-yet neutral Communist Collective. The Napoleonic Bloodline is vital to maintaining stability for the French Empire, but political extremists have begun consorting with occult powers in preparation for a military coup. You have French citizenship and cannot escape the ensuing bloodbath. Where do you stand?

Ex 2: 4 Players, Genre: Sword and Sorcery Fantasy

> **List 2**: "Troll-Human Feud", "Impending Environmental Apocalypse", "Ancient Magical Treasure"

> **Setting 2: Emancipation**

Troll slaves have been a staple of human civilization for countless generations. There is no lack of embitterment between the two physically disparate species. The 7 feet tall earthen coloured rock-hides are intellectually crippled at birth to ensure their obedience.

Human nations, propelled by greed, search for new sources of riches in the wild. These expeditions nearly always result in the death and escape of troll slaves.

Humanity's privileged position has weakened their vigilance, they ignorantly assume that there is no safe haven for an escaped troll. In defiance of human vanity troll escapees have, over decades of labour and sacrifices, designed and crafted a self-sufficient subterranean stronghold.

The trolls' excavation has unearthed an ancient magical treasure that has drastically altered the surface's weather patterns. Some humans are coming to believe it sooner than later, but the surface just won't suffice anymore. Humanity faces innumerable deaths (perhaps even extinction) as its national leaders jostle for profit or—worse—ignore the threat. Mass troll escapes are the only clue humanity has to discover the location of the last habitable abode on the planet. Which individuals will follow this lead and usher in a new era of troll-human relations?

Ex 3: 6 Players, Genre: Colonial Space Age

> **List 3**: "Re-animated Nikola Tesla", "Alien-dependant Humanity", "Alien Hegemony (across solar system)", "Personalized Power Suits", "Fanatic Pro-Human Organization".

> **Setting 3: The Wizard and The Empress**

Nikola Tesla (1856-1943, 2224-2230). His re-animation literally sparked an age of infinite energy and miraculous technological growth. His genius earned him the moniker "The Wizard" and his hyperbolic success earned him fame, wealth, and power. The Wizard's achievements allowed for the colonization of the Moon and Mars as well as colonization vessels launched to nearby solar systems. The Wizard hand-built humanity's Golden Age and then offered his blessing to Earth's rising Empress—a deft politician and benevolent social activist. The Wizard and the Empress were paragons of virtue in an age of peace and prosperity.

Too bad he was infested from the beginning. The Wizard's rebirth wasn't the result of human innovation and tenacity—he had been created to hand over a technologically dependant humanity to the inter-galactic conquerors known as The Ensemble. The Ensemble are subtle and pervasive. Wizardry, as The Wizard's technology became known, can be commandeered by The Ensemble at any time to devastating effects. Society's foundations of Energy Production, Transportation, Food Sources, Inter-planetary Travel, Education, Medicine… are all dependant on Wizardry, binding humanity to The Ensemble.

The Empress' public execution of the treasonous Wizard earned her massive public approval. And thus humanity's descent from Golden Age to Dark Age began and ended in a span of weeks. But a light remains. New technology and fuel production are being used on remote Martian colonies, the genius of their design and efficiency comparable only to The Wizard's insight. And their inventor is claiming exactly that. The Wizard is back, and he's calling shenanigans on the Empress' political sleight of hand. Martian technology "M-tek" is providing human freedom fighters a new hope against The Ensemble and their dominion over the Earth through Wizardry. Investigate The Wizard and The Empress then determine humanity's fate.

Part Two: Character Creation

Refer to your printed Character Sheet (found in **Part Seven: Printables)** to help orient yourself before you make your character.

All players should create their characters together. This is important for many reasons, chiefly because it ensures all players will be aware of one another's expectations of the game.

Reader's Note: Three characters from three diverse settings will be used as examples for all of Part Two. They are introduced below. Note: they are written organically, so the final character may deviate from the initial concept.

Step One: Features

Your Features are located in the top-left of your character sheet. These are the most basic identifiers for your character.

1.1 Concept

How does your character fit into the society they live in?

Ex:

An authority on the paranormal that operates in conjunction with the Napoleonic Empire's military.

A prodigious alchemist youth struck by forbidden love.

A miserable old male colonist that wants nothing more than wealth, women, and power.

1.2 Charactername and Player

Your character's name and your name respectively

Ex:

(1) Private Pierre Fortin

(2) Silhe the Wildwalker

(3) A-ray B-62

1.3 Faction (Status):

A Status categorizes a broad allegiance within your fiction. A Faction is a sub-division within that Status.

Ex:

(1) WWII Paranormal Agent (Free French Forces)

(2) Apprentice Druid (Dil'Thek Rangers)

(3) Mineral Smuggler (Human).

1.4 Seek:

Your Seek is a long-term (potentially a life-time's worth!) goal. This is an *internally enforced* obligation that directs your character to protect something irrefutably important to them.

The potential completion of a character's Seek must have a direct influence on in-fiction events.

Ex:

(1) Pierre Fortin seeks to liberate Corsica from German control.

(2) Silhe seeks a position as a Council Elder.

(3) A-ray B-62 seeks to regain Earth citizenship.

1.5 Vow:

Your Vow is an *internally enforced* code of conduct in the form of "always" or "never". Your character's Vow is their personal motto, golden rule, tombstone epitaph, or bibliographic summary. Consider your favourite quotations or a catchphrase for inspiration.

Ex:

(1) Fortin must never disobey the chain of command—he's a soldier not a barbarian.

(2) Silhe will never betray a secret.

(3) A-ray's made his success by cheating first and lying second. 'Fessing up is never an option.

Reader's Note: Avoid morality-based Vows because they may interfere with your character's Virtues. Choose Vows that are personality traits more than ethic positions.

Step Two: Virtues

Your character's Virtues are important for recognizing how your character will interact with their environment. All 3 Primary Virtues rest along a continuum where Vices represent both the extreme absence (left) and the extreme excess (right) of its respective Virtue. A more Virtuous character has a larger Pool which provides them with more opportunities to influence their environment.

Virtues do not dictate what your character can or cannot do nor do they provide your character with any practical skills or knowledge—Virtues exist to document role-playing patterns appropriate for a specific character.

2.1 Primary Virtues:

Just, Prudent, and Fortitudinous are the 3 Primary Virtues. All Virtues are best described as a balance between their extreme Vices.

A Just character is neither Greedy nor Selfless. They are generous with their time and resources without being physically, intellectually, or emotionally over-taxed by servicing those around them. A Just individual recognizes the appropriate time to step in and aid the needy or to step back and enable the opportunity for the needy to achieve their own goals.

A Prudent character is neither Gullible nor Arrogant. They are able to genuinely consider the opinions of others while preserving their professional and instinctual interpretation of a scenario. A Prudent character seeks advice from valuable sources and is able to recognize malicious, and negligent, directions.

A Fortitudinous character is neither Fickle nor Stubbourn. They will persevere through adversity yet back down when the effort outweighs the cost. A Fortitudinous character is hard-working and able to efficiently allot their effort.

2.2 Deviancy:

All PCs begin with a Deviancy of 6. Deviancy is a measure of a character's adherence to Vice-like decisions. A greater Deviancy represents a character that *has* acted in a non-Virtous manner.

To apply one's Deviancy a player assumes their character is purely Virtuous (all 3 underlined dots are shaded in) and then shifts from each Virtue to its respective absence **or** excess Vice. Choose the Vice that your character is more likely to display and ensure that you make a total of 6 shifts amongst all 3 Primary Virtues.

Ex:

(1) Fortin

-3	-2	-1	**0**	1	2	3
○	○	○	●	○	○	○
Greedy			<u>Just</u>			Selfless
○	○	○	○	○	○	●
Gullible			<u>Prudent</u>			Arrogant
○	○	○	○	○	○	●
Fickle			<u>Fortitudinous</u>			Stubborn

Fortin is Just, Arrogant, and Stubbourn. Expect him to aid those that need and desire his generosity. However, it is uncommon for him to accept advice at face value. Fortin doesn't give up; he's often entangled in impossible scenarios.

(2) Silhe

-3	-2	-1	**0**	1	2	3
○	○	○	○	○	●	○
Greedy			<u>Just</u>			Selfless
○	●	○	○	○	○	○
Gullible			<u>Prudent</u>			Arrogant
○	●	○	○	○	○	○
Fickle			<u>Fortitudinous</u>			Stubborn

Silhe is Near Selfless, Near Gullible, and Near Fickle. She often excessively sacrifices her time and resources to help those that desire her generosity. She struggles with voicing her opinion and will often blindly follow the (even implicit!) suggestions of those she respects. Silhe often abandons goals when the going gets tough.

(3) A-ray

-3	-2	-1	**0**	1	2	3
●	○	○	○	○	○	○
Greedy			<u>Just</u>			Selfless
○	○	○	○	●	○	○
Gullible			<u>Prudent</u>			Arrogant
○	○	○	○	○	●	○
Fickle			<u>Fortitudinous</u>			Stubborn

A-ray is Greedy, Far Arrogant, and Near Stubbourn. He works and plays for himself. Exclusively. A-ray sometimes ignores external evidence due to his instincts. He commonly refuses to back down or consider alternative courses of action

At any time, within the bounds of moderation, any player can suggest a PC alter their Deviancy by one point in a specific Virtue for a specific reason accompanied by specific evidence. A PCs' deviancy can only change once per session. The Sessioneer must approve the alteration.

Ex: (all players have offered suggestions for Virtue changes alongside evidence—their consensus is as follows)

(1) Fortin, though accurately roleplayed as Arrogant, showed distinct signs of Prudence. For example, Fortin accepted advice from a squad-mate that their German intelligence contact was worth trusting and that sneaking in through the back door would end in disaster. He will change from Arrogant to Near Arrogant, changing his Deviancy from 6 to 5.

(2) Silhe acted extremely Greedy during the session. For example, she was unwilling to aid a homeless cripple for fear of being late for a date with her lover. Her Near Selfless will not change to Far Selfless (which would be more Virtuous) because she was not acting in a Virtuous way. If Silhe's play warrants it, any player should feel free to suggest that Silhe change Near Selfless to Near Greedy or how the PC is roleplayed. Silhe's Deviancy remains at 6.

(3) A-ray roleplayed a very stubborn character. For example, when offered many strong clues that the informant he was seeking would be too difficult to contact he refused to alter his method. He will change from Near Stubbourn to Stubbourn, his Deviancy increases from 6 to 7.

2.3 Class:

A character's Deviancy determines their Class. A character's Class determines how much Pool they have. Pool is necessary for influencing the fiction. All PCs begin as a Lucid Class.

A character's class does not confer or limit any skills, knowledge, or equipment that a character may possess.

A character's class changes when their Deviancy rises or falls to a multiple of 3. Until they reach a new multiple of 3 they will remain as their current Class.

When Deviancy Raises/Falls to	Acquire Class of	With a Pool of
0	Temperant	30
3	Noble	24
6	Lucid	18
9	Deviant	12

Ex: (After many sessions of play).

(1) Fortin is currently a Temperant Class with a Deviancy of (0). He gains 1 point of Deviancy and now has a Deviancy of 1. 1 is not a multiple of 3 so he remains Temperant His Pool remains at 30 motes.

(2) Silhe is currently a Deviant Class with a Deviancy of 7. She loses 1 point of Deviancy and now has a Deviancy of 6. 6 is a multiple of 3 so she changes her class to Lucid. Her Pool changes to 18 motes.

(3) A-ray is currently a Lucid Class with a Deviancy of 8. He gains 1 point of Deviancy and now has a Deviancy of 9. 9 is a multiple of 3 so he changes his class to Deviant. His Pool changes to 12 motes.

Step Three: Pool

Pool is measured in motes which are represented as circles on a character's Pool Sheet. Pool can be thought of as a character's health/fatigue *as well as* their mana/willpower. A character's Pool represents more than their physical health.

A character's class will influence the maximum Pool motes available to them. A character's Pool will often change during a session—thus each session earns its own allotted space on the character's Pool Sheet in the interest of legibility.

View the double-sided pool sheet in **Part Seven: Printables.**

3.1 Pool Maximum:

All characters begin with a maximum Pool of 18 due to their Lucid Class. Fill in the box next to Lucid on the Pool Sheet to represent that the character cannot access more motes than any other Lucid character. However, players only begin with 6 available motes out of their maximum 18 motes.

All PCs should fill in their "Atrophy 1" Pool as below:

```
Atrophy 1        1   2   3   4   5   6
Deviant       ■  ○   ○   ○   ○   ●   ●
Deviant       ■  ○   ○   ○   ○   ●   ●
Lucid         ■  ○   ○   ○   ○   ●   ●
Noble         □  ○   ○   ○   ○   ○   ○
Temperant     □  ○   ○   ○   ○   ○   ○
Integrity:                 ■   ■   ■
```

Reader's Note: This Pool shows that the character is a Lucid Class with a maximum of 18 motes available to them. All but columns 5 and 6 have been expended, so they currently only have 6 motes. The bottom row shows that their Integrity is at maximum—3 points.

3.2 Pool Fatigue and Refreshment

Due to your acceptance of the Call you possess two ways to intentionally spend Pool motes. (1) Spend motes during a task or Gamble motes during a conflict or (2) Perform a Distinction Expression to directly influence your environment in a magical/superhuman fashion. Motes are removed from the top left, down, then right.

There are 4 ways to regain motes. (1) Regain all of your motes by completing the Session's Goal (2) Regain 2/3 of your motes by completing a scene, (3) Compel an Identity to earn twice as many motes as the Identity's Rank, or (4) permanently Burn 1 Advancement Point "AP" to regain 8 motes,

Action Taken	Motes Refreshed
Complete Session's Goal	All
Complete Scene	(2/3)(Pool)
Compel Identity	2(Identity Rank)
Burn Advancement Points "AP"	1 AP= 8 motes

Reader's Note: Burning AP is an inefficient use of AP, reserve it for dire situatons!

3.3 Integrity and Expiration

All PCs were offered the Call on the condition that they pursue their Seek while maintaining their Vow. A character that succeeds at maintaining both will retain a "full" Integrity score of 3.

All PCs begin with an Integrity of 3; fill in the 3 boxes under Columns 4, 5, and 6.

Whenever a character significantly breaches **either** their Seek or Vow they lose 1 point of Integrity. This loss is the result of the PC denying their nature—their Seek or Vow. This manifests as a persistent physical or psychological wound(s) that plagues the PC. Remove Integrity points leftwards from right. Note the reason for Integrity loss on the right-hand side of your character sheet. The loss of Integrity is a great justification for a new Identity or Specialization.

A PC can regain 1 point of Integrity by taking a monumental risk or accepting a great sacrifice in the interest of their Seek or Vow. It is more difficult to regain Integrity than it is to lose it.

If a PC loses their entire Pool while they have any non-zero Integrity score then they are unable to influence the rest of the scene. However, if the character had an Integrity score of zero then that character immediately Expires and earns an appropriate exit from the epic. Expiration means the character will never be seen again (alive and real), but it does not mean that the character has died. The character may have be emotionally crippled or otherwise lose the passion for their Seek or Vow. A soliloquy, montage, or vicious last stand may be an appropriate Expiration.

Seeks and Vow can change throughout the campaign without the character expiring, but changing a Seek or Vow requires Fellowship consensus and strong in-fiction evidence.

Reader's Note: A character cannot die unless their Integrity is at 0.

Step Four: Identities and Specializations

Identities and Specializations share the same 12 lines on your character sheet. Identities are filled downwards from the top and Specialties are filled upwards from the bottom. Novice Specializations do not exist so remember to cross off the Novice Rank for Specializations.

Your character can never have more than 12 Identities and Specializations at once. If you feel it is appropriate you may completely remove an Identity or Specialization (and all associated AP) from one of your 12 lines—freeing it to gain a new Identity or Specialization.

Identities are fundamental aspects of your character, they also serve as your character's primary means for interacting with the Fiction. Specializations are specific ways your character can gain an edge in conflicts.

4.1 Advancement Tokens

Identities and Specializations are purchased with Advancement Points "AP". Players receive 12 AP to spend at creation and will receive 3 AP to allot to new Identities or Specializations **during** a session. These 3 AP can be invested at any time that the player is the Narrator so long as they do not explicitly contradict the Fiction.

All players should be given 3 identical Advancement Tokens (low-value coins or poker chips are options) to represent the remaining AP they have to spend for that session. Suggestion: use the second-lowest coin denomination for your country (Nickels for Canada).

AP tokens are yielded to (1) refresh 8 motes or (2) purchase a new Identity or Specialization.

Identities and Specializations are quantified by Rank. Identities can be purchased as NOVice, PROfessional, EXCeptional, or MASterful for 1 AP each. Specializations are purchased as PRO or EXC for 1 AP or MAS for 2 AP.

Rank	Identity Cost (AP)	Specialization Cost (AP)
Novice	1	N/A
Professional	1	1
Exceptional	1	1
Masterful	1	2

4.2 Identities: Types

Identities define your character. They may be a(n) resource, relationship, experience, or style that is important to your character. Do not state the character's skill with Identities, the Identity's rank will determine the character's competence with an Identity.

An Identity is an Identity. Don't fret over which "type" a desired Identity may fall into. These "types" are guidelines.

Identities should not be magical/superhuman unless all players want to play in a genre that suits large quantities of such resources and individuals.

Some Identities may be temporarily unavailable to a character due to the fiction but they should **never** be permanently abolished without the player's consent or extreme negligence on the player's part. Use extreme chance or coincidence to reunite a character with their Identity if necessary.

Sessioneers: every player's Identities are chosen because the player considers them important, respect this by stretching credibility to keep Identities active in the Fiction.

A **Resource Identity** is an item or non-sentient creature.

Ex:
(1) Mon Pere's Pistol, Special Ops Camouflage, or Devoir the Hound
(2) Bark-sole Boots, Steelsilk String, or Jingles the Cheeky Monkey
(3) M-Tek Camouflage, Martian Residence, or Mecharat V2.0

A **Relationship Identity** is an active relationship with a specific living sentient creature. Create all Relationship Identities as an Identity NPC (detailed in **Part Four: Sessioneering**)

Ex:
(1) Son of Brigadier Fortin, Vendetta against Nazi General Schmidt, or Lt. Arsenault's Favoured Student
(2) Elder Anthe's Apprentice Alchemist, Covert Romance with Nobleman Alorn, or Kinship with Eltiri the Information Broker.
(3) Bad break-up with "that busty gynoid", Once Partnered with Driss the Crooked, or Evading Terrestrial Agent Bett

An **Experience Identity** may be a professional or personal experience that is either public or private knowledge.

Ex:
(1) Regrets Helplessly Witnessing Entire Squad Get Ambushed and Murdered, Trained by French Special Ops, or Traveled France as a Youth
(2) Survived Blackwater Uprising, Youngest Apprentice Reputation, or Learned Trollspeak from Crazy Seer Lady
(3) Crossed the Lunar Trade Guild and Lived to Tell, Worked as a Wiz-tech as a Youth, or Raised Impoverished.

A **Stylistic Identity** is a habit or personality quirk.

Ex:
(1) Devout Catholic, Emotional, Paranoid of non-French
(2) Night-hawk, Bookworm, Forgetful
(3) Chain Smoker, Grumpy Old Vet, Shoots First

      Designer's Note: Identities are designed to be fully flexible for many genres such as, but not limited to: Cold War Secret Spies, Modern 2011 office workers by day and street-level vigilantes by night, 2XXX Post-Apocalyptic Nuclear Winter mutants, Ancient Roman Gladiators, Class-specific dungeon-crawling murder-then-loot killing-machines, Modern-day Vampires/Werewolves/Magicians, Gods-among-mortals in a High Fantasy world…

4.3 Identities: Compelling

All Identities can be (1) invoked to gain Success Levels in task or conflict resolutions or (2) Compelled to refresh motes.

Reader's Note: Invoking Identities is covered in **Part Three: Resolution.**

Compelling an Identity complicates a character's situation because of their association with a specific Identity. Any player can suggest a Compulsion but the Sessioneer must consent to enforcing the suggestion as a Compulsion.

The character's player must respond by either (1) expending a number of motes equal to the Identity's rank if they want to resist the Compulsion or (2) refresh twice the Identity's rank in motes by accepting the Compulsion.

Rank	Rank Level	Motes to Resist	Motes awarded for accepting
Novice	1	1	2
Professional	2	2	4
Exceptional	3	3	6
Masterful	4	4	8

A Compelled Identity can only award motes if the character would have otherwise (reasonably) had access to the Identity.

Ex:

(1) Fortin has been captured by German troops and has been strip-searched and detained. He requests that his Mon Pere Pistol Identity be Compelled (as it was damaged and requires maintenance) so that he can refresh a few motes. The Sessioneer notes that this Identity cannot be Compelled because Fortin doesn't even have access to his Pistol!

(2) The Sessioneer suggests that Silhe's Youngest Apprentice Reputation has sparked the rumour that her acceptance at such an early age has nothing to do with her skill but is the result of her participation in less-than-savory actions. Silhe's Pool is in a tough spot right now so she accepts this rumour as being a part of the Fiction. Her Youngest Apprentice Reputation Identity was Professional—so she will immediately receive 4 motes for accepting the Compulsion.

(3) A player at the table thinks it would be fun for Terrestrial Agent Bett to catch up to A-ray while the latter is waiting for a scheduled "business transaction". The Sessioneer consents to this idea and enforces it as a Compulsion. Now it's up to A-ray, will he resist or accept? A-ray considers this meeting to be very important and wants to play it out as planned—he resists the Compulsion of his Exceptional Identity "Evading Terrestrial Agent Bett" at the immediate cost of 3 motes.

Reader's Note: All players: Identities are not punishments—mechanically they can be used "for" a character (and thus refresh motes by accepting Compulsions or earning Success Levels in resolutions) or "against" a character (and expend motes by resisting Compulsions); but Identities must **always** be used to promote the agreed upon Foundation for the session. Compulsions may enhance the session for the players tactically, comically, thematically, or any other way that the players consider significant.

4.4 Specializations: Physical

There are two groupings of Physical Specializations: Offensive and Defensive.

All players must describe the owned weapon/armor used for their character's Physical Specialization if the Specialization was chosen at character creation. The equipment stated for a Specialization may or may not be an Identitie, if the latter then they may be stolen or lost throughout your travels. Fortunately the Specialization can be used for any weapon/armor that is acquired and appropriate to a Specialization.

All weapons/armors must be established as belonging to a single Physical Specialization. A Pistol **cannot** be used for Far Bore (shooting) as well as Near Blunt (gun-butting). One must be chosen and that choice is permanent.

Designer's Note: Armed vs. Unarmed and Near vs. Far are balanced through Context Bonuses (in **Part Two: Resolution**).

Offensive Specializations

Blade, Bore, Blunt, and Brawl are the four types of physical damage that can be dealt to an opponent. Blade is for slashing weapons (daggers, swords, throwing knives), Bore is for piercing weapons (spears, javelins, darts), Blunt is for smashing weapons (maces, hammers, thrown rocks), and Brawl is for unarmed combat. No damage type is inherently superior to another. Each Offensive Specialization must be taken at either Near or Far Range.

	Near Range	Far Range
Blade		
Bore		
Blunt		
Brawl		N/A

Near Range includes Melee (comfortably within arm's length), Lunge (a big step in a single direction), and Leap (pounce-from-standing) distances.

Far Range includes Thrown (often length of a moderate-sized room) and Projectile (rifle, bow and arrow, or lazer gun) distances.

All distances will conform to these Range categories, but quantifying the Range categories will be very genre-specific. No Specialization can reach beyond Projectile Range into the Distinction-necessary Superhuman Range.

Ex: (genre-specific Offensive Specializations)

(1) Fortin: Brawl or Far Bore (Mon Pere's Pistol Identity)
(2) Silhe: Near Blunt (ceremonial hammer) or Far Bore (bow and arrow)
(3) A-ray: Far Bore (raygun) or Far Blade (kryptosteel shurikens)

Defensive Specializations

Defensive Specializations come in three forms of Lattice, Crystalline, and Elastic and must be worn as a shield, body armour, or bracers. Any one will suffice.

All Defensive Specializations may be used against Brawl attacks.

	Can protect from	Cannot protect from
Elastic	Bore or Blunt	Blade
Lattice	Blade or Blunt	Bore
Crystalline	Blade or Bore	Blunt

Elastic defenses have a flexible exterior skin that rejects localized forces such as piercing Bore while its interior contains a shock absorbing gelatinous fluid that defies smashing Blunt. Elastic defenses fall to the arcing assaults from slashing Blade.

Lattice defenses have a resilient and sturdy shell that shrugs off sweeping blows from slashing Blade and smashing Blunt. Lattice defenses can only be properly constructed with large gaps which may allow the precise piercing Bore to harm the wearer.

Crystalline defenses have a thick layer of a gem-like solid with a surface covered in minute sheer surfaces that deflect slashing Blade and would-be piercing Bore. Crystalline defenses are brittle and give way to the mighty blows of smashing Blunt.

Reader's Note: enhance your fiction by choosing/designing specific materials for each Defensive Specializations.

4.5 Specializations: Persuasive

There are 5 Offensive and 5 Defensive Persuasion Styles which exist in pairs. If the defensive style is used to ward off its offensive pair then the defensive user gains a bonus as described in the **Part Three: Resolution**.

The character that initiates the conflict is considered to be using an offensive Persuasive Specialization.

Offense of	Is used to	By being	But trumped by Defense of	By being
Saucy	Provoke	Playful-obnoxious	**Serious**	Orderly-formal
Scary	Intimidate	Impressive-threatening	**Steadfast**	Focused-adamant
Seductive	Impress	Charming-erotic	**Spiritual**	Platonic-celibate
Secretive	Withhold	Tight-lipped-enigmatic	**Savvy**	Aware-perceptive
Straightforward	Clarify	Informative-callous	**Suspicious**	Critical-paranoid

No Persuasion Style is any more potent than another—choose whichever style best reflects your character's demeanor.

4.6 At Creation

All PCs begin with 12 AP at character creation. Place APs by shading in the left-most box (Nov for Identities and Pro for Specializations) and then shading rightwards. Begin Identities at the top then move downwards and begin Specializations at the bottom and move upwards.

Detail extra information about Identities or Specializations on the right-hand side of your character sheet. If necessary you must create a separate NPC sheet for all Relationship Identities.*

> ***Reader's Note:** Rules for NPC generation are found in the **Part Four: Sessioneering**.

Your character's AP will be spent based on the answers to four important Questions and your character's Encounters. All players must be present and participating with feedback and ideas while Questions and Encounters are resolved.

Questions

Questions are asked and answered in a brain-storming style, not as in-fiction narration.

Once you have answered each question you can use the answer as inspiration to spend as many AP as are stated in parentheses after the question on Identities.

The first four questions only concern your character and their interaction with the fiction. All players must pay attention to one another's answers—this is an important part of building the Fiction!

All AP allotted for Questions must be spent on Identities. All PCs will spend 5 of their initial 12 AP on questions.

1.) What is your position within society? (2)

2.) What is your character's strongest connection to their Faction? (1)

3.) Why is your Seek important? (1)

4.) Why is your Vow important? (1)

Encounters

All characters have Encountered at least 3 other PCs (use NPCs if necessary). An Encounter describes a time in both characters' lives when the actions of one affected the life of the other or both were influenced by the same event, location, or person. Encounters do not necessitate that both characters were in the physical presence of one another!

Whether an Encounter was memorable or not is negligible; however, what is important is that the Encounter somehow influenced your character's position in or perspective on life. Perhaps they learned something about the world or about themselves or they may have lost or gained something of value. Regardless, all PCs allot 1 AP for each Encounter, this AP can be spent on Identities or Specializations.

Each PC must have had 3 Encounters. All PCs will spend 3 of their initial 12 AP on Encounters.

Entrusting AP

Entrusting only occurs at PC creation.

Every PC will begin Session One with 12 of their 18 motes expended unless they choose (**optional!**) to Entrust AP. For every 1 AP you Entrust the character will refresh 6 motes before the Session begins, this may be done up to 2 times to refresh all 12 motes.

If a player has chosen to Entrust an AP then every other player composes 1 Identity for each AP Entrusted. Excepting the player that is Entrusting the AP, all players choose (or randomize) which of these Identities the Entrusting character will receive. The player that Entrusted the AP has **no say** on how their Entrusted AP is spent (beyond invoking The Foundation if necessary).

Bonus AP

Every PC will have 2-4 Bonus AP (determined by the number of AP they Entrusted). These Bonus AP may be spent on Identities or Specializations.

Bonus AP can be used to Entrust to your fellow players, expand upon current Identities or Specializations or create new ones for your Character. You will always have 2-7 Bonus AP.

4.7 Identity Examples

Used in Resolution, *Used as a Compulsion*

Identity	1.)	2.)	3.)	4.)
Fortin	**Mon Pere's Pistol** Shoot stuff. Earn entrance into a shooting competition or gun club. *Jams during a gun fight.*	**Vendetta Against Nazi General Schmidt** Familiar with information on Nazi General Schmidt's whereabouts, crew, resources, or intentions. Show Nazi's no mercy. *Targeted by Nazi-sympathizers.*	**Regrets Helplessly Witnessing Entire Squad Get Ambushed and Murdered** To step in and aid the less fortunate instead of letting them suffer. Constantly aware of being followed/traps being set. *Grief overcomes his judgment at crucial moment*	**Trained by French Intelligence Ops** Knows how to interrogate prisoners. Decode encrypted messages. *Unintentionally harsh with allies or innocents.*
Silhe	**Jingles the Cheeky Monkey** Second pair of hands. A loud distraction *Provokes the wrong people.*	**Elder Anthe's Apprentice Alchemist** Respect from other Apprentices. Alchemical knowledge. *Too busy to receive information or resources.*	**Covert Romance with Nobleman Alorn** Knowledge of forest paths and wildlife. Ability to lie convincingly. *Has a suspicious schedule and is often missing.*	**Youngest Apprentice Reputation** Fame among the public. Impresses Apprentices and Elders. *Incites envy and resentment from select Apprentices and Elders.*
A-ray	**Evading Terrestrial Agent Bett F-23** Aware of surroundings. Able to disguise self. *Starts fights with Agent Bett.*	**Crossed the Guild and Lived to Tell** Fame in underworld. Experienced liar. *Starts fights with Guild Members.*	**Grumpy Old Vet** Has veteran acquaintances. Engaging war-time stories. *Starts fights with disrespectful youngin's..*	**Shoots First** Quickdraw in battle. Intimidating disposition. *Starts fights with perceived threats.*

Only individuals that have accepted the Call can use Distinctions. Distinctions allow characters to perform supernatural feats at the cost of severely truncating their lifespan.

Depending on your Foundation, you may want to attribute Distinctions to an in-fiction cause such as a divine blessing/magic/genetics/technology or to sheer luck.

All PCs choose 1 out of the 9 possible Distinctions.

Reader's Note: Campaigns are encouraged to meld the supernatural powers of Distinctions into the mythology of the setting.

5.1 Distinctions: Powers and Domains

Each Distinction is the combination of a Power and a Domain, phrased as "Power Domain"

ex. Dominating Elementalist or DE for short.

The 3 Powers are all verbs.
Dominating is the Power of controlling what is. Dominating cannot acquire information or directly change what is.
Enlightening is the Power of acquiring information from things. Enlightening cannot control or change what is.
Augmenting is the Power of changing something from what it is. Augmenting cannot control what is or acquire information from things.

The 3 Domains are all nouns.
The **Druid** Domain governs the material forms of all living things (dead or alive).
The **Elementalist** Domain governs all inanimate matter and thermal energy: Solids, Fluids, and Heat.
The **Auromancer** Domain governs the non-material aspects of thinking entities.

Distinctions		Domains		
		Druid	Auromancer	Elementalist
Powers	Dominating	control over a living creature's material form.	control over a thinking creature's reasoning processes.	control over inanimate matter.
	Augmenting	changes the material form of a living creature.	changes the memories of a thinking creature.	changes the properties/arrangement of inanimate matter.
	Enlightening	learns from a living creature's material form.	learns from a living creature's memories.	learns from inanimate matter.

<u>**5.2 Distinctions: Expressions**</u>

Distinctions are used through the act of Performing Expressions. An Expression is the single use of a Distinction.

If a character possesses the appropriate Distinction and is willing to pay the Distinction's Expression mote cost, then they may Perform the Distinction regardless of the Expression's difficulty. Naturally, difficult Expressions require more motes.

Whenever a character wishes to use a Distinction they must refer to all 8 modifiers on the Distinction Expression Cost table: Difficulty, Duration, Performance, Range, Area, Preparation, Verbal Blatancy, and Visual Blatancy.

No Expression can cost less than its Difficulty modifier.

Reader's Note: 5.2 Distinctions: Expressions is summarized in the Summary Sheet in **Part Seven: Printables.**

1/8 Difficulty

Difficulty considers the (very context-dependant!) challenge of an intended Expression. Gathering information and resources for a Performance are separate tasks in their own right.

All players should be aware of the Distinction potency that they should expect in the session(s). Distinctions may be used to summon earthquakes and create city-sized brainwashed hordes in a high potency fiction or for minor shapeshifting and limited mind-reading in a low potency fiction.

Once Distinction potency is determined then all players can accustom themselves to dividing Expressions into one of the 5 difficulties of UNTrained, NOVice, PROfessional, EXCeptional, and MASterful based on relevant variables such as how natural the action is, how much delicacy is required, and the magnitude of the Expression.

Default Difficulties: Untrained is natural and common, Novice is natural and rare, Professional is natural but resisted, Exceptional is supernatural yet restricted, and Masterful is supernatural (bound only by session potency).

Rank	Default Potency	Success Levels (in Conflicts)*
Untrained	Natural and Common	6
Novice	Natural and Uncommon	7
Professional	Natural and Resisted/Rare	8
Exceptional	Supernatural but Restricted	9
Masterful	Supernatural	10

Success Levels are only applicable when a Performer seeks to attack a target(s) with an Expression. Success Levels are covered in greater detail in **Part Three: Resolution**.

2/8 Duration

Duration considers how long the Expression will remain in effect once the Performance completes, there are three duration options.

i.) Instantaneous applies to Expressions that are one-time effects (likely in seconds, but could be minutes/hours/days depending on the narrative focus and scope of the session).
ii.) Dedicated applies to Expressions that must be maintained over a significant period of time. This option is the only time in the game where **Dedicated Motes** "dm" are used. Dedicated motes are expended and cannot be refreshed so long as the Expression remains in effect.
iii.) Scene applies to Expressions that remain in effect for an entire scene. This option may be cheaper but is non-reversible—be wary of what you choose to make permanent for a scene.

3/8 Performance

Performance considers the length of time that will be devoted to Performing (initiating) an Expression. The Performer must sacrifice physical and/or intellectual attention for the entirety of the Performance. Once the Performance is done the Performer regains their physical and intellectual focus and the Expression will remain self-sufficient until the completion of its duration.

Designer's note: Only "-3" for >6 hrs is intended to encourage players to focus on preparation (requiring in-world interaction) and Blatancy as the most effective means of making Expressions cheaper. I'd rather have players engage in interesting Preparation and creative Blatancy than burden role-play with biding time.

4/8 Range

Range considers the distance between the Performer (at the beginning of their Performance) and their target(s).

Range	Distance
Personal	Comfortably within arm's length.
Lunge	Big step in any direction.
Leap	Energetic pounce from stationary.
Thrown	Length of moderate-sized room.
Projectile	Hand-held long-range weapons
Visible	Observable without obstructions
Superhuman*	Beyond visible (if it were possible).

*Superhuman requires at least Natural Preparation.

5/8 Area

Area considers the radius of effect around a target within Range. Expressions may be better defined by the number of targets they affect or by the radius of an affected area.

Area	Maximum Targets*
Personal	1
Lunge	5
Leap	10
Thrown	25
Projectile	50

Visible	100

* Session's genre-, Distinction potency-, and context-dependant.

6/8 Preparation

Preparation considers a Performer's intimacy with or effectiveness in researching and gathering resources for an intended Expression. Preparation must be complete before the Performance begins.

Preparation	Knowledge/Actions are
Imaginary	Inaccurate (misled by deceit or gross ignorance)
None	...
Tangential	Conjectured (operating off of unlikely accounts)
Fractional	Incomplete (operating on reasonable, though partial, accounts)
Natural	Accurate (a rudimentary familiarity with facts)
Whole	Complete (a comprehensive familiarity with facts)
Integral	Efficient (professional caliber understanding)
Absolute	Insightful (masterful caliber understanding)

7,8/8 Blatancy

Blatancy considers what witnesses will hear/see when you Perform an Expression.

Immediate Performance results in Bombastic Blatancies but no mote cost reduction.

Blatancy (Observer's Cost*)	Verbal/Visual Description	Witnesses' Reaction
Bombastic (0)	Ecstatic and Erratic. Ver: Roaring, shrieking, wailing. Vis: Flailing, whirling, cart-wheeling.	Performer is supernatural Best: A god not to be trifled with. Worst: A demon that should be destroyed.
Impressive (1)	Powerful and Captivating Ver: Awe-inspiring chant or otherworldly Sound. Vis: Complex gestures of incredible power or mesmerizing finesse.	Performer is paragon of humanity. Best: A hero to be respected and praised. Worst: An individual of power to be feared or envied.
Firm (1)	Confident and Precise Ver: Commanding volume and tone. Vis: Short but obvious gesture.	Performer is the centre of attention. Best: An individual on-duty (merchant, entertainer, messenger). Worst: An attention whore looking to start something.
Awkward (2)	Confusing and Out-of-place Ver: Stutter, slur, or mismatch of words. Vis: Exaggerated twitch or stumble over own body.	Performer is clumsy or uncertain. Best: Someone who made a mistake or lost focus for a moment. Worst: An easy target.
Subtle (2)	Difficult to perceive Ver: Whisper or hidden message through wordplay Vis: Flurry of fingers or meaningful rearrangement of body language.	Performer is acting suspiciously (but who doesn't?) Best: "That's their business, not mine." Worst: Someone I should keep an eye on.
None (3)	No perceivable Performance.	Performer fits in with environment. Best is the same as Worst: not recognized as a Performer.

* The cost required for a character to recognize, understand, and potentially react to another's Expression. Only (1) necessary for non-immediate Performances and (2) available when the observer possesses the Performed Distinction.

Effect

Effects are the results of the Expression. Effects become apparent after the Performance is complete.

Consider how witnesses will react or how the environment will respond to the Expression. Effects are purely determined by the context of the Performance and the Expression. Describe what senses are stimulated by the Expression. Does the Performer appear different in a mundane (sweating, fatigued, heavy breathing) or supernatural (aura, sound, sensation) ways.

Effect is not found on the Distinction Expression Cost table because it does not have a price. Effects represent a witnesses' (or environment's) point-of-view of the Expression.

Step Six: Rituals

6.1 Atrophy and Limit

Accepting the Call comes at the price of your mortal longevity. All PCs will only survive for 12 Sessions. Within the fiction this may mean 12 hours or 12 decades depending on the nature of the sessions and the players' desires.

Your deadline has been set, what will you do with these last few moments?

Atrophy documents the age of your character. All PCs gain 1 point of Atrophy before every session—thus all PCs begin with an Atrophy of 1. All PCs Expire at Atrophy 12.

Players will (likely) be simultaneously playing with characters of varying Atrophy levels and this is perfectly acceptable.

Your Atrophy is organized in pairs on your character sheet to aid you in determining your Limit. Your Limit is the maximum cost your character can spend on any single Expression.

Designer's note: Atrophy forces players to progressively rely on creating vivid environments through narration and innovate with the Identities and Distinction at their disposal—rather than bludgeoning the fiction with large quantities of motes.

6.2 Rituals

Rituals are Expressions that your character can Perform for free.

All characters begin with 1 Ritual Point "RPt". 1 RPt is gained every time a character's Limit changes (which will occur every 2 sessions). PCs can have 6 RPts at most.

Every 1 RPt can be used to increase the Difficulty by one Rank for any one Ritual from the 4 lines for Rituals (from-left-to-right) on the bottom-left of the character sheet.

Session (before)	Ritual Points
1	1
3	2
5	3
7	4
9	5
11	6

Rituals have these restrictions. They must (1) belong to the character's Distinction, (2) conform to the Ritual's Rank, (3) be designed to cost 6 motes or less, and (4) must take effect Immediately.

Rituals provide these benefits. They (1) are free to use, (2) exclude Difficulty, Performance, and Preparation from the designed cost, (3) occur instantaneously, and (4) require no preparation.

Reader's Note: To craft a Ritual: choose a Duration, Range and Area. Add both Blatancies for visual effect only.

Ritual Grimoire

All PCs have a Ritual Grimoire to document their Rituals. This is a printable sheet and can be found in **Part Seven: Printables**.

Ex:

*The Featureless Man, Nov AA/ A-ray ensures that no acquaintances will be able to recall his facial features. Only those who know A-ray or are specifically looking for him are immune.**---** Ded, Pers, Vis. Firm: A strong tone "I am The Featureless Man". Impr: A-ray stands motionless. Over a few seconds any creature near him will be gently moved away from A-ray.--- The Performance draws lots of attention to A-ray so he must often flee. Witnesses will see him as a featureless human male.*

The following template is used for Rituals on the Grimoire.

Expression (Difficulty)		
Distinction		
Description		
Duration	Range	Target(s)
Blatancy: Verbal		
Blatancy: Visual		
Effect		

Ex: (Three potential Rituals for each of the example characters. All 9 Distinctions are represented as Ritual examples. [ ] has been used to show the cost of each Ritual for example purposes. Your Rituals do not need to write the cost in [ ]).

(1) Fortin*
*This genre may call for "realism". The success of an Expression can be explained away as favourable circumstances—luck. Blatancy should be changed to reflect this.

Compel Minor Truth (Unt)		
Enlightening Auromancer		
Fortin forces a target to honestly answer a simple question with "yes" or "no".		
Instantaneous [0]	Leap [2]	1 [0]
Subtle: A sharp exhale of breath. [4]		
Firm: Aggressively out-stretch arm toward target. [0]		
The target is awed by the Performer, for ill or good.		

Botch Trigger (Unt)		
Dominating Elementalist		
Fortin renders one hand-held weapon inoperable due to a jammed trigger.		
Dedicated [2]	Projectile [4]	1 [0]
Firm: Commands "Silence!"		
Firm: Raises hand in an uppercut motion and clenches hand into a fist.		
The weapon does not feel any different or produce any sign of having been tampered with. Once the Expression is released the gun becomes fully operational.		

Afflict Stiff Knees		
Dominating Druid		
Fortin chooses multiple targets and hampers their movement. They are slow to crouch, stumble when run, and clumsily perform evasive manoeuvers.		
Dedicated [2]	Projectile [4]	Leap [2]*
Impressive: Commands "Decrepitude!", the command carries a supernatural weight.[-2]		
Firm: Swipes out-stretched arm horizontally, afflicting targets as his arm sweeps past them. [0]		
Targets are prone to assuming the worst when their knees suddenly resist movement. This Expression is painless but targets often panic. Dogmatic zealots and strong-willed individuals reduce this Expression's effectiveness.		

* An Area was chosen for this Expression because it best reflects the Expression's purpose. All targets within a Leap radius at a Projectile range from the Performer are affected. This is more appropriate than choosing 10 individuals to afflict.

(2) Silhe

Sense Life		
Enlightening Druid		
Silhe is aware of all creatures equal in size or larger than rabbits. She does not know how large the creature is or how hostile it may be. Silhe simply knows a creature exists a certain distance from her.		
Dedicated [2]	Personal [0]	Projectile [4]
Firm: Recites an arcane rite with a confident tone.		
Firm: Pivots on one foot, marking a shallow		

| circle in the terrain around her (regardless of type). This circle provides a bright flare of light then dissipates. |
| All affected creatures hear a muted hum—too quiet to be obvious or obnoxious, but present to the careful. |

Heightened Immunity		
Augmenting Druid		
Individuals around Silhe become immune to all natural poisons and toxins. Any degree of refinement excludes a toxin from this Expression. Individuals must be within Projectile radius or eyesight to be protected.		
Scene [4]	Personal [0]	Visible [6]
Impressive: Bellows an inspiring arcane rhyme. [-2]		
Impressive: An awe-inspiring interpretive dance. [-2]		
All individuals within Visible range of Silhe feel a slight warmth across their body. Silhe's body is supernaturally warm to the touch.		

Summon Wind		
Dominating Elementalist		
Silhe calls the wind to frustrate or mislead her opponents. The wind can rustle leaves, knock over light objects, and create minor sandstorms.		
Instantaneous [0]	Projectile [4]	10 [2]
Firm: recites an arcane rite. [0]		
Firm: Simulates a whirlwind with her finger then stretches her hand toward her target. [0]		
The wind is not painful or overly forceful. The wind is supernaturally silent as it seeks its target.		

(3) A-ray

The Featureless Man (Unt)		
Augmenting Auromancer		
A-ray ensures that no strangers will be able to recall his facial features. Only those who know A-ray or are specifically looking for him are immune.		
Dedicated [2]	Personal [0]	Visible [5]

Firm: A strong tone "I am the Featureless Man". [0]

Impressive: A-ray stands motionless. Over a few seconds any creature near him will be gently moved away from A-ray. [-2]
The Performance draws lots of attention to A-ray so he must often flee. Witnesses will see him as a featureless human male.

A-ray's Ritual costs 5m. This is under the maximum and is thus acceptable. There was no benefit to increasing the cost of any modifiers for this Ritual.

Sleepy Negotiator		
Dominating Auromancer		
A-ray manipulates a small group of thinking creatures (organic or Artificial Intelligence) into accepting unfavourable terms. This Expression affects goods and services, monetary or otherwise non-lethal terms.		
Instantaneous [0]	Lunge [1]	5 [1]
Awkward: A-ray gives a loud (and rude) yawn.		
Awkward: A-ray silently drums his thumbs on nearest horizontal surface.		
A-ray's targets are unaware that they've been supernaturally manipulated, but they may take offense to A-ray's rude behaviour.		

Long-term Relationship		
Enlightening Elementalist		
A-ray places a marker on any hand-held object. He can then trace this object.		
Dedicated [2]	Superhuman [7]	1 [0]
Bombastic: A thunderous sound erupts when A-ray touches the object he has marked. [-4]		
Firm: A-ray holds the object high above his head, clasped in two hands for a moment. He then hurls it to the ground—the object is not damaged by this Performance.[0]		
The Performance draws lots of attention, so it should be done in an isolated area. The object possesses no unusual qualities.		

A-ray's Ritual costs 5m. This is under the maximum and is thus acceptable. A-ray could have added 1m of cost (changing Targets to 5) but chose not to in the interest of preserving a narrative challenge in the session.

6.3 Rituals: Ritual Tokens

Ritual Frequency determines how many times a character can use a Ritual in one scene. Ritual Frequency is determined by a character's Class.

Class	Ritual Frequency
Deviant	1
Lucid	2
Noble	3
Temperant	4

All players should be given up to 4 identical Ritual Tokens (low-value coins or poker chips are options) to represent the number of times they can use a Ritual in a scene. Suggestion: use the lowest coin denomination for your country (Pennies for Canada).

Step Seven: Aesthetic

Your character's Aesthetic is a written summary of your character. State the character's position in society and any other desired information from the Questions and Encounters. Then describe the character's visual appearance and habits. This will likely include their age, gender, physical appearance, common dress/equipment, and general demeanor. Be sure to account for the character's Identities.

Encourage the Fiction by choosing an appropriate delivery for the Aesthetic.

Ex:

(1) Military Dossier for Fortin

(2) Elder's Initiation Reflections for Silhe

(3) Rumours about A-ray

Designer's Note: Use graphic design to emphasize each example's page.

Part Three: Resolution

Resolution mechanics are used when a character wishes to overcome an obstacle. If the obstacle is not actively opposing the character (i.e. environmental challenges) then task resolution mechanics apply. If the obstacle is actively opposing the character (i.e. another creature) then conflict resolution mechanics apply.

Success Levels "SL' determine the degree of a character's success at resolving a particular situation.

3.1 Tasks

All tasks exist on a 4-point difficulty scale of Novice, Professional, Exceptional, and Masterful. Any goal that requires significant effort or extended/specialized training to adequately complete is considered a task.

The Sessioneer determines a Task's difficulty. They must consider context details before setting the Task difficulty. If characters are operating under favourable or unfavourable conditions, then the Task difficulty should be reduced or increased to reflect that.

Identity

⬜⬜⬜⬜

Motes

Characters must use Identities and/or Motes to succeed at tasks. A character must meet or exceed the task's difficulty (as determined by Sessioneer) to successfully complete it.

To use an Identity the player must state the rank of the Identity they are going to use and give an explanation as to why it is appropriate. Some groups of players may prefer elaborate back-stories while others may want a simple explanation. Regardless, use common sense.

Only 1 Identity can be used for each task and each rank of that Identity provides 1 SL. Specializations cannot be used for Tasks.

Rank	Success Level(s)
Novice	1
Professional	2
Exceptional	3
Masterful	4

Motes can be used to earn SL for Tasks at an exponential rate.

SL earned by Motes	Mote Cost
First	1
Second	4
Third	9
Fourth	16

<u>**3.2 Conflicts**</u>

The Narrator is the player that narrates the world from their character's point-of-view "POV". Narration may occur from first- or third-person POV as determined by the players' preference.

Narrators are the go-to player for developing the world but they do not have absolute authority or full responsibility to craft an engaging Fiction. The Sessioneer must provide suggestions to support the Narrator's interactions with the environment as well as set guidelines for Fiction cohesion. All players are encouraged to contribute ideas and responses—regardless of whether they are the Narrator, Sessioneer, or even if their PC is involved in the conflict!

Any player (Sessioneer included) may challenge the current Narrator's description of events by initiating a conflict as a Contender. All Contenders must be a character. The Contender must be reasonably capable of interfering (presence and freedom to act) with the Narrator's character. There is only one victor for every conflict and whoever wins the conflict will proceed as the new (or same) Narrator.

The Contender must spend 1m to initiate a conflict. A series of conflicts between two parties is considered a Battle. Parties can change over the course of a Battle as allies fall or switch allegiances. Battles are restricted to the scene they begin in. Each new conflict in a Battle requires the Contender to spend 1m more than the previous Contender.

> **Designer's Note**: The "death spiral" mechanic used in Battles forces players to suffer the consequences of pursuing battles frivolously—or, alternatively add weight to significant decisions.

<u>**Conflict Steps**</u>

Phase One: Stakes and Response

First, the Contender sets the stakes. Stakes are the success conditions if the Contender wins the upcoming conflict. The stakes must be a natural consequence of the Contender's interference with the Narrator's intended action (the action that prompted the conflict).

Second, the Narrator provides the response. The response is the success conditions if the Narrator wins the upcoming conflict. The response is the Narrator's reaction to the Contender's interruption. The Narrator's response does not need to be the same as their intended action.

Both Contender and Narrator must choose the Identity or Expression Route for their stakes and response (respectively). Both Routes provide different opportunities to earn SL in the conflict.

Success Levels "SL" represent the degree of successes that the character is able to earn in a conflict. Characters can use internal resources or external environments to aid them in gathering SL. No character can earn more than 10 SL for any conflict. If a character earns less SL than their opponent **and** loses the conflict then the loser will take the SL difference as mote fatigue.

Mote fatigue doesn't have to be physical damage. It could be emotional stress, intellectual exhaustion, or simply the frustration of failure.

A.) Identity Route	B.) Expression Route
The Identity Route for earning SL has no mandatory cost but is limited to Non-supernatural actions.	The Expression Route will always cost at least 3m but will always provide at least 6 SL. However, Expressions are capable of supernatural effects.
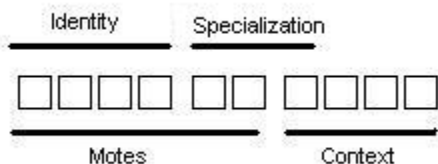
A.) Identity Route

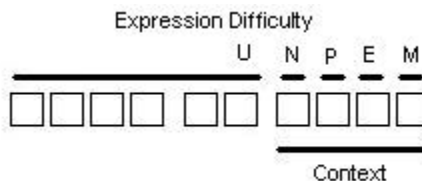### i.) Identity

Choose the single Identity that you will use to complete your stakes or response. Remember, your Identities are best used in innovative ways. Each rank of your chosen Identity is added as a single SL.

ii.) Specializations

You may add an appropriate Specialization to earn more SL. Each Specialization rank is added as a single SL.

Specialization Rank	Success Level
Professional	1
Exceptional	2
Masterful	3

iii.) Gamble Motes

Gambling motes guarantees an increase in SL by using motes but offers a chance at recovering those motes if you are the victor. Motes earn SL at a 1-for-1 ratio. You cannot gamble any motes if you have already earned 6 or more SL from Identities and Specializations. You can gamble up to 6 motes per conflict.

B.) Expression Route

All Expressions provide SL in a conflict.

Rank	SL	Minimum Mote Cost
Untrained	6	3
Novice	7	4
Professional	8	5
Exceptional	9	6
Masterful	10	7

You may design a new Expression or use a Ritual for the Expression Route.

Phase Two: Context Bonus

First Contender then Narrator determine their Context bonus. The Context bonus is a character's last chance to earn SL. The players earn context bonus motes by refering to previous narrations or well-established facts in the fiction for evidence to support their side. Any number of details or evidence can be used to support a side in a conflict.

Players are able to elaborate first-order extrapolations when choosing evidence from previous narrations. This allows the player to be creative in their interpretation of the context.

Ex 1:
If the previous Narrator mentioned it to be a very sunny day then a player could use abnormally hot weather as evidence for deserving more SL while trying to outrun an opponent who is wearing heavy armor.

Ex 2:
If a town barely survived a recent raid then a player could use the town's decreased guard strength as evidence for deserving more SL while trying to sneak through the town.

The Context Bonus exists on a 4-point scale.

Context Bonus	Success Levels Gained	Description
Negligible	1	May or may not have made a difference, but sure! Why not?
Favourable	2	It will help. Not much, but enough…
Significant	3	Of course this will help.
Godsend	4	Almost like you planned it.

Ideally the players involved in the conflict will recognize a good argument from their opponent when they hear it. However, if (for whatever reason) an impartial third party is necessary then allow the Sessioneer to settle any discrepancies. *All players* are encouraged to support the merits/flaws of each Context suggestion (to a limit).

Reader's Note: Some role-playing groups may want to encourage non-participants in the conflict to offer suggestions for context bonuses.

Context Bonus

Certain situations provide a Context Bonus in a conflict. Take +1 if:
i You are armed and your opponent is unarmed.
ii You surprise attack your opponent (unless they respond with a Brawl attack)*
iii Your opponent is attempting a Manoeuver.**
iv Your opponent is using a Far Skill against you
v You are using your Far Range weapon at Near Range (do not include your Far Range Specialization bonus)
vi. You are the contender and your Persuasion Specialization pairs with the narrator's stated one.

*Because an unarmed response does not require a weapon, your target will react fast enough to nullify the benefit of surprise.

**Manoeuvers are attempts to manipulate the environment to a character's benefit. If successful, the character can use this change as a Context Bonus (of at least +1) in the next round of a battle. Notice that their opponent would have to spend more than 1m if they wanted to engage in a battle—a battle that they would begin disadvantaged. Manoeuvers are powerful ways to control the Fiction. But be wary, your opponents will gain a context bonus of +1 for you simply attempting a Manoeuver.

Phase Three: Determine SLD and Victor

No character can have more than 10 SL at this point.

The Contender and Narrator tally their total SL. Whoever has less SL assumes a Success Level Deficit "SLD" and will take the difference in SL as mote fatigue *if they lose the conflict*.

The new Narrator is the player that first accumulates 2 victories in a Best of 3 Rock-Paper-Scissors match "Bo3 RPS". The loser receives SLD in mote fatigue if they earned less SL. The winner recovers gambled motes if applicable.

Any character that chose the Expression Route gains 1 victory in the Bo3 RPS, they only need 1 more victory to become the new Narrator. Two Expressions being used in a conflict result in a sudden-death RPS.

3.3 Versus Mobs

When multiple characters band together to face a target they are considered a mob. A mob draws its strength from 2 variables: their population and context bonuses.
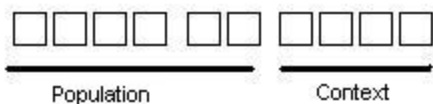
Mobs can gain up to 6 SL depending on their population and rank. There are 3 mob ranks of Untrained, Professional, and Masterful. The higher a mob's rank, the less population they need to earn SL.

Ranking a mob should be fairly obvious depending on your genre. The majority rank in a mob determines the mob's rank.

PCs are always ranked as Masterful. NPCs are ranked based on their unique skill sets and the relevant situation.

Minimum Population to earn SL	SL					
	1	**2**	**3**	**4**	**5**	**6**
Unt	5	10	25	50	100	200
Pro	2	5	10	25	50	100
Mas	1	2	5	10	25	50

Ex (1): A 43-man militia group of untrained peasants led by 7 veteran (professional) soldiers would be considered Unt and receive 4 SL due to their population.
Ex (2) A soldiers' barracks is under attack. The 3 dozen off-duty soldiers rally the 14 cooks, armourers, and other untrained helpers to fight. This mob is Pro and receives 5 SL.

Each SLD removes 10% of the creatures from a conflict (only if they are Support NPCs).

Ex 1: A SLD of 6 against a mob of 100 Support NPC creatures would decrease their population by 60%, removing 60 Support NPCs leaving only 40 remaining. to 40 characters.

Ex 2: A SLD of 6 against a mob of 100 NPC creatures (50

Part Four: Sessioneering

Every session requires a Sessioneer to create and represent the fiction for that session. Each Session can have a different player serve as a Sessioneer.

Credibility is an integral responsibility of the Sessioneer role. All players possess credibility—they are able to alter the fiction through narration; but the Sessioneer has a greater degree of credibility, even to the point that they can veto another player's addition to the fiction (within a reasonable window of time). The Sessioneer is responsible for ensuring coherency within their session (to a degree as determined by the Foundation).

A Sessioneer has two primary functions. Before play begins they must design session nodes for the players to play in and once play has begun they must represent the environment as it was created. The Sessioneer does not have absolute authority because once the Session has begun **all** players contribute to enhancing the fiction.

The environment can be designed to enhance comedic, thematic, or competitive elements to a lesser or greater degree as determined by the players' preferences. Perhaps the most important aspect of environmental design is the Non-player characters "NPCs". These are the dynamic forces that will be aiding and colliding with the PCs as they pursue their own Seeks.

The Sessioneer should not use NPCs as a means of ensuring that the Session goes as intended—the Sessioneer can only represent NPCs as they were designed to react to changes in their environment. The Session will emerge to both the PCs and NPCs due to their real-time interaction. Culture, history, geography, religion, holidays, fashion, and current events should also be taken into consideration (to some degree of depth) when designing sesssion nodes.

Reader's Note: Choosing a popular setting is ideal for players looking for a quick game. Established settings alleviate the Sessioneer's preparation time as most players will be familiar with the expectations for that genre.

4.1 Non-Player Characters: Support

Support NPCs are the first of the three NPCs: Support, Free, and Identity.

This one is easy. Cannon-fodder.

Supports are the NPCs that don't have names. And if they do, their names don't matter.
Supports are background characters, and when brought to the fore-front they'll either disappear after a fraction of dialogue or not survive the scene. Think of Supports as bodies to fill space.

Ex: Soldiers in an army, servants in a palace, farmers in a marketplace.

If it does (for whatever reason) feel necessary for you to allot Skill Points (SP) to a Support NPC then follow the basic NPC generation process.

It is possible that an extra will capture the imagination of a PC or Sessioneer. If so, feel free to re-introduce that extra as a Free NPC— just be sure to provide an in-world explanation for the Extra's previous insignificance. Potential solutions: Under-cover, drunk, ordered to only observe, etc…

Support NPC Generation

Create Support NPCs to populate session nodes and fulfill niches.

1.) Name them
2.) Determine their Rank.
They may be one of three ranks: untrained, professional, or masterful.
2.) Describe their Niche function
What do they exist to do?
3.) Determine their total population
How many of them are in the area?
4.) Determine their dispersion population
When encountered, how many will be together?

Ex (1): War-torn inter-planetary empires send their most prestigious negotiators to agree upon the terms for a galactic peace treaty. The characters are sent to represent humanity, and they must quell any detrimental suggestions from their greatest detractors: The Kehln Collective. The Collective has an envoy of 55 Masterful negotiators en route, with an advance party of 88 Professional negotiators already present and prepared to speak on the Collective's behalf. The characters must sway (any way possible) Collective's vanguard before their cavalry arrives.

Support NPC: Kehln Collective Negotiators, **Rank**: Professional, **Niche**: Savvy Negotiating, **Pop**: 88, **Dispersion**: scattered in half-dozens as they await the negotiations to commence.

Ex (2): One of the characters has been taken captive. The other must infiltrate a barbarian warcamp to retrieve their partner. Once inside the camp the character must sneak past the not-particularly-observant (untrained) barbarians who number in the hundreds but camp in clusters slightly less than 100.

Support NPC: Barbarians, **Rank**: Professional, **Niche**: Near Blade Fighting, **Pop**: >300, **Dispersion**: camp sites of 90.

4.2 Non-Player Characters: Free

Free NPCs are the second of three NPCs: Support, Free, and Identity NPCs.

Free NPCs should be treated as "Sessioneer-wrought PCs" (they are not player characters!). All Free NPCs should be crafted before the session begins. You will be surprising your PCs with Free NPCs, not the other way around.

Free NPCs are important figures that you will meet in the fiction. A fulfilling NPC will act according to their Seek and Vow. They may be friends, foes, something in between, or something altogether different. Ultimately a Free NPC exists to breathe life into the fiction.

Free NPCs will be serving as the Sessioneer's primary means of interacting with the players. These are the NPCs that your environmental nodes revolve around. Free NPCs are created to drive the plot and encourage dynamos in the Epic. They make things happen. They force PCs (and other NPCs) to make decisions and react to the actions of the Free NPCs.

True, as a Sessioneer you (very positively **should**) have your own message and themes to communicate, but this game is about the players— and you, as a Sessioneer (and by extension all NPCs), are there as a service

to the PCs. However, Sessioneers: try and limit the quantity of your Free NPCs. No you don't have to intentionally kill old ones off (better to spruce up a dull character than turn them into an Extra anyway). Just try not to flood every scene with Free NPCs.

Use Free NPCs to hold PCs accountable to their previous decisions.

Free NPC Generation

Free NPCs are generated as a PC.

Free NPCs can earn AP over time if necessary.

Not all PCs will have the same AP at a given time, and that is fine. Grant Free NPCs a fraction of the PCs' average AP (rounded down). Determine the AP allotted for Free NPCs before the session begins, accounting for the 3 AP that will be granted to each PC.

Free NPC's Rank	Fraction of PCs' AP
Unt	1/3
Pro	2/3
Mas	3/3

This chart requires some math, but shouldn't be too hard. Do it by hand if you can or use a calculator if you must.

Reader's Note: Free NPCs do not need a character sheet for the first session. The Sessioneer must scribble notes as well as they can during the first session. Remember to prioritize keeping up with the developing fiction and current role-playing over detailing Free NPC character sheets.

The Sessioneer for Session 2 works from memory to craft Free NPC character sheets for desired Session 1 Free NPCs.

4.3 Non-Player Characters: Identity

Identity NPCs are the third of three NPCs: Support, Free, and Identity.

Identity NPCs are the result of a player investing time and energy into an NPC — **do not** be callous and simply toss these NPCs away on a whim. Respect Identity NPCs by taking direction from their relevant player's in-fiction actions. However, Sessioneers are not obligated to keep Identity NPCs safe (or even alive) and Identity NPCs do not have to be weak or fully obedient to their respective player.

Identity NPC Generation

Identity NPCs are generated as a PC.

Give them a Seek, but consider their Vow to be their contract to the PC.

Each Identity rank transfers 5 AP to the Identity NPC. The Identity NPC's AP cannot be used as a way to quintuple the AP available to the player because the NPC acts of its own accord. They may be lazy, clumsy,

dimwitted, absent-minded, or otherwise carry a burden that obstructs the player from simply utilizing the NPC as an AP reservoir.

Identity NPCs cannot have more than their allotted AP or possess Distinctions.

4.4 Structured Settings

The defining trait of a structured setting is that the Sessioneer has prepared nodes that the players are either extremely likely or forced to encounter. Structured settings require time and are best planned before the Fellowship meets for the session. Structured settings promote order and control because the Sessioneer was given time to prepare intricate environments, characters, or challenges for the players.

Structured settings are best suited for Fellowships that appreciate Railroad-style RPGing.

4.5 Emergent Settings

The defining trait of an emergent setting is that it requires creativity from the entire Fellowship but delivers a free-form-style of play.

Online resources. Seventh Sanctum (http://www.seventhsanctum.com/generate.php?Genname=whatif) for scenarios or other needs. Aspect list (http://evilhat.wikidot.com/aspect-examples)for

4.6 Finite Sessions

If you would like to play a finite setting make these simple adjustments:

1.) Select an atrophy level that you feel approximates the desired challenge. Earn as many RPt as appropriate.
2.) Determine a starting Deviancy.

These are refined versions of the prior choices made in character creation "CC". CC is an organic process, don't be alarmed when your character isn't *exactly* what you initially intended them to be!

Reader's Note: "x/" shows that this Identity or Specialization has been advanced x times.

Pierre Fortin
Espionage Agent (French Free Forces)
Liberate Corsica from German control
Never disobey chain of command—he's a soldier not a barbarian
Virtues, Identities, and Specializations
6: Lucid
Just, Arrogant, Stubbourn
1.) 1/ Mon Pere's Pistol
2.) 1/ Vendetta against Nazi General Schmidt
3.) Regrets Helplessly Witnessing Entire Squad Get Ambushed and Murdered
4.) 1/ Illegitimate Bonaparte Heir
5.) Trained by France Intelligence Ops
6.) Team Player
11.) Serious
12.) 1/ Far Bore (Mon Pere's Pistol)
Distinctions and Rituals
DE. Atr: 1

Botch Trigger (Unt/DE)		
Fortin renders one hand-held weapon inoperable due to a jammed trigger.		
Dedicated	Projectile	1
Firm: commands "silence!".		
Firm: raises hand in an uppercut motion and clenches hand into a fist.		
The affected weapon does not feel any different or produce any sign of having been tampered with. Once the Expression is released the gun becomes fully operational.		

Muted Footfall (Unt/DE)		
Fortin's footsteps are inaudible when walking.		
Dedicated	Personal	Leap
Subtle: offers a quick prayer under his breath.		
Firm: spreads both feet firmly on the ground and stands tall, holding this position for roughly 30 seconds.		
Fortin's walk seems perfectly normal to any visual observers. The Expression is broken if Fortin breaks his stride.		

Aesthetic
Name: Pierre Fortin, Rank: Private. Enlistment Date: July 24, 1923. Age: 36. Gender: Male. Birthplace: Ajaccio, Corsica. Hair Colour: Black. Eye Colour: Blue. Height: 5'6. Current Mission: Gather Intel. on Gen. Schmidt. Psych: Fortin is a soldier. Very dedicated and presents self well-groomed and orderly. Acts confidently and with respect. On-field problem-solving is unparalleled. Consistent refusal to accept promotions is curious and highly unusual—further investigation is required.

Silhe The Wildwalker
Dil-Thek Druid (Lorill Forest)
Become a Council Elder
Never encourage harming the helpless.
Virtues, Identities, and Specializations
6: Lucid
Near Selfless, Near Gullible, Near Fickle.
1.) Jingles the Cheeky Monkey
2.) 1/ Covert Romance with Nobleman Alorn
3.) 1/ Elder Anthe's Apprentice Alchemist
4.) Prophetic Sight
5.) 2/ Righteous Fury
6.) Youngest Apprentice Reputation
7.) Tomboy
12.) Brawl
Distinctions and Rituals
AD. Atr: 1

Heightened Immunity (Unt/AD)		
Individuals around Silhe become immune to all natural poisons and toxins. Any degree of refinement excludes a toxin from this Expression. Individuals must be within Projectile radius or eyesight to be protected.		
Scene	Personal	10
Impr: Bellows an inspiring arcane rhyme.		
Impr: An awe-inspiring interpretive dance.		
All individuals within Visible range of Silhe feel a slight warmth across their body. Silhe's body is supernaturally warm to the touch.		

Feline Agility (Unt/AD)		
In a single motion Silhe can move with the balance and co-ordination of a novice gymnast within a leaping distance of herself.		
Scene	Personal	Leap
Awk: Silhe releases the sound of a startled cat.		
Impr: Silhe moves with grace and certainty.		
Observers sense an animalistic potency to Silhe's movements.		

Aesthetic
Interviewer's notes. Applicant: Silhe- Physically she's equal to the challenge. She's young and strong-limbed. Her non-traditional dress of leggings sets her apart from her peers—often to her detriment. Her misfit demeanor has granted her few friends among the apprentices. Silhe's absent-minded and reckless; and her inability to persevere, coupled with her naivety, are worrying signs from a young apprentice with as unstable a background as hers.

Sincerely, Elder Anthe

A-ray B-62

Mineral Smuggler (Human)

A-ray B-62 seeks to regain Earth citizenship.

A-ray's made his success by cheating first and lying second. 'Fessing up is never an option.

Virtues, Identities, and Specializations

6: Lucid

Greedy, Far Arrogant, Near Stubbourn

1.) Evading Terrestrial Agent Bett F-23

2.) 1/ Grumpy Old Vet

3.) Sticky Fingers

4.) 1/ Crossed the Guild and Lived to Tell

5.) Shoots First

11.) Suspicious

12.) 3/ Far Blade (Kryptosteel shurikens)

Distinctions and Rituals

AA. Atr: 1

The Featureless Man (Nov/AA)		
A-ray ensures that no acquaintances will be able to recall his facial features. Only those who know A-ray or are specifically looking for him are immune.		
Dedicated	Personal	Visible
Firm: Loudly whistles an eleaborate tune that lasts 30 seconds.		
Impr: A-ray stands motionless. And any that would bump into him are instead smoothly deflected away.		
Witnesses will see him as a featureless human male. He can still be harmed while Performing or using this Expression.		

Aesthetic

He's gruff and deceptive. Don't turn your back on him or he'll steal the clothes of it and everything else you own. Then shoot you. Sometimes he'll shoot you first. Either way, don't trust him. He's pissed off many powerful people so buddying up with him is a death wish.

A-ray's a skilled shot so don't consider yourself safe at any distance. And remember, he doesn't trust you or anything else in this galaxy.

His dark earth-style trench-coat and wide-brimmed hat often make him easy to find.

5.2 Examples: Resolution- Tasks

1.) Fortin

Fortin needs to shoot the lock off of a door while running towards it. The hallway is well-lit and the lock is approximately 15 metres away. This would call for a Professional difficulty.

Fortin uses his "Mon Pere's Pistol" Identity to gain 2 SL—enough to achieve the Professional difficulty.

2.) Silhe

Silhe needs to convince a Suspicious Elder that she hasn't been sneaking out of the school's premises to see Alorn. The Elder has only heard rumours among the students and has no evidence to support the claim. This calls for a Novice difficulty.

Silhe's "Covert Romance with Nobleman Alorn" suggests that she is used to keeping this relationship and all actions of sneaking around/lying a secret. She can use this Identity to succeed at this challenge.

3.) A-ray

A-Ray wants to talk his way into a seedy night-club. The club is very high-sec, so only an exceptional could naviagate their way in uninvited. A-ray would need to reach the Exceptional difficulty.

A-ray doesn't have any Identities that would properly apply to this situation. Thus he must give up or expend motes. He needs 3 SL, so he would need to spend $3^2=9$ motes to succeed here. He decides it isn't worth the mote cost and instead tries to run in and hide using his "The Featureless Man" Ritual.

5.3 Examples: Resolution- Conflicts

1.) Fortin

Fortin is fist-fighting a single Nazi in an alley-way. His gun has ran out of ammunition but his enemy has just reclaimed a gun and is about to shoot Fortin. Fortin's player initiates a conflict with the Sessioneer (The Nazi NPC's player). The Sessioneer reveals that the Nazi has 5 SL between Identities and Specializations and suggests that the Nazi earn 3 SL for Context Bonus. Fortin's player agrees that the Nazi has 8 SL. Fortin can choose the Identity or Expression route.

8 SL is a lot. Fortin doesn't have any dodge-specific Identities and no Defensive Specializations. He would have to spend many motes to even approach 8 SL. Then again… he may win the RPS. Consider Expressions first.

Any Distinction Expression that isn't a Ritual will cost more for its immediate Performance, but using a Ritual is free. Fortin decides to use his Ritual "Botch Trigger" to buy himself some time. Fortin gains 6 SL for the Untrained Expression and suggests 2 SL for Context Bonus. The Context Bonus is justified because it is dark and Fortin has just been bashing the Nazi with his bare hands—he's likely dizzy and a little bit shaken. The Sessioneer agrees.

There is no SLD because both have 8 SL. Fortin is using an Expression, so he begins with a victory in the RPS. He only needs 1 more victory, the Nazi needs 2. Both RPS. Fortin wins the first RPS and is thus the victor. He successfully dodges the bullet and closes in to resume pummeling the Nazi. Once done Fortin cleans himself up and heads for…

2.) Silhe

Silhe is trying to sneak through the school grounds and back to her room before morning after having met with Alorn. The Sessioneer declares conflict and tells Silhe's player that a group of Elders noticed someone moving on the school grounds after curfew. They've alerted the guards and suspect ill will from this stranger.

Silhe's player uses the "Covert Romance with Nobleman Alorn" Identity to gain 2 SL. She's done this a couple dozen times, she knows where to hide and how to sneak. This situation is important to her, so she adds in 2 motes for another 2 SL. She gets 3 SL for Context Bonus because she has a head start, it is night, and it has been established that Silhe uses a path that avoids concentrated groups Elders and Guards. Silhe has 8 SL.

The Sessioneer has RPs the veteran guard that is directed to investigate. The guard has 3 SL from exceptional "Guard" Identity and a Context Bonus of 4 SL for having the eyes-and-ears of other guards patrolling and communicated with him and decades worth of familiarity with the school grounds.

The Guard has a SLD of 1. Both RPS. Silhe loses. She loses the 2 Gambled motes and thus takes 2 points of mote fatigue. She is found and returned to the Elders. She must now explain what she was doing sneaking around after curfew.

3.) A-ray

 A-ray is black-mailing an important Martian official into connecting A-ray with someone that can get him transport back to Earth. Both men are in a mostly empty pub in the middle of the afternoon. The staff are pre-occupied in the back. The Sessioneer calls conflict on A-ray.

A-ray has "Grumpy Old Vet" to help him out. No one wants to argue with a grumpy old vet. He gains 2 SL for his Identity. This is his big break, so A-ray Gambles 3 motes. He also throws in his Suspicious Persuasion Specialization for 1 SL. A-ray gets 3 SL for having dirty information on the Official (as previously established) and being in a location where the Official is uncomfortable—he's on duty, he shouldn't be in a pub drinking with someone of A-ray's reputation. A-ray has 9 SL.

The Official is an Official on a Martian Colony—he's long since earned an exceptional ability to handle dirty tricks such as blackmail. That's 3 SL. He is also a Straight-forward fellow—with an Exceptional Specialization, giving him +2 SL. Despite his awkward position now, he is still a government official. That grants him some courage. And he's been drinking, even more (liquid) courage! That's enough for 2 SL of Context Bonus, but he is also the Contender using a Persuasive Specialization that pairs off with the Narrator's intended Persuasive Specialization (Straight-forward and Suspicious, respectively). Thus he gains another +1 of Context Bonus. He is now at 8 SL.

The Official has the SLD of 1. Both RPS. A-ray wins. The Official takes 1 mote of fatigue due to the SLD and A-ray doesn't have to pay for the 3 Gambled motes (they were never expended). A-ray continues narrating how he wraps up the conversation and heads on over to meet his new contact…

5.4 Examples: Resolution- Mobs

Part Six: Extras

6.1 Glossary

Fellowship
Pool
Seek
Vow

6.2 Designer's Notes

Inspirations (RPG games)
Fate for Identities (Aspects)
Ars Magica for Noun-Verb Distinctions
Spirit of the Century-Phases and Career path.

Helpful articles/theories/ideas
Ron Edwards for GNS/Agenda
The Forge articles

Online tools:
Plot generators
What-if-inator:
http://www.seventhsanctum.com/generate.php?Genname=whatif

Geography generators

Name generators

Part Seven: Printables

Designer's Note: These will be ordered for easiest printing.

The Character Sheet is single sided. It will have a Ritual Grimoire on its reverse. One of these 2-sided sheets is required for every PC.

The Pool Sheet is a 2-sided sheet. One of these is required for every PC.

The NPC sheet is single sided. It can be printed with another NPC on its reverse (as desired). NPC sheets are most useful for campaigns.

Every Session requires One single-sided Summary Sheet.

Charactername: *Aesthetic:*
Player:
Faction (Status):
Seek:

Vow:

_____

Virtues

			Deviancy:		Class:	
-3	*-2*	*-1*	*0*	*1*	*2*	*3*
○	○	○	○	○	○	○
Greedy			*Just*			Selfless
○	○	○	○	○	○	○
Gullible			*Prudent*			Arrogant
○	○	○	○	○	○	○
Fickle			*Fortitudinous*			Stubborn

_____

Identities and Specializations

Nov/Pro/Exc/Mas

1 ■ □ □ □
2 ■ □ □ □
3 ■ □ □ □
4 ■ □ □ □
5 ■ □ □ □
6 ■ □ □ □
7 ■ □ □ □
8 ■ □ □ □
9 □ □ □ □
10 □ □ □ □
11 □ □ □ □
12.): ⊟ ■ □ □

Distinctions		Domains		
		Druid	Auromancer	Elementalist
Powers	Dominating			
	Augmenting			
	Enlightening			

Rituals

Atrophy: ■ □ □ □ □ □ □ □ □ □ □ □
Limit: <u>16</u> 14 <u>12</u> 10 <u>8</u> 6

Unt/Nov/Pro/Exc/Mas

1 ■ □ □ □ □
2 □ □ □ □ □
3 □ □ □ □ □
4 □ □ □ □ □

Ritual Grimoire

Expression (Difficulty/Distinction)		
Description		
Duration	Range	Target(s)
Blatancy: Verbal		
Blatancy: Visual		
Effect		

Expression (Difficulty/Distinction)		
Description		
Duration	Range	Target(s)
Blatancy: Verbal		
Blatancy: Visual		
Effect		

Expression (Difficulty/Distinction)		
Description		
Duration	Range	Target(s)
Blatancy: Verbal		
Blatancy: Visual		
Effect		

Expression (Difficulty/Distinction)		
Description		
Duration	Range	Target(s)
Blatancy: Verbal		
Blatancy: Visual		
Effect		

Pool

Atrophy 1	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

_____

Atrophy 2	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

_____

Atrophy 3	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

_____

Atrophy 4	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

_____

Atrophy 5	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

_____

Atrophy 6	1	2	3	4	5	6
Deviant	■	○	○	○	○	○	○
Deviant	■	○	○	○	○	○	○
Lucid	□	○	○	○	○	○	○
Noble	□	○	○	○	○	○	○
Temperant	□	○	○	○	○	○	○
Integrity:				□	□	□

Goal

Pool

Atrophy 7   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Atrophy 8   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Atrophy 9   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Atrophy 10   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Atrophy 11   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Atrophy 12   *1 2 3 4 5 6*   *Goal*
Deviant ■ ○ ○ ○ ○ ○ ○
Deviant ■ ○ ○ ○ ○ ○ ○
Lucid □ ○ ○ ○ ○ ○ ○
Noble □ ○ ○ ○ ○ ○ ○
Temperant □ ○ ○ ○ ○ ○ ○
Integrity: □ □ □

Distinction Expression Cost

	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
Difficulty-**X**										Untrained	Novice	Professional	Exceptional	Masterful
Duration	Instantaneous=0m, Dedicated=(Difficulty-1)dm, or Scene=4m													
Performance-**X**				>6 hrs	2-6 hrs	30min-2hrs	10-30 min	Immediate=(Difficulty-2)m						
Range							Personal	Lunge	Leap	Thrown	Projectile	Visible		Superhuman*
Targets/Area							1/Pers	5/Lunge	10/Leap	25/Thrown	50/Projectile		100	
Preparation-**X**	Absolute	Integral	Whole	Natural	Fractional	Tangential		None	Imaginary					
Verbal-Blatancy			Bombastic (0)		Impressive (1)		Firm (1)		Awkward (2)		Subtle (2)		None (3)	
Visual-Blatancy			Bombastic (0)		Impressive (1)		Firm (1)		Awkward (2)		Subtle (2)		None (3)	

Expression Exceptions:
* Superhuman Range requires at least Natural Preparation.
** Immediate Performance results in Bombastic Blatancies at no mote reduction.
*** Rituals Exempt Difficulty, Performance, and Preparation but must be <6m cost

Context Bonuses: Certain situations provide a Context Bonus in a conflict. Take +1 if:
i You are armed and your opponent is unarmed.
ii You surprise attack your opponent (unless they respond with a Brawl attack)*
iii Your opponent is attempting a Manoeuver.**
iv Your opponent is using a Far Skill against you
v You are using your Far Range weapon at Near Range (do not include your Far Range Specialization bonus)
vi. You are the contender and your Persuasion Specialization pairs with the narrator's stated one.

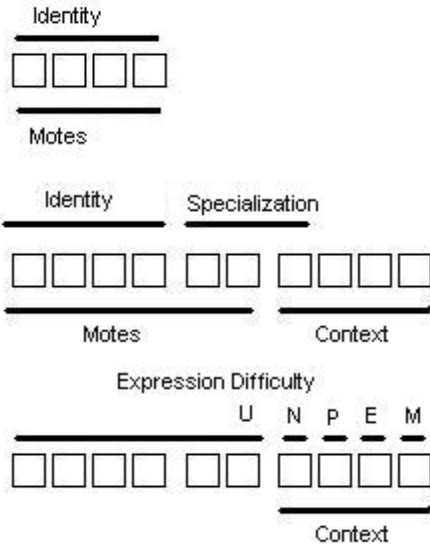| Class	Ritual Frequency
Deviant	1
Lucid	2
Noble	3
Temperant	4

Rituals have these restrictions. They must (1) belong to the character's Distinction, (2) conform to the Ritual's Rank, (3) be designed to cost 6 motes or less, and (4) must take effect Immediately.

Rituals provide these benefits. They (1) are free to use, (2) exclude Difficulty, Performance, and Preparation from the designed cost, (3) occur instantaneously, and (4) require no preparation.

Rank	Default Potency	Success Levels (in Conflicts)*
Untrained	Natural and Common (nov)	6
Novice	Natural and Uncommon (pro)	7
Professional	Natural and Resisted/Rare (exc)	8
Exceptional	Supernatural but Restricted (mas)	9
Masterful	Supernatural (sup)	10

Success Levels

Identity

Motes

Identity   Specialization

Motes   Context

Expression Difficulty

U   N   P   E   M

Context

* The Expression Route to SL confers 1 default RPS victory.