

DESCRIPTION

ASPECTS

main concept

what sets you apart, your quest

something a little special? a problem?

a power?

a weapon or tool? an organization? roots?

STRESS & CONSEQUENCES

1	2	3
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2	<i>mild</i>
4	<i>moderate</i>
6	<i>severe</i>

APPROACHES

- | | |
|----------|----------|
| POWERFUL | CAREFUL |
| SWIFT | SMART |
| SNEAKY | CHARMING |

NOTES

GEAR

REFRESH

NAME



**the
hero**

FATE POINTS

HERO MOVES

Take one at the start of the game.

Take another when you hit a personal milestone, but not more than one per session:

- I traveled far by sea or into the Wild
 - I reached and/or left the Eternal City
-

○ VOICE OF A COMMONER - when I speak with regular folks I gain a +2

○ MUSCLES - when I resist something or overcome an obstacle powerfully, I can invoke a +2 once per session

○ MY WAY AROUND HERE - when I am in my home environment or similar, I can get a +2 for swift actions

○ WAIT A SECOND - when I take time to do something careful, I get a +2 once per session

○ INNOCENT CHARM - when I use my charm against a noble in private, I gain +2

○ APPRENTICE - take a single magic sphere and enough True Gold for 2 spells per session or Wicked Silver for 3 (mark now which one) Sphere:

Uses this session:

ADVANCEMENTS

When you fulfill a requirement and take a new Hero Move, you can also (pick one):

- * Switch the score of two approaches
- * Change an aspect that is not the main one
- * Change one Hero Move for another Hero Move
- * Take a new Hero Move but reduce your refresh of one

MISSION MOVES

Take one at the start of the game.

Take another when you hit a milestone for your mission, not more than one per session:

- I gained support or followers
 - I accomplished ... alone, against the odds
-

○ TROUBLE FIND ME - when I am far from home and get in trouble, I get to declare a boost with a free invocation to help me, twice per session

○ HARD BARGAIN - when I negotiate for something common but in hard conditions, I get a +2

○ NOT A HERO YET - when I run from danger, I get a +2 if I do it swift

○ GETTING BETTER - when I try something for a second time, I automatically get a +2, once per session

○ LEARNING 1 - when one from the group has time to teach me a move, I can take that move in place of this one

○ LEARNING 2 - same as above, for a different move, but from a different character

ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- * Increase the score of an approach by one
- * Do an advancement of the Hero Moves
- * Clear a consequence that you had for at least an entire session, and describe how
- * Take another Mission Move but reduce your refresh by one

DARK THREAT MOVES

Take one at the start of the game.

Take another when you hit a milestone against the dark threat, not more than one per session:

- I lost someone or something very important
 - I was seriously hurt (consequence of 4+)
-

○ I WILL NOT GIVE UP - when I fight the dark threat or its emissaries, I can clear a stress box in the middle of a scene

○ TILL THE END - when I am still on my mission against the dark threat, once per session I can cancel an invocation against a consequence of mine, for free

○ HIDE FROM DARKNESS - when I hide from the dark threat or its emissaries, I can take a +2 once per session

○ BLADE OF LIGHT - when I wield the appropriate weapon or tool, I always inflict one shift more of damage against the dark threat

○ MY DESTINY - when I use an advantage created by others or myself, against the dark threat, it counts as a +3 and not just +2

○ I WON'T HIDE - once per session, when I give up a cover or a hiding place, in that scene I can invoke an aspect for +3, not +2

ADVANCEMENTS

When you fulfill a requirement and take a new Dark Threat Move, you can also (pick one):

- * Increase the score of an approach by one
- * Do an advancement of the Hero Moves
- * Increase your refresh by one (you can spend it, but only now, for a Move of any group)
- * Take another Dark Threat Move but reduce your refresh by one

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MAKE YOUR HERO

As the Hero, you will be the focus of the first campaign of the game. If you keep playing past the first campaign, you might switch archetype or carry the game to the point where such archetype is no longer relevant.

But right now, you're going to be the one that drives the other characters forward, the one that pushes everybody beyond their limits, the one with a greater goal to accomplish, even at the price of life.

Select your playbook (female or male, they're the same, just with a different illustration) and begin the creation process.

ASPECTS: when you pick **your first aspect** (the main concept of your character) you should give it a clearly down-to-earth feel. For example, valid aspects would be:

- * a young farmer who dreams to travel
- * a smart teenage orphan
- * a soldier with no army
- * the skillful apprentice of an artisan
- * a young rebel without a cause

This is where you come from, and what you reasonably will have to abandon in your quest to defeat the dark threat looming on the world. The Sage can tell you more about that.

When you select **your second aspect**, here is where you make a twist. This aspect contains not just something about your hero, but also something about the dark threat that you will oppose.

It is important that this aspect sets you apart from others: you are the one with the responsibility to defeat the dark threat, even if you don't know it yet. Note that this aspect can evolve later on, if your quest demands it. Use rules for advancements for that.

Examples for the second aspect:

- * marked by the demons blood
- * can sense and fight Shadows
- * chosen by Sword of Whateverish
- * communicates with animals of the Wild
- * chosen by the Elfs

This aspect, even if you don't decline it as a problem, **will nevertheless be a problem**. This is the cause, the trigger that will force you to leave your previous, ordinary life.

For your third, fourth and fifth aspect you can basically select rather freely, **but you must** (if you didn't already) give a minimum of a background to your character (for example if he lived in the Eternal City, or in another urban environments of the Seven Nations, or in rural environments or in the Wild).

If you think the first and second aspect do not give the GM enough to work with **to compel your character**, go ahead and select now as your third aspect something a little special, that sets you apart from those like you; a problem, something that doesn't quite fit (and that would be an issue even without the dark threat and your destiny to fight against it). If you give nothing to the GM to compel, you reduce your chances of gaining fate points.

For the fourth and fifth aspects consider some special power (or a sphere of magic) your character has, or maybe a special piece of gear, a special weapon, or also a connection to an organization, or something about your roots.

At the start, though, you must define the first and second aspect, and you can freely add the other three **during the game**.

Give the following scores to your APPROACHES (distribute them as you want):
+2, +2, +1, +1, 0, -1

You can give the scores now, or define them freely **during the game** when you use them. At the start, select one move for each of the sections.

You start with a standard REFRESH of three, and with three MOVES.

Moves, as described also in the playbook, are taken one from each of the three columns. As for the aspects, you can make up your own moves (stunts), as long as the GM approves them, not just stick to the suggestions. And as for aspects and scores of approaches, you can decide what to take also **during the game** if you didn't pick all three at the start.

ADVANCEMENTS: during the game, but **not more than once per session**, you can add a new Move, if you have fulfilled one of the requirements.

- * Read the requirements as quite restrictive, not as an fast way to empower your character
- * If you fulfill more than one per session, pick the one less likely to repeat, and mark that one
- * You can mark only one per session, not one for every group
- * You can take one and only one new move per session, not more
- * Finally, when you take a new move, you also make also one **and only one** of the other advancements that are available in the given section

ONE PAGE RULES SUMMARY

For EVERY ACTION, such as: Create an advantage, Overcome, Attack and/or defend, roll 2D6, a white one and a black one.

SUBTRACT BLACK FROM WHITE for a result between -5 and +5.

Add the score of the RELEVANT APPROACH.

Add the score of all RELEVANT MOVES (stunts) if applicable.

TARGET NUMBERS are typically:

- 1 for trivial
- +1 for fair
- +3 for serious
- +5 for hard
- +7 for epic

To improve your result:

- * INVOKE AN ASPECT (of your character, of the situation, etc.) for one fate point: add +2

- * THE SAME ASPECT can be invoked only once per roll, unless from a success with style

- * GET SOME HELP: +1 for every character helping

- * CREATE AN ADVANTAGE with a separate action before the main roll, or use a previously created advantage: +2 for every advantage

FATE POINTS

Start every session with a number of Fate Points equal to your Refresh. If you had more from the previous session, keep that number.

- * spend a fate point to invoke an aspect
- * spend a fate point to determine a fact in fiction, at your advantage
- * gain a fate point for accepting a compel for an aspect at your disadvantage
- * gain a fate point for conceding a conflict, and a fate point for each consequence suffered

CREATE AN ADVANTAGE

FAIL: create or discover no aspect; the GM creates an aspect against you with a free invoc.; an existing aspect turns against you with a free invoc.; success at hard price

TIE: create or discover the aspect, but it's just a boost; or an existing aspect get a free invoc.

SUCCESS: create or discover the aspect with a free invoc.; add a free invoc. to an existing one

WITH STYLE: create or discover the aspect with two free invoc.; add two free invoc. to an existing one. Invoke twice in the same roll

OVERCOME

FAIL: success at hard price; or just fail

TIE: success at minor cost

SUCCESS: accomplish your goal

WITH STYLE: accomplish and gain a boost

ATTACK/DEFEND

FAIL: suffer harm for missing shifts; if only defending the GM also gains a boost

TIE: inflict one harm or gain a boost, and the same for the GM against you

SUCCESS: inflict your harm for shifts or defend completely

WITH STYLE: inflict your harm for shifts or one less to gain a boost or two less to create an aspect with a free invoc.; if defending only you create a boost

An ASPECT remains and can be invoked again by paying a fate point.

A BOOST goes away after its invocation.

A SUCCESS WITH STYLE is 3 shifts or more.

A TIE is like 0 shifts.

CHALLENGES

Proceed roll by roll. On a tie or success, move to the next step. On a success with style, take a boost (+2) to the next step.

A failure might compromise the full challenge.

CONTESTS

Compete but not in a conflict; without harm.

In every turn, each one rolls the appropriate overcome action. The highest result gets one victory; two victories if it was a success with style - with three or more shifts. A tie will cause a twist to be introduced by the GM.

The contest ends at three victories.

CONFLICTS

Action order:

- * physical: Swift; tie-break w/Sneaky, Powerful
- * non-physical: Smart; Charming, Careful
- * characters go before NPCs and monsters if they attack first; otherwise the GM goes first

In your turn:

- * Move of one zone without obstacles for free
- * Take one or two simple actions
- * Make an action that requires a roll
- * Defend once for free (without bonus)

In your turn you can make one action w/roll:

- * Create an advantage
- * Overcome an obstacle; incl. moving of more than one Zone or to a near Zone w/obstacles
- * Attack one, or go full defense (+2)