



THE FATED



THE FURY



THE MASTER



THE REFINED



THE LAW



THE BEGGAR



THE HUNTER



THE BOSS



THE HUNGER

BROKEN WORLD

THE KILL 6 BILLION DEMONS RPG

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Broken World

(Tentative name)

(The Kill Six Billion Demons Role Playing Game)

Made using the Powered by the Apocalypse system.

(<http://killsixbilliondemons.com>)

Broken World is designed to be run as a set of extraordinary and powerful characters overcoming ruination in a vast, multi-dimensional fantasy setting (by default, the setting of Kill Six Billion Demons). Each game is designed to follow the characters as they struggle with a *broken world*.

The core world of Kill Six Billion Demons is a multiverse - filled with hundreds of thousands of cultures and thousands of races, along with angels and devils. They all interact through the ruined and holy city of Throne, the hub-city at the center of all creation. Each world is a physical place that can be traveled to by means of a King's Gate, which connects to the multiverse-spanning King's Road. The road runs through each reality, and the Void Between Worlds, a great emptiness outside of creation.

This is a game more suited for a set of characters solving a specific set of problems (much like a wuxia or kung fu movie, comic, or tv season). The specific ways in which the world is threatening to *break* will progress according to the game master. *As this is a very early version of the game, large sections of the book are unfinished!* The GM section especially is very barebones. This edition of the game is, however, entirely playable.

Telling the Story

The core purpose of any role playing game is to tell a story. Usually this takes place through a kind of conversation between the players (referred to often as PCs or Player Characters) and the game master (often abbreviated as GM from hereon). For example:

Player 1: "I open the door."

GM: "It opens slowly and easily, but as you do a guard dashes out, brandishing his spear at you. What do you do?"

However, if players could do anything they like without any failure involved, the game would become boring very quickly! All this game system does is lay *constraints* on player actions, or add additional *consequences* to that conversation, to help introduce interesting story hooks, danger, and tension to the action.

This is done through *moves*.

Moves

During the course of the game the players or the GM make *moves*. A move is usually (but not always) as simple as a roll of the dice. Moves are simple tools for creating constraints, options, and stakes based on player actions when the story requires it - for example, swinging your sword! Do you miss? Do you hit? Does your sword ricochet spectacularly and decapitate a bystander?

The moves the players and the GM have access to are very different, and have different roles in the story. The players always have the initiative (as they are, after all, the main characters), whereas the GM will often make moves that require choices from the players, raise the stakes, or set the atmosphere.

Normal roleplaying, conversation, etc does not require a move. In fact, *most of the time, you won't be making any moves at all*. However, when the situation would *change based on the player's actions*, or the players want to *affect the outcome of events*, or the players want to *receive more information* - in other words, whenever there are *consequences*, they usually make a move. Some moves also give you additional options or ways to interact with the story that the players and the GM are telling together. The kind of move you make will depend on the wording of the move and the story itself!

When do you make a move? All moves have a 'When X happens' trigger that gives you a good idea of when you are required to make it. Making a move usually requires a roll. When making a roll, roll 2d6, add the appropriate bonus (usually a player statistic, listed as +statistic, for example +strength) and check the result.

- 10-12 is a success. You have accomplished what you set out to do.
- 7-9 is a partial success, and may have some trade-offs. The GM will usually offer you a worse outcome, bargain, or some form of retribution.
- 2-6 is a miss, and probably involves a downside for your character, such as taking damage.

They look like this:

Avoid Disaster

When you must avert ruin, disaster, or avoid danger, the GM will tell you what statistics you can roll to avoid it:

- Through brawn or power (strength)
- Through speed and dexterity (skill)
- Through fortitude and resilience (endurance)
- Through mental quickness or power (mind)
- Through force of will or personality (presence)

On a 10-12, you succeed and avoid full danger or harm. On a 7-9, you succeed, but you falter or stumble. The GM will give you a trade-off, drawback, or complication.

You may get a choice of several statistics, or only one, as long as it fits the fiction. For example, you can probably avoid falling rocks by dodging out of the way (skill), powering through them (endurance), or knocking them aside (strength).

For a full list of basic moves, see pg. 25

The first part of the move is the trigger, '**When X...**' which describes what has to happen for the move to take place. The next part describes the roll you need to make

and the outcomes. The GM will generally decide the outcomes, which may involve them following up with a move of their own. It's as simple as that!

A player can't do anything that would constitute making a move without making a move. For example, if a player wants to sneak by a sleeping guard, they will have to use an avoid disaster move (probably with +skill), no matter how much their player wants to sneak by otherwise. Why? There's consequences here - the guard might wake up!

The general and most important rule is *the fiction trumps everything*. In other words, the fiction (the story) decides the moves you have to make. If it fits the fiction, make it so! In the previous example, maybe the GM decides the guard is so far asleep that no move is required - the guard is so drunk that he has no chance of waking up.

This even applies to combat. The kind of situation will determine the move you need to make, or whether you even need to make a move at all! Normally, to fight a guard would take a Split Earth or Shake Heaven move (a fancy way of saying 'fighting'), and you'd have to roll for it, and probably roll for damage. But if the guard is asleep, you might have to make an avoid disaster roll to slit his throat without waking him up. If you succeed, he's probably dead - no damage rolling needed! The GM might even decide the guard is totally passed out and there's no need for a roll at all. You don't have to make a move - he's a dead man!

Rolling Dice

Broken World uses 6 sided dice - the dice you can usually get your hands on with any board game or at any corner store. They're often referred to as D6, and notated as Xd6 (for example, 1 D6 = 1 six sided die)

Modifiers

Some moves will give modifiers to rolls, usually +1 or -1. There are three types of modifiers, regular, *forward*, and *ongoing*.

+1 just means add one to the roll. Easy!

+1 *forward* just means +1 to your *very next roll only* when a condition is met.

+1 *ongoing* means +1 as long as a certain condition is still true.

For example, if I have a move that says, 'Whenever you knock your opponent on their back, take +1 forward', I'll get +1 to my next roll (and next roll only) when I knock someone flat. If the move instead reads 'Whenever your opponent is knocked out on the ground, get +1 ongoing'. That means I can take +1 on my next roll and all the rolls after as long as my opponent is still on the ground. Simple!

Damage dice

All damage in Broken World is dealt in the form of damage dice. It's usually

listed in D6s (for example, 2d6).

When you deal damage, roll your dice.

- On a 1, the hit is a glance, and does 0 damage.
- On a 2-5 you deal 1 damage
- On a 6, you critical hit and deal 2 damage.
-

Certain moves and tags will add damage (for example +1 damage). This means roll an extra damage die when rolling damage, so a character that deals 2d6 damage will roll 3d6 when they get +1 damage.

Enemies and environmental damage can also glance and critical hit much like player characters!

Hold

Some moves give you *hold*. For example, a move could read 'When you roll a 10-12, hold 3'. Think of hold like a currency. You *hold* on to it and can spend it for a number of effects that are detailed in the move. You can't spend hold from one move on another move.

Putting it all together

Lets look at a very simple example of moves in action. There are three people in this example, the GM, a player called K, who is playing a Hunter character, and a player called H, who is playing a Fated character.

GM: Alright, you're just outside the temple. The doors appear to be sealed shut, but you can faintly hear chanting from inside.

H: I try the doors.

GM: They're closed, and don't seem to budge. What do you do?

K: Get these doors open, I'll keep watch.

H: I'm going to try and force the doors.

GM: Great. Since you're forcing the doors, I'll assume you're using strength. Make an Avoid Disaster roll using strength to avoid attracting unwanted attention.

H: Actually wait, can I make the Pry Secrets move to try and figure out what's keeping the door locked?

GM: Sure, go ahead. Roll +mind

H: Great. I got an 8. What here could be useful to me?

GM: You spy a pretty simple lock keeping it shut. It could be picked.

K: I'm going to pick it. I have the tools for it. Also, I just checked - my Silent Atum move says I don't make noise unless I choose to, so I'm going to pick it quietly.

GM: Great! you pick it. No move required.

K: I'm going to try and move in once it's open.

GM: Ok, make avoid disaster using skill.

K: To avoid being heard? I'm totally silent

GM: To avoid being seen.

K: I got a 6. Great.

GM: You move in, totally silent. However, coming round the corner, you spot too late the

raised torches of a nightly patrol. There's a chorus of surprised voices from the dimly lit courtyard within, then the rush of feet.

H: I ready my crane stance and steel myself to meet the temple guard.

K: Is it dark? My Bat School move allows me to glide in darkness.

GM: Sure.

K: I'm going to try and glide past them. I take several steps forward and slip into the air, my dark robes spread, daggers in my hands.

GM: You fly slowly right over the head of three of the saffron-robed and now astonished temple guard as they come down clattering to the temple gate. H, you see them too, and they level their spears. What do you do?

H: I think we're fighting.

GM: Great, both of you make a Split Earth or Shake Heaven move.

K: Are they in [hand] range of me?

GM: Not quite, you're way over their heads by this point, so normally you wouldn't be able to attack them, since you have a melee weapon. However, your daggers have the [thrown] tag so you can definitely attack. Roll +skill.

H: Ok, before that, I step forward and swing with my sword. 9 ... plus my strength is 11!

GM: Great, your strike hits true. Roll damage.

H (rolls their damage die): Ok, I get a 2, and a 6! That's 1 damage, plus 2 for the critical hit. 3 damage!

GM: Minus his 1 armor, that's enough to cut him down. Tell me how it happens.

H: My father's sword goes straight into his throat. Since I critical hit, using my Crane Style, my Fated Style, I'm going to recover 1 stamina.

GM: He goes down gurgling and wide eyed.

K: I roll an... 8. Do I have to reload?

GM: Your weapon doesn't have the loading tag - it's just daggers!

K: Ah, ok.... fine, I still deal my damage, right?

GM: Your strike hits true. Go ahead and roll damage and tell me what happens.

K (rolls their damage die): A 2 and a 3. That's 2 damage. Right in the eye.

GM: Minus his 1 armor, that's 1 damage. He doesn't go down just yet, but your dagger slices his face, and he screams in pain, recoiling. However, since you rolled an 8, a guard hefts a crossbow at you. (*The GM rolls damage die*) He rolls 2 damage, minus your 1 armor... you feel a sharp pain as the bolt deals 1 damage, slicing past your side.

And so on!

If you want a more detailed breakdown of this example, check out the GM section on page 103

Wrapping it up

If you ever have qualms about the rules - just remember two things. First, the *fiction* is the most important aspect when making a move. Second, *specific* examples trump *general*.

Now let's move on to the most important part - the player characters!

Player Characters

Player characters are extraordinary individuals in the multiverse, able to wield the Flame Immortal and fearsome martial arts. They can range from shadowy assassins, to guild bosses who fight as an entire gang, to table-wielding beggars.

A character's information is all written down on a *playsheet*. It looks (roughly*) like this:

**Author's Note: This is a pretty rough version*

A hand-drawn character sheet for a character named 'THE FATED'. At the top left is a sketch of a woman with a crown and a bindi. Below the sketch are various stats and abilities:

- THE FATED**
- STRENGTH (+1)
- SKILL (-1)
- ENDURANCE (+1)
- MIND (+0)
- PRESENCE (+2)
- STAMINA (3)
- WOUNDS (3)
- ARMOR (1)
- DAMAGE (D6)

The right side of the sheet is divided into sections:

- BASIC MOVES** (empty)
- ADVANCED MOVES** (empty)
- ADVANCED MOVES (CONT)** (empty)
- EQUIPMENT AND WEAPONS** (empty)

At the bottom, there are boxes for:

- LEVEL (1)** with XP progress: 000000, 00000000, 0000
- NAME:** LOOKI
- BONOS:** (empty)
- BURNING WILL:** _____
- FLAW:** _____

One of the most important things to remember is that there's only one example of each player character in the entire story. There's lots of watchmen, policemen, guards, and paladins, but only *one* Law!

Characters level up during the course of play from level 0 to level 10. You level up by making the Train move (pg. 28).

Advanced Moves and Leveling Up

Characters start with all the basic moves listed in the moves section (pg 25), plus the optional moves during battles and duels (pg. 114). They also start with a series of moves based on their playsheet. For example, the *Boss* always starts with the basic moves and the moves *Strength in Numbers*, *Enforce Will*, and *Dirty Work*.

Each time characters gain a level, they can choose a new advanced move from their class, *or* from the Advanced martial arts section on pg. 91 if the GM agrees to it.

Every third level (3,6,9), a player can increase a statistic of their choice by 1, to a maximum of +3. If that would change their stamina (by picking endurance), they adjust their maximum stamina immediately to reflect the change. Additionally, *every third level (3,6,9)*, players can choose a new weapon or armor proficiency.

Details of the playsheet

Your playsheet determines the race of the character you can play, your starting gear, and the moves you can make (what kind of character you are). When choosing starting gear you will often be asked to make a choice between several options, or (detail) the options you have.

It's up to you to decide the other aspects of your character, such as appearance, name, and background.

Characters have five statistics: Strength, Skill, Endurance, Mind and Presence (shortened as +str, +skl, +end, +mnd, +prs). Strength means physical power, whether that is brawn or wiry muscle. Skill means dexterity, finesse, and quickness. Endurance means strength of body and will. Mind means mental strength and acuity. Presence means social power and force of personality.

These stats go from -3 to 3, which is the number you will add to a roll. They are generated on character creation and can increase over the course of the game.

Players have *damage*, *armor*, *wounds*, and *stamina*, which are relevant for combat and other perilous situations (detailed in the *Damage and Healing* section in Terminology on pg. 18).

Unlike other RPGs, damage, wounds, and stamina depend on your class, not what you're wielding - but your weapon will determine the fictional aspects of your attack, and sometimes gives it other qualities. Armor can change depending on what you're wearing or your class moves. Players *usually* all roughly act at the same time, so there's also no initiative statistic.

Bonds

Players also start with several *bonds*. Bonds get filled in at the first play session,

and determine the role-playing aspects of your character and are also a core way to level up.

Each bond starts at 1,0, or -1. You don't have to fill in all of the bonds, and you can write in your own bond if you so choose. A bond is always with another player character. When a bond would reach +4 during the End Session move (or when you decide it's run its course with another player), it's reached its resolution. You can mark experience and write a new one.

Burning Will

A character's Burning Will represents their drive towards their goals. When you create your character, write down your character's **ultimate desire** as a single sentence in the Burning Will box. Their desire could be something as simple as 'to see my master avenged', 'to rule this land as king', or 'to finally see peace among my people'.

The second, and very important component of a character's Burning Will is their Flaw. A Flaw is something intrinsic to a character's personality that drives them along, but in a negative way.

Simple Flaws	Complex Flaws
Anger Self Doubt Overconfidence Impatience Over-indulgence and Excess Selfishness Vanity Mistrust Jealousy	Pride Inflexibility Devotion or Zealotry Trust Self-Sacrifice Optimism Faith Ignorance

Write your flaw down and decide what it means for your character. You can choose one from the list above, or write your own, but make sure it's ok with your GM first. A flaw has to be something intrinsic to your character's personality, and can't simply be a component of their past. For example, if a character has trauma that makes them mistrustful, it's their mistrust that's the flaw, not the trauma.

When a character makes a move and wants their Flaw to determine the outcome, they can mark experience. In addition, when making the End of Session move (when you finish a game), if you used your Flaw at least once, you can mark experience again. However the GM will tell you the additional consequences of using your Flaw. For example, a character with anger as a Flaw may fly into a blind rage and harm someone unintended, or a character with overconfidence may misspeak and insult someone important, even if they succeed on their move.

Keep track of how many times you've used your Flaw in the Burning Will section by ticking a box off. If there's no more boxes to tick, you don't have to tick any more.

You can't ever erase a box! *When finishing a campaign (or retiring your character), the*

number of times you used your Flaw will determine the ultimate resolution of your Burning Will, and may portend a *Dark Future* for your character.

When you retire a character, finish playing a character or a campaign, or want to determine a character’s legacy, you need to roll for their *Dark Future*, no matter how many times you have used your Flaw! When you do this, roll a D6 and subtract it from the number of times you used your flaw. For example, if my character used their flaw 10 times, I would roll a D6 and subtract it from 10. Then see what Dark Future is in store for your character below.

Result	Dark Future
1 or lower	Your character accomplishes their Burning Will. They struggle with their Flaw, but ultimately overcome it or are able to be at peace with it. Their struggles during the story have ultimately enabled them to come out a better person.
2-3	Your character accomplishes their Burning will. They struggle with their Flaw and overcome it for the time being, but aren’t entirely able to be at peace with it. They haven’t quite grappled the inner demons or solved the source of their inner conflict. It may or may not influence their decisions in the future - though the outlook may be hopeful.
4-6	Your character accomplishes their Burning Will, but struggles with their Flaw for the rest of their lives. Occasionally it will dominate their personality, causing them to make decisions that corrupt their dream and accomplishments. Ultimately their fate is still their own, but not what they envisioned - a corroded version of their the world they wanted. Maybe it’s better that way.
7-9	Your character's Flaw grows so strong in their personality that it consumes and almost eclipses their Burning Will. They accomplish their goal, but their flaw twists them in some way. A character who’s goal is Peace in this Land might choose to enforce that peace in a brutal, tyrannical way. A character whose goal is to find a family member may become consumed by mistrust and fear that they will lose them again and lock that family member away. In many ways, your character may grow to almost mirror the evil they have been fighting, and may present a good antagonist for future campaigns.
10 or above	Your character’s Flaw grows to completely consume them and drives their character to the point of near or total madness, wholly corrupting and twisting the person they once were. A character with Anger as their flaw becomes completely beholden to their rage, a blood-soaked monster. A character with Devotion as their flaw becomes slavishly devoted to a person or cause, falling into insane obsession. Characters that end this way usually become little more than slaves to their flaw, piteous and twisted creatures, but a few end up as terrible, cancerous evils upon the world, villains in their own right, and may end up being a good antagonist for a future campaign.

One more core aspect of player characters is very important for the game, so before diving into character creation, let's talk about Power.

Power

Player characters are powerful individuals that reside in the core world of Throne, heroic figures that may channel the Flame Immortal, the essence of all existence. Each player starts with 1 Power die (after character creation). This is a six sided die (make sure it's a different color to your regular dice!)

You can keep power dice regardless of the passage of time in game, or if your party rests or takes a respite. However, you lose all power die when you make the End of Session move, so make sure to spend them before you do!

Players can gain a power die in three ways:

- Failing a move (usually by rolling a 2-6)
- Receiving a die from the GM
- Making the Train move

*Players can hold on to **no more than 3 power dice** at a time!*

All players start with this move:

Channel Flame

When making a move, you can choose to spend a single power die (before you make the move!). If you do, roll the power die with your move (3d6 instead of 2d6). When you do, pick the two highest of the three rolls!

When you use this move, a nimbus of power appears around your character, your eyes glow, your voice resonates, or something similar. *You perform an extraordinary or heroic feat if your roll is successful!* Describe what happens to the GM. This could be a stunt, an impossible feat, or something similar, such as lifting a steam train, jumping over a house, catching an arrow mid-flight, beating a god-king at chess, out-drinking a devil, or wrestling a demigod.

Other player moves might spend power dice to accomplish other extraordinary feats. The move will tell you whether you need to roll the die or not. Once you spend a power die, it's gone forever!

The *Atum*

Many moves talk about the *Atum*. This is refined soul flame or essence of each individual, as opposed to the Great Flames of the Gods and the Flame Immortal of the eternal God YISUN. Many believe that the separation between the *Atum*, or individual soul, and the oversoul of the Flame Immortal is fundamentally illusory - that they are one and the same!

The *Atum* is observed by modern medicine in Throne to flow through many channels, or meridians, within the body. Precise knowledge of how the soul flame flows

through these channels, the ways in which it can become blocked, and the ways in which it can be aligned to unlock a person's hidden potential are key to various schools of martial arts through the multiverse.

Character Creation

At the very first play session, each player will choose a character play sheet (or randomly hand them out!). There can *only be one* of each character type - each character fills a certain niche in the story, and having two of them defeats that purpose.

The play sheet will detail how to make a character. You'll start by choosing statistics for your character, setting your character's stamina, deciding your character's appearance and starting possessions, and naming them. Then, at the first play session, you will fill in your bonds.

Races

There are four races in the Kill Six Billion Demons Universe: Humans, servants, angels, and devils. Your race has no bearing on your statistics but affects some moves and the way you role-play.

- *Humans* are the most numerous race in creation. They are the most adaptable, the most multi-cultural, and have the most potential for power.

- *Servants* are the non-human races, native to Throne and several other worlds. Each race was created for a specific purpose, making Servants excellent craftsmen and workers. Each race of servants is as different as the next. If you make a servant, detail your race to the GM and what they were created for.

- *Angels* are the ancient protectors of Throne, the core world. They are spirits of eternal fire in their true forms, bound to the void, but by use of stone bodies they can interact with the mortal races in the physical world. Most angels follow the Old Law of Throne, but there are rogue angels and fanatics.

- *Devils* are spirits of dark fire, pulled from the void as human creations. Each Devil has a mask and a number of names that define them. They are capricious beings that value chaos and wildness.

Each play sheet has a set of starting moves for your character, but as you level up, you can choose additional moves to customize your character further.

That's it! As a player your end of the game is relatively simple - the most important thing is to know what your moves are, and who your character is. Here are some simple principles to keep in mind

1. The fiction rules everything!
2. Failure is interesting!
3. Always say, 'Yes, and...'
4. Describe everything - except when it needs to be unsaid

5. Live in a living world - name your connections, world-build your culture, grow attached to your NPCs, and mourn when they die!
6. Character is best shown through *action*. Action = character. The way your character reacts to every situation reveals who they are.

If you're ready to make a character right away, skip to page 31. You might find it useful to skim or reference the terminology section that follows to understand the context of some of the moves.

The GM might also use the optional battle and duel moves on pg. 114, so it might be useful to review them as well.

Terminology and Basic Rules

Basic Terminology

+1 means add one to your roll!

+1 forward means +1 to your very next roll

+1 ongoing means +1 while a specified situation is happening

All types of bonuses can stack!

Hold

Some moves tell you to 'hold 3' or 'hold 1'. Think of hold like a currency. When a move tells you to 'hold 3' or 'you get hold 3', you can spend that 'hold' like a currency to gain an effect specified in the move. You can't spend hold from one move on another one!

Rest and Respite

Some moves only recharge after a *rest*. A rest is sufficient time (hours/days) and space (safety/quiet) for the character to recharge, recoup, and relax. When you want to rest, you make the Rest move (pg. 29).

Other moves recharge after a *respite*. A respite is sufficient time and space (as with a rest) to bind wounds, catch breath, and calm nerves (about 15 minutes).

If you don't have the time or the space (an unsafe or dangerous location, for example) - you can't take a rest or respite!

Combat Terminology

Armor

Reduce the total damage a character takes from a single source by the character's armor. Player armor is usually 0-2 (and rarely, 3). NPCs usually have 0-2 armor. 1 armor is usually light and flexible, where 3 armor is heavy, encasing, and almost impermeable to harm. Armor worth 3 armor is *rare*, *expensive*, and only initially useable by the Law play sheet. Nobody starts with it!

Clumsy attack

Some moves call for a clumsy roll. This is a roll without *any* modifier.

Damage

Damage depends on each character's play sheet, not the weapon they're holding! Weapons determine other things like range and qualities of the attack. Whenever you deal damage, tell the GM who you're aiming at. You can't split your damage - it needs to go to a single source.

Damage is measured in damage die (d6s). Each player character usually rolls 2 or 3 damage die to start with. When you deal damage as the result of a successful move, roll your die. Each die represents 1 point of damage. On a 2-5, the hit deals 1 damage as

normal. On a 1, however, the hit is a glance, and deals no damage. On a 6, the damage is a critical hit and deals 2 damage! Critical hits, glances, and other results on the damage die may interact with other moves and also the weapon a character is wielding. For example, when the Fated character critical hits, they can heal stamina.

More information on damage is included on pg. 18

Flourish

All martial arts and weapon proficiencies have a *flourish* attached to them. When you roll a 4 on a damage die, you can flourish and gain an effect described by that weapon.

Focus

If something requires *focus* you cannot make any other attention or time-absorbing actions while performing its effects (moving, dodging, etc). Your full attention is occupied by performing the move or using the object.

Group

Targets with the [group] tag fight as a mass or group. They deal 1 extra damage to targets without the [group] tag, and take 1 less damage from targets without the [group] tag.

Attacks with the [area] tag always deal normal damage to groups (they ignore the -1 modifier)

Proficiencies

Your character is proficient in several weapon styles. When attacking with a weapon outside your style, you make a clumsy roll when attacking. This includes objects or improvised weapons.

In addition, your character is proficient with light (+1), medium (+2), or heavy (+3) armor. You can't wear armor you're not proficient in - you simply can't put it on and act effectively! Each level of armor proficiency requires the previous one (so learning how to wear heavy armor requires medium armor proficiency, for example)

Huge

Huge targets are massive or physically imposing. They deal +1 damage to targets without the [huge] tag and take -1 damage from targets without the [huge] tag. A [huge] [group] usually represents a massive horde or mob of individuals.

Supreme

An enemy or challenge with *Supreme* requires a roll 1 better than normal for each level of *Supreme*. For example, an adversary with *Supreme* 1 will take a roll of 11-13 to hit, 8-10 to partially hit, and 2-7 to miss when taking the *Split Earth* and *Shake Heaven* moves.

In addition, supreme enemies will never take damage from [area] attacks unless they're the direct target - they are too fast, hardy, or powerful!

Threat

Threat is an easy way to differentiate enemies for the GM. Threat 0 enemies are almost negligible for you to dispatch by themselves. Threat 1 enemies are slightly stronger. Threat 2 enemies are powerful enough to fight on their own and are a 1 to 1 match for a player character. Threat 3 enemies are powerful enough that they can fight the whole group comfortably. For more information on Threat, see the GM section on page 111

Wealth - Wealth is a rough approximation of the purchasing power of your character. It can represent anything from barter materials, to borrowing power, to physical coins or currency.

Damage and healing

Damage

Almost all damage in broken world is dealt in the form of damage dice. For player characters, this is listed on each play sheet as a number of 6 sided dice (ex: 2d6, 3d6). **Each die represents 1 point of damage.** Whenever players deal damage, they roll their damage die and check the results. A 2-5 on a damage die is a regular hit, dealing 1 damage. A '1' result is called a *glance* - it deals 0 damage! A '6' is a *critical hit* and deals 2 damage.

Damage from NPCs, the environment, and other effects works the same way (it can critical hit and glance). It is listed as a number of d6s in either the move or the NPC profile. If there's no damage listed -

1d6 - incidental damage, an improvised weapon, a knife, a short fall

2d6 - a long fall, a sword blow, a gunshot, normal combat damage

3d6 - a serious gunshot, assault rifle fire, a blow from an ogre, savaged by a beast, a grenade explosion

4d6 - being shot by a cannon, hit by a massive boulder, a multi-story fall, ravaged by a frenzied demon

6d6 - being crushed by a colossal being, immersed in acid or lava

12d6 - being crushed by a moon sized being, lacerated in the jaws of the world wolf

All damage is reduced by armor, (so 2 damage becomes 1 damage with 1 armor, etc), the [huge] tag, and the [group] tag. Damage can ignore or take into these reductions at the GM's discretion. For example, being immersed in lava probably completely bypasses how big you are or what armor you're wearing (unless that armor is fire proof).

Certain weapons or attacks have the [Pierce X] tag (ignores X armor), and the [destructive], [messy], and [area] tags, which can all affect damage. For more information on tags see pg. 21. Most weapon styles have a *flourish* effect that takes place when you roll a 4 on a damage die. See the weapon styles on pg. 84 for more info.

Damage from certain moves is listed as bonus damage (for example, +1 damage). This means roll an extra damage die. For example, a player who normally has 2d6 damage will roll 3 damage dice when they roll with +1 damage!

Other moves will tell you to deal X die of damage to a target (for example 1 die of damage) - that just means roll that die and deal your damage to the target as normal (with flourishes, etc).

Health and Healing

Each target (and player character) has a certain amount of *stamina*, which is affected by their endurance. Stamina can represent a character's ability to keep fighting in combat, their energy and poise, and minor nicks and wounds to their person. Once stamina is depleted, any remaining damage and damage thereafter will go to *wounds* (of which characters typically have 3-4). Wounds represent direct and harmful physical damage to your person.

The tides of battle are ever churning. *Each time you take damage*, roll the Tempt Fate move. Even if you functionally take 0 damage from a source (you are wearing armor), the GM may at their option still choose to have you roll this move.

Tempt Fate

When you take damage, roll +end.

On a 10-12, nothing further happens

On a 7-9, *the GM* chooses 1 or 2 from the list below

- You take -1 forward from the pain or impact of the blow
- You are knocked or thrown aside, you lose your footing and poise
- Something you are carrying or holding is thrown from you
- You miss or fail to notice something critical or important

On a miss, *you* choose 1:

- You're out of the fight for now - either unconscious, shattered, or too wounded to fight
- The blow strikes a hidden weakness - take +1 damage

If a player fills in their last wound (no matter how much more damage they would take) they make the *Defy Fate* move (see pg. 29).

Stamina will regenerate fully after a Respite (about 15 minutes of downtime). *Wounds can usually only be healed by taking the Rest move. Without resting, they will worsen over time.* The Rest move is a little special, as the consequences are mostly story-focused. Your GM will tell you the outcome of this move.

After making a rest, no matter what, all your stamina is recovered. However, the number of wounds you heal from a rest depends on how many you pick for the move.

Rest

When you have time (hours, days) and a place (relatively safe/quiet) to gather your strength and recuperate, choose a number of wounds you want everyone in your party to heal (0,1,2,3, for example), and choose a player to roll. Then they roll -wounds healed. (Subtract!)

On a 10-12, you are able to grasp the time to gather your strength, for now.

On a 7-9, choose 1 from the 2-6 options, but take out the word 'significant'.

On a *miss* (2-6), choose 1:

- Your enemies gain something significant from your rest (ground, time, resources, allies, etc)
- You lose something significant from your rest (ground, time, items of power, resources, allies, etc)

—

For example, the party has taken some heavy damage in a scuffle with the guilds. Vengo and Parl have taken 2 wounds, whereas Meti has taken 3. The party chooses to heal 3 wounds and roll a 10, minus 3 wounds, for a total of 7. The party chooses to lose something from their rest.

The GM notes down that as they're resting, thieves dash through their camp and make off with some of their supplies - and barely manage to escape. Since the party won't lose anything 'significant', the GM should probably make the supplies fairly minor. If it *was* significant, it could have been weapons, armor, a keystone, an ancient text, or something similar.

Here's another example - The player characters are trying to reach a temple before their enemies. They roll a 6 on a Rest move, and choose to have their enemies gain something significant. When the player characters reach the temple, the GM tells them that their enemies are already there and set up in defense, having found a shortcut.

The GM doesn't have to tell the party what they're gaining or losing - merely note it down!

NPCs and injury

Most NPCs, unlike PCs, don't have stamina, but only wounds (typically 2 or 3). When an NPC's final wounds are exhausted, it's out for the count - dead, broken, or defeated.

Damage to typical NPCs (threat 0 or 1) is far more severe than PCs. 1 wound on a typical NPC is serious harm, 2 is a dangerous or life-threatening wound, and 3 is massive bodily harm. A typical NPC can usually heal from 1 wound given time, but 2 or more wounds are usually fatal (whether eventually or immediately).

Stronger NPCs (Threat 2 and up) may have additional wounds, and even stamina. Unlike typical NPCs, 2 or more wounds are not fatal for them, and they may have undying fervor, rapid healing, or simply shrug off blows that would kill a mortal man.

Groups of NPCs typically have wounds in the same way that other NPCs do - but the rules for how groups take damage are a little different. The rules for groups taking damage are covered in the GM chapter on page 111

For more information on Threat and how it works with NPCs, see pg. 111.

Objects and Damage

At their option, GMs can also decide to give objects a certain damage threshold (damage needed to destroy them) and armor, just like an NPC. Attacks and weapons with the [destructive] tag are particularly effective here. For more information on object damage, see the GM chapter on pg. 113.

Additional Tags

Sometimes attacks, weapons, or items have special tags. These tags determine the qualities (in the fiction) of the weapon, item, or attack.

Range tags

Intimate (closer than hand), *Hand* (hand to hand combat), *Close* (close enough to hear comfortably - about twenty to thirty paces), *Close/Far* (further than close, but still with clarity), *Far* (visual range)

Additional Tags

[area] - Inflicts its damage over an area around its target, dealing incidental (1 die) or full damage to everyone within, and dealing normal damage to groups. Melee attacks with [area] hit a roughly circular area centered on you with a radius equal to their range.

[destructive] - Extremely good at destroying objects, furniture, and terrain, and (if its strong enough) walls, vehicles, etc. Deals +1 damage to these objects.

[focus] - requires focus to use (can't move or do anything else while wielding this)

[finesse] - You can roll +skl when using Split Earth with this weapon, even if it's melee

[fine] - Especially high quality. Any item with the [fine] tag is worth at least around 3x its base price.

[forceful] - It can easily knock someone or something about or off their feet

[hidden] - easy to conceal, and not immediately noticeable to casual inspection

[infinite] - As many as you need. Not actually infinite (ie, you can't throw infinite knives at someone), and you can still lose your knives *as a unit*. But you won't run out of them.

[light] - Easy to stow, carry, and draw, easily wielded in one hand, but shorter reach. You can use this weapon easily while performing other activities, such as climbing or riding.

[loading] - This weapon uses ammunition. You have to reload it when you roll a 7-9 on Shake Heaven and must spend wealth to replenish ammunition each time you rest if you fired it.

[messy] - Deals incredible bodily harm or violence, might deal increased damage or incidental damage around its intended target (+1 die). Or it might not (up to the GM).

[pierce X] - ignores X armor

[thrown] - This melee weapon can be thrown effectively. You can make a Shake Heaven roll with +str when throwing this weapon

[large] - This requires two hands to wield or use, but can reach a lot further than other weapons. You can't attack someone who's grappling you or up in your face effectively with this weapon.

[unwieldy] - Difficult to stow, carry, or draw. You can't run, climb, sneak, swim, ride, or

perform fine motor activities while fully wielding this (weapon) or wearing it (armor).

Followers

The Gather Power move and some other player moves allow you to gain followers. Followers are not heroes (yet!), but may accompany the heroes on their journey, and even join them in combat. As such, their specific armor, hp, and damage doesn't matter too much.

Injury and Followers

If you do need a follower's statistics (if they take damage, for example), they typically have 0-2 armor, and 2-3 wounds depending on expertise and the GM's discretion. Followers follow the same rules for NPC wounds, (they're dead or on their way out if they lose their wounds, 2 wounds or more is typically life-threatening damage).

The GM, at their option, may act in mercy and allow the follower to languish instead of immediately dying, giving the PCs some time to get medical attention to them. Or they may not.

In combat, a follower can fight alongside you, but their damage is generally considered to be folded into your own, and they won't typically take damage unless established by the story (there are a few exceptions below). Followers will generally do what you say, as long as it's not exceptionally dangerous, stupid, or degrading. However, when you want to order a follower into difficult situation, make the Command move.

Command

When you ask a follower to do something brave, foolish, degrading, or exceptionally dangerous...

Roll +loyalty. On a 10-12, they'll trust you and do what you say. On a 7-9, they'll do it, but have serious demands later. If you don't meet them, they'll leave on bad terms.

Follower statistics

Followers have three statistics - loyalty, and expertise, and a cost.

Loyalty (usually) starts at 0, can go as high as 3, and go as low as -3. If a follower's loyalty goes as low as -3, they quit on bad terms! Loyalty will raise or lower depending on circumstances. Generally, disrespect or failure to pay the follower's cost will cause -1 loyalty, and success or fulfilling a follower's cost or needs will raise loyalty.

Expertise starts at 1 and can go as high as 3. Generally, expertise 1 followers are low skill, expertise 2 medium, and expertise 3 highly skilled. Expertise 2 followers usually won't follow characters of 3rd level or lower, and expertise 3 followers usually won't follow characters of 6th level or lower.

You can dismiss followers when you like, as long as you part on good terms. If you don't part on good terms, their loss may come back to haunt you.

Making a follower

When the players gain a follower, choose the follower's cost:

- Money
- Training
- Success
- Knowledge
- Protection (self or others)
- Fame and Glory

Detail it a little bit (ie. this follower wants continual protection for her family from the guild moneylenders). If a follower's cost is no longer relevant (ie. said moneylenders are killed), choose a new one.

Then choose the type of follower:

Angel (special)

Choose another type of follower and gain its move, (except the Thief). An angel starts at loyalty 2. However, the angel has the additional (and strict!) cost of Upholding the Law.

Apprentice

Also has the additional cost of Recognition. Once between rests, the character the apprentice followers can re-roll a roll they just made, but they must keep the second result. If the roll has negative consequences, their apprentice also suffers them.

Chronicler

Choose a number of specific groups equal to the chronicler's expertise. Detail each group to the GM, or choose an existing group - (Rural commoners, urban commoners, a notable power of Throne, nobility, a powerful king or queen, a guild, martial artists, devils, angels, artisans, artists, a demiurge). You have a reasonably good reputation with those groups as long as the chronicler accompanies you and can take +1 to Bend Will rolls to interact with them.

If you lose your reputation with these groups through your actions, lose this bonus!

Courtier

Once between rests, you can roll Bend Will with a courtier's +expertise to get the courtier to lie to, manipulate, or seduce a target that is vulnerable to them. The courtier will bear the social consequences of a missed roll.

Devil (special)

Choose another type of follower and gain its move. Each session, the devil will gain a

single power die it will give to it's favorite character. However, the devil has the additional cost of Debauchery and Excess.

Guard

When a character would take a hit, the guard can intercede and take it instead. A guard can do this a number of times between rests equal to +expertise, and takes damage as normal. Typically a guard has armor or shields worth 1 or 2 armor.

Guide

The guide is familiar with a particular area, group, or type of terrain. They know a number of useful and potentially critical secrets or not well-known features of this area, group, or terrain equal to their expertise.

Love Interest

Also has the cost: Prospering Relationship. Once between rests, you can take +1 to act in their interest or favor.

Merchant

Also has the additional cost: Thriving Business. Reduce all wealth spent by each member of the party by the Merchant's expertise. Abusing a Merchant's purse will obviously make them unhappy.

Sage

A number of times between rests equal to their expertise, you can get a 10-12 automatically on Query the Cosmos or Ply Secrets rolls if you ask the sage about something specifically. The sage has deep knowledge about a number of subjects equal to their expertise, but typical knowledge about most other things, and can only draw on their personal knowledge or experience when answering.

Thief

The thief can procure for you wealth or items with a wealth value equal to their expertise between rests, including rare or [fine] items. The consequences of their services, however, are up to the GM.

Martial Artist

When a character makes an attack, they can choose to have the martial artist strike with them and add +1 to the attack's damage a number of times between rests equal to the martial artist's expertise. However, if the character is exposed to damage, mishap, or retribution, the martial artist also suffers the consequences.

The *Basic Moves*

Avoid Disaster

When you must avert ruin, disaster, or avoid danger, the GM will tell you what statistics you can roll to avoid it:

- Through brawn or power (strength)
- Through speed and dexterity (skill)
- Through fortitude and resilience (endurance)
- Through mental quickness or power (mind)
- Through force of will or personality (presence)

On a 10-12, you succeed and avoid full danger or harm. On a 7-9, you succeed, but you falter or stumble. The GM will give you a trade-off, drawback, or complication.

You may get a choice of several statistics, or only one, as long as it fits the fiction. For example, you can probably avoid falling rocks by dodging out of the way (skill), powering through them (endurance), or knocking them aside (strength).

You can use it in a situation where your character must perform a difficult or challenging task, for example: *getting out of the way of a hurtling cart, avoiding a hail of arrows, staring down a cavalry charge, figuring out the right potion to drink, perceiving a trap or ambush right before it goes off, find the best escape route, perform a grueling battle of wits, talking your way out of a tight situation, lifting a heavy boulder, vaulting over an obstacle during a street chase, disarming a ticking trap, etc.*

If you're using the Channel Flame move with this move, the GM might allow you to roll an unusual statistic - for example, avoiding falling rocks by calculating where they are going to fall in a split second using your mind statistic. It's up to the GM though.

Split Earth

When you attempt to strike at your foe in melee combat, roll +str

On a 10-12, deal your damage to a target in range. At your option, you can choose 1 of the following, but expose yourself to harm, disaster, or retribution as if you rolled a 7-9.

- *Smash* - Deal +1 damage
- Grapple - Deal your damage and restrain your enemy as long as it doesn't have the [group] or [huge] tag. Your enemy can still attack (with difficulty), but it can't move, and it can only harm you as long as it's restrained.

On a 7-9, you exchange blows with your enemy. You can deal your damage, but you are also exposed to harm, disaster, or retribution.

On a missed roll, your blow is misplaced or ineffective and you are fully exposed to harm, disaster, or retribution.

Shake Heaven

When you attempt to strike at your foe with a ranged weapon, roll +skl.

On a 10-12, deal your damage to a target in range. On a 7-9, deal your damage but you expose yourself to harm, disaster, or retribution. In addition, if your weapon has the [loading] tag, you must reload before firing again.

On a missed roll, your shot is deflected or goes wide and you are fully exposed to harm, disaster, or retribution.

Focus Shot- At your option, if you have the breathing room (there's nobody in [hand] range of you and you're not doing anything strenuous), before you roll you can choose to *Focus Shot*. Give yourself [focus]. If you do, when you roll a 10-12, tell the GM where you hit your target.

**Author's Note: These moves are often referred to together as Split Earth and Shake Heaven. That means both separate moves not one move.*

Channel Flame

When making a move, you can choose to spend a single power die (before you make the move!). If you do, roll the power die with your move (3d6 instead of 2d6). When you do, pick the two highest of the three rolls!

When you use this move, a nimbus of power appears around your character, your eyes glow, your voice resonates, or something similar. *You perform an extraordinary or heroic feat if your roll is successful!* Describe what happens to the GM. This could be a stunt, an impossible feat, or something similar, such as lifting a steam train, jumping over a house, catching an arrow mid-flight, beating a god-king at chess, out-drinking a devil, or wrestling a demigod.

Aid

When you attempt to defend or aid a character, object, or location, roll +bond with another character, or +end with an NPC, object, or location. On a 10-12, hold 3. On a 7-9 hold 1, but you also expose yourself to disaster, mishap, or misfortune. As long as you continue to stand in aid or defense of that character, object, or location, you can spend your hold, 1 for 1, to accomplish the following effects.

- Give that character +1 forward
- Take an instance of damage instead of that character, object, or location
- Reduce the damage of an attack or effect by 1

Query the Cosmos

When you attempt to pry information from the universe, choose knowledge (+mind), or meditation (+mind)

If you chose knowledge, you consult your own knowledge about something. Roll +mnd. On a 10-12, the GM will tell you useful and dangerous information about it. On a 7-9, the information will either be dangerous or interesting, but not useful. Tell your GM how you know this information, either way.

If you chose meditation, you spend about an hour in communion with a greater power

(tell your GM what). On a 10-12, the power (through the GM) will tell you something mysterious and important about a person, topic, or location of your choice. On a 7-9, the answer will be cryptic, unclear, or simply an impression. On a miss, you expose yourself to something dark or malicious.

Pry Secrets

When you attempt to discern information from a person, area, or situation, roll +mind. On a 10-12, ask the GM 3 questions from the list below, and the GM will answer truthfully. On a 7-9, ask the GM up to 3 questions, but only 1 will be truthful. Take +1 forward when acting on the answers.

- Who's really in charge here?
- What's about to happen?
- What here seems false or deceitful?
- What here could be useful to me?
- What has just happened here?
- What seems to be the safest path forward?

You have to ask questions from the list!

Bend Will

When you have leverage and seek to manipulate an audience, roll +presence. Manipulate meaning lie, cheat, seduce, intimidate, or perform, an audience meaning the people or person you mean to manipulate, and leverage meaning something your audience wants, whether your talent or your money. On a 10-12 your audience is impressed, and will act on only a promise of your leverage. On a 7-9, they need some concrete assurance or proof before they do anything.

On a miss, your leverage has a lessened or 0 effect on further negotiations and you will need new leverage. This is different from an avoid disaster roll using +presence. Think about rolling *avoid disaster* as your defense, and *bend will* as your offense.

Ply the Market

When you stride the inter-world marketplace looking for goods, if it's readily available, you can buy it at local prices. If you want it rarer, cheaper, more exotic, or dangerous, roll +presence. On a 10-12, you get it, or something like it. On a 7-9, you get it, but it's (choose 1: way more expensive/comes with some strings attached/cheap but bought from someone *very* suspect). On a miss, your asking around attracts unwanted attention from unsavory or powerful types (or both!).

Gather Power

When in a populous location, roll +presence. If you have a good reputation in the area, take +1. If you spend a little wealth along the way, take an extra +1. On a 10-12, choose one of the following.

- You are offered a potentially useful connection with one of several local power groups. You can turn away the others without penalty, but probably a little offense.

- A number of locals offer their services. Choose one or any of them as a follower, and you can snub the rest without penalty, but probably a little offense. On a 7-9, you only get one potential follower or group. Accept their aid or turn them away at your peril.

On a miss, you get attention from an influential, mismatched, and possibly hostile local power or follower (a spy, a local lord's inexperienced son, someone seeing to manipulate you). If you don't take them, retribution will swiftly come your way.

If you turn away or refuse followers or connections offered by this move (except on a 10-12), get -1 forward to this move and lose your reputation in the area.

Train

When you have downtime to train and hone your skills (hours, days, etc) and enough experience to level up, if you have xp equal to your level+7 or more, reduce your xp by your level+7, increase your level by 1, and choose a new move for your character as you increase your power and training.

Every 3rd level (3, 6, 9) you can also *increase one of your statistics by 1*, to a maximum of +3, and choose *a new weapon or armor proficiency*. If this would change your endurance, adjust your stamina to match.

Gain a single power die.

In addition, you may choose one or zero of the following-

- Choose another character. That character has a breakthrough in their training or understanding
- Choose another character. That character hears an interesting rumor or piece of news
- Choose another character. That character either learns a secret or gains a secret of their own to keep
- Choose another character. That character learns of an opportunity for power or influence

End of Session

When you reach the end of a session, all players discard any remaining power dice. Then, each player can both:

- Choose a character who they think their bond has become resolved with (no longer relevant, fully explored, or otherwise). If that character's player and the GM agrees, erase that bond and write a new one, then mark experience.

- Choose a character who they believe their bond has strengthened with (positively or negatively). Increase that bond by +1. If that bond would increase to +4 (ie, it was already +3), erase it and mark experience, then write a new bond.

If you used your Flaw at least once during the session, you can mark experience.

Then as a group, answer these questions

- Did we fail in some regard?

- Did we expose ourselves to danger, cost, or retribution through our actions?
- Did we progress our story in a meaningful way?

For every 'yes' answer, the group can mark experience.

Command

When you ask a follower to do something brave, foolish, degrading, or exceptionally dangerous, roll +loyalty. On a 10-12, they'll trust you and do what you say. On a 7-9, they'll do it, but have serious demands later. If you don't meet them, they'll leave on bad terms.

Tempt Fate

When you take damage, roll +end.

On a 10-12, nothing further happens

On a 7-9, *the GM* chooses 1 or 2 from the list below

- You take -1 forward from the pain or impact of the blow
- You are knocked or thrown aside, you lose your footing and poise
- Something you are carrying or holding is thrown from you
- You miss or fail to notice something critical or important

On a miss, *you* choose 1:

- You're out of the fight for now - either unconscious, shattered, or too wounded to fight
- The blow strikes a hidden weakness - take +1 damage

Defy Fate

When you attempt to defy your fate and avoid death (make this roll when you mark your last wound), Roll a clumsy roll

Double 6s - You undergo a revelation. Heal all your wounds and mark experience

10-12 - Heal 2 wounds. You avoid your fate for now.

7-9- Heal 1 wound. You survive, but choose 1:

- You are disfigured or badly injured and take a permanent -1 to a stat
- You are forced into a hard bargain with a greater power for your petty soul
- You permanently lose something precious (a limb, a memory, etc)

2-6 - You are claimed by death or reincarnation

A player may choose to fail this roll.

Rest

When you have time (hours, days) and a place (relatively safe/quiet) to gather your strength and recuperate, choose a number of wounds you want everyone in your party to heal (0,1,2,3, for example). Then roll -wounds healed.

On a 10-12, you are able to grasp the time to gather your strength, for now.

On a 7-9, choose 1 from the 2-6 options, but take out the word 'significant'.

On a *miss* (2-6), choose 1:

- Your enemies gain something significant from your rest (ground, time, resources, allies, etc)
- You lose something significant from your rest (ground, time, items of power, resources, allies, etc)

Author's note -

Train and Rest are different moves. Rest is specifically when you want to resupply, recharge, and re-stock your group. If you have wounds, or you need to rest to recharge moves and get supplies again, you make the Rest move.

Train is when you don't have moves to recharge, supplies to buy, or wounds to heal - all you want to do is level up, train, and increase your power. You can make a Train and a Rest move together over the same period of time if you want - they're not mutually exclusive!

Character play sheets



It doesn't matter what plunged me into this. What matters now is that the red fist of destiny reaches. Just over the horizon, I can see it, glimmering!

Damage: 2D6

Stamina: 2+endurance

Wounds: 3

Proficiencies: Light and Medium Armor. Empty hand, the weapon granted by your fated style, and one extra weapon style of your choice

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Skill or Strength and Presence are the most important for you.

Choose a race:

Human - Get +1 to Query the Cosmos rolls for anything related to your Destiny

Servant - Get +1 to Bend Will Rolls that directly further your Destiny

Bonds:

Write at least one of your party member's names down

_____ has helped me when I was down before (+1)

I don't know much about _____ and I should find out more before I trust them (-1)

_____ seems to have their own destiny. I should ask them about it (+0)

Or write your own bond below. It starts at +0

Gear: (Choose 1: plain, fine, exotic) clothes, light armor (detail). A fated or special weapon. Gear (Choose 1: Traveler's, Peasant's, or Urbanite's). An assortment of multi-world coin and barter items worth 1 wealth. A coin giving you passage through one of the seven kingdoms of your choice. A memento from your past (detail).

Gain all the basic moves and these moves:***Destiny***

You have a specific destiny. Before the first session, discuss with your GM what this means for your character. Perhaps it was thrust upon you, perhaps sought, perhaps passed down to you. You found it in the burning ruins of your village, the death of your master, the call to the battlefield, the open road.

Whenever you reach a milestone in that destiny (an achievement, moment of truth or clarity, or slay a mighty enemy who opposes it, etc), your whole group is inspired (provided they were there). They can erase and disregard any wounds taken and mark experience.

Fated Style

You use a special, renowned, or significant style of martial arts that was handed down to you. Name a single weapon, empty hand, or pankration. When you *critical hit*, you can regain 1 stamina (for each critical hit!). For example, if you roll 2d6 for your damage die and get double 6s, you will regain 2 stamina.

Your weapon or style is both *recognized* and *contested* by a specific and powerful individual or group. Whether that person or group is overtly hostile or not will be up to the GM.

Inspire

When you spur on your wounded ally on, roll +prs. On a 10-12, they can recover +prs (your presence) of their stamina and recover their footing, position, and wits. On a 7-9, they regain just 1 stamina. On a miss, you lose heart and can't inspire anyone again until the battle is over.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Armor of Will

Gain +1 armor if you have no stamina remaining.

Blinding Star

Whenever you spend a power die (by itself or as part of a move), your body flashes with radiance. Choose 1:

- The radiance blinds and disorients all foes that can see you.
- The radiance impresses or intimidates someone that can see you.

Either way, take +1 forward.

Vengeful Star

When you take a wound, you can deal 1 die of damage to a target within range.

Prim Masters the Road

Your fated style gives you special access to locked doors, secrets, and hidden places in the world. Your GM when your style will open a door or connection for you. Alternately, *you* can tell your GM when your style will open a door or connection for you, but it will always attract unwanted attention from the group that contests your style.

Harden Blades and Sharpen Minds

Gain +1 forward when you take the Train move. In addition, each time you train, a little bit of your destiny will become clearer to you. You can ask the GM the question 'What seems to be the best path forward to me?' and the GM must answer truthfully.

Radiance

When using your fated style in combat, you can choose to have one ally you can see heal 1 stamina instead of yourself when you critical hit.

Intertwined Flame

Gain a Love Interest follower at loyalty 1. As long as your Love Interest is above loyalty 0, gain a power die at the start of each play session.

Rising Star

When you're in a tough spot, a do-or-die situation, or have your backs against the wall, you can rally your group and roll +prs. On a 10-12, your whole group is inspired and can recover 3 stamina. On a 7-9, they can recover just 1. On a miss, you are disheartened and your group takes -1 forward. You have to be in a tough spot or desperate situation to use this move!

Storied Hero

Gain an additional +1 to Gather Power rolls in areas that are sympathetic to or have heard of you and your destiny. Followers that believe in your destiny are recruited at loyalty 1.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves

Sublime Intertwined Flame (requires and replaces Intertwined Flame)

If you lost your love interest, re-gain them at 0 loyalty, even if they died! Otherwise they gain maximum loyalty (+3). In addition, if you ever fail a Defy Fate roll in the presence of your love interest, you can treat the result as a 7-9 instead.

Sublime Radiance (replaces and requires Radiance)

When you use your Fated Style in combat, you or an ally can heal 1 stamina on a 4 as well as a critical hit.

Bend Fate

Once a day, you can reach into your inner fire and re-roll a roll you just made, choosing the better of the two results. When you perform this action, a nimbus of flame appears around your body. You can spend a power die to Bend Fate once again before you rest if you so choose.

Heat of the Voice

When you take a few moments to inspire targets before a battle, they can ignore the first instance of damage they take completely (no matter how large or small). You yourself don't benefit from this!

Brightest Star

When you or your allies lose your footing, position, friends, consciousness, possessions, or something similarly important, you can spend a power die. If you do, name a bright spot to the GM (you took a nasty strike, but the enemy's weapon is stuck, you were beaten bloody, and captured, but your enemy forgot to take your weapon, etc). If you or a single ally of your choice would take damage from the event that triggered this, reduce that damage by 1.

Manta of Prim, the Loyal

When you heal a target other than yourself, you heal for +1 stamina.

Martyr

As long as you have only 1 wound remaining, you deal +1 damage

Word of the World-Song

When you inspire, choose 1 (before you roll): your Inspire recovers a wound instead of stamina, OR you won't lose your inspire on a miss.

Unquenchable

When you lose your first wound (just your first!), you can spend a power die and roll +end. On a 10-12, recover all your stamina and take +1 forward. On a 7-9, just get +1 forward.



THE MASTER

I myself was an upstart once, but it was a waste of my time. Now I find myself surrounded by idiots. The one thing I have left to achieve is to beat some sense into your thick skull!

Damage die: 2d6

Stamina: 4+end

Wounds: 3

Proficiencies: Light Armor, but you're just as good unarmored. Choose 4: Empty palm, pankration, blade, implement, stave, spear, great weapon, bow, gun, great bow

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Mind is the most important for you, followed by Endurance.

Choose a race:

Devil

When using Dragon Gazes in Mirror (see below) you can instead commune with the Black Flame. The Flame will give you a much clearer answer, but attracts disaster to you.

Angel

When using Query the Cosmos about a historical event, if you roll a 10-12, you were probably there, no matter how long ago.

Human

Your reputation is such that you will never be refused lodging and rarely be refused assistance (though it may come in lackluster forms)

Servant

Your school of martial arts sends you what resources or information they can muster for your mission at the beginning of each play session.

Bonds:

Write at least one of your party member's names down

_____ has prospered under my tutelage (+1)

_____ will destroy themselves if they continue down their path (-1)

_____ could really make something of themselves if I teach them(+0)

Or write your own bond below. It starts at +0

Gear: (Choose 1: plain, fine, ascetic) clothing, a weapon which you are proficient in, accoutrements and coinage worth 2 wealth, tools of an art you are proficient in (detail - painting, calligraphy, etc), a game set of your choice, gear (traveling, urbanite's, peasant's, nobles)

Gain all the basic moves and these moves:

Under My Tutelage

Choose another character to be your student. A number of times equal to your +mind between rests, when you give that character advice on a course of action, they can take +1 forward to act on your advice.

Dragon Pays Homage

You are part of a well-respected school of martial arts. Most people you meet, friend or foe, will give you respect. However, you must in turn respect your superiors. If you act disrespectfully, take -1 forward.

Swat at Flies

If you're not wearing armor, you count as having 1 armor.

In addition, when you would take damage from a source the same size or smaller than yourself and you have a hand free, you can attempt to focus your mind's eye to deflect it. You must decide before damage is rolled. Roll +mnd. On a 7+, this damage doesn't cause you to make the Tempt Fate move. On a 10-12, additionally reduce the damage to 0. On a *miss*, your attempt exposes you, and you take the damage +1.

Dragon Gazes in Mirror

When you need the answer to a question, you can spend time meditating on it. The GM will give you an honest answer without requiring you to roll, but phrase it in a way that is obscure or allegorical.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Mantra of Hansa, the Wise

You cannot be unwillingly grappled, restrained, or disarmed as long as you are conscious. You can conceal this fact if you so wish (for example, pretending to be restrained).

Long Path Up the Mountain

Choose a goal for your student:

- Overcome a personal obstacle
- Reach a moment of clarity
- Master a new skill

When your student accomplishes this goal, you can both mark experience and write a new goal.

Deep Rooted Dragon

You can ignore the size restrictions of the Swat at Flies move - you can strike aside blows from even colossal beings, or house-sized boulders.

Iron Scale

You have +1 armor as long as you have a hand free and are aware of the attack. You don't get this armor against damage from a source you can't see or are unaware of. In addition, your skin becomes as tough as iron - it is unable to be pierced by blade, arrow or bullet, and the only injuries you can take are internal ones.

Sublime Parry

When you Swat at Flies and get a 7+, you can throw or deflect the attack back to any enemy in range, dealing 1 die of damage. If you roll a 10-12 or spend a power die, however, you deal the same damage back as the attack that came at you - for example, if the damage was 4d6, you deal 4d6 damage back.

If you roll a 7-9 on Swat at Flies and use this move, you still take damage as normal.

Dragon Stretches Tail

When you make the aid move and get a 7+, you can deal 1 die of damage to an attacker, mock them viciously, and smash them flat on their back with a blow.

Storied Teacher

You are approached by a Wisdom Seeker who has heard of your teachings. Gain a apprentice (50%) or chronicler (50%) follower. The Wisdom Seeker starts at loyalty 1 and respects your teachings.

Strict Master

When you roll a 10-12, your student can take +1 forward to attempt the same task. When your student misses, you can take +1 forward to attempt the same task.

Align Meridians

As long as you have time in the morning each day to exercise, perform calisthenics, and align your internal force, you are immune to all poison, disease, and illness, and will heal 1 wound when you take a respite. In addition, your body will tolerate extreme temperatures (hot, cold, etc) for up to 10 minutes, will never suffer from environmental exposure, and you can hold your breath for up to 6 hours.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves

Wide Reputation

Your mastery extends to a non-martial arts field (such as cooking, chess, tea, etc), and also demands respect. You can take +1 forward when you defeat someone in this skill. If that person was also a master, you can also mark experience.

Great Orator

Take +1 to Command rolls. In addition, you can replace the cost of any followers that follow *you* specifically with cost: Instruction, and you recruit all followers at +1 loyalty.

Grand Master

Choose another student. You can give each of your students advice a number of times equal to +mind between rests, independently.

Adamant Scale (requires Iron Scale)

As long as you are aware of the attack and have a hand free, you can no longer be critically hit, and you are glanced on a 1-2 instead of just a 1. In addition, your skin becomes completely inured to burning and scarring, and you can no longer be damage by fire or heat of any kind.

Sublime Reputation

You open a school for a chosen skill (martial arts or otherwise). At the beginning of a play session, roll +prs. On a 10-12, your school is flourishing - gain 3 wealth and your choice of a martial artist or apprentice follower. On a 7-9 your school is prospering, but nothing notable - gain 2 wealth. On a 2-6, your school is languishing (ask your GM why) - take -1 forward as people disrespect your school's reputation.

Dragon Scale Technique

When you align your internal force and put yourself in harm's way, you can completely negate a source of damage (for yourself or for an ally). You can use this technique once again before you rest. If you attempt to use it a third time or more between rests, immediately make a defy fate roll.

To use this move, you must have time in the morning to perform calisthenics to align your internal force. If you don't have the time, lose the use of this move until you rest.

Dragon Snaps at Mice

You or your student can take +1 forward against any enemy that deals a wound to you.

Illuminated Dragon

When you use Dragon Gazes in Mirror, you can gain a brief but intense flash of insight into the near future and take +1 forward to act on it. The insight may be allegorical or obscure. If you spend a power die, this insight becomes much longer in duration, more intense, and almost prophetic in nature.

Mountain Rooting Step

When you would be thrown off balance, knocked prone, or hurled aside or into the air by the force of an attack or some danger, you can stand your ground and remain completely unmoved, no matter the force. You can additionally spend a power die to turn that force back on itself, dealing 3d6 damage to the target. This damage ignores armor and the [huge] and [group] tags.



THE BEGGAR

*The world is God's cosmic joke, so I don't see what all the fuss is about. It's a world for dogs, and sons of dogs, and I know **just** how to deal with dogs. Now how about that wine?*

Damage die: 2d6

Stamina: 2+endurance

Wounds: 3

Weapon proficiencies: Improvised (see below), and choose 2: stave, club, spear, empty hand, great weapon, pankration

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Strength and Presence are the most useful for you.

Choose a race:

Devil

Take +1 forward against anyone you beat in a drinking contest.

Human

Take +1 to Query the Cosmos rolls about local news, folk legend, or word on the streets

Servant

When acting to enrich yourself, you can take +1 to Bend Will rolls

Bonds:

I've definitely shared good times with _____ (+1)

_____ has the stink of wealth around them (-1)

_____ seems like they've spent time on the road (+0)

Or write your own bond below. It starts at +0

Gear: Shabby clothing or rags, a hat, a walking stick, gear (well worn traveling, peasant's), three bottles of questionable liquid (detail - possible medicine), a wine or liquor jug (full or empty), a begging bowl, prayer beads, an Atru holy symbol or a religious text

Gain all the basic moves and these moves:***Impossible Weapons***

Anything you can use or pick up counts as a full weapon for you as long as it is not already a weapon, so you don't have to make clumsy rolls when using it, and it deals full damage. You don't have to be familiar with it, and can simply pick it up. The GM will determine its qualities.

Ways and Means

When you're among small people (in the country or city) and need something from the lay of the land (choose 1: word on the streets, food, booze, supplies, help) roll +prs. On a 10-12, it comes to you, mostly intact, and probably a little dirty. On a 7-9 you get it, but in the process of getting it you are lead wildly astray.

Sparrow Mocks Dogs

When you attempt to mock or humiliate your target, roll +prs. On a 7+ an ally that can see your target regains 1 stamina.

In addition, on a 10-12, choose two of the following (can't choose the same twice)

- You deal 1 die of damage to your target
- An different ally that can see your target regains 1 stamina
- Your target drops or is disarmed of something they were holding or wearing

On a miss, you are humiliated instead of your target.

Small Feet Make Small Paths

You can pass unnoticed as a local in most situations, even if someone is looking for you. In addition, when you roll Gather Power, you automatically get an offer from the local beggar's guild for help. They won't care if you decline, but they'll probably play a few pranks on you.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Mantra of Peadam, the Wanderer

Ignore the [group] tag when fighting (you deal and take normal damage when fighting groups), and your attacks against [group] targets ignore armor. You are especially nimble or adept when surrounded and can fight naturally when ganged up on.

Drunken Brawler

When you split earth or shake heaven drunk, take -1 ongoing, but deal +1 damage, gain +1 armor, and your attacks gain the [messy] tag.

Sparrow Shares a Drink

When you want to get on good terms with someone indifferent or hostile (though not in open combat), roll +prs. On a 10-12, you tell them a raucous joke or story that gets you in their good graces for the next few minutes. A guard might forgive your trespass, a bouncer might open a door for you, or a merchant might give you a discount. On a 7-9, they are no longer indifferent or hostile to you, but they won't give you any special treatment. On a 2-6, your attempt at humor goes badly for you.

After a few minutes, the effect of your story wears off. Don't outstay your welcome.

Ladder Fighter

When using an improvised weapon large enough to block with, gain +1 armor. You lose this weapon and armor whenever you would take damage (even if the damage would get reduced to 0) and have to find a new one.

Beggar's Guild

When you use Ways and Means, at your option, you also get a Guide (50%) or Sage (50%) follower from the local beggar's guild. Beggar's guild members are expertise 1, have cost: food, don't lose or gain loyalty above -1 (so you can disrespect them as much as you like!), and don't mind getting kicked out. They'll leave on their own if you don't feed them or booze them up enough. You have multiple beggar's guild members at a time, but it tends to get a little rowdy.

Ghost Medicine

When you rest, if you have materials you can brew 1d6 doses of ghost medicine, a potent and bizarre healing salve. When you or an ally takes a swig, roll a 1d6.

1-2 - The drinker recovers all their stamina or 1 wound

3-4 - The drinker's skill in a particular area (the GM decides - for example, speech, carpentry, gambling, stealth, seduction, etc) increases. They can take +1 ongoing toward that skill. This effect will fade away when they rest.

5-6— The drinker's mannerism changes drastically until they rest in some bizarre way (Choose 1: they gain an irresistible attraction to the next person they see, they become unbelievable narcissistic, they become unbelievably naive). Whatever effect takes

place, it is apparent to anyone, and the drinker also appears and acts heavily drunk. This effect lasts until the next rest.

NPCs can also drink Ghost medicine with similar effects.

Drive Dogs to Four Corners

When you Split Earth, you make a sweeping attack on a 10-12. Your sweep is an [area] attack centered on you with the [forceful], [destructive], or [messy] tag, your choice

Squash the Dog's Back

When you Split Earth, you can choose to grapple on a 7-9, and cannot take damage by initiating a grapple. In addition, your grapple gains the [messy] tag, and is almost impossible to escape for any non-Supreme target

Gleaner

When you use Ways and Means, you can additionally look for something rare or dangerous (could be something rare or dangerous that's already on the list - word on the streets for example). On a 7+, it'll come to you, no matter how rare or dangerous, but always with the additional cost that the local folks who found it for you caused a LOT of unwanted attention.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Sparrow Pecks Ox

You ignore the [huge] tag in combat (deal and take normal damage), and your attacks against huge targets ignore armor. In addition, when you roll a 10-12 against a target larger than you, you throw it into confusion or disarray (in combat or otherwise).

Hurl Dogs Skyward

You can ignore the [huge] and [group] tag restrictions when you grapple a target. In addition, you can spend a power die when you successfully grapple to end the grapple immediately, deal +1 damage and hurl the target (or targets, if a group), no matter the size, an *impressive* distance.

Raining Wine (requires Drunken Brawler)

When you Split Earth or Shake Heaven drunk, when you roll a 4, a close ally can heal 1 stamina as your erratic movement gives them time to recover.

50 Talent Dog Destroyer (Requires Ladder Fighter)

When you use an improvised weapon to Split Earth and Shake Heaven, deal +1 damage. If you would take damage while wielding this weapon (even reduced to 0), it breaks and you need to find new one.

Sublime Mockery

When you roll a 10-12 on Sparrow Mocks Dogs, you can choose to deal +prs damage to your target instead of just 1. Describe how this happens to the GM.

No Dogs Under Heaven (requires Drive Dogs to Four Corners)

When you make a sweeping attack, you may spend a power die to extend it's range by 1 category (from a radius of [hand] to [close] with melee weapons), deal +1 damage, and give it the [messy][forceful][destructive] tags (all three)

Sparrow Plucks Dog's Hair

When you roll a 10-12 on Sparrow Mocks Dogs, you can relieve the target of almost anything (or almost everything) they are holding or wearing.

Dog's Hair Remedy

When you have time (thirty minutes) and materials to attempt to cure someone using a folk remedy, roll +mnd. On a 10-12, hold 3, on a 7-9 hold 2. You can spend your hold 1 for 1 to heal a wound, recover 2 stamina, or remove an affliction currently affecting them

However if you roll doubles on this move, roll a 1d6

1-2 — The target loses the use of two of their limbs until you rest

3-4— The target falls asleep, unable to be woken until you rest

5-6— The target is nauseous and takes -1 ongoing until you take a rest.

If you miss with this move, roll on the table above and the target gains no benefit.

Metal Stomach

You brew 1d6 doses of your own liquor when you rest. You can brew it from almost anything, but it might not taste great. It sells for 1 wealth a bottle as long as you can find someone to buy it. When you take a moment to share it with any of your allies, they can drink it to take -1 forward, but can regain 2 stamina.

In addition, you can drink nearly anything and get drunk, and eat anything and count it as sustenance.



Feast! Maggots of the Divine Corpse!

Damage die: 3d6

Stamina: 1+end

Wounds: 4

Proficiencies: Light armor, and choose 2: Empty hand, pankration, blade, chain, spear, great weapon, stave, knife, great gun, great bow

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Skill or Strength is the most useful for you, followed by Endurance.

Choose a race:

Angel - You are always as fast (or faster!) than anyone else in the battle while in a battle trance.

Devil - You can scent blood. While in a battle trance, you can ask your GM the approximate health (wounds/stamina) of your opponents once. They'll tell you.

Human - When the battle starts, ask the GM the biggest threat and the weakest threat to you. They'll tell you.

Servant - The first time you show someone the full extent of your scars, you can improve your +bond with them by +2

Bonds:

Write at least one of your party member's names down

I'd gladly take a blade in the gut for ____(+1)

_____ is weak and soft. They won't last long on the road (-1)

_____ could be strong like me, if I helped them (+0)

Or write your own bond below. It starts at +0

Gear: Clothing (shabby, plain, ascetic) and Light armor (detail). Traveler's gear, and 2-6 items from the warrior's and traveler's gear (your choice). A number of scars (detail). A single weapon you are proficient with, battered. Scraped and scattered coin worth 1 wealth.

Gain all the basic moves and these moves:***Battle Trance***

You have the ability to fly into a rage in an open, violent conflict (it must be open, and it must be violent!). The rage can be a frothing, bestial rage, a focus, honed fury, or a quiet, simmering rage. While raging, you critical hit on a 5 or a 6. However, if you suffer damage while raging, take 1 extra damage. Your rage ends once the conflict is over.

You must take a rest before you can rage again.

Tiger's Blood

You are a bloody figure, made of stronger and more terrifying stuff than normal men or women. Whenever you would take damage that would reduce your wounds to 0 or lower and potentially kill you, roll +end. On a 10-12, ignore the damage completely and go to 1 wound. On a 7-9, you go to 0 wounds but you don't die or make a Defy Fate roll - you are struck unconscious and are unable to act until you rest. On a 2-6, you make a Defy Fate roll as normal.

Each subsequent time you must make this roll before you rest, take -1 cumulative to it, and every time you make this roll, you get a new scar.

Scarred

You have a number of scars, whether physical or emotional. Detail what these are to your GM. *When you make a roll*, you can choose to draw on one of your scars. If you do, take +1 to the roll as the pain focuses you, but mark -1 (cumulative) to a statistic of your choice until you rest.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Boiling Blood

When you Split Earth or Shake Heaven and choose to Smash or Focus Shot, you can at your option take +1 damage from any reprisals. If you do, deal +1 damage as part of the move (Smash deals +2, focus shot deals +1).

Coat of Scars

You heal 1 wound when you take a respite.

Ghost Making Tiger

While raging, any damage you deal to threat 0 targets (if it surpasses their armor) is instantly fatal - you shred them to pieces or cut them down mercilessly. You can still suffer harm or retribution from them on a 7-9 before you end them.

Tiger's Roar

When you raise your voice in protest, command, or victory, everyone will stop what they're doing to listen to you, no matter what they are doing (combat or otherwise). This will only work once on the same target between rests.

Impatience

You don't care for pedantry. When you make a Ply Secrets or Query the Cosmos roll, you can take +1 on the roll, but if you do, the GM will give you brusque and rough answers of only a few words.

Mantra of Meti, the Bloody

When you have 1 wound remaining and no stamina, deal +1 damage.

Tiger Eye Technique

When you take a moment to focus your senses, you can see in any conditions (darkness, blindness, and poor weather) and gain good awareness of your surroundings within [close] distance (even if you can't see them, such as through a wall) through smell, gut feeling, instincts, or something similar. At your option, gain [focus], and for a few moments, you can see unimpeded up to a mile away.

Prey On Weakness

When you start a fight with multiple participants, ask your GM who a particularly weak (or the weakest) character there is. During the fight, you will inevitably cut this character down, terrify them into submission, or cause them to break and flee. You can decide when this happens.

Limitless

You can rage a second time before you rest

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Meti's Technique

When you attempt to focus your energy into an incredibly powerful blow Make a [focus] avoid disaster roll using +mind to align your atum. On a 10-12 you focus successfully. Should your next attack hit, it will deal +2 damage and ignore armor. On a 7-9, you lose concentration, but gain +1 forward to this roll and your next attack. On a 2-6 your concentration breaks and you are exposed to harm or retribution.

Sivran's Claw

While raging, at your option, you can spend a power die to enter a frenzied rage. Your base damage becomes 4d6. However, this rage is exhausting. Take -1 ongoing after you finish this rage until you rest. If you rage multiple times this way, the -1 ongoing is cumulative.

Iron Wrenching Grip

While raging, your attacks gain the [destructive] tag, and if you roll a 10-12 on Split Earth or Shake Heaven, your attack ignores all armor.

Tiger Suns Himself

When you go off by yourself and think on bloody matters, you can get a 10-12 result for Query the Cosmos rolls automatically, but the GM will always give you an answer that relates to war, the military, martial discipline, local conflicts, martial technique, and warrior philosophy.

Smash Gates

You can rage a third time before you rest, but after you finish your third rage, you fall unconscious until your party completes a rest.

A million fists

When you split earth or shake heaven, you can perform a million sided strike. Spend a power die. When you deal damage with this attack, for each 4 you roll, you can roll an additional damage die. If this die is also a 4, you can continue rolling damage die until you stop rolling 4s.

Bloody Path to Heaven

Take +1 to Defy Fate rolls if your immediate enemies are still alive.

Tiger Bares His Fangs

When you make a 7+ roll on your Tiger's Blood move, get +1 forward and shake off any afflictions affecting you.

Tiger Feasts on Peasant Flesh

When you roll double 6s on split earth or shake heaven, you brutally annihilate your foe, instantly killing them as long as they are not Supreme.



THE LAW

They say men can't be trusted out here, that even angels have gone crooked. That the corruption of Throne has twisted everything up, made people into animals. If you believe in anything, believe in this: no animal in all the kingdom shall ever strike me down.

Damage die: 2d6

Stamina: 3+end

Wounds: 3

Weapon proficiencies: Light, Medium, and Heavy Armor. You are proficient with staves, and 2 of the following: Empty hand, pankration, blade, spear, bow, gun, great gun

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Skill or Strength is important for you, followed by presence and endurance.

Choose a race:

Angel - You are always considered to be wearing at least 2 armor (even unarmored) - your stone skin is tough enough.

Human - When you enter a new area, you can ask the GM "Where's the center of scum and villainy here?", and the GM will either answer, or point you in the right direction

Servant - When you ply the market, if you requisition goods in the name of the local authority (and people believe you, true or not), you can spend the authority's wealth instead.

Bonds:

I've gotten out of a tough situation with _____ before (+1)

_____ seems unstable and perhaps dangerous. I'll keep my eye on them (+1)

_____ seems free of the obligations that bind me. I must find out how. (+1)

Or write your own bond below. It starts at +1

Equipment: Medium Armor. (Choose: plain, fine) clothing. A uniform (detail). A writ or badge of office, and a mark of authority from Throne. Gear (Warriors or Urbanite's). A thick stave or staff for keeping the peace, and one other weapon. Coinage from local authorities and an assortment of small items (detail) worth 2 wealth.

Gain all the basic moves and these moves:

Wield the Old Law

When you give an order to an NPC, roll +prs. On a 7 or up, your target has to either do what you say, flee, or attack you. On a 10+, you gain +1 forward against them, and on a miss, they do what they like and you take -1 forward against them.

Burning Finger

When you strike at a *guilty target's* vital life force, make a +skl or +str roll. You must be in [hand] range to use this move. On a 10-12 the target is in crippling pain and unable to (move/speak/both) for 1 minute. On a 7-9, they can still (move/speak - choose 1!), and you expose yourself to retribution. If you miss, you exhaust yourself, and still expose yourself to retribution.

The target must be guilty, and you need to have specific knowledge of what they are guilty of. The GM decides whether a target is truly guilty or not!

At the GM's option, if your target is a devil or angel and sufficiently weakened you can banish it to the void with this move.

Watchman's Eye

When you make a successful Pry Secrets roll, you can additionally ask the following questions:

- What kind of crime has been committed here?
- Does this person seem guilty of something?

Suspicious

You naturally keep a close eye on your compatriots. No matter what, your bonds always start at +1 with other players.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Juggernaut

Armor and weapons lose the [unwieldy] tag for you. You can don any kind of armor almost instantaneously without requiring assistance and feats of strength you perform are particularly impressive.

Peacekeeper initiate

Gain a Peacekeeper follower from the local authority. The Peacekeeper is a Guard (50%) or a Guide (50%) follower that starts at loyalty 1.

Burning Law

Deal +1 damage against a guilty target. You have to have some direct knowledge of what they're guilty of. The GM determines if someone is truly guilty or not.

Mantra of Het, the Watchful

When you make a successful aid roll, you get 1 more hold than normal (2 on a 7-9, and 4 on a 10-12).

Unlimited Chariot

When a physical obstacle or obstruction bars your way, roll +str. On a 10-12, you smash through it or get you and your group enough time or space to pass it by easily. On a 7-9, you can move it out of the way, but take significantly more time and attract unwanted attention. On a 2-6, you take more time and attract unwanted attention, but you still can't get by.

Body Fortress

When you take damage, you can choose to completely negate the damage. If you do, reduce the armor value of your current armor by 1 permanently, and it will need repairs (1-3 wealth). If that would reduce it to 0, it is destroyed, and cannot be repaired.

Burning Emblem

Name an source from which you draw your authority (a king, a queen, a guild, an organization, a brotherhood or sisterhood). When you raise the emblem of your authority high, roll +prs. On a 10-12, those present will pause and listen to you, even if they are your enemy. *If your authority holds sway over them*, they will do what you say, if reluctantly, for the next few minutes. On a 7-9, they won't do what you say without extra convincing, but they'll still stop what they're doing to listen to you regardless. You can only raise your emblem once between rests.

Fortress Stands on Solid Rock

When you successfully aid an ally, you can take +1 forward.

Het Transforms into a Pillar of Basalt

When you plant your feet and spend a power die, gain [focus], but you cannot be knocked over or moved by any force save divine intervention. You can make the aid move without breaking this move, but no other. Moving voluntarily will end it.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves

Body Hammer

At your option, you can put the brunt of your armor into an attack when you deal damage. If you do, deal +1 damage on the attack, but permanently reduce the value of your current armor by 1 until repaired (1-3 wealth). If that would reduce it to 0, it is rendered unusable until repaired (but not destroyed).

We Shall Make an Anvil of Their Skulls

When you deal damage, choose any ally. Their next attack against the same target deals +1 damage if it hits.

Branding Words

When you roll a 7+ on a Wield the Old Law roll, you can spend a power die. If you do, you can give a simple one word command that your target *must* follow. They carry it out to the best of their ability, and won't do anything directly self harmful.

Het Smashes the Skull of the Rakshasa

While making an aid move and you still have hold, your attacks gain the [forceful] and [pierce 1] tags.

Relentless Watchman

Once between rests, when you have proof of a target's guilt, no matter where they are, as long as you declare the wrath of the old law upon their heads, you gain a supernatural dedication to destroying them. You can always roughly intuit that target's location and their intentions or next move. While in sight of your target and in pursuit, you cannot be moved or halted from your current path by any force save divine intervention. You smash obstacles in your way and batter aside anyone who tries to bar you.

Iron Words

On a successful Wield the Old Law roll, the target can additionally no longer approach you without your permission. If they do, deal 1 die of damage to them, ignoring armor and the [group] and [huge] tags, each time they do.

Famous Iron Soul

The armor value of any armor you wear becomes 3 while you're wearing it, and repairs cost 0 (though you will still need to have them done) as your reputation extends. In addition, your armor becomes famous and recognizable, and exudes an aura of unearthly menace and fortitude. While wearing your armor, allies within [close] range of you cannot feel fear and are immune to mind-controlling effects, and your enemies are more likely to break in fear and retreat.

Walls Surround, Het Plants Her Staff in the Hall

You can no longer fail an Aid move, but treat the 2-6 result as a 7-9 instead. In addition, get an *additional* 1 hold when you roll a 10+ on an aid move.



THE BOSS

Sure, you can double cross me. Backstab me even. But I've got 15 or 16 good reasons why you're going to regret it. More if they bring their cousins!

Damage die: 3d6 (2d6 +1d6 with the [group] tag) for your gang, 2d6 for you when solo

Stamina: 1+endurance

Wounds: 4

Proficiencies: Light armor. Choose 3: Empty hand, pankration, blade, claw, chain, bow, gun, club, knife.

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Presence is the most useful for you, followed by strength or skill.

Choose a race:

Devil - Take +1 to enforce will rolls, but only if you loudly and colorfully berate your gang about it first. If it's not colorful enough, you shouldn't get the bonus, and should probably be ashamed of yourself.

Human

Your gang is tight knit. Take a +1 to defy fate rolls, but a gang member sacrifices themselves for you if you succeed.

Servant

Your gang has deep pockets. Gain +1 wealth at the start of each session.

Bonds:

_____ knows the rules of the underworld well (+1)

My gang and I have had a bad run in with _____ before (-1)

I'd be glad to induct _____ into my operation(+0)

Or write your own bond below. It starts at +0

Gear: Your gang wears shabby or plain clothing. You wear either the same, or fine clothing, and you have a mark of power (choose: jewelry, accoutrements, a badge, an item of clothing, your weapon). Your gang is equipped with anything from the peasant's, warrior's, or urbanite's list (your choice). Your gang has an assortment of leverage, coin, and barter goods worth 6 wealth, though they won't cough it all up to you without a fight. You have a weapon you are proficient with, and your gang is armed with a brutal assortment of street weaponry with [hand] or [close] range

Gain all the basic moves and these moves:**Strength in Numbers**

You are the leader of a gang of about 10 to 15 lackeys of questionable morality. Detail your gang and its members to your GM and name it.

Choose 1 thing your gang is good at:

- Extortion and 'Protection' work
- Mercenary work
- Smuggling and other 'business' trades
- Thievery and Heists

Then choose 1 thing they lack:

- Discipline
- Brains
- Bravery

Think about your gang as an extension of yourself, a weapon or tool that you use in combat and other situations. You fight and act together with your gang in most cases. Members of your gang can separate out and perform tasks for you, but when they do, they are handled much like other npcs. Similarly, you can separate from your gang, but can't command them effectively if you do. The rule is, *as long as you're together, you deal damage and take damage as one unit, using your gang's statline.*

Your gang fights with a motley assortment of weaponry and styles that count as 2d6 damage die with the [group] tag (3d6 against non-groups). They might even all fight with the same weapon as you (there's a reason they call them the Axe Gang). Decide what weapons they have. When fighting with your gang, you use their damage die. If you're separate from your gang and are not fighting with them and commanding them, you can choose different targets.

Similarly, when your gang takes damage, *you take the same amount of damage if you're leading them or with them*. Your gang has the [group] tag, so it takes -1 damage from non-groups, which carries over to you as long as you're fighting with your gang. If you're completely separate from them, you don't take the damage they take, and also don't benefit from the [group] tag when you take damage separately.

Your gang has the [group] tag, 4 wounds, 2 stamina, 1 armor, and follows the rules for groups taking damage (after armor and reductions), which are detailed in the GM section on pg 108. Here's how it works for you:

1 damage - Light casualties, wounds

2 damage - Significant damage, maybe a few deaths. Group starts to flag or waver.

3 damage - Heavy casualties. You'll need to make an Enforce Will check to keep your group fighting, or they'll split until the fight is over.

4 damage - Massive casualties, only a few survivors left

Keep track of the damage taken in a fight - you'll still need to make an Enforce Will check if you take 3 or more damage over the course of the fight, even if some of that damage is healed.

Remember, when your gang takes damage in combat, your lackeys will get wounded and you'll occasionally lose a guy or two. That's ok - you'll just need to pour one out and recruit more. If your gang gets wiped it, it's possible to recruit a new one when you visit a populated area.

Your gang regains stamina over a respite, like player characters, and can heal wounds during a rest like a player character.

Enforce will

When calming your gang (such as when they take casualties) or ordering your gang into a situation that they don't want to do (dangerous or one-sided combat, doing personal tasks for you, performing dangerous, stupid, or humiliating tasks), make a roll with +presence. On a 10-12, they listen and suck it up. On a 7-9, they will need some extra convincing (such as wealth, assurances, leading by example, etc) but will generally do what you want them to, and on a 2-6, they openly disrespect or challenge your authority (though you're still the Boss).

Your lackeys won't do anything suicidal or insane!

Dirty Work

When you're having your gang do your Dirty Work, you can make any Avoid Disaster rolls by having them do it instead. They bear the brunt of any harm or consequences as a result.

The GM may decide to have you make an enforce will roll if the work is especially odious, or to keep control of things if it doesn't turn out well for them. If you miss it, take -1 ongoing until you rest and your gang can get over it.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Mantra of the Beast-Headed God

When you roll Split Earth or Shake Heaven and choose to grapple, you can have your gang pin your target down. If you do, you don't take damage from any reprisals as a part of the grapple.

In addition, grapples lose the [group] and [huge] tag restrictions for you.

Boss

Once between rests, when you Command a follower successfully, mark experience, take a moment of pride, and get +1 forward. After all, you're the boss.

Extort

When you need something dirty (money, information, secrets, work), you can roll +presence. On a 10-12, you and your gang squeeze a fair amount of it out of someone. On a 7-9, you get a little less, and you piss someone important off in the process. On a miss, it's way dirtier than you were prepared for, and gets you in some serious trouble.

Everyone's got a cousin

Your gang has family that stretches across worlds. When making Gather Power moves, you always have a reputation (+1). You and your gang personally will never have trouble with cultural or language barriers (though the rest of your group might). Whenever you visit a new world or Throne, you definitely have a friendly contact there that will help you out. It's probably a cousin.

Taker

Gain the services of a Guild Scion, a Thief (50%) or Merchant (50%) follower. The Guild Scion is arrogant, but professional, and starts at loyalty 1.

Fierce Loyalty

Your gang will never break from taking casualties. In addition, while you're struck unconscious, disabled, incapacitated, or fighting for your life, your gang can continue to fight without command and deals +1 damage.

Diamonds of the Rough

Choose 2 - Brawny (+str), Shifty (+skill), Fast Talkers (+prs), Info merchants (+mnd). Your gang always has a couple of guys that fit this description. Take +1 on the roll when they do your Dirty Work for you using that specific statistic. You can choose this move more than once.

I've got a guy...

Choose two - (lockpicking, forgery, swindling, smuggling, thievery, intimidation, conversation, disguise, augury, interrogation, hack-job medicine). When you need to get something shady done, you have a guy or two that do these quickly and professionally in your gang at minimal cost. At the beginning of each session, you get 2 wealth from their side gigs.

You still have access to the choices that you *didn't* pick, but they're not in your gang - just connections that you have. When you use those choices, you're going to have to seek them out, and they'll probably charge more.

If I have to do it myself...

You can take +1 forward when your lackeys do your Dirty Work successfully, but only if you yourself chip in and share some of the consequences alongside your gang.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Swell Ranks

When in a populated area, you can recruit for your gang. You grow in size by about 5-10 members and deal +1 damage. For every time you do this, take -1 ongoing (cumulative), and your gang becomes increasingly unruly. You can recruit once between rests and kick out members whenever you like (though the old ones might have something to say about it if you choose them).

If you miss an enforce will roll while your gang is enlarged in this way, your gang will mutiny, probably get in a fight, and you'll lose any members created by this move.

*Nothing to f*** with*

When your target is incapacitated, disoriented, disabled, or on the ground fighting for their life, your gang deals +1 damage to them to stomp them out

I know a guy...

When you need some serious loot, choose one - (extravagance, mercenaries, inter-world transport, vehicles, armaments, friends, dangerous secrets, poisons, artifacts, intoxicants). You always know a guy who can get it to you high quality if you take care of something for him first. You can spend a power dice to have it there for you in no time at all, but it was *probably* taken from someone important.

Total Nutters

Your lackeys will absolutely do something suicidal or insane. You still need to make an Enforce Will roll to convince them though.

Fame and fortune

Your gang has quite a reputation. Whenever you gain or demand wealth, you can get 1 extra wealth. You take +1 forward against a target that's heard of your gang the first time you meet them.

In addition, when you get a 10-12 on Bend Will rolls, you automatically get a reputation in the local area. If you already had one, it improves in a way you decide.

Gilded reputation

When you make a Ply the Market move to get something without rolling, you don't have to spend wealth as long as your reputation is worth its word in that market.

If you are looking for something rare, exotic, cheap, or dangerous, and you dangle your reputation out there, as long as your reputation is worth its word in that market, you can get a 10-12 result automatically. You'll still have to pay for it.

Big Boss

You can never miss an enforce will roll (treat a 2-6 as a 7-9), but your gang will hesitate and you take -1 forward instead. In addition, you can spend a power die to issue a Sublime Command and get the 10-12 result of this roll automatically, but you'll need to explain it to your gang afterwards.



Truly, anyone can kill. I prefer not to dirty myself with such droll work. But if you really must insist, I will show you the ways in which killing can be fantastically beautiful. If, by some chance, you do manage to crawl your way to kiss my heels, your reward will be my short sword.

Damage die: 2d6

Stamina: 2+ endurance

Wounds: 3

Proficiencies: Your own fine clothing (see below), Implements, and choose 3: empty hand, spear, blade, needle, bow, gun, flying blade, knife

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Presence is the most useful for you, followed by Mind.

Choose a race:

Devil - When someone you meet is frightened of you, take +1 forward against them.

Human - When someone you meet finds you attractive, take +1 forward against them.

Servant - When someone you meet is jealous of you, take +1 forward against them.

Bonds:

_____ has the most powerful personality (other than me of course) (+1)

_____ is staining me with their presence (-1)

_____ is a person of note, I should keep them around me and cultivate them (+0)

Or write your own bond below. It starts at +0

Gear: Fine clothing (detail), accessories (choose 1 or all: hairpins, jewelry, smoked glasses, a cigarette case), an implement for your Art (choose 1: a sword, a mirror, a ley-stone, bells, or something else), writing materials, a musical instrument, Noble's gear (detail), coinage and luxury items worth 4 wealth, the services of a manservant, handmaiden, or slave (see services)

Gain all the basic moves and these moves:

Platinum Silk

When wearing fine or luxurious clothing, you can wield it as both armor and weapon. Fine clothing or better counts as 1 armor for you, and you additionally can make Split Earth and Shake Heaven moves using *+presence* while wearing it. If you are not wearing fine clothing or better, you lose the benefits of this move.

If you are forced to wear shabby or filthy clothing, take -1 ongoing.

Exquisite Will

When you flaunt your wealth and beauty or flash your winning smile, nobody can say no to you. They can redirect their answer, stall, pass off responsibility, obfuscate, or become flustered, but they cannot directly deny you.

One Thousand Blooming Flowers

You are highly and recognizably skilled the noble pursuits. Choose 2: singing, an instrument (detail), chess or another game (detail), painting, calligraphy, augury, archery, cards (fortune telling or otherwise), writing, flower arrangement, fencing

Court Sorcery

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following Arts and roll *+mind*. On a 10-12, the effect takes place fully and as you intend it, your will is made manifest.

- *Cast Shadow* - You create an illusory effect - a silent false image that can be approximately person sized or a little larger. Alternately, you can create a sound that appears to emanate from a particular location. It can't move very far (about 20 paces) from its original location and fails to stand up to close inspection. The image or sound dissipates after you rest or when you dismiss it.

- *Slip Masks and Laugh* - You warp your appearance to alter your own face, hair, and voice (the rest of your body is unaffected, but you can still disguise it normally). You can change the features, age, and apparent gender of your face and voice any way you choose. It remains like that until you rest, you dismiss it, or you make this move again.
- *Warp Shadow* - You can transform small inanimate objects into other objects or facsimiles of small animals (insects, birds, reptiles, etc). Any item or quantity of items small enough to fit in your hands can be warped this way. If the objects are dissimilar (sticks to birds), take -1 on the roll. If they are similar (sticks to snakes), take +1 on the roll. The objects warp back after you rest, or when you will it.

On a 7-9, your Art is successful, but (choose 1:)

- Key details are different than you intended
- You can't speak that Art again until you rest
- Take -1 ongoing to use your Court Sorcery until you rest

On a miss, your art fails and warps in an unintended way. Choose 1: It's effects are harmful to *you* (your face warps unintentionally, your shadows attack you) or harmful to *an ally you can see*.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Mantra of Pravi, the Exquisite

As long as you have time to prepare during a rest, you are *always* the best dressed and best spoken one in the room. In addition, you critical hit on a 4+ against anyone who trusts you.

Writhing Shadow

When you Cast Shadows, your illusion can be both an image *and* a sound, and is completely convincing to all sensations except touch. In addition, you can give it a simple one sentence instruction ('greet the next person to enter'), and it can move a significantly further distance from its casting location (around 100 paces).

Weave of Power

When you pull on your various (and numerous) powerful connections, name to the GM who you're calling on and roll +prs. On a 10-12, hold 3. On a 7-9, hold 1. You can spend your hold 1 for 1 to call in a favor from them. A favor could be goods or weapons worth 2 wealth (not the wealth itself), passage through the king's road, an escort, dirty secrets, etc. If you miss this move, you can still choose to get hold 1, but if you do, lose the use of that connection afterwards until you can regain their favor.

Eye Splitting Feather

When you use your Court Sorcery to Cast Shadows, you can at your option create the exact mirror image of yourself or a willing creature within sight. This image, unlike a regular shadow, can create sound and noise, and is completely convincing to all sensations except touch. It can move 100 paces in any direction before dissipating, and either mimics your movement or follows a simple 1 sentence instruction you give it (walk up the hallway and ask for entrance). If you [focus], you can look through its eyes.

When you will it, you and the image both dissolve into smoke, and you appear in the location where the image was.

Peacock's Indulgence

When you flash your finest possession in front of someone susceptible, they'll do nearly anything in their power to get it, or something like it. They won't do anything beyond reason, unless you spend a power die, in which case they will.

Million Eye Charm

When you lock eyes with a target and focus your power of will on them, they can't look away. If they do, deal 1 die of damage to them. This damage ignores all armor and the [huge] tag.

Flying Sleeves

Your clothing becomes a deadly weapon. When wearing fine or better clothing and you roll a 7+ on Split Earth or Shake Heaven, you can make a [thrown][close][infinite] [forceful] and [pierce 1] attack. You can make this attack with your sleeves, by throwing your hat, or attacking with something more bizarre such as hairpins, your own hair, or your voice.

Sycophant

Gain the services of the member of a court (tell your GM which one) who is a great admirer of yours and seeks your services. They are a courtier (50%) or a chronicler (50%) follower, and start at loyalty 1.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Devouring Shadows

When you cast shadows, at your option, you can summon a nightmare instead, formed from a target's fears, that latches onto them, unable to be removed until you rest. When you deal damage to a target different than the first, deal 1 die of damage to the original target as the nightmare torments them. This damage ignores all armor and the [huge] tag.

Masquerade

When you choose to Slip Masks and Laugh, you can change the appearances and voices of up to three additional willing or unwilling targets you can see. If you spend a power die, you can do this to *any number* of targets you can see.

Adamant Silk

As long as it's *relatively clean*, fine clothing gives you 2 armor instead of 1.

House of Smoke

When you speak mesmerizing words of power and weave the very air with your sorcerous might, roll +mind. On a 7+, you create an illusory realm around you, filling a cube around 150 paces on each side. The realm must overlap the real world. For example, if you create your realm inside a building, it must follow the same floor plan. If you create your realm in an empty field, it must be roughly flat. However, you can add extra features that don't really exist - for example, a wall where there is none, a statue, trees, a fountain, etc. These features (and the entire realm) are made of a thin smoke, and can be safely passed through as though they are not there, though they are utterly convincing to every sense except touch.

However, on a 10+, or if you spend a power die, you can choose a number of features equal to your +mind. These features become *real*. For example, you could create an illusory staircase to the second floor where there is none, or a door where there is none. On a 2-6, the illusory realm is created, but spirals wildly out of your control into a bizarre nightmare, entrapping anyone within.

The realm lasts until after you rest, after which it dissipates (including any features you made real!)

Sublime Warp

When you choose to Warp Shadows, you can spend a power die to warp something far larger (up to about the size of a large door, a large animal, or a vehicle) but the warping only lasts thirty minutes. The same restrictions apply (you can only warp inanimate objects, and only into other objects or animals - but this time of a larger size).

Thousand Faces

When you choose to Slip Masks and Laugh, you can warp other aspects of your person, including your clothing, your height, your weight, and your body size, gender, and shape in addition to your face. Your statistics remain the same. You must remain the same race. If you're impersonating someone, anyone who knows them well will be suspicious of you within reason.

If you spend a power die, there is almost no way for anyone to tell you apart from the original, even if they have reason to suspect as much, until you rest.

Enslave Flame

When you roll a 10+ on Bend Will, even against a hostile target, you can ensorcel them. While charmed this way, the target treats you as though they are deeply in love with you and your group as friendly acquaintances. This effect lasts until you take a respite, or they are hurt by you or your group. They remember that you tricked them afterwards.

Sublime Performance

When you perform your noble pursuit, those that can see you can do nothing except pay rapt attention, breaking if they are attacked. You choose whether the effect lingers (leaving them dazed and confused), intensifies (leaving them slumbering), or snaps (leaving them in pain and reeling). The effects last for 10 minutes after you finish performing.



THE HUNTER

*Assassin. Mercenary. Murderer. This one has little need for petty names or petty obstacles. For this one is a hunter of **men**.*

Damage die: 3d6

Stamina: 2+endurance

Wounds: 3

Proficiencies: Knives. Choose 4: chain, flying blade, pankration, claw, gun, needle, bow

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Skill is the most useful for you, followed by Mind.

Choose a race:

Devil

You are near invisible in areas of deep shadow or darkness

Angel

You are an outcast angel, a rogue agent on the path of Petals, reviled by other angels. Your lightning speed allows you to never be caught off guard or surprised, no matter the circumstance

Human

Gain the Great Gun proficiency and one other of your choice.

Servant

You have connections to guild contracts. Whenever you kill someone with a price on their head, you can demand double the wealth confidently.

Bonds:

I met _____ on a contract once. It was unfortunate (+1)

_____ will slow me down if I need to get out (-1)

_____ seems interested in what I do (+0)

Or write your own bond below. It starts at +0

Gear: Ascetic Clothing. Gear (warrior's or traveler's). A religious symbol. Two vials of potent poison. A writ or contract for someone's life (detail). A dark cloak. A letter from your Shadow Arts school (detail). A brace of knives, and another weapon you are proficient with.

Gain the basic moves and these moves:

Shadow Arts:

You are a student of one of several esoteric schools of shadow arts: deadly, hidden, and elite institutions dedicated to refining one aspect of the art of killing.

Choose one of the following

- *Viper School:* You gain special poison you can apply to ammunition or a weapon. Make an avoid disaster roll (+mnd) to prepare the ammunition or weapon. On a 10-12, your next attack deals +1 damage and ignores armor and the [huge] tag. On a 7-9, it deals the same, but you run out of stock (replenish is 2 *wealth, rare*). On a miss, you suffer a wound and fail to prepare it.
- *Fox School:* Between rests, you can perfectly impersonate a single voice or sound you've heard.
- *Spider School:* When your hands and feet are bare, you can climb vertical and overhanging surfaces at half speed with appropriate tools, even if the surface is sheer or smooth.
- *Bat School:* In dim light or darkness, you can glide slowly through the air
- *Lizard School:* You can hide instantaneously. As long as you remain still, you are very hard to distinguish from any background. This effect will not work if someone was already aware of or looking at you.
- *Centipede School:* You can perform feats of manual dexterity with any part of your body, not just your hands or other primary limbs. You may also wield weapons effectively in this way.

Close Eyes and Still Hearts

When you attempt to undertake a journey where you must infiltrate, deceive, or pass undetected through your enemies in order to accomplish a specific goal *except killing* (eavesdrop for information, scout the area, poison the water supply, pass off a secret message, *reach* a target to assassinate, etc), name the goal, then roll +skl.

On a 10-12, you pass undetected, accomplishing your goal as you choose.

7-9: The GM chooses 1 from the list below. You pass undetected and accomplish your goal, BUT

- You have to dispatch someone unnecessary to stay concealed
- You take more time or effort than normal
- You leave marks of your passing
- You have to leave something behind or give something away
- You give away someone else's position

On a miss, you are detected, and choose 1 from the list above

Practiced Killer

All your weapons gain the [hidden] tag (large weapons fold) after you spend a rest tinkering with them. After you tinker with them in this way, only you can wield them effectively (everyone else makes a clumsy roll and NPCs can't use them).

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Synchronize Atum

When you know the face and full name of a target, you can roll +mind to link your heartbeat with theirs. On a 10-12, you create a link, which you can use to determine the approximate location, surface thoughts, and emotional state of your target, no matter the distance. On a 7-9, you create the same link, but your target is aware of your use of it, and can sense the same things you can (with a much weaker effect). On a miss, you link with the target, but only they can sense information about *you* (and not the other way around).

You can only synchronize Atum with one target at a time, and it fades after a rest.

Mantra of Aesma, the Hungry

When dealing damage to a target unaware of your presence, your attacks deal +1 damage and ignore armor

Silent Atum

Take +1 to Close Eyes and Still Hearts when you have time to survey your target or location. Additionally, you don't make noise unless you choose to, no matter what you're doing.

Sense Atum

You can sense the rough direction, emotional state, and movement of living beings within [close/far] range of your current location by taking a moment to [focus] and sensing their Atum. This ability extends through walls, floors, and earth, but nothing made of metal.

Aesma's Claw

You tear your opponents to shreds in a brutal way. All your attacks, no matter what you're wielding, gain [Pierce 1] if they don't already have [Pierce]

Second Blade

Gain a martial artist (50%) or thief (50%) follower from your Shadow Arts school. They have the same Shadow Arts ability as you do and are jealous of you (though they will remain loyal).

Intensive Study

Gain another School's technique. You can take this move more than once.

Vanish without trace

When you're in too deep and need to escape, roll +skl. On a 10-12 you find an escape route and get out without a trace. On a 7-9, you get out, but take something unwanted with you (a wound, pursuers) or lose something important (your weapon, information)

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Cat School Technique

When you roll a 10-12 on defy danger using +skl, you defy danger in a spectacular way, transcending the danger or throwing your enemies into disarray. In addition, you always land on your feet, and you can see fine detail in any circumstances (darkness, obscurity) up to [close/far] distance

Predator Wasp School Technique

When you touch a target, willing or not, you can brand them with a small mark that allows you to see through their eyes by gaining [focus]. They are unaware of this mark or ability. The mark fades after you rest, and you can only have one active at a time. In addition, you can spend a power die to gain [focus] and directly control your targets movements for a few short moments. Your target's movements are imprecise and jerky, and they are aware of the control.

Toad school technique— You are a flesh crafter. You keep 2 extra small weapons hidden in your body or flesh. These could be as nefarious as poison spittle, bone spikes, or insects bred in your flesh. When you deal damage, you can expend a weapon as a one-time use to give your attack, [messy] and deal +1 damage. They regenerate when you rest.

Wolf School Technique - Choose an ally to be your pack brother (or sister). When your pack brother (or sister) misses a roll and you're in [close] range, you can get +1 forward to attempt the same task

Moth School Technique - You weigh almost nothing if you choose to. You can walk on water and jump off impossible surfaces, such as a sword blade. You can choose to glide slowly instead of fall, and you never take damage from falling as long as there is a surface next to you.

Scorpion School technique -

If you have time and materials to prepare an area, you can lay traps, tripwires, and prepare your weapons. Roll +mnd. On a 10-12, hold 3. On a 7-9, hold 1. While fighting in the prepared area, you can spend your hold 1 for 1 for the following benefits (can choose the same option more than once):

- Trip or ensnare a target
- Deal your damage as [area][forceful][messy]
- Blind or confuse a target
- Ignore the [huge] tag for the purposes of dealing damage

You can spend a power die to ignore the time and materials requirements of this move.

Panther School technique

When you roll a 7+ on Close Eyes and Seal Hearts, you can roll a power die, and along your journey you dispatch that many targets with a clean and silent kill. If you can see them before you make this move, you can name a few of your targets to the GM. The targets cannot be Supreme.

Crab School Technique (Requires Aesma's Claw)

All your attacks gain [pierce 2], no matter what you're wielding. In addition, when you roll a 7+ on a Split Earth or Shake Heaven move, you can spend a power die to completely crush the target's armor or weapon, rendering it useless



THE HUNGER

*Sure, I've got a few debts in me, and I've got the marks to prove it. But power's quite the mistress, fool. Tell, me have you ever seen **this** before?*

Damage die: 2D6

Stamina: 1 + endurance

Wounds: 3

Proficiencies: Gain all: Implements, stave, empty hand, needle, knife, blade

Statistics: Assign as you wish: +2, +1, +1, +0, -1. Mind is the most useful for you.

Choose a race:

Devil - When you use Dread Sorcery successfully, instead of a shade, you can choose to contact another Devil. You can treat a 7-9 as a 10-12 and ask the Devil one question, but the Devil isn't bound to speak truthfully.

Human - When you use Dread Sorcery successfully, you can choose to Scry. Scrying requires a mirror and something from the target (a lock of hair, etc). When you scry you get a brief but very clear glimpse of what that person is doing and their immediate vicinity.

Servant - You are part of a society of sorcerers. When you use Dread Sorcery successfully, you can choose to contact that society and ask up to 3 questions to them. They are friendly to you.

Bonds:

I've watched _____ for some time. They may not know about it. (+1)
_____ will only meddle in my business (-1)
_____ could be a useful tool for me (+0)

Or write your own bond below. It starts at +0

Gear: (Fine or Ascetic) clothing. An implement (bells, a sword or dagger, a mirror, or something else - detail). Gear (urbanite's, noble's). A pack with a collection of books (detail). A sack or pouch for casting sorcery - full of oils, fats, and other reagents. A weapon you are proficient with.

Gain all the basic moves and these moves:***Pact***

Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session. If they are unhappy or not confident in your exploits, they'll ask *you* instead. If you don't fulfill this request in due time, lose your Dread Sorcery move until you find a new patron, and you incur the wrath of your old one.

Geomancy

When you have time (a respite or rest) and materials (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual. Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.

- You and your group will risk danger from _____
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to _____ first
- You'll have to give up _____ to do it
- You need help from _____
- You can't fully accomplish it - only a lesser, more unreliable version

Dread Sorcery

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll +mind. On a 10-12, the effect takes place fully and

as you intend it, your will is made manifest.

- Pyromancy - Deal 3d6 damage as [pierce 2] damage to a target within [close/far] range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.
- Bind Shade - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.
- Red Word- You curse a target that you can see. Until you rest or it dies, whenever that target takes damage, it takes +1 damage.

On a 7-9, your Art is successful, but (choose 1:)

- You are exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, your art writhes catastrophically. Choose 1: You take 1 die of damage from the backlash, or deal 1 die of damage to an ally in range from the backlash. This damage ignores all armor.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Strengthened Binding

When you bind a shade, if there are materials (ash, clay, or dead flesh) nearby, you can additionally bind it into the shape of a steed or a servant (choose) after or before you ask it your question. The servant is bound to follow your commands unthinkingly. It can carry items and perform simple tasks, but cannot fight. The steed will never tire and can at your option fly or swim. They collapse and are destroyed when you rest. You can have any number of shades, but while you have a bound shade, take -1 ongoing to Dread Sorcery rolls.

Devouring Flame

When you fell at least one enemy with your pyromancy, you can draw on their dissipating soul flame to heal 1 stamina.

Mantra of Kaon, the Greedy

When you roll a 10-12 on your Dread Sorcery, you can take an downside from the 7-9 list. If you do, your sorcery's targets are doubled.

Artificier

When you use your Geomancy, instead of performing a dark ritual, you can forge an artifact of power instead. Whatever you choose to make, it gains the [rare] and [fine] tags and has a single persistent or one-time use effect that you must describe to the GM.

The artifact cannot grant bonuses, increase damage or armor, or something similar - any effects it has must be purely narrative in nature. You could forge a flaming sword for example, and while it wouldn't do extra damage, it could ignite objects, provide light and heat, and scare away foes. You could make a ring that turns the bearer invisible for short period, or brew a cursed potion.

If you're making weapons or armor, use the existing options as a template, including the wealth costs. The standard restrictions for Geomancy apply to this move - the GM will tell you 1 to 4 of the items off the list before you can make the artifact.

Aspirant

Gain the services of a Sorcerer Aspirant. They are a courtier (50%) or apprentice (50%) follower, power hungry but loyal. They start at loyalty 1.

Studious Hunger

When you pull from your collection of tomes and grimoires and Query the Cosmos, if you have a relevant book, you can automatically get a 10-12 on the roll. Keep track of the specific books you have on your person - you can have a number equal to 3+mind and swap them out between rests.

Phoenix Blade

Your Pyromancy critical hits on a 5 or 6.

Cut the Universe

When you want to cut a fiery path of nothing and transport you and your group across the universe instantly, spend a power die and roll +mind. If you haven't seen the location you wish to cut to, make a clumsy roll.

On a 10-12, you come out where you intended, or somewhere close by. On a 7-9, you come out roughly where you intended, but in somewhere very inconvenient (in the middle of enemies, far from where you need to be). When you miss this move, there is a mishap - the GM decides where everyone ends up (and how unscathed they are).

This Art, often called Division, is extremely rare and coveted by the rulers of the universe. Tell your GM how you came across it.

Kaon's Greedy Word

When you speak a Red Word, you can step on the target's shadow (if they have one). If you do, they can't move from their spot until your foot is moved.

When you gain a level from 6-10, choose from these moves or the list of 2-5 moves:

Smother Flame

When you slay at least one enemy with Split Earth, Shake Heaven, or Dread Sorcery, you can instantly bind an enemy's soul as if you'd just cast Bind Shade.

Erudite

Choose two areas of study, as if they were a title of a book. (Example: *Angels and the Pact*, *Daemonica Maleficum: The Orders and Features of Daemons*). You are a master of these subjects, and can charge 2 wealth per rest for your services in tutoring and advice, as long as there's jobs in the area.

In addition, when you roll a 10-12 on Query the Cosmos about these areas, or spend a power die, you make a breakthrough in your field, and you can tell the GM a new piece of useful information, hitherto undiscovered, about your subject area. The GM must accept this new information as fact, but can add to it in any way they wish.

Sublime Binder

When you bind a shade, you can bind it into a warrior form, as long as there are materials (clay, ash, dead flesh) nearby. When you split earth, shake heaven, or use dread sorcery, you can decide to have your warrior shades attack alongside you. As long as you have at least one warrior shade, deal +1 damage if your attack hits as your shades attack alongside you. However, each time you take damage, you lose a shade.

Take -1 ongoing to Dread Sorcery rolls when you have a bound shade. You can have any number of shades, but if you miss a Dread Sorcery roll while you have any warrior shades, they break free and turn on you (threat 0, 2 wounds, 1 armor, 2d6 damage, if you need their statistics). They will collapse and are destroyed when you take a rest.

A House Removed

You cut a small part of the Wheel (the universe) off for yourself. Your House is a 50ftx50ft structure floating in an empty void. Detail it to your GM. While inside you can't use your Dread Sorcery, but you can slowly shape ambient features of the House by willing them into existence. Any modifications to your House can be made by you only and remain even if you leave it.

To open a door to your House, you need time and safety, a door, door frame, or portal-like structure (existing or self-constructed), and a key, which you forge (5 wealth, rare and dangerous materials). You can re-use the key and the door frame, and open a door to the house from any door in the universe, as long as you have the key.

Only targets that have the key or your permission can open a door to the House. Once inside, you can close and seal the door at your option. You can only leave your House from the same door you entered it through. However, if you spend a power die, name a location (for example, the glassblower's guild) and you can open a door from the House to another door somewhere in the rough vicinity of that location. How precise it is and where you open that door is up to the GM.

Once you leave the House for a minute, it disappears, though it and any items inside will be the same when you open it again. Any living things inside that remain after 1 minute will be violently expelled into the Void. You can only access your House once between rests.

Sublime Phoenix (Requires Phoenix Blade)

Your Pyromancy does +1 damage (4d6 instead of 3d6). However, you now suffer (or an ally suffers) backlash damage on a 7-9.

Bloody Word

When you use your Red Word successfully on a target, you can gain [focus] to cripple it with fear or disorient it with pain, and cause it to be unable to take any actions as long as you maintain this move. It is struck with terrifying visions of its own demise.

Spin Wheel and Laugh at God

When you grasp the Flame Immortal with your terrible will and spend a power die, roll +mind. On a 10-12, you can completely erase the effects of something that *just* happened as if you had turned back time itself a few moments - damage, someone escaping, a mistake or misstep, even death. On a 7-9, you erase it, but there are unforeseen consequences - you turn things back too far, or the result is warped in some way.

Regardless of what you roll on this move, each time you use it, it attracts the unwanted attention of a higher power. If you use it again before you rest, you can make the roll, but the resultant strain will instantly kill you after the roll is made.

Feed Flame

When you spend a power die and use pyromancy, it causes terrible devastation. Its range becomes [far], and it gains the [destructive][messy] and [Pierce 3] tags. It also destroys or drastically alters the local environment where it hits.

Equipment and Sundries



These are the armaments, materials, and possessions player characters can start with and potentially gather. Each playsheet determines the starting equipment of player characters, but the rest is up to what they can acquire in the market.

Each price listed is approximate market price in the core market (Throne). It could vary depending on who you're buying from, and where you are.

Rare

Rare items are by default hard to find in the marketplace and probably require making a successful Ply the Market move. As such, their listed price is approximate.

Fine

Fine items are a better or exceptional version of an item, whether armor, weapons, clothing, or food. You can make anything listed here fine by simply giving it the [fine] tag. Items that already have the [fine] tag have the tag's price increase included in their base price.

Fine items are by default, rare, and you'd have to find the proper connection, crafter, or salesperson. Prices of fine items, like any rare items, will vary, but by default cost and sell for at least 3x the wealth of the none-fine version.

Services can also be [fine]. The services of a fine courier, for example, would be far more professional, reliable, and effective.

If something isn't listed here, you can still buy it (if it's available). 3 wealth is approximately the price for: *a week's service from someone useful, a month's hardscrabble living or a week's comfortable living for one person, supplies for 1 person's short journey, local clothing and a good pair of boots, bribes for a guard just trying to do*

his duty or a lazy courtier, information and items that are just a little off market, fuel, food, or repairs for a vehicle for one month, good smithing and tailoring work to repair the scars of battle on armor, clothing, or weapons

Clothing and Personal Items

Shabby clothing (1 wealth) - Ragged or dirty clothing, soiled from toil, the streets, or work

Plain clothing (2 wealth) - Plain clothing, such as a commoner might wear

Fine Clothing [fine] (3 wealth) - Well tailored clothing, such as a noble or master merchant might wear. Includes some accessories

Luxurious clothing [fine] (6 wealth) - Kingly or queenly attire, precious and masterfully tailored

Exotic clothing (2 wealth) - Clothing that doesn't fit in - from a far-off corner of the multiverse. Unique in its look.

Ascetic Clothing (1 wealth) - Stark and unadorned clothing, easy to move in. Often worn by martial artists or monks

Jewelry [fine] (3 wealth) - Jewelry, such as a guild scion or master might adorn themselves with. Rings, chains, pocket watches, necklaces, earrings, etc.

Accoutrements (2 wealth) - Personal items of worth, such as incense, perfume, belts, pouches, flasks, wine jugs, fans, snuff boxes, cigarette cases, signet rings, glasses, etc.

Religious items (1 wealth) - Prayer beads, Atru holy symbols, or other esoteric items

Game Sets (2 wealth) - Chess, cards, dice, and other games

Writing materials (1 wealth) - Books, paper, and ink. Ledgers and guides.

Gear

When you pay the indicated wealth you can pick any number of items off the appropriate gear list to obtain. If your character starts with this gear, you can pick anything or everything off the indicated list to start with!

Peasant's Gear (2 wealth) - All weather boots. Workman's tools (agricultural or urban). A shawl or short cloak. A hat. A sack with rations and to hold personal items. A dented hand-lamp. A hut or simple shelter to call home. A walking stick. Candles.

Traveler's Gear (3 wealth) - All weather boots. A massive/tattered/ornate cloak. A well-worn hat. Traveler's pack with hardtack and other rations, a torch, an oil lamp, a compass, 50 feet of rope, pitons, a foldable shelter, and oilcloth. A memento. A battered radio.

Warrior's Gear (3 wealth) - All weather boots or steel toed boots. Field rations. An iron bowl. Whetstone. Oilcloth. A ragged cloak. Foldable shelter. Trench shovel. A well-worn pack. A harness or belt. A helm, used or unused. Compass. Field maps.

Urbanite's Gear (4 wealth) - City boots. A rain cloak. A worthy hat. Craftsman's tools (carpentry, smithing, etc). Map of a city of your choosing. Writ of passage for one notable guild. A room in a shabby inn for a month, rented for a favor. Books. A pack filled with personal items. Public transit pass.

Noble's Gear (7 wealth) - City or fine boots. A fine cloak. A very fine hat. Artisan's tools (sculpting, mapmaking, etc). A musical instrument. Books, many on academic subjects. Jewelry, incense, or perfume. Writ of patronage from a notable power. Writ of passage to one notable university. Accommodations with a noble house for a month in exchange for a favor.

Additional maps and charts (2 wealth) - Name what these are of each time you buy them.

Accommodations and services

Accommodations and services are listed in price per rest. These services are for non-follower characters - in other words, characters that won't generally follow your group around or assist you in combat.

Accommodations

Shabby accommodations (1 wealth) - Barely passable accommodations, maybe used by animals as well

Acceptable accommodations (2 wealth) - A reasonable place to get rest. Probably not too secure, but not too many fleas, and not too noisy.

Fine accommodations [fine] (4 wealth) - Pleasant and secure accommodations, enough to rest well

Kingly accommodations [fine] (8 wealth) - Palatial accommodations, fit for a king or queen

Services (per rest)

King's road access (3 wealth) - Passage through the King's road that winds through the multiverse. When you buy access, you get a writ that names your embarkation point and destination. It doesn't guarantee your safety, only your passage.

Standard bribes (2 wealth) - The price of power or access.

Assassination (one time) (10 wealth) - The price of destroying power. Price may vary. Doesn't apply for assassination contracts made with players, but is a good estimate.

Meals (1-5 wealth) - Bland to exquisite, mundane to exotic.

Baths (2 wealth) - Access to a public bathhouse

Social Club (3 wealth) - Door fee for a high class salon, cafe, tea house, or other darker establishments

Doctor, street (2 wealth or a suspect favor) - A sawbones or folk healer to heal severe wounds, remove parasites, cure bad fortune and other maladies. May not be the most effective, or even dangerous.

Doctor, guild (5 wealth) - A guild-certified doctor or surgeon to heal severe wounds and other maladies. Very efficient, but pricey, and liable to charge bribes for 'full' service.

Intoxicants (2 wealth) - Liquor, wine, and other indulgences, for the time being

Courtesan (3 wealth) - Rest and relaxation

Page (1 wealth) - A youth or someone elderly to occasionally carry messages and items a short distance. Not a servant, and probably illiterate.

Courier (2 wealth) - A professional at delivery. Cost increases with risk and distance.

Watchman (3 wealth) - When you need something protected. Might not be *entirely* trustworthy.

Personal servant (3 wealth) - A butler, handmaiden, or other servant to handle your personal affairs. Literate.

Slave (2 wealth) - Costs 6 wealth up front. The rest cost is taking care of them. If you free a slave, they become an illiterate personal servant (above). Dealing with slaves and slavers can be a morally fraught business.

Transport

The first cost is per trip. The second cost is per journey - a journey being far longer and more perilous.

If you own said mode of transport (costing about 2x the journey cost), the trip cost is free. However, the journey cost is 2 wealth (for upkeep, etc)

Rickshaw (1 wealth/ GM's discretion) - Pulled by someone unfortunate

Palanquin (3 wealth/9 wealth) - Preferred transport of those of noble birth

Public Transport (1 wealth/3 wealth) - A bus or train. Free if you have a transit pass. The definition of bus or train can get **very** broad in Throne.

Devil (a good time/a deplorable favor) - Flying devils or devils that are large enough will take anyone if they're foolish enough

Caravan (2 wealth/6 wealth) - Passage on a caravan through the multiverse. Free if you pull your weight.

Beast of Burden (1 wealth/6 wealth) - An ox, bound shade, or monster large enough to carry burdens. Slow but dependable.

Riding animal (2 wealth/8 wealth) - Usually *not* a horse. Fast, and can include war animals.

Ship (1 wealth/4 wealth) - Watercraft

Sky-ship (4 wealth/10 wealth) - Aircraft, ship, or dirigible. Very fast, but can be dangerous.

Trade Goods and Sundries

Price per container (barrel, box, pallet, etc) in the core market (Throne). Prices will be higher in the outworlds, and vary from world to world.

The price will increase x3 if the good is Fine, and decrease for poor quality goods.

Precious metals [fine] (6 wealth) - Gold and silver, and rarer things, such as Adamantine or Orichalcum

Alchemical materials (4 wealth, rare) - Materials needed by sorcerers, craftsmen, and devil binders

Medical Supplies (3 wealth, rare) - Bandages, tinctures, vitriols and sometimes modern medicine, used to heal.

Oil, fat, or tallow (2 wealth) - Used for candles, soap, and industry

Fuel (3 wealth) - Also includes feed for pack animals

Water (1 wealth) - This cost can be wildly inflated depending on need

Food (1-3 wealth) - The cost will vary depending on quality and freshness

Machinery (4 wealth) - Used for factories, industry, and repair work

Intoxicants (5 wealth, rare) - Alcohol and other nastier things, such as White Sand or Black Glass

Bulk or raw materials (3 wealth) - Cloth, lumber, metal, sand, clay, etc.

Slaves (per head) (6 wealth) - Slavery is not illegal in Throne, but it is a morally fraught business which has many opponents. It may be illegal out in some outer worlds.

Arms and armor (6 wealth, rare) - Use this cost when sold as a unit, not individually.

Weapons

You must have proficiency in the appropriate weapon style in order to use any of these weapons without making a clumsy roll. The cost of each weapon is approximate market price, and could vary.

A Fine version of any weapon will cost around 3-5x the price of the base weapon and require a master craftsmen and the appropriate materials. These weapons also exist in the world as the sources of myth and legend. While wielding a Fine weapon, you do +1 damage

Fine martial arts styles (empty hand, pankration) are treated the same way as Fine weapons but have be taught. To learn them, you must find the appropriate master (not an easy task!) and pay the same price as a fine weapon for training.

Flourish

Each weapon style has a flourish. This is a special effect that takes place when you roll a 4 on the damage die (any damage die). Each flourish takes effect once, as described, each time you roll a 4.

Reloading

Some ranged weapons have the [loading] tag. These weapons must be reloaded when a 7-9 is rolled during Shake Heaven - the consequences are mostly in the fiction. Players who are reloading might be distracted, drop ammo, jam their weapon, etc - all options for the GM.

As a hard move, the GM may choose to skip over a player for one 'round' of actions since they are reloading. If using the optional Battle and Duel rules, reloading takes up 1 segment of the tracker.

Melee Weapons

All melee weapons have a range of [hand] unless specified

Empty Hand

2 wealth.

Fist, knee, foot, or elbow. Unarmed combat, taken to an art. You cannot be disarmed. Common martial arts styles are Pattram Sword Hand, 49 Empty Palms, and Ki Rata. The cost included is for training.

If you already know Empty Hand, you can take it again (unlike other styles) when you reach level 3, 6, and 9. The first time you take Empty Hand, and each time after, name your new technique to the GM. Then choose one flourish for your style from below:

- When you roll a 4, your attack gains [forceful]
- When you roll a 4, your attack gains [area]
- When you roll a 4, you can disarm a target within range of something they are holding
- When you roll a 4, you can blind, silence or cripple your target

Flourishes added to Empty Hand stack!

Pankration

2 wealth

Wrestling. You cannot be disarmed. The cost included is for training. *Flourish:* On a 4, you can hurl a target of the same size as you away from you or to the ground

Blade

2 wealth

Sword, axe, or other bladed weapon, one, two, or multiple. Common blades are straight swords, short swords, kukri, machetes, and sabers - more exotic ones might be disk blades, chained blades, or blade-catchers.

If you already know a blade style, you can take it again when you reach level 3, 6, and 9. The first time you learn a blade style, and each time after, name your technique to the GM, then choose a flourish for your style from below:

- When you roll a 4, your attack gains [messy]
- When you roll a 4, your attack gains [forceful]
- When you roll a 4, you can disarm a target within range of something they are holding
- When you roll a 4, you can blind, silence or cripple your target

Flourishes added to Blade styles stack!

Great weapon [large][unwieldy] -

3 wealth

A massive blade, club, or halberd. *Flourish:* When you roll a 4, your attack gains [messy] and [area]

Knife [thrown(close)][hidden][light][infinite][finesse][pierce 1]

1 wealth for a brace

Knife, dagger, or short blade. *Flourish:* When you roll a 4, you can blind, silence or cripple your target

Flying Blade [thrown(close)][finesse]-

3 wealth, rare

A blade or claw attached to a chain or rope, so it can be pulled back to its wielder. You can grapple at range with this weapon. This could also be something like a boomerang or flying disc. *Flourish:* When you roll a 4, you can disarm a target within range of something they are holding.

Chain/whip [close] -
1 wealth

You can grapple at range with this weapon. A chain, whip, rope, or other such weapon, favored by the under-gangs of Throne. *Flourish:* When you roll a 4, you can automatically grapple an opponent within range without reprisal

Spear [large]-
2 wealth

Spear, or pike, honed to a deadly point. *Flourish:* When you roll a 4 with this weapon, gain 1 armor against any reprisal damage you would take as part of the attack

Club [forceful][pierce 2]
1 wealth

Iron club, a simple tree branch, short stave, or war hammer. You can't critical hit with this weapon. *Flourish:* When you roll a 4, you crush or mangle the weapon or armor of your opponent, leaving it useless

Stave [large] -
2 wealth

Stave or staff, rough or ornate. *Flourish:* When you roll a 4, your attack gains the [forceful] tag

Claw[light][pierce 1]
3 wealth, rare

Iron claw, hand weapon, or punching dagger, made of iron or steel. *Flourish:* When you roll a 4, your attack leaves your target bleeding and in extreme pain

Ranged Weapons

Implement (special) [focus][close/far]
5 wealth, rare

An implement is a focus for the Art, the power to change reality. When making Shake Heaven rolls with an implement, you can roll +mind instead of +skl Requires reagents. *Flourish:* On a 4, your attack gains [destructive], or [messy] - your choice

When you buy an implement, describe it to the GM. Common implements are mirrors, bells, and swords. If your character is able to wield implements, they are able to use the Art, or sorcery of some kind. Detail what form this sorcery takes, whether it's bolts of fire, paper charms, lightning, floating blades, or something more terrible or wondrous.

Needle [close][hidden][light][infinite][Pierce 2]

1 wealth for a pack, rare

Needle, usually do their damage through a payload of poisons or paralytics. You can attack in melee with this weapon at [intimate] range as a [finesse] weapon. *Flourish:* On a 4, your attack cripples a target with pain.

Bow

Characters with the Bow proficiency can wield any of the below weapons

Shortbow [close][light]

2 wealth

A short bow, designed for quick use in combat or when mounted. Less range but less unwieldy than a regular bow. Requires arrows. *Flourish:* On a 4, your strike momentarily immobilizes your target as they take cover or are pinned down

Bow [large][far] -

2 wealth

A long or full-draw bow. Requires arrows. *Flourish:* On a 4, your strike cripples your target's movement

Crossbow [far][loading][Pierce 1]

3 wealth

A crossbow, machine or winch-wound. Requires bolts. *Flourish:* On a 4, your attack ignores all armor

Great Bow

Characters with the great bow proficiency can wield either of the below weapons

Cwellan [far][loading][Pierce 3]

6 wealth, rare

The Cwellan shoots razor sharp disks of metal, hard to find and make, but a rare and deadly weapon. *Flourish:* On a 4, your attack severs a non-vital body part of the GM's choice (such as an ear, hair, or finger) from your opponent

Great bow [large][unwieldy][far][forceful] -

4 wealth, rare

A massive bow, meant to be pulled or strung by one of great strength. Requires arrows. *Flourish:* On a 4, your attack knocks a target momentarily unconscious and staggers them off their feet, no matter their size

Gun

Characters with gun proficiencies can wield any of the below weapons

Gun [close][loading][pierce 2]

3 wealth

A simple gun, black-powder or breech loading, a common site in Throne. Requires shot.

Flourish: On a 4, your attack gains [messy]

Revolver [close/far][light][loading][pierce 2]

6 wealth, rare

A hand-gun, can usually be fired multiple times. Requires bullets. *Flourish:* On a 4, your attack disarms your target of something they are holding and staggers them

Great Gun

Rifle [far][focus][messy][loading][pierce 2] -

5 wealth, rare

A rifle, sometimes with a sight, a familiar tool of death. Requires bullets. *Flourish:* Your target goes to ground or is pinned down by your shots and can't advance for a brief period

Great gun [focus][large][unwieldy][far][destructive][messy][loading][pierce 3] -

7 wealth, rare

A large gun, firing explosives, massive shells, or bullets meant to fell powerful targets. Requires shells. *Flourish:* On a 4, your attack gains [area] and deafens targets in the area briefly

Ammunition and explosives

Weapons with the [loading] tag will need to restock on ammunition each time the group takes a rest if they used their weapon. Ammunition should be relatively easy to find unless its rare.

If you're looking for it, you can purchase a single piece of special ammunition. Increase the price by 2 wealth and it becomes *rare* (if isn't already), then choose 1: Flaming, Knockout, Explosive (attack gains [area]), anti-material (attack gains [destructive]), flechette or grapeshot (attack gains [messy]), poisoned (attack poisons your opponent), balanced (attack gains 1 range category). Special ammo takes effect for a single attack.

Arrows

1 wealth (special)

Bows don't have the [loading] tag, so you won't have to restock each time you rest, as long as you have time to pick your arrows off the battlefield or have the time and skills to make your own. If you aren't able to do either, the GM may decide you need to buy more.

Bolts

1 wealth

Bullets

3 wealth

Bombs (3)

6 wealth, rare

You must be proficient with Great Guns to throw a bomb without making a clumsy roll. You can throw a bomb [close] distance as a ranged attack, and your attack gains the [area][destructive][forceful] tags. However, if you miss, you drop it somewhere very inconvenient.

Cwellan Disks

3 wealth, rare

Gas Bomb (3)

6 wealth, rare

You must be proficient with Great Guns to throw a gas bomb without making a clumsy roll. You can throw a gas bomb [close] distance as a ranged attack. It does no damage, but either obscures an area or covers it in choking or caustic mist.

Reagents

2 wealth

Reagents (inscriptions, powders, fats or oils, candles, etc) to lubricate the channeling of the Art.

Shot

1 wealth

Shells

4 wealth, rare

Armor

Armor is either light (+1 armor), medium (+2 armor), or heavy (+3). You can't wear armor you're not proficient in. Your armor can look any way you like. A Fine version of armor costs a minimum of 2x the base price, and causes all damage against you to glance on a 1 or 2.

Light Armor (+1 armor) - 3 wealth

Light armor is easy to move around in. It can include only a few pieces, strapped to the body, and makes very little noise. It often uses materials such as cloth or animal hide for lightness and ease of motion.

When you get light armor, detail its look. Light armor includes some areas of protection

(covered by plates or pads) - tell your GM where they are.

Medium Armor (+2 armor) (Requires Light Armor proficiency)- 8 wealth

Medium armor can be taken on or off pretty easily, and includes partial coverage of most of the body. It often includes materials such as chain-mail for more flexibility. Medium armor makes some noise when moving around, but is more breathable and easy to wear.

When you get medium armor, detail it's look. Medium armor often includes a breastplate, a reinforced vest, shin guards, gauntlets, and bracers. It often includes a helm.

Heavy Armor [unwieldy][rare] (+3 armor) (Requires Medium Armor proficiency) - 12 wealth

Heavy armor takes a respite (15 min) to doff or don completely, and you need the assistance of one other character, otherwise it takes twice as long. It's heavy, noisy, hot, and often awkward to move around in.

Heavy armor is very difficult to find, and its creation or discovery is usually a laborious process.

When you get heavy armor detail its look. Heavy armor covers the whole body. It can range from plate mail, to splint armor, to sorcery-forged breastplates, to machine-powered armor. It offers full protection, often including a closed-face helm.

Advanced Martial Arts



These martial arts style below are optional, and their inclusion should be agreed upon by the GM and players. When they level up, any player can choose to take a martial arts move from any of the list below, indicating that they are a practitioner of that particular style of martial arts. To gain the benefits of a style, you must be wielding one of the weapon styles listed, unless it lists (any) in which case all can be used.

If you want, you can name your own derivative style of martial arts that has the same mechanical effect as one of the styles below, but a different name and flavor.

Martial arts styles often are practiced by schools - if you want, when you take any one of these moves, tell your GM where you learned it from.

When you gain a level from 2-10, you can take any of these moves instead of your regular options:

48 Empty Palms (Empty Hand)

You project the power of your Atum into your strikes, displacing air with your attacks. At your choice, your Empty Hand style can be used as a ranged weapon with [close/far] range, the [thrown] and [forceful] tags. You can also use this power to project force at a similar range - for example, to flip a lever, to knock open a door, or something similar (anything you could normally do in [hand] range).

Bearer of Legend (any)

Your weapon, or your body itself (your hand or arm, typically) is infused with ancient and famous power. It could be sentient, glow with unearthly radiance, be infused with a terrible evil, or something similar. The power and the weapon (or limb!) itself was not originally yours - detail to your GM where it came from. Powerful groups will usually contest your ownership of this weapon.

Decide a condition on which your weapon charges. Common conditions include sunlight, the presence of certain enemies, or saying a power word. You can charge your weapon twice between rests, though it only retains one charge at a time. At any time, you can expend the charge in your weapon to unleash its power and add the [destructive][forceful][area] tags to your attack. In addition, this attack ignores the [group] and [huge] tags and will deal normal damage to them - it's just that powerful.

Demon Flips the Cart (pankration, club, stave, great weapon)

Your blows strike your opponent with unholy strength. To qualify for the benefits of this school of martial arts, you must consume three times as much sustenance (food, drink, energy, etc) as a normal individual of your size and race, which your power burns. *Flourish:* On a 4, at your option, your attack hurls those struck an unbelievable distance - far enough to go out of visual range. They don't take any extra damage for being hurled this far, and they'll stop if they hit any obstacles (and probably smash through them)

Diamond Soul

To qualify for the benefits of this school of martial arts, you must find and study from a shard of the Worldstone, a gem of incredible size that was shattered 30,000 years ago. Communing with the shard each day will allow you to practice a technique that allows you to harden your body and mind. If you choose to channel this technique during a rest, until you rest again, your body and skin take on gemlike properties. All damage against you glances on a 1-3, no matter the source. However, this technique also hardens your reactions, so you also glance on a 1-3. You can end this technique when you rest, but not before.

Five Elements Internal Technique (any)

Your mastery of internal forces protects you from harm. When you rest, as long as you have time to perform calisthenics to align your atum, mark the following on your playsheet: Fire, Earth, Water, Wood, Metal. The first time you would take damage from any source that is primarily composed of that element (for example, a bullet = metal, drowning = water, a boulder = earth), ignore it.

Any time after, you take damage normally from those sources, just ignore the first instance of damage. You can refresh this move each time you take a rest, but it won't 'stack', simply give you the ability to ignore damage once again. If you can't perform calisthenics, you don't gain the benefits of this move.

Flying Snow (needle, spear, claw, flying blade, blade, chain)

You are supernaturally light and graceful in combat. Many learn this technique by listening to the resonance of the wind. As long as you practice this technique, you can fly about ten to fifteen paces before falling in any direction, any time you wish.

Flourish: When you roll a 4, you can fly a considerable distance (about twenty to thirty paces) as part of dealing the damage, moving as if you had no weight.

Folk Hero (any)

You enjoy support from the local populace. When you visit a populated area and make the Gather Power move, you can always gain the services of a special Militia follower in addition to any other followers you recruit (taking the militia doesn't take the place of other followers that would show up). The Militia is a Loyalty 2 follower, threat 1, with 3 wounds, 1 amor, and the [group] tag. It's damage is considered to be folded into your own in combat, like other followers, and it won't suffer reprisals or damage unless established. It consists of about 7-15 individuals, lightly armed and devoted to your cause.

As long as they are following you, you can ignore the [group] and [huge] tags for the purposes of dealing and taking damage in combat. You can order the Militia around like any other follower (and may need to make the Command move), they can perform tasks for you, and they can gain and lose loyalty as normal. However, unlike a normal follower, the militia will leave you (usually on good terms) once you leave the local area.

Head of John (any)

You fortify your forehead with 3 metal studs. These studs can be any metal or design you like, and often include gemstones. The process costs 4 wealth, [rare] ritual materials, and require a day of healing.

Once fortified, you gain the following benefits:

- You can never be decapitated for any reason as long as your left stud is intact. Your head becomes functionally indestructible, though the rest of your body may still be harmed. Weapons bend or turn aside when striking it.

- You can [focus] and read the ambient emotional state of a situation as long as your right stud is intact

- You can fire a long range beam of fire, energy, ice, or something similar from your central skull stud. When you spend a power die and roll +mnd, on a 10-12 you make an attack with [far][messy][destructive] that will pierce through all enemies in a line from you up to its maximum range. On a 7-9, you make the attack, but stagger yourself from shock or heat, unable to act for a short period afterwards. On a 2-6, you still stagger yourself but are unable to make the attack.

Howl of the Cursed (any)

You are cursed to undergo a painful and monstrous transformation when a particular trigger occurs. Tell your GM what the specific trigger is (common triggers include moonlight and certain liquids or herbs). It could be willful or otherwise. After a brief and terrible moment, you take on a bestial, warped, or monstrous form. Until you rest, you deal +1 damage. However, when you glance, your attack harms an ally or puts that ally in danger. Additionally, when you miss a roll, the GM will decide what way the curse affects your next decision.

In addition, you no longer heal wounds normally during a rest. To heal, you must consume something indicated by the nature of your curse. Common substances are rot, flesh, blood, or filth, but whatever it is, it costs 1 wealth to replenish and is [rare]. When you consume this substance during a rest, you heal your wounds as normal.

Medicine Palm (any)

You are part of an ancient organization of traveling doctors that go up and down the king's road. To gain the benefits of this school of Martial Arts, you must find and study a copy of the *Blood Flower Manual*, a medical text that teaches herbal and energy-based medicine for the various races of the multiverse.

Once you've studied this text, you can charge around 2 wealth for your services, on average. In addition, when you wish to heal someone by re-aligning their atum with precise presses of your fingers, roll +mind. On a 7+, heal 1 stamina. On a 10-12, additionally heal 1 wound. On a miss, your target takes -1 ongoing until they rest. You can only use this move once on a target between rests, success or failure.

Murderous Blade (blade, knife, flying blade, claw, spear, great weapon)

You wield a dangerous and forbidden style that drains your enemy's atum to power your own life force. Once between rests, when you (personally) slay an enemy in combat, you can draw out their fading soul flame to heal all your wounds and stamina.

However, you must feed your blade fresh blood from a sentient being other than yourself when you rest. If you fail to do this, it begins to draw from your life force, and you take -1 ongoing until you satisfy it.

Pattram Sword Hand (Empty Hand)

Your unarmed strikes are as effective as edged weapons. You are always considered armed, and can savagely cut through living and nonliving material alike with your bare hands. *Flourish:* When you roll a 4, your unarmed attacks ignore armor completely and savagely cut your opponent.

Pilgrim Fist (stave, blade, spear, empty hand)

You are part of a wandering martial order, a pilgrim, troubadour, or traveling merchant. Whenever you take a rest in an inn, village, town, or city, you can take +1 forward, heal 1 extra wound than normal, and mark experience. In addition, your local network of road-weary connections always give you interesting and potentially useful news when you do.

Rider of the Endless Path (any)

You have a mount - either mechanical, alchemical, or biological. It could be anything from a motorbike, to a bound shade, to a monster, to a warhorse. You don't have to pay transportation costs when you wish to go somewhere, as long as your mount can get you there easily. However, when you rest, lose the use of your mount until you rest again unless you pay 1 wealth for upkeep (feed, maintenance, etc).

Your mount has 2 wounds and 1 armor. Once it reaches 0 wounds, it is not destroyed, but rendered unusable. You must pay 2 wealth per wound in materials or services to heal your mount, and it does not heal when you rest.

In combat, as long as you're on your mount and there's space for you to ride it, before you make a Split Earth or Shake Heaven roll, you can choose to have your mount be part of the attack. If you do, deal +1 damage, but your mount also takes damage from any reprisals.

Twenty Five Purities Path (any)

Practitioners of this technique must spend time studying from an authentic copy of the *Twenty Five Purities Manual*, which describes the 25 ways that the soul can be honed and perfected. The manual is [rare] and costs 3-5 wealth to obtain - you can most likely get it from an ascetic or monastery.

Once you complete reading and studying this manual (not an easy task!), you cannot be affected by mind or perception altering effects unless you choose. In addition, when you roll a 7+ on a Bend Will or Query the Cosmos about a person or group *that hasn't read the manual*, you can ask the question: "Where is this person/group the most vulnerable?"

Vertigo Bullet (gun, great gun) or Shivering Arrow (bow, great bow)

You are a master of close range gun or bow combat. Your gun or bow can be used as a [finesse] weapon in melee combat, so you can make Split Earth rolls with it. In addition, you no longer have to reload your gun or bow in combat, such is your skill, though you must still pay to replenish ammunition.

Multi-class martial arts (optional)

These martial arts are entirely optional and should be used at the GM's and players' discretion. Taking them indicates that a character has some affiliation with the kind of characters that the other playsheets depict - for example taking the Mendicant affinity option indicates that a character is somewhat of a beggar, or affiliated with beggars.

These moves can *only be taken once by a single player* (for example, only one player can take the *Mendicant Affinity* move). They are best taken when there isn't a character of their associated type within the game, but if they are, it can open up some interesting role-playing options.

Belligerent Affinity

Gain the *Scarred* move of the *Fury* playsheet. You are a born and bred warrior.

Companions

Gain the services of two companions, the *Dirty Work* move, and the *Enforce Will* move from the *Boss* playsheet. You can order your companions using the *Dirty Work* move to complete Avoid Disaster rolls for you, bearing the consequences of a failure.

Detail your companions to your GM. They could be fellow warriors, childhood friends, monks from your monastic order, mercenaries, slaves, or bodyguards.

They are threat 1, each have 3 wounds, and 1 armor. They can die, and can also abandon you if you mistreat them. Contingent on how you parted ways, you can regain new companions when you start a new session or visit a populated area.

Your companions' combat damage is assumed to be folded into your own, they are not considered followers (they won't lose or gain loyalty), and they don't take damage unless established (such as using your Dirty Work move).

Geas Affinity

Gain the *Inspire* move of the Fated playsheet. Your leadership skills allow you to drive your allies towards victory.

Mendicant Affinity

Gain the *Impossible Weapons* and *Small Feet Make Small Paths* moves of the Beggar playsheet. You come from the streets or the countryside, a warrior of the people.

Merciless Tutor

Gain the *Under My Tutelage* move of the Master playsheet. Your discipline and resolve are the envy of others, and they come to you for advice.

Peregrine Affinity

Gain the *Wield the Old Law* move of the Law playsheet. You are a watchmen, empowered by a local authority (detail) to enforce the law.

Court Affinity

Gain proficiency (fine clothing), the *Platinum Silk* move, and the *One Thousand Blooming Flowers* move from the Refined class. You have a natural affinity for court life and the finer things in life.

Sorcerous Affinity

Gain the *Geomancy* move of the Hunger playsheet. You can call on sorcerous powers to complete arcane rituals.

GM Toolkit

The GM section of this book is quite provisional, and will be considerably fleshed out in future versions. For now, let's look at the fundamentals!

What is a GM?

The GM is the Game Master, the person who runs the game, tell the story and helps create the scenery and characters of Broken World. You get to work with players to create and breathe life into the allies, enemies, and locations that the players will meet on their travels. Most importantly, you will help the players drive the story forward.

If you're playing the GM, think about yourself primarily as a person who's there to *help a good story get told*. You're not there to tell your own story alone, though you will definitely help set up a lot of it. You're there first and foremost to help *everybody* collaboratively tell an interesting story, with *stakes* and *consequences*.

Here are some principles to stick to:

1. *Create a rich, living world*
2. *Let your players establish or fill in the details*
3. *Describe everything, except when you don't need to*
4. *Create compelling stakes*
5. *Speak to characters, not to players*
6. *Never name your own moves*
7. *Be a fan of the player's characters*
8. *Name everyone*
9. *Kill everyone*

Here's a simple explanation of each one:

1. *Create a rich, living world*

Describe! Think off-screen! Let players know about the culture and weirdness of all the bizarre places they visit. Throne itself is a massive place that will likely never be fully covered in the comic, not to mention the hundreds of thousands of worlds that connect through it. When players visit The Shades, what does it look like? Let players visit a location, then come back to find it has changed because of their actions.

2. *Let your players fill in the details*

When you need to fill in details and want to tie things in with the characters, ask your players! If you need to introduce a new merchant character, ask your players if anyone knows him. If they do how? And what's his name and quirks?

Similarly, in combat, let *your players* describe the outcome of their actions. Ask them what their successful rolls look like. Ask them what damage looks like (both giving and receiving it!). Ask them: "How do you want to do this?" when they fell a powerful foe.

3. *Describe everything, except when you don't need to*

Describe everything. But don't describe everything. If your players spend twenty minutes describing what their characters are eating for breakfast, make a no-breakfasts rule. It's going to happen.

4. *Create compelling stakes*

Make sure the stakes are *clear, simple, and relevant* to the player characters.

5. *Speak to characters, not to players*

Make the characters real. Try to have your players do this too.

6. *Never name your own moves*

Don't pull the curtain back unless you *really* need to. Never say 'I'm portending doom' or 'I'm dealing 1d6 damage'. Say 'The sky darkens and you hear the sound of crows circling', and 'The blade bites into your flesh deeply, take a wound'

7. *Be a fan of the player's characters*

Make sure the player characters all get a good spotlight. Encourage them to shine in their own way, and always create situations you know that they can engage with. If you have a Refined character in your group, you may want to include some social element to your fronts, for example. If you have a Fury, you may want to put some fights in.

8. *Name everyone*

Give NPCs a name and face. Give them a quirk. Make them interesting and memorable. Let the players meet them again, and *always* have them react to the players' actions.

9. *Kill everyone*

Let everyone and everything fall under the terrible guillotine of fate. Be ready to kill everyone at a moment's notice. Yes, even if they're plot important. The plot will get *far* more interesting when they die. That assassin who was going to track the players and pop up again and again to harass them, until your pesky players trapped him on the first encounter? Let him die. It's going to be *really* interesting when his master shows up.

GM Moves

As a GM, you play very different from a player, and you have a different set of moves. The moves you make never involve rolling (except maybe for damage), and describe the ways in which you can change things up for the characters. The players have the initiative in a game of Broken World. It's up to you to react to their moves with *soft* or *hard* moves of your own, and then ask: 'What do you do next?'

Soft moves involve a high element of player agency, or don't put players down as definitive of a path. For example, your players are at a ball. A soft move might involve the Duke becoming suspicious of the players' motives and having a guard question them. It doesn't force the player's hands, but does force them to react, perhaps to make an Avoid Disaster roll.

A hard move definitely pushes players down a definite path. A very easy example of a hard move is dealing damage. In the previous ball example, a hard move would be the Duke calling the guards on the players to attack.

Usually you'll make soft moves when a player rolls a 7-9, and hard moves when players miss a roll, but there's always exceptions. The key thing to remember is that **the fiction should drive any moves you make**. Just like with the players, the fiction trumps everything!

Here are the GM moves:

1. *Make a front, encounter, threat, or enemy move*
2. *Threaten to start a fight*
3. *Separate them*
4. *Put someone in a spot*
5. *Inflict or trade damage, as established*
6. *Portend Doom*
7. *Foreshadow threats*
8. *Expend their resources*
9. *Exploit their weaknesses*
10. *Offer power, at a cost*
11. *Give an opportunity for their characters (with or without a cost)*
12. *Turn their move back on them*

And after each move, **turn it back to the players and ask "What do you do?"**

Here's a quick summary of the GM moves

1. *Make a front, encounter, threat, or enemy move*

The GM has access to and can write a lot of moves for specific parts of the story. These are unique moves or ways to make other moves a little more flavorful. For example, during a combat encounter in a tavern, the GM could have someone smash a bottle over the player's head when they want to inflict damage. Enemies also have their

own moves that cue how they act in combat.

2. *Threaten to start a fight*

Especially if the players don't want one, but make sure it's established first. The players argue a little too heavily with the merchant prince? He calls his guards. People are itching to get into a fight in Throne.

3. *Separate them*

Get the players away from each other and into vulnerable situations. Have players captured, or have to split up in order to accomplish an objective.

4. *Put someone in a spot*

Always look to throw your players into difficult decisions. Do I go for my sword that has just been kicked away and try to cut down the devil, or do I help the man who the devil is choking to death? Do I save the merchant's daughter and get nothing, or take my money and walk away?

5. *Inflict or trade damage, as established*

If it comes from an enemy, check the enemy's damage type. If there's no damage listed -

1d6 - incidental damage, an improvised weapon, a knife, a short fall

2d6 - a long fall, a sword blow, a gunshot, normal combat damage

3d6 - a serious gunshot, assault rifle fire, a blow from an ogre, savaged by a beast, a grenade explosion

4d6 - being shot by a cannon, hit by a massive boulder, a multi-story fall, ravaged by a frenzied demon

6d6 - being crushed by a colossal being, immersed in acid or lava

12d6 - being crushed by a moon sized being, lacerated in the jaws of the world wolf

If the damage is especially nasty, give it [Pierce] 1 or 2

6. *Portend Doom*

Show players the ways in which the threats to their world are slowly warping it for the worse. The next time they visit that market, the kindly trinket seller they once knew is hanging from a gibbet - her store a burnt husk and covered in scrawled messages - addressed to the heroes.

7. *Foreshadow threats*

Show your players the way in which the world around them is constantly threatening to swallow them up. Throne and the outworlds are not friendly places. These threats could be obvious (a black citadel lies up the hill, crows swarm around it), or off-screen (the people here are branded with a red sigil on their forehead. Their eyes are dull and lifeless).

8. *Expend their resources*

Take their wealth, health, armaments, armor, and power away from them (as established). If they want something, make them pay for it! If they weren't expecting to pay for something - *make them pay for it!* If they are sitting comfortable in their power, with a web of influential connections - make those connections *needy*. The Ply the Market move can help with this a lot.

9. *Exploit their weaknesses*

Think about the physical and emotional weakness of the player characters. If they don't have someone who's got at social skills - put them in a social situation. Think about their Flaws. If a player's flaw is that they're greedy - offer them exorbitant wealth to betray their party in a horrible way. Give players the opportunity to role-play their characters dealing with their own vulnerabilities.

10. *Offer power, at a cost*

Offer players connections, magical or physical power, followers, luxury goods, business opportunities, Fine items, or a lead on their quest - but make sure there's strings attached, whether its money, a favor, or something more nefarious. Nobody trades anything for free in the Red City. Players may very often find themselves at the whim of a petty trade prince or guild scion.

11. *Give an opportunity for their characters (with or without a cost)*

Give your players the opportunity to shine. Think about the types of characters you have in your party, and what connections, situations, or leads will interest them the most.

Here's a list of suggestions:

The Fated: Give them opportunities to advance their Destiny, to inspire and advance their own reputation, or to show their leadership

The Master: Give them opportunities related to their fame, history, or breadth of knowledge. Let other characters recognize and respect them.

The Beggar: Give them opportunities for things to get a little wild or off the rails. Let the small folk of the world reach out to them. Let them pass into the populace and learn the ruts in the streets.

The Fury: Give them combat to demonstrate their strength and skill. Give them worthy opponents. Give them opportunities to demonstrate the depth and full extent of their scars.

The Law: Give them opportunities to do the right thing, or to stand out by doing the right thing. Give them connections or leads related to wronged or warped justice.

The Boss: Give them opportunities that the Law would *hate*. Give them connections and opportunities directly related to the people in their gang. Let them explore the criminal underworld of an area.

The Refined: Give them opportunities to demonstrate their wealth and brilliance. Let them know that yes, they are the best. Give them social situations to ply their social power - whether frivolous (a gala, a ball, a party) or dangerous (a court, a battlefield, a diplomatic summit)

The Hunter: Give them opportunities to move deadly and unseen. Send them contracts. Give them connections to their shadow arts schools.

The Hunger: Give them opportunities for dangerous and raw power. Give them a strong connection with their patron, whoever it might be.

12. *Turn their move back on them*

This is especially relevant in Throne. The players went asking around the market and bought out the local weapon smith? The local representative of the Weapon Traders Guild would like a word with them.

Granting Power Dice

It's possible, as part of your moves (offer power at a cost, give opportunities based on their character) to grant players Power Dice for their actions. The fiction should always reinforce the gaining of power dice - the character gains a moment of clarity, touches a powerful artifact, receives power from a dark entity, etc.

Players should naturally accrue power dice from missing rolls or making the Train move. However, if a player seems like they are being starved unintentionally of power dice, it can help to target them when thinking about opportunities to grant the characters.

GM Breakdown

Let's look at the role-play example from the beginning chapter and see how each part breaks down.

GM: Alright, you're just outside the temple. The doors appear to be sealed shut, but you can faintly hear chanting from inside.

Here the GM is Foreshadowing Threats. A pretty normal move!

H: I try the doors.

GM: They're closed, and don't seem to budge. What do you do?

K: Get these doors open, I'll keep watch.

H: I'm going to try and force the doors.

GM: Great. Make an Avoid Disaster roll using strength to avoid attracting unwanted attention.

Since the player specifically said 'force' the doors, the GM chooses strength. A player could also conceivably pick the doors (skill) or look for a mechanism (mind) or something similar. Note the threat of discovery. If there was no threat to the players here, the GM probably wouldn't require a move - they'd simply get the door open.

H: Actually wait, can I make the Pry Secrets move to try and figure out what's keeping the door locked?

GM: Sure, go ahead. Roll +mind

H: Great. I got an 8. What here could be useful to me?

Here H is choosing a question off the Pry Secrets list. Keep in mind, a player can only choose questions off the list unless they have a move (such as the Law playsheet's class move) that allows them to ask different questions.

GM: You spy a pretty simple lock keeping it shut. It could be picked.

K: I'm going to pick it. I have the tools for it. Also, my Silent Atum move says I don't make noise unless I choose to, so I'm going to pick it quietly.

GM: Great. You pick it!

Here the GM decides an additional move isn't needed because of K's playsheet move.

K: I'm going to try and move in once it's open.

GM: Ok, make avoid disaster using skill.

K: To avoid being heard? I'm totally silent

GM: To avoid being seen.

K: I got a 6. Great.

GM: You move in, totally silent. However, coming round the corner, you spot too late the raised torches of a nightly patrol. There's a chorus of surprised voices from the dimly lit

courtyard within, then the rush of feet.

H: I ready my crane stance and steel myself to meet the temple guard.

K: Is it dark? My Bat School move allows me to glide in darkness.

GM: Sure.

K: I'm going to try and glide past them. I take several steps forward and slip into the air, my dark robes spread, daggers in my hands.

GM: You fly slowly right over the head of three of the saffron-robed and now astonished temple guard as they come down clattering to the temple gate. H, you see them too, and they level their spears. What do you do?

Note the GM allows players a chance to not fight - they could run away, or bargain with the guards, or run past them, or something similar. Either way, a move is probably required here - there's consequences!

H: I think we're fighting.

GM: Great, both of you make a Split Earth or Shake Heaven move.

K: Are they in [hand] range of me?

GM: Not quite, you're way over their heads by this point, so normally you wouldn't be able to attack them, since you have a melee weapon. However, your daggers have the [thrown] tag so you can definitely attack. Roll +skill.

H: Ok, before that, I step forward and swing with my sword. 9 ... plus my strength is 11!

GM: Great, your strike hits true. Roll damage.

H (rolls their damage die): Ok, I get a 2, and a 6! That's 1 damage, plus 2 for the critical hit. 3 damage!

GM: Minus his 1 armor, that's enough to cut him down. Tell me how it happens.

Here H is rolling their 2d6 damage die. The temple guards are threat 0 enemies, regular humans with 2 or 3 wounds. After armor, 2 damage is more than enough to drop them. Note the GM asks the player to establish here.

H: My father's sword goes straight into his throat. Since I critical hit, using my Crane Style, my Fated Style, I'm going to recover 1 stamina.

GM: He goes down gurgling and wide eyed.

K: I roll an... 8. Do I have to reload?

GM: Your weapon doesn't have the loading tag - it's just daggers!

K: Ah, ok.... fine, I still deal my damage, right?

GM: Your strike hits true. Go ahead and roll damage and tell me what happens.

K (rolls their damage die): A 2 and a 3. That's 2 damage. Right in the eye.

GM: Minus his 1 armor, that's 1 damage. He doesn't go down just yet, but your dagger slices his face, and he screams in pain, recoiling. However, since you rolled an 8, a guard hefts a crossbow at you. Minus your 1 armor... you feel a sharp pain as the bolt deals 1 damage, slicing past your side.

Here the GM chooses to trade damage (as established) since K's player rolled a 7-9. Since the 1 damage is not quite enough to fell a threat 0 or 1 guard, he's not down yet.

Breaks, Fronts, and Threats

One of the most important elements of any campaign (or storytelling in general) is to set meaningful stakes and consequences for your players. The world of Kill Six Billion Demons is a violent, corrupt, and dangerous place. A really easy way to organize your story is in the form of Breaks, Fronts and Threats.

The Break

In the first session or later on, you (as the GM) *and* the players will eventually decide what **Break** is threatening the world, and how it relates to the players. The Break is the ultimate threat, the way in which the world is threatening to fall apart for the players and the problem that players are ultimately working towards solving. It can hang in the background for a while, and players can certainly have adventures and exploits without it, but it will progress without the player's attention, and pull a lot of their actions towards it.

The action will always work *towards* a Break. A break is always *threatening* to the players. It's a terrible situation that's threatening to get much worse, a great situation that's threatening to fall apart or change irrevocably, a terrible situation that's threatening to become permanent, or something similar.

Here's a simple example Break: An evil warlord is invading a peaceful world. The situation is already bad. The Break would be the warlord becoming powerful enough to dominate and rule the world uncontested.

Playing Without a Break

It's entirely possible to play without a Break and for one to naturally occur during the course of gameplay. Perhaps a villain players meet in the first session becomes compelling enough that players have to stop him or her. That villain ascending to power could become the Break, and the players are trying to prevent it.

However, you should *always* try to work towards incorporating a Break into your game, or the stakes won't seem very compelling!

Features of a Break

A Break has a *Portents clock*, a kind of clock which tracks its progress, and several *Fronts*. A portents clock is simply a way to track how the Break is progressing. Mark off a circle or line at even intervals. The clock starts at 0. When you make the clock, decide how it will advance or recede. Usually this is when the Fronts resolve (positively or negatively) or when players are successful or fail with their actions, but it could move for other story reasons.

When the clock advances, you can have certain *portents* (or events) trigger (at quarter, at half, at 3/4, or something similar). When the clock fills up, the Break happens.

For example, I'm running a campaign where my Break is an evil warlord gathering the strength to overrun a peaceful world during an invasion (such as the previous example). I'll mark off a clock. Every quarter mark, the warlord's power

increases more and more and he is able to dominate more and more of this peaceful world, which will show up visibly for the players as areas become ruined or corrupted. These are the portents.

If the Break happens, decide what ultimately happens, and how it impacts the players. Then you can choose a new Break! No matter what happens, it can always get worse.

If players can defeat or resolve fronts positively they can hold off the Break. If players resolve enough fronts in a satisfying way, you may choose to ultimately confront or resolve the Break if you feel like the players have been successful enough. Resolving a Break usually ends a campaign, but if you somehow can continue, *always* work towards a new one!

Fronts

Related to the Break are **Fronts**. Fronts are aspects of the Break that progress the story towards causing or healing the Break. In the previous example, my Fronts would be things like the warlord gathering an army, gathering evil artifacts, and contacting allies.

Each Break also usually has a home Front, which holds aspects of the story that aren't directly related to any other fronts. Like Breaks, Fronts may also have a portents clock you can use to track its progress.

When a Front is resolved (it's no longer relevant, interesting, or becomes narratively satisfied) then you can get rid of and make a new one, have it advance the Break, or have it recede the Break. It's up to you and the players.

You should fill up each Front with one or more *threats*.

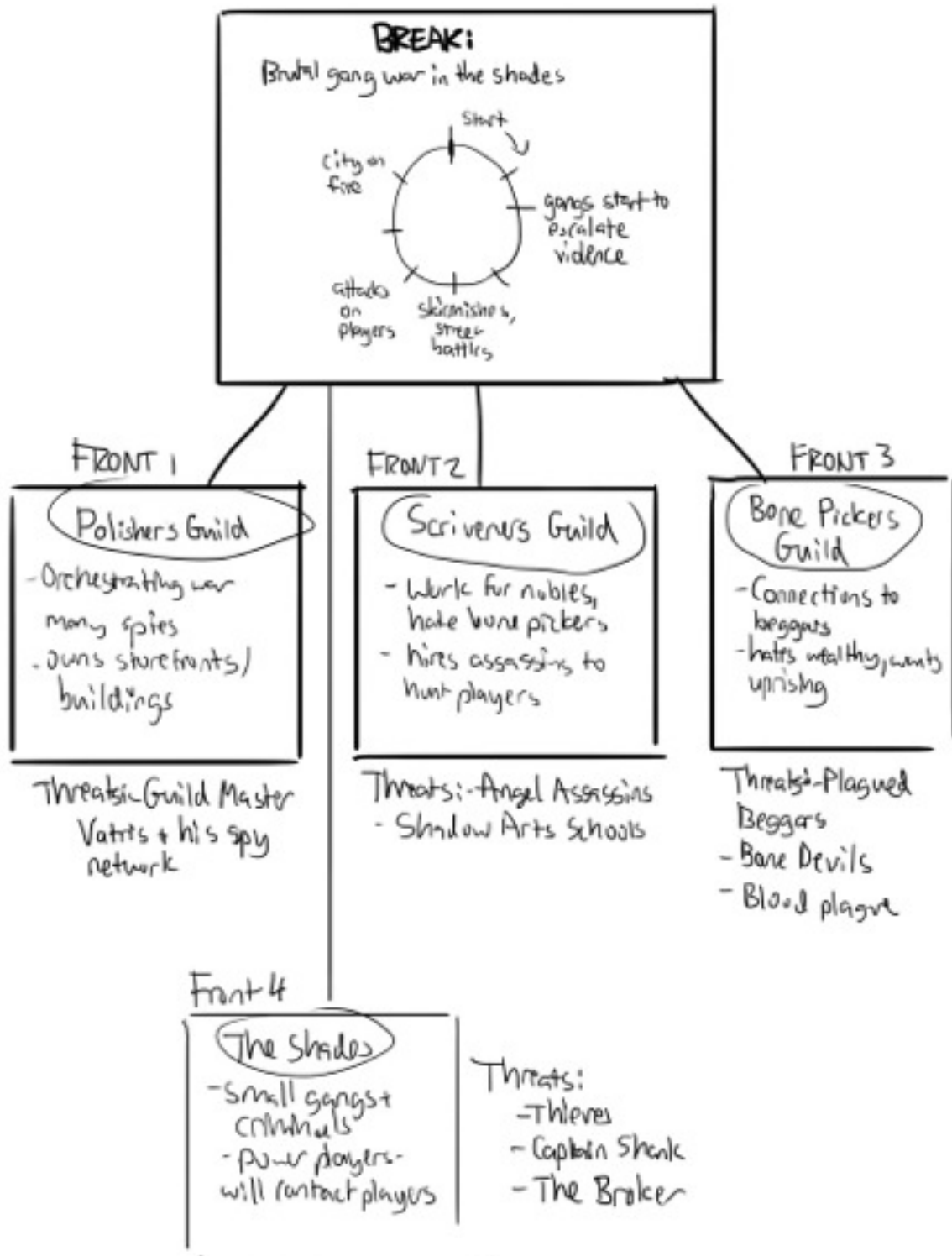
Threats

Threats are just what they sound like - threats that could affect the Front. Threats are characters, groups, or environments that present a problem, often worsen, and may have some element of agency.

Fighting a threat can often be resolved without any combat at all (though it usually ends up being that way).

In Closing

Since this is an early play test, I won't go much further into Breaks, Front, and Threats other than to give you an example on the next page and let you figure out your own. Eventually I will have a guide and a set of archetypes for creating threats, but for now they are relatively simple. Make sure you add in as much detail as possible! Flesh out your world with interesting NPCs, locations, conflicts, and intrigues.



Enemies and Combat

Enemies are numerous in Throne, and range from power-hungry mobs, to roving gangs of undead shades, to masked guild assassins.

Here's what an enemy looks like:

Pankriss, Devil Guard

Threat 3, [huge]

3d6 damage [hand] (2d6 base +1d6 for [huge] tag)

3 wounds, 1 stamina, 2 armor (-1 damage from targets without [huge] tag)

A black armored personal guard of the master, a war devil with an iron club

- Smash with club [forceful]
- Choke the life out of a player, disabling them
- Pick a player up and throw them [forceful][destructive]
- **Turn:** (1 wound left) go berserk and smash everything nearby, even allies

[forceful][messy][area]

Alternately, they might look like this:

Guild Blades

Threat 1 [group]

3d6 damage [hand] (2d6 base +1d6 for group tag)

3 wounds, 1 armor

Guild killers, hard of heart and sharp of blade

- Surround players and cut off retreat

Here's what each part means:

1. Name

- 2. Threat** is the approximate strength of the enemy. Threat 0 enemies are average strength human NPCs. Threat 1 are slightly more powerful. Threat 2 are equal to a character or slightly stronger, and threat 3 are equal to an entire party and may constitute an encounter by themselves
- 3. Solo or [group] tags** - This determines how the target fights, whether by itself or in groups. Groups have many members and the [group] tag (deal +1 damage and take -1 damage to and from targets without the tag and take normal damage from [area] attacks)
- 4. Damage** is the damage dealt by the enemy and the range it can deal it in (in d6s), and any additional tags it has. If an enemy has the [group] tag, the extra 1 damage is often included and indicated in parentheses
- 5. Armor** is the armor for each enemy. When an attack hits a specific enemy, reduce the attack damage by that amount
- 6. Wounds and Stamina** are the amount of damage needed to defeat an enemy or group of enemies. Most enemies only have wounds, but some enemies have

stamina. Wounds with NPCs indicate permanent or lasting harm, whereas stamina will regenerate the same as PCs - during a respite.

7. **Moves** are interesting or additional moves the GM can make with the enemy. Moves have a range listed and any keywords or effects. **Turns** are an additional type of move some enemies have that can only take place under certain conditions.

Keep in mind as the GM *you are not limited* by just the moves the enemies make - you can make any of your own regular moves as well.

Tags are very important for enemies - here are the important ones:

Enemies and Tags

Here's some very common tags and their effect on enemies

[area] - Deals normal damage to [group] targets, and may hit additional targets if they're reasonably in the area. Roll damage dice once for all targets hit, then apply it to each individually, taking into account their armor.

[destructive] - Excellent at chewing up the scenery and setting - could also punch through armor, shields, or shatter weapons (at the GM's option). Deals +1 damage to objects if applicable.

[forceful] - Knocks targets about, or off their feet. Consider this when making moves. For example, a creature that's been knocked over by a [forceful] attack probably has to recover instead of taking a swing at a player when that player misses a roll and you can make a move

[group] - Fights as a mass or group. Deals +1 damage to targets without the tag, takes 1 less damage from those targets, and takes normal damage from [area] attacks.

[huge] - Deal +1 damage to and take -1 damage from targets without the tag.

[messy] - Deals incredibly bodily harm or violence. May deal incidental damage to a nearby target if they're reasonably close (incidental damage would be something like 1 damage or cosmetic damage), taking into account their armor

[supreme] - Takes a roll of 1 better per level of supreme (for example, 11-13 instead of 10-12). A target with supreme takes no damage from [area] effects unless they're the primary target - they are simply too fast, hardy, or powerful! Supreme enemies far outmatch the players and should be encountered very rarely.

Damage and Enemies

Before making a Split Earth or Shake Heaven roll, players need to choose which enemy they are primarily targeting. They make their roll against that enemy, though they may suffer retribution or damage from *other* targets that are nearby if they miss.

Here's how a typical NPC (threat 0 or 1) reacts when they have taken total damage equal to the following amounts-

1 damage - Pain, bleeding, discomfort, and all the associate emotional responses

2 damage - Massive pain, heavy damage, fatal for threat 0 NPCs

3 *damage* - High damage, usually immediately fatal, fatal for threat 1 NPCs
4 *damage* - Brutal or body-destroying damage.

Threat 2 and up NPCs are a little more hardy. 2 or more damage does not typically put them out of the fight, and they will always continue fighting until they are out of stamina and wounds and die.

NPCs dealing damage to NPCs

Whenever NPCs (such as groups or individuals) deal damage outside of player control (for example, a player is not commanding that group), they *usually trade damage*. This is only really relevant for cases where player intervention can matter for one side or the other - otherwise you should resolve the matter narratively! For example, a medium group of guild scions is fighting a large group of bandits. If this happens 'off-screen', you can decide which side wins without really rolling any dice. However, if the players are watching and can intervene in the fight, you can use this rule to resolve it.

In rare cases, NPCs will deal damage without retaliation, but that situation should be saved for cases such as ambushes or surprise attacks.

Groups and taking damage

Groups take damage a little differently to typical NPCs. Here's how groups react when they have taken total damage equal to the following amounts -

1 *damage* - Light casualties, wounds, maybe the loss of a few members

2 *damage* - Significant damage, group starts to flag or waver. Threat 0 groups will start to waver and break at this point.

3 *damage* - Heavy casualties, Threat 1 and groups at this point start to waver and break

4 *damage* - Massive casualties, only a few survivors left. Threat 2 and 3 groups will waver and break at this point.

Note: *The Boss character* functions like a threat 1 group and will only have to make an Enforce Will check to control their group once it's taken 3 damage. Keep track of the damage taken in a fight for a Boss character - even if it's healed, they'll still need to make an Enforce Will check if they take 3 or more damage over the course of the fight.

Remember that wounds and stamina are *mostly an abstraction*. Enemies that take enough damage to be defeated (typically 2-3) might not be killed when you beat them (for example, [group] enemies), but simply submit, scatter, or break enough to be at the players' mercy. They may even flee, to be fought later. The players can run them down or cut them down offscreen, but regardless, the fight with them is over.

Dealing Damage to players

When dealing damage *from* an enemy to players, consider the fiction - who is closest to the player character? What enemy is the player character exposing themselves to retribution from? It doesn't have to be a target they are attacking - just

one nearby.

Players can't take damage if they're affected by friendly [area] attacks normally unless the attack is fire, explosives, or something equally indiscriminately destructive.

Making Enemies

Eventually, this game will have a well fleshed out glossary of enemy types and typical examples of enemies. For now, it's very easy to put together enemies on your own (and I encourage it for play testing purposes). *The necessary parts of an enemy are its wounds/stamina, tags, armor, and damage.*

The most important thing to consider when making enemies is that player characters are heroic, powerful individuals. Most normal, human level enemies are threat 0.

To make an enemy follow these steps:

Determine Threat level

Give your enemy a threat level (0 to 3). Threat 0 and 1 enemies are much weaker than a player. Threat level 2 enemies are about equivalent to a player, and threat level 3 are about equal to a group.

When determining threat level for a group, think about the threat of the group as a *whole*. A threat 3 group might be a worthy fight for a whole party, even if it's composed of very weak individuals. Maybe there are 25 of them! You may also want to consider that the group will do extra damage and adjust accordingly.

Determine if the enemy is solo or [group]

Group combat is faster paced than solo combat and groups take less and deal more damage. Group enemies fight together and are usually fairly similar in their weapons and combat makeup. It's perfectly possible to do a group-style encounter with 10 individual enemies instead of just making it a group, but combat will go slower.

Damage and moves

Enemies should do 2d6 or 3d6 base damage with their moves. Very rarely, especially deadly enemies can deal 4d6, but keep in mind the modifiers from the [huge] and [group] tags, etc. Damage can have tags, such as [pierce], based on the quality of the attack.

Write some moves for each enemy. Add tags and adjust damage if needed. You can give the enemy a Turn - specify what the threshold is. For example, you could have a command move that a captain could only use at full health. You can only trigger turn moves any other time you would be able to make a move - stamina thresholds just make them available to you.

Stamina and Armor

Most enemies are functionally unarmored, but those that are are usually 1 armor. 2 armor is considered heavily armored, and 3 armor is very rare. Expect that

players will very rarely be able to damage a target with 2 or 3 armor unless they have piercing weapons!

A threat 0 or 1 enemy typically has about 2 wounds and no stamina. A threat 1 enemy has 3 wounds and no stamina, a threat 2 enemy has 3 wounds and 1 stamina, and a threat 3 enemy has 4 wounds and 2 stamina, and usually some armor.

If an enemy is especially powerful or badass, give it [Supreme]. Supreme targets are the vast better of the players and should be fought very rarely.

Mixing and Matching

You can definitely change the damage or hp levels (and in fact, I encourage you to) for enemies regardless of Threat. For example, you may have an enemy that does less damage but more armor. Or perhaps you need a slightly deadlier enemy, an assassin (threat 0). Give them threat 0 wounds (3), but threat 1 damage (3d6).

You should consider armor into account when giving enemies higher or lower wounds and stamina amounts, as more armor will increase their effective hp by a significant amount. For example, an armor 1 enemy will take almost half damage from players most of the time. Armor 3 enemies should be extremely rare, as without armor piercing weaponry they are almost invincible to players!

The [group] tag, and size can have the same effect, and also increases the damage dealt by enemies.

It's usually (but not always) better to base threat off wounds/stamina, rather than damage.

To Summarize:

Threat	Damage	Wounds/Stamina	Armor
0	2d6	2/0	0-1
1	2d6 or 3d6	3/0	0-1
2	2d6 or 3d6	3/1	0-2
3	3d6 (4d6 rarely)	4/2	1-2 (3 rarely)
Groups	+1 damage to non groups		-1 damage taken from non group
Huge	+1 damage to non Huge		-1 damage taken from non Huge

Flavor

Finally (or before you even start), give your enemy a name and a face. Think about what it does or how it moves, fights, and lives outside combat. And there you are!

Objects and Damage

At your option, you can also have objects be targetable entities by the players. This would be something like breaking a door in a high pressure situation, smashing a crystal that entraps souls, destroying an apparatus that's tearing a hole between worlds, smashing through a wall, etc.

If there's no threat or consequence to players destroying something, let them do it. *Otherwise*, you can have them roll Split Earth and Shake Heaven or an avoid disaster roll, and let them inflict damage on a success.

Possible moves you can make on a 7-9 or 2-6 if there's no enemies around are threatening to start a fight (you try to break the door down, but it causes a huge amount of noise, and you hear footsteps coming), using up their resources (you break the door down but your weapon breaks), or even inflicting damage (you break down the door, but part of the ceiling collapses from your blows).

Here's some good metrics:

Easy Object - 1 wound, 1 armor - Furniture, objects made of wood, fittings (chandeliers, light fixtures, etc), personal objects or something you could find on a desk

Medium Object - 2 wounds, 1 armor - Metal furniture or objects, wooden structures or thin walls, wooden vehicles, larger furnishings or equipment

Hard Object - 2-3 wounds, 2 armor - A metal vehicle, stone or metal walls or structures, something made out of hard crystal or hardy equipment

Remember, attacks with the [destructive] tag deal +1 damage to objects. Objects can be glanced or critically hit like any other target, and [pierce] weapons and effects that ignore armor are still effective against them!

Battles and Duels

When you want to set up something a little more organized for player combat, you can use the optional battle or duel rules. Each one has a tracker with 6 segments, which displays the current state of the battle and the effects on player actions. Each 'segment' of the tracker should have each player perform 1 action. Once all players have acted, advanced the tracker.

Each of these situations has moves you can use. Any player can use these moves, but only during a battle or duel.

Battle

Use the battle tracker to depict a skirmish between two or more sides, usually with multiple individuals or multiple groups involved. Break the battle down into 6 segments. During the first two segments of the battle, reduce all damage dealt and taken to either 0 or 1 - neither side can gain an advantage, and nobody has committed to a position. However, the moment a player makes one of the moves below, advance the battle tracker to the '3 position' immediately.

1-2 - *skirmishing* - All damage is minor (0-1 damage)

3-5 - *Pitched Battle* - Full Damage

6- *Climax*

Once the climax segment of the battle is over, it's finished - regardless of who's left alive or not.

During the battle, players can make the following moves -

Into the Fray

When a player wants to hurl themselves into the midst of their foes with reckless abandon, they can deal normal damage to [group] and [huge] enemies until the remainder of the battle. However, they increase all damage they take from those enemies by 1 until the battle is over.

Hold Position

When a player wants to hold position, they roll +end. On a 10-12, they can hold it for 2 segments past this one - during those segments they take -1 damage as long as they remain in that spot, and can maintain their position. On a 7-9, they can hold it for only 1 more segment. On a 2-6, the position is untenable and anyone there must immediately move.

Lead by Example

When a player wants to direct their side towards victory, they can roll +prs and choose a target (another player, a group, etc). On a 7+, their target deals +1 bonus damage for 2 segments, but on a 7-9, the player also exposes themselves to the brunt of the enemy attack.

Duel

You can use the duel tracker to resolve fights between individuals, whether for honor, or something darker. During the first 2 segments of the duel, reduce all damage dealt to 0 or 1. However, the moment a player makes any of the moves below, advance the tracker to the '3' segment immediately.

1-2 - Testing Strength - All damage is minor (0-1 damage)

3-5 - Open Duel - Full Damage

6- Climax

Scene Change

When you want to use the terrain to your advantage, make a +skl roll. On a 10-12, the area where you are fighting changes to an arena that is more advantageous to you (for example, you jump onto the rooftops, where the area is narrower for your quarterstaff). Get +1 forward. On a 7-9, the area may or may not change, but offers no benefit or negative either way. On a miss, the area changes to an arena that is advantageous to your opponent - get -1 forward.

You can only make this move once per duel.

Make Ploy

When you want to outwit your duel opponent, make a +mnd roll. On a 7+, a ploy (throwing sand in your opponent's eyes, collapsing the roof on them, etc) gives you an opening to either escape the duel, or leave your opponent disabled and unable to act for 1 segment past this one. On a 7-9, you are able to make your ploy, but leave yourself wide open to attack or retribution. On a miss, your ploy is turned against you (for example, your opponent throws sand in *your* eyes).

You can only make this move once per duel - your enemy will watch for it after the first time!

Dominance

When you want to get this over with quickly through mastery or brute force, roll +str. On a 7+, immediately advance the duel to the climax segment as you and your opponent savagely exchange blows. Your next (and final attack) in the climax segment will deal +2 damage, but you will also take +2 damage should you be harmed. On a miss, your enemy outpaces you, taking the duel to the '3' segment.

You can only make this move once per duel.

Encounters

Encounters are a very easy way to organize battles for your players. They look like this.

The Palace Guards

In the palace, when the players are discovered transgressing, commence hostilities, or the Duke decides they are too dangerous to have around, the encounter commences.

Encounter type: Brawl, interior

Encounter moves:

- Throw innocents into the fray (servants, staff, courtiers, etc)
- Call reinforcements
- Falling scenery (chandeliers, clocks, tables) (1 damage, [forceful])

Stakes: Either the players are slain or captured, or the master attempts to flee to the lower levels of the palace

Enemies:

Palace Guards

Threat 2, [group]

3d6 damage (hand)[pierce 1) (2d6 base +1d6 for group tag)

3 wounds, 1 stamina, 1 armor (-1 damage from non groups)

Guards that pour forth to strike at enemies with spear and shield

- Attack in formation with spears
- Shield bash and daze players
- Pin players down with spears and immobilize them
- Volley with muskets (close/far)

Pankriss, Devil Guard

Threat 3, [huge]

3d6 damage [hand] (2d6 base +1d6 for [huge] tag)

3 wounds, 1 stamina, 2 armor (-1 damage from targets without [huge] tag)

A black armored personal guard of the master, a war devil with an iron club

- Smash with club [forceful]
- Choke the life out of a player, disabling them
- Pick a player up and throw them [forceful][destructive]
- **Turn:** (1 wound left) go berserk and smash everything nearby, even allies

[forceful][messy][area]

Here are the key features

1. **Parameters** - Activating an encounter is a move for the GM. Each encounter has a set of parameters (as guidelines for when it should be triggered). This isn't strict, but can help GMs think about what would trigger it.
2. **Encounter Type** - A set of keywords and guidelines for the encounter, which can help set some of its basic moves.
3. **Encounter moves** - A set of additional basic moves for the GM to make in the encounter, based on where it takes place and what kind of enemies are in the fight
4. **Stakes** are what will happen on resolution of the encounter. Write these in as a reminder.
5. **Enemies**- These are the targetable enemies or groups of enemies in the encounter, split up by type. When players Split Earth and Shake Heaven, they have to choose which one of these they are fighting!

Using Encounters

The most important thing to remember about encounters is they are first and foremost tools for *you*, the GM, to make it easy to keep track of and organize combat, and to give you a set list of options to choose from when considering the moves to make. You don't have to stick to the moves written down and can be flexible - the encounter template is mainly a guide for keeping track of everything.

It's often very useful to draw a rough map of an area during combat so players (and you) can more easily visualize what's going on.

There will be list of encounter types and suggested moves in a future version of this play test but for now, try and think up your own! Good examples would be brawls, battles, duels in the market place, last ditch defenses, etc.

Wounds, Stamina, Respite, and Rest

Stamina and wounds are the ways for you and the players to track fatigue, physical poise, and damage in combat. Stamina *can* represent bodily harm for players, but more often that not it can represent exhaustion, willpower, deftness and poise. When a player takes damage to stamina, it represents the drain on that reserve of energy and poise - the wear and tear of combat.

Wounds, however, with very little exception, all represent physical harm to a player's body that require healing. Taking a wound is, narratively, a big deal! Here's the tempt fate move again.

Tempt Fate

When you take damage, roll +end.

On a 10-12, nothing further happens

On a 7-9, *the GM* chooses 1 or 2 from the list below

- You take -1 forward from the pain or impact of the blow
- You are knocked or thrown aside, you lose your footing and poise
- Something you are carrying or holding is thrown from you
- You miss or fail to notice something critical or important

On a miss, *you* choose 1:

- You're out of the fight for now - either unconscious, shattered, or too wounded to fight

- The blow strikes a hidden weakness - take +1 damage

When a player takes a wound as a result of this move, you should have them describe what happens, and how severe the damage is! If they get a 9 or under on the roll, you can tell them additional details depending on what you've chosen to inflict on them.

Respites and the Rest Move

Respites are quick breaks in the action for players to catch their breath. Players recover all stamina after a respite, providing they've had the time and space. They shouldn't, narratively, be any longer than fifteen to thirty minutes or so.

Resting is the opportunity for players to claw a little bit of their momentum back. Narratively, rests are also a big deal, and a big opportunity for you as the GM (depending on how the players roll), to move the story around. The rest move, as a refresher, looks like this:

Rest

When you have time (hours, days) and a place (relatively safe/quiet) to gather your strength and recuperate, choose a number of wounds you want everyone in your party to heal (0,1,2,3, for example). Then roll -wounds healed.

On a 10-12, you are able to grasp the time to gather your strength, for now.

On a 7-9, choose 1 from the 2-6 options, but take out the word 'significant'.

On a *miss* (2-6), choose 1:

- Your enemies gain something significant from your rest (ground, time, resources, allies, etc)
- You lose something significant from your rest (ground, time, items of power, resources, allies, etc)

It's important to remember what happens when players rest. First, it's they *must have* a relatively safe and quiet place to rest and time, per the conditions of the move. If they don't have one or either, they can't rest.

When players rest, they:

- Recover wounds (depending on what they chose for their roll)
- Heal all stamina
- Recover moves and resources

When players rest, they *also* must:

- Pay ammunition costs to restock
- Pay costs for any services or accommodations they are using if they want to use them again

When players roll a 9 or under on the rest move, you have a lot of options, depending on what they chose. Look to your GM moves to cue you in. Here's some examples:

(Players roll a 9 and choose not to lose anything): "You spend several hours binding your wounds and recovering from the battle. However, bad news comes pretty quickly - the raiders look like they're regrouping, and among them you see them rolling up some kind of heavy, modern belt-fed gun (enemies gain something)."

(Players roll a 5 and choose for their enemies not to gain anything): "You recover well enough, but the devil's bite turned out to be venomous. *You use up all your medical supplies* (losing something), and you're going to have to find an apothecary in the next day or so or go through some serious pain."

Even if the players roll successfully on this move, it's perfectly fine (and in fact, recommended) to **Portend Doom** and **Foreshadow Threats** to your heart's content.

"You rest and recuperate, and miraculously you are unharmed. But the rumbling in the valley below is growing louder by the minute..."



THE PALACE OF NIGHT

The Palace of Night

This is a very loose hook you can use to start and play test a game. Feel free to tweak it, add to it, and use it as you will. My personal style of GMing is a lot more reliant on asking players to improvise with me, but you can definitely adjust as needed. Most elements of this story are left up to you and your players, so if you follow the prompts, you should come up with something pretty fun.

If you're planning to play this story as a player and don't want to get spoiled, stop here!

If you're a GM, go on to the next page and read through the hook. It's pretty loose, and it's just a start, so the majority of the actual story and adventure will be up to you!

Summary and Introduction

The players are contacted by a noble lord or lady called Ras Supharna. They are asked on their behalf to raid the Palace of Night, an establishment ruled by another noble lord or lady called Parkhassian, in order to retrieve something precious.

The Palace of Night is situated in on the dark side of the Red City of Throne. It is reachable by many means. Outwardly, the Palace is a high class salon - a restaurant, musical venue, and cultural parlor for the nobility. No-so-secretly, it is also an infamous meeting house for smugglers, information traders, and other underworld figures.

The players will have to infiltrate or fight their way through the depths of the Palace in order to get Ras Supharna's treasure - and then escape alive.

1. The Opening

The players meet Ras Supharna in the House of the Blade Lotus, a high class café buried deep in the core of the Red City of Throne. It's a large, sprawling building carved into the side of a wide arcade overlooking Blackstone Passage - a massive boulevard deep in the central city clogged with foot traffic from hundreds of worlds, caravans, and merchants. The ancient building is overgrown with the eponymous blade lotus, giving the entire café a slightly spicy smell.

Tell the players they've been waiting in the café with each other for some time, in a private section that's been roped off with a velvet rope. You can **ask the players** how they got here, or what they've been doing while they're waiting. You may also have the players describe their characters to each other (very few others are in the private section but them).

Then tell the players they are waiting on a noble called Ras Supharna, who requested their help with a private matter.

Who is Ras Supharna?

Ras Supharna is a middle-aged scion of an old merchant guild trading (exotic spices/ liquor/silks, or something similar), a member of the nobility in Throne. He or she is well dressed, well spoken, has a friendly but refined demeanor, and wears excessive amounts of (jewelry/makeup... something gaudy). He or she always travels with two guards, powerful fighters in their own right (detail them, or ask your players to!).

Decide for yourself: Is Ras Supharna a man, woman, or something else? A human, devil, or a servant? What are their tastes, their likes, and dislikes?

They'll ask the players to retrieve something for them from the Palace of Night, telling them its very precious and personal to them, and that the players will be handsomely compensated.

Decide what it is! Here are some suggestions:

- Ras Supharna's son or daughter
- A jewel, containing the names of powerful devils

- The key to a locked iron gate behind which is hidden a terrible power
- A ledger that contains trade secrets or the hidden location of a stash of immense wealth.

However, Ras Supharna has a *secret* and very morally questionable side business. Decide what it is! Here are some suggestions as to what it involves:

- Child labor
- Slavery
- Blood Sport
- Dark sorcery or ritual sacrifice

In truth, Ras Supharna doesn't want their precious thing for personal reasons at all, but to support their side business. For example, they want their son or daughter back to cut their heart out in an offering to Ovis, the hollow god of secrets. You should try not to let on to this, for obvious reasons.

Ras Supharna also has a master. Decide who their master is (a powerful guild master, another noble, a devil, a sorcerer, a warlord), and how they will be angered should the players or Ras Supharna not deliver.

How did we get here?

Ask your players how they became interested in this opportunity. Go around the table, and ask your players any of these these questions. Players don't *have* to answer any of them, but if they do, *only one* player should answer.

- *Have any of you heard of Ras Supharna?*
- *Which one of you had a friend, acquaintance, or family member that went to the Palace of Night and disappeared?*
- *Which one of you had a bad run in with the Palace of Night and wants to get even?*
- *Which one of you is close to someone who works for the Palace of Night?*
- *Which one of you had thought about joining the Palace of Night at one point and perhaps wants to still?*

Now ask the rest of your players, if they didn't answer any question, why they are here, and how they heard about the opportunity. Ras Supharna will offer everyone payment of their choice (worth 3-5 wealth per player) for the completion of the job. If the players say they're here for the money, ask them what for.

You can ask additional questions to players based on their characters' backgrounds. For example, if you have a Hunter character, you can ask them if their Shadow Arts school sent them. If you have a Law character, ask them if they were sent to investigate. You may want to set this information up before you start playing the first session.

Starting it off

After you finish answering these questions, Ras Supharna shows up (late), and explains the situation to the players, accompanied by his or her guards. Remember, **you can always ask the players to fill in details!**

2. The request

This is what Ras Supharna knows and tells the players about the Palace of Night, and asks the players to do. Fill in the details!

Parkhassian, the master of the Palace of Night, is an old enemy of Supharna. They used to work for the same trading company, but Supharna hedged out Parkhassian, who turned to darker exploits, joining the Palace of Night and eventually working up the ladder to become its owner.

For revenge, Parkhassian hired a mercenary band to raid a trade caravan and steal away Ras Supharna's treasure, and has threatened to hold it for 99 years. Supharna tells the players he or she is afraid that the Palace of Night will sell or use it for nefarious purposes (but really wants it back for his or her own nefarious purposes).

Ras Supharna tells the players that Parkhassian is involved in dark and evil endeavors, but is not sure what exactly. Supharna knows many more details about the Palace of Night and Parkhassian (as detailed below), but won't divulge too much unless pressed, and doesn't truly know much about anything other than the top level and the event schedule.

Above all, Ras Supharna should definitely implore the characters about the deep personal feud between them and Parkhassian, and the pressing and emotional need to get their treasure back

After making the request, Supharna should inform the players that there's an upcoming event at the Palace, a Night of Song, where slaves, singers, and other talented individuals are invited to come and try their luck on the stage. The Palace at that time will be the most vulnerable to either infiltration or assault, with the guards tied up with the guests. It's up to the players what approach they ultimately take, though!

The Night of Song will be in just a day, so Supharna will recommend they use the day between now and then to prepare, and familiarize themselves with the rest of their 'team'. Then leave it up to the players!

3. The Palace

Here's the information on the Palace and its Master (or Mistress).

Location

The Palace is a cultural landmark in the central Red City in Throne. It's located deep in the River District - an area notorious for its beautiful architecture and deplorable morals. The Rivers are literal - they run beneath the streets in a network of filthy, populous, and clogged canals - and metaphorical. Rivers of illicit, dangerous information and black market goods flow behind the gilded doors of its gorgeous exteriors. Every

building in the River District has a front business (a cafe, an instrument shop, a wine shop, a boutique), and a far more bustling back-door business.

The Palace itself sits on a peak on the outer wall overlooking the nightward side of Throne on one side (it sits in perpetual darkness), and the entire River District on the other. It is a massive structure, simple in design, carved from a single, pale, calcified god. It is surrounded by a black garden (literally black), of rare plants imported from Mottom's Scoured Worlds. The courtyard square outside is always bustling with dignitaries, socialites, and notaries, for it is where the gossip, art, and (for many) underworld business center of this side of the Red City. The Palace is open all hours, and business rarely slows down. Almost anything can be bought there, if you have what is needed.

The Palace is crewed by beautiful human servants (only beautiful ones, ugly ones are not accepted), and defended by the Night's Guard, who wear beautiful white masks, white robes, and wield beautiful (and very sharp) red spears. Unbeknownst to many, it is also defended by darker things that lurk in the depths below. Its master is the Exquisite Parkhassian

The Exquisite Parkhassian, Master of the Palace of Night

Decide for yourself: When you detail Parkhassian, the most important thing to remember is that they should be, in almost every detail, almost exactly the same as Ras Supharna (same gender, race, even the same fashion proclivities), but *slightly* different - just enough so the players don't think they are dealing with a clone of some kind.

The most important character details about Parkhassian is that he or she *hates* Ras Supharna and will openly denounce and expose Supharna's dark business to the players (and perhaps offer to hire them).

Most importantly though, Parkhassian practices the *exact* same terrible secret business that Supharna does. If you decided Supharna has a business involving child labor, so does Parkhassian. It takes place on the third level of the Palace. This will (of course), pose an interesting quandary to the players - so encourage your players to react to it!

The Night of Song

The Night of Song is an event that happens every six turns (a turn is the length of time it takes for the Multiverse to rotate around Throne). Anyone, slave or free, can perform in front of the River District's elite - nobles, dignitaries, barons and baronesses, guild masters, and scions from hundreds of worlds. It's an audience of a thousand or two, and takes place in the massive main gallery.

The Night is a contest of sorts. Entrants are judged based on their skill in various arts (not just singing, despite the name), and compete against each other. Winners are said to be able to demand one thing of the master of the palace (slaves usually demand their freedom). The losers are bound the house in servitude for a year and a day. Many noble sons and daughters have lost their freedom to hubris and now scrub the marble floors of the Palace.



THE PALACE OF NIGHT

The Palace itself

The first part of the top level of the palace is the guardhouse, the gardens and the courtyard, both immaculately pruned and polished to an almost impossible degree. Many parts of the garden are private, and empty of guests. Statues dot the garden, many of them concealing deadly traps for those who wander where they are not wanted.

The second part of the top level is the palace itself: the reception hall, the great gallery where events are held, the sitting room, the viewing gallery, the mirror hall, the kitchens, and the store rooms. The halls of the palace are finely decorated with

frescoes, fine silks, and the like. Detail for yourself what it looks like - whether Versailles or Angkor Wat comes to mind!

The level below is the servant's quarters, the second part of the kitchen, and the private rooms, including the master's quarters. Underworld business gets conducted here often.

The third level - the dark level, is where Parkhassian conducts their dark business - whatever it might be. I'll let you detail this. This part in particular is buried deep ground level, probably protected, under lock and key, and definitely defended. Guests can go down here if they have unsavory business here, and can pay.

The fourth level is the vault - where Ras Supharna's treasure is being kept. I'll also let you decide what the vault looks like, who's defending it, and it will, of course, change depending on what treasure you thought of. That's part of the fun! This is definitely strictly off limits to everyone except Parkhassian and the guard.

If the players choose to go on the Night of Song, the Palace should be busy and the guards and staff will be distracted. If they choose to delay, it won't be as busy, but the guards will be on full duty.

4. Tools

The structure of the actual story and the exploits of the characters will be up to you! Remember to offer players multiple ways to approach the Palace. They can infiltrate socially or skillfully, or simply plan a direct assault. They could try and sneak in through the servant's entrance, or through the gardens. They could cut their way in through the canal that runs under the Palace. If you need to invent a way for them to get in their preferred way - invent it! If the players invent one, let them! Let them be creative.

Here are some enemy profiles you may find useful. Remember, you can always make your own (and are definitely encouraged to try), using the guidelines in the previous chapter.

Elemvy Guile, Guild Assassin

Threat 2

3d6 damage (hand) [Pierce 1]

3 wounds, 1 stamina, 1 armor

A Spider School Hunter, an insectile creature of the race called the Endless Mothers.

Clings to ceilings and walls to hunt her prey.

- Throw poisonous blades [close][Pierce 3] - she's only got a few of these
- Skitter up in to the shadows of walls and ceilings
- Throttle players with wire and try to hang them

Night Guard (group)

Threat 1 [group]

3d6 damage (hand) (2d6 + 1d6 for [group])

3 wounds, 1 armor

The white masked and white robed guard of the Palace. Very beautiful under their masks. Armed with spears to throw at players, and shields to bash them with.

Night Guard (individual)

Threat 0

2d6 damage (hand)

2 wounds, 1 armor

The white masked and white robed guard of the Palace. Very beautiful under their masks. Armed with spears to throw at players, and shields to bash them with.

Night Guard Captain

Threat 1

2d6 damage (hand)

3 wounds, 1 armor

A guard captain, wielding a red plumed spear, a silver saber, and a plumed helm. May be a devil, often with multiple arms.

Night Guard Elites

Threat 3 [group]

3d6 damage (far) (2d6 +1d6 for [group])

3 wounds, 2 stamina, 1 armor

Seven or so elite guards armed with rifles and bayonets. Found deeper in the Palace. Far more disciplined and strong willed.

- **Turn:** Sustained volley with rifles [messy][loading][Pierce 1] - if a guard captain is alive to give them orders.

Pankriss, Devil Guard

Threat 3, [huge]

3d6 damage [hand] (2d6 base +1d6 for [huge] tag)

3 wounds, 1 stamina, 2 armor (and -1 damage from targets without [huge] tag)

A black armored personal guard of the master, a war devil with an iron club

- Smash with club [forceful]

- Choke the life out of a player, disabling them

- Pick a player up and throw them [forceful][destructive]

- **Turn:** (1 wound left) go berserk and smash everything nearby, even allies [forceful][messy][area]

Parkhassian (The Exquisite)

Threat 2

3d6 damage (hand)

3 wounds, 1 stamina

A rich and powerful socialite and trade lord or lady. Has flexible armor under their fine clothing and is skilled in martial arts, unlike Supharna.

- Throw freezing needles at players
- Paralyze a player by touching pressure points
- Perform impossible feats of acrobatics (running up walls, jumping impossibly high, etc)

Ras Supharna, guild Scion

Threat 0

Supreme 1

2d6 damage (close/far)

3 wounds

A rich and powerful guild scion - also the player's employer.

- Fire at players with a concealed pistol
- Attempt to flee to guild sanctuary

Supharna's Bodyguard

Threat 2

2d6 damage (hand)

3 wounds, 1 stamina, 2 armor

Supharna's personal bodyguard - highly skilled warriors. There are two, with their own unique style. Detail some moves for them. Here are some suggestions

- Grapple or disarm a player with superior skill
- Throw a player into danger/off a building with martial arts
- Intercede between Supharna and the players

Torturer

Threat 0

2d6 damage (hand) [pierce 1]

3 wounds

A devil or human torturer, found deep in the Palace. Wields chains, knives, or other implements.

- Hook and pull players with chains
- Grab and choke players from behind, hiding in shadows

To Be Continued...

These rules were written by Abbadon of the webcomic Kill Six Billion Demons (<http://killsixbilliondemons.com>). These rules are a work in progress. The extended GM section with enemy and encounter suggestions, the lore bible, and the world-building section are as of yet unwritten.

If you have feedback, please e-mail ksbdabbadon@gmail.com, send me a message on my tumblr at orbitaldropkick.tumblr.com, or tweet me [@orbitaldropkick](https://twitter.com/orbitaldropkick)

Thanks for play testing these rules, and looking forward to writing the rest!