



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 empty 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 and the game master (often abbreviated as GM from hereon). For example:

Player 1: "I open the door."

GM: "It opens slowly, 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 consequences and stakes based on player actions - 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).

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 make a move. The kind of move you make will depend on the wording of the move and the story itself!

Making a move 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, choose a stat to roll and explain to the DM how you are avoiding disaster.

- 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.

For a full list of basic moves, see pg. 20

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.

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 simply won't wake 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 passed out drunk, there's no need for a roll at all. You don't have to make a move - he's a dead man!

Rolling Dice

Rolling dice is pretty simple - take the dice and roll them! Broken World uses mostly 6 sided dice (shortened as D6), but some characters will do larger or smaller dice of damage, mostly four sided dice (D4), eight sided dice (D8), and ten sided side (D10).

Modifiers and Adding Dice

A lot of moves will add dice (for damage, for example). When they do, it will be annotated as something like '+1d6' (meaning add 1 six-sided die).

Other 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 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!

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, just remember what you've got.

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. 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.

GM: Sure, you do.

K: Don't I need to roll for it?

GM: It's not that hard to pick for your character in particular, and you have enough time. However, as you pick the door, it swings back on a well-oiled hinge, far too fast. Make an avoid disaster roll using skill!

K: I got a 6. Great.

GM: You can't catch the door before it swings back, noisily slamming into the wall.

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 dark-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. Both of you make a 'Split Earth' roll for melee or a 'Shake Heaven' roll for ranged.

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 make a ranged attack. Roll +skill.

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

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

H: 6.

GM: Minus his armor, that's enough to cut him down. Tell me how it happens.
H: My father's sword goes straight into his throat. Using my Crane Style, my Fated Style, I'm going to recover... 4 stamina.
GM: He goes down gurgling and wide eyed.
K: I roll an... 8. I'm going to choose to reload.
GM: Your weapon doesn't have the loading tag - it's just daggers!
K: Ah, ok.... fine, I choose to expose myself to danger. I still deal my damage, right?
GM: Your strike hits true. Go ahead and roll damage and tell me what happens.
K: 10! Right in the eye.
GM: You cut down the poor sap. However, before you do, 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 5 damage, slicing pass your side.

And so on!

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 *play sheet*. 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'. The sheet is divided into several sections:

- Character Art:** A drawing of a woman with dark hair, a bindi on her forehead, and a crown-like headpiece with three stars.
- THE FATED:** The character's name.
- Attributes:**
 - STRENGTH: +1
 - SKILL: -1
 - ENDURANCE: +1
 - MIND: +0
 - PRESENCE: +2
- STAMINA:** 15
- WOUNDS:** Represented by four diamond-shaped icons.
- ARMOR:** 2
- DAMAGE:** D6
- MOVES:** Two large vertical boxes labeled 'BASIC MOVES' and 'ADVANCED MOVES (CONT)'. The 'ADVANCED MOVES' section is further divided into 'ADVANCED MOVES' and 'EQUIPMENT AND WEAPONS'.
- LEVEL:** 1
- XP:** Represented by 15 small squares.
- NAME:** LOUKI
- BONDS:** A large empty box.
- BURNING WILL:** A horizontal line.
- FLAW:** A horizontal line followed by 15 small squares.

Characters level up during the course of play from level 0 to level 10. You level up by making the Train move (pg. 23). Your play sheet 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. 15).

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 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:

- Anger
- Self Doubt
- Overconfidence
- Impatience
- Selfishness
- Jealousy
- Vanity
- Mistrust
- Excess and over-indulgence

Some more complicated flaws

- Inflexibility
- Devotion or Zealotry
- Misplaced trust
- Self sacrifice

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 make 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, and you can't 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 (*not in the full version of the rules yet*).

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. This is a six sided die (make sure it's a different color to your regular dice!)

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, *mark experience* and choose one-

- Roll the power die with your move (3d6 instead of 2d6). When you do, pick the two highest of the three rolls!

- Roll and add the power die to the damage of your attack.

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.

Other player moves might spend power dice to accomplish extraordinary feats. You only mark experience when you spend a power die to use the Channel Flame move, however.

Once you spend a power die, it's gone forever!

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 core 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 26. You might find it useful to skim or reference the terminology section that follows to understand the context of some of the moves.

Terminology

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

Both 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.

Rest and Respite

Some moves only recharge after a *rest*. A rest is sufficient time (hours/days) and space (relative safety/quiet) for the character to recharge, recoup, and relax. When you want to rest, you make the Rest move (pg. 15).

Other moves recharge after a *respite*. A respite is sufficient time to bind wounds, catch breath, and calm nerves (about 10-30 minutes).

Combat Terminology

Armor

Reduce the total damage a character takes from a single source by the character's armor. NPCs and enemies can also have armor!

Clumsy attack

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

Damage

The basic damage die depends on each character - not on the weapon they are holding! Weapons determine other things like range and qualities of the attack. Whenever you deal damage, you need to tell the GM who you're aiming at. A target could be a whole group of enemies!

Focus

If something requires *focus* you cannot make any other attention or time-absorbing actions while performing its effects (moving, dodging, etc)

Group

Targets with the [group] tag fight as a mass or group. They deal +1d4 damage to targets without the [group] tag. Weapons or attacks with an [area] tag deal + 1d6 damage to groups.

Huge

Huge targets are physically massive or imposing opponents. They deal +1d8 damage to targets that are not also Huge.

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!

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. 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.

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 terminology

Stamina and Wounds – Each target (and player character) has a certain amount of stamina. Stamina can represent a character's ability to keep fighting in combat or their energy and poise, and not necessarily direct damage to their person.

When taking damage, it goes directly to stamina, unless stated otherwise. Stamina can only be reduced to 0 (in other words, there's no spillover - an attack will either reduce a player to 0 stamina or not). After that, for each each *instance* of damage a player takes when they have 0 stamina (not the actual number rolled), they take a *wound*. When player characters fill in a wound, they make the Injury move.

Injury

When you take a wound, roll +end.

On a 10-12, nothing further happens, but the GM may choose to *not* inflict the wound have something from the list below happen anyway.

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

- You take -1 forward from the pain or impact of the blow
- The wound cannot be healed without special attention from a healer and will worsen over time
- You lose something (your position, your weapon, your footing, etc)

On a miss, the GM chooses 2 from the list above

If a player fills in their last wound (no matter how much more damage they would take) they make the Tempt Fate move (see pg. 24). You recover your stamina after a respite.

Wounds can usually *only* be healed by taking the Rest move. 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). 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)

NPCs and injury -

NPCs have stamina, but don't have any wounds. Some NPCs that fight in groups have a threshold number for scoring kills. For example, an encounter where you fight temple guards has 30 stamina, and a 3 stamina threshold for scoring a kill on a guard.

When an NPC's stamina is exhausted, it's out of the fight - slain, broken, or defeated.

PCs and injury - PCs have stamina based on their endurance and character and 4 wounds (the 4th is potentially death!)

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- Intimate (closer than hand), Hand (hand to hand combat), Close (close enough to hear comfortably - about twenty to thirty feet), Close/Far (further than close), Far (visual range)

[ap]- Totally ignores all armor

[area] - Inflicts its damage over an area around its target, potentially hitting many targets within, and dealing +1d6 damage to groups. Melee attacks with *[area]* hit an area centered on you within their range.

[destructive] - Extremely good at destroying objects, furniture, and terrain, and (if its strong enough) walls, vehicles, etc

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

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

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

[hidden] - easy to conceal

[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.

[loading] - This weapon uses ammunition. You will have to often reload it, and must spend wealth to replenish ammunition each time you rest if you fired it.

[luxe] - especially fine quality, worth 2 wealth or more than usual.

[messy] - Deals incredible bodily harm or violence, might deal incidental damage around its intended target

[thrown] - This melee weapon can be thrown effectively. Use the same attack roll (strength or skill), it doesn't become a ranged weapon.

[large] - This requires two hands to wield or use, but can reach a lot further than other weapons. You probably 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, or perform fine motor activities while fully wielding this (weapon) or wearing it (armor)

[pierce X] - Ignore X armor when doing damage with this

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.

In combat, a follower can fight alongside you, but their damage is generally considered to be folded into your own (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! Loyalty will raise or lower depending on circumstances. Generally, disrespect or failure to pay the follower's cost will cause -1 loyalty ongoing, 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
- Knowledge
- Protection (self or others)
- Fame and Glory

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 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, on the re-roll their apprentice also suffers them.

Chronicler

Choose a number of groups equal to the chronicler's expertise - (Rural commoners, urban commoners, a notable power of Throne (detail), nobility, a powerful king or queen (detail), a guild (detail), martial artists, devils, angels, artisans, artists, a demiurge). You have a reasonably good reputation with those groups as long as the chronicler accompanies you.

Courtier

Once between rests, the courtier can take +expertise 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 will need healing attention afterwards.

Guide

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

Love Interest

Also has the cost: Prospering Relationship. A number of times between rests equal to the Love Interest's expertise, if you roll a 10-12 on a roll in their interest or favor, you can take +1 forward.

Merchant

Also has the additional cost: Thriving Business. Reduce all wealth spent 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.

Thief

The thief can procure for you wealth equal to their expertise or 1 [lux] item between rests. 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 +1d6 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, choose a stat to roll and explain to the DM how you are avoiding disaster.

- Through brawn or physical power (strength)
- Through speed or dexterity (skill)
- Through fortitude or 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 can use this move in a situation where you're unsure what other move to make. 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 boulder, 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, disarming a trap, etc.*

Split Earth

When you attempt to strike at your foe in melee, 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.

- *Smash* - Deal +1d6 damage
- Grapple - Deal no damage, but restrain your enemy as long as it doesn't have the [group] or [huge] tags. Your enemy can still attack (with difficulty), but it can't move, and your allies can take +1 ongoing against it 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, before you roll you can choose to *Focus Shot* - take -1 to the roll and 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, *mark experience* and choose one-

- Roll the power die with your move (3d6 instead of 2d6). When you do, pick the two highest of the three rolls!

- Roll and add the power die to the damage of your attack.

When you use this move, a nimbus of power appears around your character, your eyes glow, your voice resonates, or something similar, and you perform a heroic or extraordinary feat. Describe to your GM what happens.

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
- Half the damage of an attack or effect

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 simply be dangerous, but not particularly 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. 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 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 some 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 advanced 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 proficiency*. If this would change your endurance, adjust your HP to match.

Gain a single power die.

In addition, you may choose one 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, go around the table. Each person 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 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.

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.

Injury

When you take a wound, roll +end.

On a 10-12, nothing further happens, but the GM may choose to *not* inflict the wound have something from the list below happen anyway.

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

- You take -1 forward from the pain or impact of the blow
- The wound cannot be healed without special attention from a healer and will worsen over time
- You lose something (your position, your weapon, your footing, etc)

On a miss, the GM chooses 2 from the list above

Tempt 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 definitively lose something precious (a limb, an item, 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 die: D6

Stamina: 12 plus (3 x your endurance).

Wounds: 4

Proficiencies: Choose two: Light, medium, or heavy 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, medium or 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 or 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 slay at least one enemy with a Split Earth or Shake Heaven move, recover +1d6 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 allies on, roll +prs. On a 10-12, they can recover 1d8+end of their stamina and recover their footing, position, and wits. On a 7-9, they can choose either effect, but not both. 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 as long as your group and followers are confident in you and your destiny.

Blinding Star

When you spend a power die, your body flashes with radiance that momentarily blinds and disorients enemies that can see you.

Vengeful Star

When you take a wound, you can deal your damage to a target in range.

Prim Masters the Road

Your fated style gives you special access to locked doors, secrets, and hidden places in the world. Tell your GM when your style will open a door or connection for you.

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.

Radiance

When using your fated style, you can choose to have one ally you can see heal +1d6 stamina (instead of yourself recovering +1d6) when you slay at least one enemy with Split Earth or Shake Heaven.

Intertwined Flame

Gain a Love Interest follower

Rising Star

When you're in a tough spot or have your backs against the wall, you can rally your group and roll +prs. On a 10-12, your group is inspired and can recover 3d6+endurance of their stamina. On a 7-9, they can recover just 2d6+end. On a miss, you are disheartened and your group takes -1 forward.

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. Otherwise they gain maximum loyalty (+3). In addition, if you ever fail a Tempt 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, when you Split Earth and Shake Heaven, you or an ally can heal +1d6 stamina on a 7+, even if you didn't slay any enemies.

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 as if channeling a power die.

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 lose your footing, position, friends, consciousness, possessions, or something similarly important, you can spend a power die. If you do, there's a bright spot (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)

Manta of Prim, the Loyal

When you heal a target other than yourself, you heal for +1d6 stamina.

Martyr

As long as you're the lowest health player character, you deal +1d6 damage.

Word of the World-Song

When you inspire, choose 1 (before you roll): your Inspire recovers 2d6+end 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 4d6 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: D8

Stamina: 10 plus (4 x your endurance).

Wounds: 4

Proficiencies: Medium 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.

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. When you give that character advice on a course of action, they can take +1 forward to act on your advice and mark experience if they're successful.

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 or take -1 forward.

Swat at Flies

If you're not wearing armor, you count as having 2 armor.

In addition, when you would take damage from a source smaller than yourself and you have a hand free, you can attempt to focus your mind's eye to strike it aside. You must decide before damage is rolled. Roll +mnd. On double 6s, completely negate the damage. On a 10-12, you take half damage and catch or deflect the source of the damage. On a 7-9, you take half damage, but the parry or catch strikes you off balance or puts you in a bad spot. On a miss, you take the damage *plus* 1d6 as the attempt exposes you.

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.

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 you accomplish this goal, you can both mark experience and write a new goal.

Mountain Dragon's Blood

When you rest, you always recover all your wounds, no matter how many your group chose (even 0!). In addition, you can recover from all disease, poison, and maladies.

Iron Scale

You have +1 armor as long as you have a hand free and are aware of the attack

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.

Dragon Stretches Tail

When you make the aid move, you can spend your hold additionally to smash an attacker to the ground, or daze and disorient them with a blow

Storied Teacher

You are approached by a Wisdom Seeker who has heard of your teachings. Gain an 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 when you rest to exercise, perform calisthenics, and align your internal force, you can completely ignore the Injury roll until your next rest.

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

Sublime Parry

When you Swat at Flies and get a 10-12, you can spend a power die to throw or deflect the attack back to any enemy in range and ignore the size restrictions of this move.

Great Orator

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

Grand Master

Choose another student

Adamant Scale (replaces Iron Scale)

Gain +2 armor as long as you have a hand free and are aware of the attack

Sublime Reputation

You open a school for a chosen skill (martial arts or otherwise). At the beginning of a play session, roll +mnd. 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 1 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, immediately make a tempt fate roll.

Dragon Snaps at Mice

You or your student can take +1 forward against any enemy that damages 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.

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 may spend a power die to let it pass over you and turn the danger or force back on itself.



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: D8

Stamina: 12+ (3 x endurance).

Wounds: 4

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. 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: information, 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 humiliate your target, roll +prs. On a 7+ an ally that can see your target regains 1d6 stamina.

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

- You deal +prs [ap] damage to your target
- An different ally that can see your target regains +1d6 stamina
- Your target drops or is disarmed of something they were holding or wearing

On a miss, you are humiliated instead.

Small Feet Make Small Paths

You can pass unnoticed as a local in most situations, even if someone is looking for you.

Advanced Moves

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

Mantra of Pedom, the Wanderer

Deal an extra +1d6 damage to targets with the [group] tag

Drunken Brawler

When you split earth or shake heaven drunk, take -1 ongoing, but deal +1d6 damage, gain +1 armor, and gain the [forceful] tag as you knock your enemies off balance with your wild movements.

Smash Dog Vigorously

When you succeed on an aid roll, you can deal your damage to the attacker as part of the move (before gaining hold).

Ladder Fighter

When using an improvised weapon, gain +2 armor. You lose this weapon and armor when you take damage as it breaks.

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 1d4 doses of ghost medicine, a potent and bizarre healing salve. When you or an ally takes a swig, roll a 1d4.

1 - The drinker recovers 3d6+end stamina

2 - 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.

3 - The drinker gains an irresistible attraction to the next person they look at until they rest.

4- The drinker's appearance changes drastically until they rest (Choose 1: they swap gender, they grow or shrink a foot or more, or their facial features and hair change to look like someone completely random - the GM will decide)

Drive Dogs to Four Corners

When you Split Earth, you can choose to make a sweeping attack on a 10-12. Your sweep gains 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. In addition, your grapple deals +str damage and gains the [destructive] tag.

Gleaner

When you use Ways and Means and you're looking for something rare, dangerous, or useful, you can choose to have it come to you automatically and intact, but with 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

Huge targets no longer deal extra damage to you. In addition, when you roll a 10-12 against a Huge target, you throw it into confusion or disarray (in combat or otherwise)

Hurl Dogs Skyward

You can spend a power die to ignore the [huge] and [group] tag restrictions when you grapple a target. In addition, you can deal your damage when you grapple.

Raining Wine

When you Split Earth and Shake Heaven drunk, each time you roll a 10-12, a close ally can heal 1d6+end stamina as your erratic movement gives them time to recover.

Sublime Ladder Fighter

When you use an improvised weapon to Split Earth and Shake Heaven, deal +1d6 damage. If you miss, it breaks and you need to find a new one.

Sublime Mockery

When you roll a 10-12 on Sparrow Mocks Dogs, you can spend and roll a power die to deal that much extra damage as (ap) to your target. 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] normally) 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 spend a power die to relieve the target of almost anything (or almost everything) they are holding or wearing.

Dog's Hair Remedy

When you 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 the target 1d8 stamina or remove an affliction currently affecting them

However if you roll doubles on this move, roll a 1d4.

- 1- The target loses the use of two of their limbs temporarily
- 2- The target falls asleep
- 3- The target is nauseous and takes -1 forward
- 4 - The target vomits uncontrollably until you take a respite

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

Metal Stomach

You brew 1d4 doses of your own liquor when you rest. You can brew it from almost anything, but it might not taste great. When you take a moment to share it with any of your allies in range, they can drink it to take -1 forward, but can regain 1d8+end 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: D10

Stamina: 12 plus (3 x endurance).

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 raging

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

Human - When the battle starts, ask the GM the biggest 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). 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, your base damage becomes 2d6. However, if you suffer damage while raging, take an extra 1d4 damage. Your rage ends once the conflict is over.

You must take a rest before you can rage again.

Tiger's Blood

When you would take a wound, don't make the injury roll at all. Instead, before marking the wound, make a +end roll. On a 10-12, ignore the wound completely, get a new scar, and take -1 forward. On a 7-9, take -1 forward and ignore the wound for now, but it opens up when the battle is over (keep track of it separately). If, after the battle, you take wounds because of this that would cause you to make a tempt fate roll, make it! On a 2-6, you take the wound anyway.

Scarred

You have a number of scars, whether physical or emotional. Detail what these are to your GM. When you miss a roll (in combat or otherwise), you can decide to have the consequences affect one of your scars. If you do, take +1d4 damage (yes, even out of combat!), but you can get +1 forward as the pain focuses you.

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 1d6 damage (or +1d6 damage if you were taking it already). If you do, deal +1d6 extra damage as part of the move (Smash deals +2d6, focus shot deals +1d6).

Tiger Suns Himself

When you meet someone new, and they're impressed or intimidated by your looks or your martial skills, take +1 forward against them.

Ghost Making Tiger

While raging, get +2 damage

Tiger's Roar

When you raise your voice in protest, command, or victory, everyone will stop to listen to you, no matter what they are doing, and you can take +1 forward to bend will rolls to intimidate them

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 a brusque and rough answer of only a few words.

Mantra of Meti, the Bloody

When you roll a 6 on a power die, retain it. If you wouldn't normally roll it, roll it to check

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)

Prey On Weakness

Deal +1d6 damage against targets that are disoriented, frightened, or dismayed

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 meridians. On a 10-12 you focus successfully. Should your next attack hit, if you spend a power die, it will deal +3d6 damage and leave your opponent shattered and reeling. 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, your base damage becomes 3d6. However, this rage is exhausting. Take +1d6 damage every time you take damage instead of 1d4, and take -1 ongoing after you finish this rage until you rest.

Iron Wrenching Grip

While raging, your attacks gain the [destructive] tag, and if you roll a 10-12, your attack ignores armor completely.

Adamant Tiger

Get +1 armor

Smash Gates

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

A million fists

When you spend a power die to add your damage to an attack, if you roll a 1 or 6 on the power die, you can add an extra +1d6 damage (not a power die, just a regular die). If that die is also a 1 or 6, you can add an extra die. This effect can go on indefinitely.

Bloody Path to Heaven

Take +1 forward to Tempt Fate rolls if your enemies are still alive.

Tiger Bares His Fangs

When you make a 7+ roll on your Tiger's Blood move, you can instantly deal your damage to the source of the wound.

Feast

When you roll double 6s on Split Earth or Shake Heaven (before adding power die to the roll!), maximize all your damage dice for the attack.



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: D6

Stamina: 14 plus (4 x your endurance)

Wounds: 4

Weapon proficiencies: Medium and Heavy Armor. You are proficient with all of the following: Empty hand, pankration, blade, stave, 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 whatever armor you have (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 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). If you miss, you exhaust yourself and must rest a moment in addition to other consequences.

At the GM's option, if your target is a devil or angel and sufficiently weakened you can banish it to the void. The target must be guilty! You need to have some suspicion of what they're guilty for. The GM decides whether they are truly guilty or not.

Watchman's Eye

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

- What kind of crime has been committed here?

- Does this person seem guilty of something?

Take +1 forward when acting on the answers.

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.

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.

We Shall Make an Anvil of Their Skulls...

When you deal damage, choose any ally. Their next attack against the same target deals +1d4 damage.

Burning Law

Deal +1d6 damage against a guilty target. You have to have some 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)

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. If that would reduce it to 0, it is destroyed.

Body Hammer

You can add your current armor to your damage.

Vigilance

Your group can rest even in an unsafe and unquiet location, as long as you stand watch. If you do, heal 1 less wound than the rest of your group.

Fortress Stands on Solid Rock

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

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

...And My Heart Shall Be The Forge

When you roll a 10-12 on Split Earth or Shake Heaven, instead of the other options, you can choose to spend a power die, deal your damage, and expose yourself to harm. If you do, your attack smites them and throws your enemy off balance. Your next ally to damage your target deals *maximum* damage.

Shatter Weakness

When you deal damage to an enemy, you shatter their defenses. Allies attacking the target for the rest of the conflict can re-roll 1s and 2s on their damage dice.

Branding Words

When you roll a 10-12 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 before they decide what to do, and won't do anything directly self harmful.

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 from your spot by any force. You can make the aid move without breaking this move, but no other. Moving voluntarily will end it.

Het Smashes the Skull of the Rakshasa

While standing in defense on an ally, you deal +1d4 damage and your attacks gain the [forceful] tag.

Relentless

When running down the guilty, you cannot be moved or halted from your current path. You smash obstacles in your way and batter aside enemies.

Iron Words

On a successful Wield the Old Law roll, the target can additionally no longer approach you without your permission. If they do, they take 1d10 damage each time.

Iron Soul

The value of any armor you wear increases permanently by 1 while you're wearing it.

Walls Surround, Het Plants Her Staff in the Hall

When you spend a power die, 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 7+ 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: 1d6

Stamina: 10+ (3 x endurance)

Wounds: 4

Proficiencies: Light armor and Medium Armor. Choose 3: Empty hand, pankration, blade, 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 tempt 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 the same profile as your weapon.

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. In combat, you count as a group (you have the [group] tag, deal +1d4 damage to enemies without the tag, and take +1d6 damage from [area] attacks). Detail your gang and a few members to your GM and name it.

Name to your GM one thing your gang is good at, and something that they lack.

You and your gang count as one unit, and share a single statistic for stamina, wounds, and damage. Think about your gang as an extension of yourself, a weapon or tool that you use in combat and other situations.

They fight with a motley assortment of weaponry and styles with the same profile as your weapon. It might even be the same weapon (there's a reason they call them the Axe Gang).

If you separate from your gang for any reason, you retain any damage taken while fighting with them, and recover at the same rate. In other words your (personal) stamina and wounds count for your whole gang. Whether you yourself take damage or your gang takes it for you (in the fiction), the result is the same.

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 you lose all your wounds, you (personally) die. Your gang will disperse until they find a new leader.

Enforce will

When calming your gang 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 lackeys do your Dirty Work, you can make any Avoid Disaster rolls by having your lackeys do it instead. Your lackeys bear the brunt of any harm that results.

The GM may decide to have you make an enforce will roll 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 have your gang grapple a target, you and your gang can't take damage as part of the move (though you can still expose your gang to retribution or put your gang in bad situation). In addition, grapples lose the [group] tag restrictions for you.

Boss

When you Command a follower successfully, take a moment of pride and +1 forward. After all, you're the boss.

Extort

When you need money or information, you can roll +presence. On a 10-12, you and your gang squeeze it out of someone (if it's information, it *might be* useful). On a 7-9, you get it, but you piss someone important off in the process.

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

If you yourself decide to take a wound, take +2d6 damage on the next attack against the target that wounded you as your gang gets riled up.

Diamonds of the Rough

Choose 1- 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. 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, or they know a guy who will on the cheap. You can take this move multiple times.

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 +1d6 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 half your members.

*Nothing to f*** with*

When your target is incapacitated, disoriented, disabled, or on the ground fighting for their life, your gang can deal +1d6 damage to stomp them out

I know a guy...

When you need some serious loot, choose two - (extravagance, mercenaries, inter-world transport, vehicles, armaments, friends, dirty secrets, poisons, artifacts, intoxicants). You know a guy who can get them 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 though.

Fame and fortune

Your gang has quite a reputation. Whenever you gain or demand wealth, you can get 1 extra wealth. You can deal +1d6 damage to targets that are both intimidated by your gang and have heard of your reputation.

In addition, when you get a 10-12 on Bend Will rolls, your reputation increases 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 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.



THE REFINED

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: D8

Stamina: 10+ (3 x endurance)

Wounds: 4

Proficiencies: Your own fine clothing (see below), Implements, and choose 4: 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.

Choose a race:

Devil - When someone you meet is 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 or handmaiden (see services - servant in equipment)

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 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 or luxurious clothing, 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 in a noble pursuit. Choose 1: 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 effects 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 from its original location and fails to stand up to close inspection. The image dissipates after you rest or when you dismiss it.
- Slip Masks and Laugh - You warp your appearance to alter your own face and voice (though the rest of your body is unaffected). 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 or 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 forward on the roll. If they are similar (sticks to snakes), take +1 forward. 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 deal +1d8 damage against anyone who trusts you.

Writhing Shadow

When you Cast Shadows, your illusion can be both an image *and* a sound. In addition, you can give it a simple instruction ('greet the next person to enter').

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.

Peacock's Brilliance

Take +1 forward against anyone who watches you perform your noble pursuit.

Peacock's Indulgence

When you flash your finest possession in front of someone susceptible, they'll do anything in their power to get it, or something like it.

Million Eye Charm

When you lock eyes with a target and focus your power of will on them, they can't look away unless they take 1d8 damage.

Flying Sleeves

Your clothing becomes a deadly weapon. When wearing fine clothing and you roll a 10-12 on Split Earth, your attack gains [thrown: close][infinite][forceful] and deals +1d4 damage. 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. When you deal damage to a different target, the nightmare can also deal the same damage to that target.

Masquerade

When you choose to Slip Masks and Laugh, you spend a power die and roll it to also change the faces and voices of up to that number of willing targets.

Adamant Silk

As long as you are relatively clean of dirt (blood is ok), fine clothing gives you 2 armor instead of 1.

Peacock Laughs at Fools

Any target charmed, mesmerized, or distracted by you takes +1d8 damage the next time they are attacked (by you or anyone in your group), but breaks the effect.

Sublime Warp

When you choose to Warp Shadows, you can spend a power die to warp something far larger - up to person sized or a little larger, but the warping only lasts a few 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.

Bend Flame

When you roll a 10-12 on Bend Will, you can spend a power die to ensorcel the target. While charmed this way, the target treats you as a deep personal friend and your group as friendly acquaintances. This effect lasts until you rest, or they are hurt by your or your group. They remember that you tricked them afterwards.

Sublime Performance

When you perform your noble pursuit and spend a power die, those that can see you can do nothing except pay rapt attention, breaking if they are attacked.



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: D10

Stamina: 10 + (3 x endurance)

Wounds: 4

Proficiencies: Light armor. 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: Light armor (detail). 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 +1d6 damage and ignore armor. On a 7-9, it deals the same, but you run out of stock (replenish is *1 wealth, rare*). On a miss, you suffer 1d6 damage and fail to prepare it.
- *Fox School:* You can roll +skl for bend will or avoid disaster rolls involving impersonation or deception instead of +presence. You can almost perfectly impersonate the voice of anyone you've heard in the last ten minutes.
- *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 (eavesdrop for information, 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 that, only you can wield them effectively.

Advanced Moves

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

Synchronize Atum

When you have sight 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 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 you can only sense location. 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 an unaware target, your attacks deal +1d6 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.

Sense Atum

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

Aesma's Claw – You tear your opponents to shreds in a brutal way. When you make a kill on a solo enemy, close allies of your target that can see it are shocked or dismayed

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 a 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

Owl School Technique

You can see fine detail in any circumstances (darkness, obscurity) very far. In addition, when you touch a target, willing or not, you can spend a power die to brand them with a small mark that allows you to see through their eyes by concentrating. The mark fades after a day.

Toad school technique- You are a flesh crafter. You keep 2 extra small weapons hidden in your body or flesh that deal 1d4 damage. These could be as nefarious as poison spittle, bone spikes, or insects bred in your flesh. When you deal damage, you can expend each weapon as a one-time use to deal 1d4 damage. They regenerate in a day, or when you spend a power die.

Wolf School Technique - Choose an ally to be your pack brother (or sister). When your pack brother (or sister) deals damage and you're in range, you can deal 1d4 damage to the same target.

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

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

Panther School technique

When you roll a 10-12 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 (though its up the GM who ultimately dies). The targets cannot be Supreme.

Crab School Technique

When you roll a 10-12 on a Split Earth or Shake Heaven move, you can spend a power die to reduce the target's armor (for everyone!) by that amount for the remainder of combat.



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: D6

Stamina: 10 + (3 x endurance)

Wounds: 4

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, you can instead 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, 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 glimpse of what that person is doing.

Servant - You are part of a society of sorcerers. When you use Dread Sorcery, 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: (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, 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. It'll always work, but they'll 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 significantly more time (hours, days, weeks)
- It's going to cost more in materials and money
- 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 2d4 [area] 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.

- Bind Shade - You pull a shade (a deceased soul) or creature from the void (angel or devil) into contact with you, enough to speak with it. 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, that target takes +1d6 damage from you, and +1d4 damage from everyone else.

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

- You are exposed to harm, danger, or retribution
- You can't speak that 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 1d6 damage from the backlash, or deal 1d6 damage to an ally in range from the backlash

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). The servant is bound to follow your commands. 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 heal 1d6+mind as stamina.

Split Flame

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

Mantra of Kaon, the Greedy

When you use cold or harsh logic to persuade someone, you can take +1 to your Bend Will roll

Aspirant

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

Phoenix Blade

Your Pyromancy does 2d6 damage instead of 2d4

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 have these books on your person. When you read them during a rest, you are an expert and automatically get a 10-12 on Query the Cosmos rolls about their contents. You can swap one of these books out each time you visit an urban location.

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 deal damage, you can at your option have your shade deal +1d6 damage. 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. They will collapse 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. To open it, you need time and safety, a door, door frame, or portal-like structure, and a key, which you forge (5 wealth, rare and dangerous materials). Only targets that have the key or your permission can open a door to the

House. Once you leave the House, it disappears, though it and any items inside will be the same when you open it again. You can only access your House once between rests.

Sublime Phoenix (Requires and Replaces Phoenix Blade)

Your Pyromancy does 2d8 damage instead of 2d6. However, if you miss a pyromancy roll, the backlash damage increases to 1d8

Bloody Word

Your Red Word causes you to do +1d8 damage and your allies to do +1d6. In addition, when an affected target takes damage, you can spend a power die to cripple it with fear or disorient it with pain.

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 to add to your pyromancy's damage, it causes terrible devastation. Its range becomes [far], and it gains the [destructive][messy][ap] and [area] tags.

Equipment and Sundries

These are the armaments, materials, sundries and possessions player characters can start with and potentially gather. Each play sheet 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 wildly depending on who you're buying from.

Rare

Rare items are by default hard to find in the marketplace and probably require making a 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.

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 all fine items have the [lux] tag and 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*

Clothing and Personal Items

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

Plain clothing (1 wealth) - Plain clothing, such as a commoner might wear

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

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

Exotic clothing (1 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[lux] (4 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 buy. 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 battered hand-lamp. A hut or simple shelter to call home.

Traveler's Gear (3 wealth) - All weather boots. A massive/tattered/ornate cloak. A battered 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.

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 an shabby inn, 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 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 (4 wealth) - Pleasant and secure accommodations, enough to rest well

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

Services (per rest)

King's road access (10 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

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 (1 wealth or a suspect favor) - A sawbones or folk healer to heal severe wounds (from the Injury roll, for example), 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 (4 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, the trip cost is free. However, the journey cost is only two wealth cheaper (the total cost is 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.

Ship (1 wealth/4 wealth) - Watercraft

Sky-ship (4 wealth/12 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 if the good is Fine, typically by about 2-4 wealth, and decrease for poor quality goods.

Precious metals (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 do +1 (min. 3x wealth), +2 (min. 5x wealth), or +3 (min. 10x wealth) damage, and is exponentially more hard to fine. A fine +1 weapon is a master crafted weapon, whereas a fine +3 weapon is legendary or one of a kind.

Fine martial arts styles (empty hand, pankration) are treated the same way as weapons (+1/2/3 damage), but have to be taught. To learn them, you must find the appropriate master and pay the same price as a fine weapon for training.

Melee Weapons

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

Empty Hand

1 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.

Pankration

1 wealth

Wrestling. You cannot be disarmed. Deal +str damage when you grapple someone. The cost included is for training.

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.

Great weapon [large][unwieldy] -

3 wealth

+1 damage - a massive blade, club, or halberd.

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

1 wealth for a brace

Knife, dagger, or short blade.

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.

Chain/whip -

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.

Spear [large][pierce 1] -

2 wealth

Spear, or pike, honed to a deadly point.

Club [forceful][ap]

1 *wealth*

-1 forward on any attack with this weapon. Iron club, a simple tree branch, short stave, or war hammer. Brutal, but effective.

Stave [large] -

2 *wealth*

+2 damage when you Sweep. Stave or staff, rough or ornate.

Claw[light][pierce 1]

3 *wealth, rare*

Iron claw, hand weapon, or punching dagger, made of iron or steel.

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.

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.

Bow

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

Shortbow [close]

2 *wealth*

A short bow, designed for quick use in combat. Less range but less unwieldy than a regular bow. Requires arrows.

Bow [large][far] -

2 *wealth*

A long or full-draw bow. Requires arrows.

Crossbow [far][loading][pierce 1]

3 *wealth*

A crossbow, machine or winch-wound. Requires bolts.

Great Bow

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

Cwellan [far][loading][ap]

6 wealth, rare

The Cwellan shoots razor sharp disks of metal, hard to find and make.

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

4 wealth, rare

+1 damage - a massive bow, meant to be pulled or strung by one of great strength.

Requires arrows.

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.

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

5 wealth, rare

+1 damage. A hand-gun, can usually be fired multiple times. Requires bullets.

Great Gun

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

4 wealth, rare

+1 damage. A rifle, sometimes with a sight, a familiar tool of death. Requires bullets.

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

6 wealth, rare

+1 damage. A large gun, firing explosives, massive shells, or bullets meant to fell powerful targets. Requires shells.

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 plenty 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 it isn't already), then choose 1: Flaming, Knockout, Explosive (attack gains [area]), anti-material (attack gains [destructive]), flechette or grapeshot (attack gains [messy]), poisoned, 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

2 wealth

Bombs (3)

3 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][messy] tags. However, if you miss, you drop it somewhere very inconvenient.

Cwellan Disks

3 wealth, rare

Gas Bomb (3)

3 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

2 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 3x the base price, and give 1 extra armor than its normal.

You'll need to find a special craftsman to make it.

Light Armor (+1 armor) - 3 wealth

Light armor is extremely 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) - 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 its look. Medium armor often includes a breastplate, a reinforced vest, shin guards, gauntlets, and bracers. It may or may not include a helm.

Heavy Armor [unwieldy] (+3 armor) - 12 wealth

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

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.

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 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 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 still involve some 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. *Otherwise*, normal damage would be a 1d6 (blades, bullets, beatings, a short fall). Incidental damage would be 1d4 - someone caught on the edge of an explosion, for example. Higher damage would be 1d8 (heavy damage), 1d10 (crushing or painful damage), and 2d6 (brutal damage). If the damage is really deadly, give it [ap].

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, 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 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 Emissary of the Celestial Empire would like a word with them.

Breaks, Fronts, 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, something terrible that is threatening to happen, 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*.

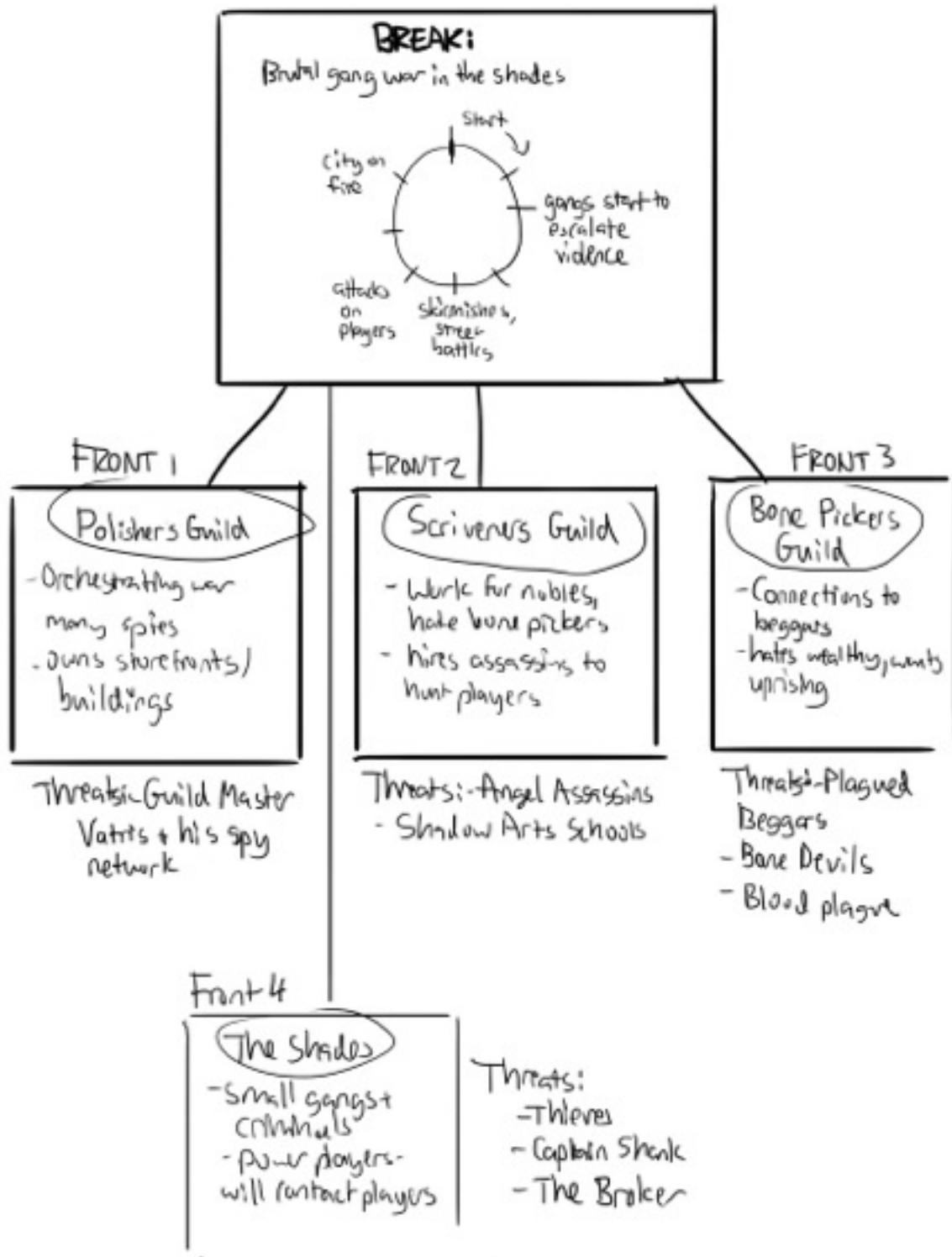
Threats

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, Armored Devil Guard

Threat 3 solo

1d10+1 damage (hand)

12 stamina, 2 armor

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:** (7 stamina or less) go berserk and smash everything nearby, even allies [forceful][messy][area]

Alternately, they might look like this:

Guild Blades

Threat 1 [group]

1d6+1d4 damage (hand)

8 stamina (Threshold 1), 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 significantly weaker than player characters. Threat 1 are slightly weaker or equal. 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 (+1d4 damage to targets without the tag and take +1d6 damage from [area] attacks)
- 4. Damage** is the damage dealt by the enemy and the range it can deal it in, and any additional tags it has. If an enemy has the [group] tag, the extra 1d4 damage is already included for convenience
- 5. Armor** is the armor for each enemy. When an attack hits a specific enemy, reduce the attack damage by that amount
- 6. Stamina** is the amount of damage needed to defeat an enemy or group of enemies. **Threshold** is the amount of damage need to kill or defeat a single enemy within a [group] of enemies (usually with threat 0-1 targets). Dealing 7 damage to a threshold

3 group for example, will defeat 2 enemies. It'll still deal 7 damage total (mark it for that target). Threshold damage is taken into account *after* armor reduces the total damage.

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 +1d6 damage to [group] targets, and may hit additional targets if they're reasonably in the area. If they do, deal damage separately to the other target(s), before applying the bonus damage to groups, and taking into consideration 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)

[forceful] - Knocks targets about, or off their feet. Consider this when making moves.

[group] - Fights as a mass or group. Deals +1d4 damage to targets without the tag, and takes +1d6 damage from [area] attacks. Often has a stamina threshold.

[huge] - Deal +1d8 damage to targets that are not also huge

[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 1d6 or 1d4), 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. When an enemy runs out of stamina it is defeated, broken, or scattered - count it out of the fight.

Remember that *stamina is mostly an abstraction.* Enemies that take enough stamina to be defeated 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.

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 the total stamina required to defeat it and threshold if necessary, armor, and damage.*

The most important thing to consider when making enemies is that player characters are heroic, powerful individuals. **Most normal, low-skill enemies are probably weaker than threat 0 and will fight in groups.**

When they are **strong enough to fight on their own, unique enough to require special attention, or make distinct enough attacks**, separate them out by making them a solo enemy.

For example, if I want to put a threat 0 guard in a fight, I'd probably put him in a group. If he's a strong or unique fighter, I'd make him a solo enemy. If he has special weaponry (he's a sniper, with a rifle that does extra damage), I'd make him a solo enemy. If he's important to target (the guard pulling the gate lever) I'd separate him out.

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]

A solo enemy typically is a strong enough fighter to fight by itself, or is unique enough that it's worth targeting. [group] enemies gain their approximate strength from fighting together.

Damage and moves

Threat 0 enemies and similar effects should do about 1d6 damage with their

moves. Threat 1 enemies should do about 1d8, threat 2 about 1d10, and threat 3 about 2d6. [Group]s do +1d4 to targets without the tag (so adjust base damage down if needed), [Huge] do +1d8.

Write some moves for each enemy. Add tags and adjust damage if needed. You can give the enemy a Turn - specify what the stamina threshold is. For example, you could have a command move that a captain could only use at full stamina. 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 or 2. 3 or 4 armor enemies are considered heavily armored.

A threat 0 solo enemy typically has about 3 hp. A threat 1 enemy has around 6-7. A threat 2 enemy has around 8-10, and a threat 3 has around 12-15.

If the enemy is a [group], set the stamina threshold for scoring a kill. This will depend on the size of the group and the strength of the combatants, but is typically 1 or 2, sometimes 3.

If the enemy is a [group], give it about 3-5 hp. If an enemy is [huge] or Supreme, give it about 2-4 hp. Supreme targets are the vast betters of the players and should be fought very rarely.

You should consider armor into account when giving enemies higher or lower stamina amounts, as more armor will increase their effective hp.

To Summarize:

Threat	Damage	Stamina (solo)	Stamina (group)	Stamina (Huge/ Supreme)
0	1d6	3	6-8	5-7
1	1d8	6-7	9-12	8-11
2	1d10	8-10	11-15	10-14
3	2d6	12-15	15-20	14-19

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 a solo threat 0 enemy, perhaps a martial artist (1d6 damage), that's meant for a whole group to fight. In that case, give him or her threat 3 stamina (12-15). Or perhaps you need a slightly deadlier enemy, an assassin (threat 0). Give them threat 0 hp (3), but

threat 1 damage (1d8).

It's usually (but not always) better to base threat off stamina, rather than damage.

Flavor

Finally (or before you even start), give you enemy a name and a face. Think about what it does or how it moves, fights, and lives outside combat. And there you are!

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)
- Add reinforcements (heal one target 1d8 stamina)
- Falling scenery (chandeliers, clocks, tables) (1d4, [forceful])

Stakes: Either the players are slain or captured, or the master attempts to flee to the lower levels of the palace

Enemies:

Enemy 1

Palace Guards

Threat 3 [group]

1d6+1d4 damage (hand)[pierce 1)

15 stamina (Threshold 1), 1 armor

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)

Enemy 3

Pankriss, Armored Devil Guard

Threat 2 solo

1d10+1 damage (hand)

10 stamina, 2 armor

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:** (7 stamina or less) 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, martial arts duels, defenses, etc.

Violence outside of Combat

As mentioned before, not all violent altercations will involve combat! If your players need to dish out some violence, first ask yourself the following - **does this need to trigger a fight?** Players deciding to attack an unsuspecting merchant in the street might not necessarily cause a street battle.

If the answer is yes, start a fight. If the answer is no, have players roll Split Earth or Shake Heaven anyway. The move plays out as normal, with two key differences:

Noncombatants are instantly killed or close to it on a 7-9
Individuals of a [group], when solo, have stamina about equal to their group's
threshold

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. For the GM, you have many ways to bring this o life!

NPCs only have stamina - you can play out any damage to them any way you like. Players, however, have stamina *and* wounds. 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 wound move again:

Injury

When you take a wound, roll +end.

On a 10-12, nothing further happens, but the GM may choose to *not* inflict the wound have something from the list below happen anyway.

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

- You take -1 forward from the pain or impact of the blow

- The wound cannot be healed without special attention from a healer and will worsen over time

- You lose something (your position, your weapon, your footing, etc)

On a miss, the GM choses 2 from the list above

When a player takes a wound, you should have them describe what happens, and how severe the damage is! If they get a 9 or under on a wound 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 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 (with a few exceptions, such as the Law's Vigilance move).

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."

(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, 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) 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 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 solo

1d10+2 damage (hand)

8 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][ap]
- Skitter up in to the shadows of walls and ceilings
- Throttle players with wire and try to hang them

Night Guard

Threat 3 [group]

1d6+1d4 damage (hand)

15 stamina, threshold 1, 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 solo

1d6 damage (hand)

6 stamina, 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)

1d8+1d4 damage (far)

10 stamina, threshold 2, 2 armor

Five 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, Armored Devil Guard

Threat 2 solo

1d10+1 damage (hand)

10 stamina, 2 armor

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:** (7 stamina or less) go berserk and smash everything nearby, even allies [forceful][messy][area]

Parkhassian (The Exquisite)

Threat 1 solo

1d8+1 damage (hand)

7 stamina, 1 armor

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 1 solo

1d8 damage (close/far)

6 stamina

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 solo

1d10+1 damage (hand)

6 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 1 solo

1d8 damage (hand)

6 stamina

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!