

# Little World of Fates

A Faction-building TTRPG about Politics, Betrayal, and Friendship



**The Core Rules**

# Little World of Fates

*Little World of Fates (LWOF)* is a TTRPG about the building and maintaining of factions and influence in the universe of *Little Burned Maiden* and the larger World of Fates universe. Players will take on the roles of members and leaders of a newly rising faction within the world following the consolidation of the greatest empire the world has ever seen. However, the peace is tentative at best — many Northerners still hail the reawakened Emperor of Thuille, Demons have begun appearing throughout the world, and more people have been touched by the Abyss than ever.

**Player Characters** will take the role of **Leaders** and — with the moderation and adjudication of a **Game Master (GM)** — form **Factions**, gather **Followers**, and spread their **Influence** over the whole world. Will your Faction rise to power or break apart in the pressures of the everchanging world? How will you use and distribute your power? And even if your faction survives, what will become of YOUR fate?

Take your fate into your own hands in the World of Fates Official TTRPG!





## The Amusement and Mechanics of Safe Betrayals

*LWOF TTRPG* inherently has violence, murder, betrayal, in-groups and out-groups (which may result in bigotry or prejudice in the fiction of the game), coercion or “dominate”-style mechanics. If you are uncomfortable with any of these aspects for any reason (you ARE NOT obliged to share why), opt out of them. Specify if it would make you uncomfortable to witness them or just for them to happen to you, specifically — as some Players may enjoy the fantasy and catharsis of some of these elements even if you do not. That being said, it is perfectly possible to play the *LWOF TTRPG* without many of these elements, even if it was designed with these elements in mind.

**Be sure to talk with your GM and other Players to discuss boundaries** — clearly define what is okay and what is not.

I CANNOT emphasize this enough: **Discuss your boundaries BEFORE the first session.**

If Players **cannot reach an understanding** about what elements should and should not be present in their campaign, **then the Players should NOT play together.** You should not attempt to force a gaming relationship in which participants do not want the same thing.

**If, during the session, something you thought you might have been okay with turns out to make you uncomfortable, this is fine. Please speak up about the matter and pause the session.**

The goal of this game is to be amused, immersed, and entertained — **if ANY Player feels unsafe, it is impossible for the rest of the table to enjoy the game.** As such, the emotional safety of Players ought to be all Players, and especially the GM's, top priority.

## **Safewords**

It is recommended, for an emotionally intense game involving betrayal, power, and death, that the Players and GM create a safeword (such as “X-that” or “Hold Up a Second, For Real”) that any Player, GM-included, can say at any time to indicate they were uncomfortable with a certain situation. If it's unclear why, the Player-in-question should explain what they did not like about the situation in order to avoid it. The other Players should then respectfully change the direction the situation is going so all the Players feel comfortable.

If the Player-in-question is seriously uncomfortable, please pause the game to consider their needs in whatever way appropriate.

## **The Alternate Timeline System — The Safe Betrayal Mechanic**

Suppose all the Players are going along happily when, suddenly, one Player Character (and notably, not another Player) betrays the other Player Characters and kills them all! Or perhaps, the traitorous Player Character only kills one of their comrades or even just puts their goals out of reach in some way.

In a campaign that has been going on for weeks, months, or even years, this is a pretty big moment BUT it also would effectively end the campaign — or at least, it would for these Characters. Perhaps some of the Players do not want to say “goodbye” yet to these Player Characters. This is totally natural, but so is the desire for the Player with the traitorous Character to want to see their Character win.

Enter the Alternate Timeline Mechanic — Players and the GM can collectively decide to jump to an Alternate Timeline where this betrayal did not occur and, instead, the traitorous character can have had a change of heart or decide to pursue their goals in a less-violent method. Player Characters ought to be multi-dimensional enough to have a plethora of reasons to change sides and the Seeress of the World is happy to see them all — how you act in this timeline and all others.

Failing this, the Players can collectively decide in this Timeline, their betrayal failed and the traitorous Player Character died in the attempt. The Player will then bring in a new character who

joins the faction in the midst of the other Player Characters' trauma and recovery. This allows for some fun narrative weight without negating the Player Character's victory in the other Timeline.

Furthermore, this mechanic will likely help Players who are reluctant to make "evil" or traitorous Player Characters feel safer as well.

Please remember **this mechanic is not a silver bullet for good communication** but is a way to both indulge the betrayal fantasy as well as maintain the flow of a meaningful story. It can also be used for things other than betrayals! Experiment safely and find what works well for your group.

## After-Session Debrief

After the end of sessions, and especially emotionally intense sessions, Players (GM included) must take time to discuss the events of the session. They should discuss how they felt, what they enjoyed and what they thought could have gone better — and they should particularly reflect on their own performance in the game. This is not meant to be a negative reflection on any one Player, and especially not JUST the GM, but rather is a way to explore how the group as a whole can cater to each other better. The goal is to have the most entertaining time possible — treat this conversation as such.

That being said, once again, be respectful. Be sure to compliment each other — both on in-game events and out-of-game things — and/or show other signs of affection to remind each other that, in real life, you are all friends even if you roleplay as enemies and reluctant allies. No one is actually against each other — and especially, you are not against the GM nor is the GM against you. You are all just rolePlayers, here to have a good time.

## Additional Safety Concerns

Please talk with your group, practice safe roleplaying practices, and be respectful of your other Players. It is beyond the scope of this document to fully explore these issues, therefore, **GMs**, since you are the most likely to be reading this whole document, **do not forget to actually speak with your other Players about the above issues**. It isn't solely your responsibility, but gently remind your Players to help you.

Additionally, throughout this document are sections marked as "**IMPORTANT:**" and these sections are all further advice on emotional safety in your TTRPGs and how to mechanically support a safe environment. These are not a catch-all solution for all emotional issues nor should any of this be a stand-in for real therapy or psychologist advice. Nonetheless, please be mindful of these sections.



## Character Creation

Before they can play, Players must create their Player Characters. Player Characters begin the game working towards the same general goal, even if they have different reasons for moving towards it. Each Player will hold a certain amount of Influence dependent on how the Players wish to distribute it, but all of them will play key roles in the running of the faction. The following section will discuss Character creation.

You may follow along with Character creation using the [Blank Character Sheet](#).

## Character Concept

The first aspect of Character creation is to come up with an idea for your Character. You need not decide on everything right away, but think of an archetype or aesthetic you would like to achieve.

Characters in *LWOF TTRPG* are most suited to be faction leaders or people close to faction leaders. Perhaps you want to make a machiavellian military-veteran or a charismatic religious-leader or an assassin-mage of a rebellion. Your Character can be any gender, have any sexuality, have any number

or abilities or disabilities, and any appearance. Consider your cultural background, your personal life story, and why you want to build a faction as you go forward.

If you are stuck, consider reading the [World Building](#) section and then return here with potential ideas for Characters you wish to play.

## Attributes

Attributes represent different aspects of leadership and are represented by an even number that typically represents dice-size. (For example, **Power 4** means when you need to test your power, you roll a d4.)

There are four Attributes upon which all Characters are built:

- **Power (POW)** — One's physical strength as well as the capability to make manifest one's desires
- **Performance (PER)** — One's fine control over one's body — through their facial expressions, voice, and motor control
- **Intelligence (INT)** — One's book knowledge, strategic, and critical analysis abilities
- **Spirit (SPI)** — One's emotional awareness, willpower, and knowledge of how to handle emotions

When Players begin the game at Level 1, they will choose one of the following four arrays of numbers and arrange them as they like between the four Attributes:

- Even Array: 6-6-6-6
- Standard Array: 4-6-6-8
- Specialist Array: 4-4-8-8
- Fragile Specialist Array: 2-4-8-10

For example, Arlasaire might decide to take the Standard Array. She would have **Performance 8** because she is an assassin and she has a lot of control over her body. However, she does not really know how to handle her emotions very well, making her **Spirit 4**. This means her **Power** and **Intelligence** are both **6**.

## Skills and Checks

Whenever Players attempt to do something where success or failure is consequential to the story, the Players must make a Check. Most Skill Checks constitute a combination of two dice rolls — typically, but not always, of different Attributes. Based on how well the Player rolls and the Difficulty Class, or DC, of the Check, the Player Character will mostly succeed or mostly fail. The GM determines the DC of the Check, usually before the roll — though they need not reveal the DC to the Players. If the Players roll **higher than** the DC, they mostly succeed.

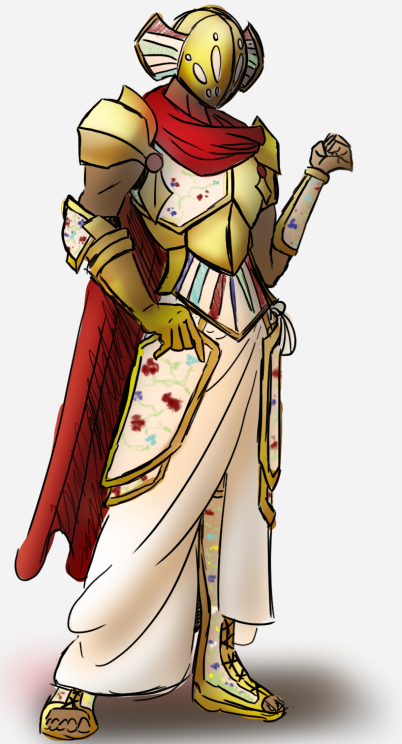
- Sample DCs
  - 4 — Simple for Anyone
  - 7 — Average for an Average Person

- 10 — Average for a Specialist
- 14 — Difficult for a Specialist
- 18 — Grand Accomplishment for a Specialist
- 24 — Nearly Impossible
- 30 — Basically Impossible

If Players want to make a Check for which there is no listed Skill, pick one or two Attributes which make sense to constitute the Skill and have Players roll those.

Some examples of Skills are:

- Combat
  - Individual Combat = Pow + Pow
  - Command (Directing Others in Combat) = Pow + Int
- Intimidation = Per + Pow
- Theatrics = Per + Per
- Deception = Per + Per
- Persuasion
  - Logos (Persuasion with Logic) = Per + Int
  - Pathos (Persuasion with Emotion) = Per + Spi
- Perception = Int + Spi
- Resist Persuasion = Int + Spi
- Knowledge = Int + Int
- Magic = Spi + Spi
- Resist Dying = Pow + Spi



## Special Rolls

**Critical Successes** occur when a Player makes a Skill Check and **rolls doubles — not including rolling two 1s**. (For example, if you roll a 3 on both dice, this is a Critical Success.) On a Critical Success, Players roll the Skill Check dice again and add the new roll to the total value of the previous roll. This allows Player Characters to achieve things that would be ordinarily impossible for them.

Whatever they were attempting to do, they will at least partially succeed through luck or skill, even if the DC was extraordinarily high. Notably, if you roll doubles again on a Critical Success, it stacks and you may continue rolling until you do not roll doubles or you roll two 1s. (Rolling two 1s only ends the Critical Success chain; it does not trigger a Fumble.)

**Fumbles** occur when a Player makes a Skill Check and **rolls two 1s on both of the dice**. Whatever they were attempting to do, they fail at it spectacularly. This may mean losing Follower Satisfaction due to a wild blunder or stabbing themselves in the middle of a fight. This is, of course, meant as an

opportunity for interesting storytelling — not a moment to shame someone for something outside their control. Something interesting should happen as a result of the failure.

## Contests

While DCs generally represent overcoming challenges in the world, there are situations where two opposing entities contest each other directly instead. In these cases, GMs or Players may roll Skill Checks which oppose each others' Skill Checks, rather than arbitrary DCs set by the GM.

**During negotiations and other social encounters**, when someone states the key point of an argument, they ought to make a Persuasion Check — whether that is Logos or Pathos is up to what the Character is saying. A key point is like a thesis statement — it is what the Character wants out of the social encounter.

- For instance, Diacaius says, "I want the Senate to halt this meaningless investigation" and then rolls Logos (Per + Int). He rolls a 14. His Player should then roleplay or describe the facts he uses as correct, as this result is quite high.

The listener should make a Resist Persuasion Check if they are trying to avoid being Persuaded. Remember in some instances it may actually make sense for a Character to surrender to the arguments, either completely or partially.

- For example, an investigator of Diacaius listening to him speak rolls Resist Persuasion (Int + Spi) and gets 10. This means the investigator of Diacaius is swayed to stop investigating him. But if Diacaius told the listener to physically hurt themselves, they likely would not, even on a failure.

This method of **negotiations** works especially well when two parties are making a formal agreement — as this allows them to negotiate finer points of the agreement point-by-point — but can also be used for single commands, favors, or talking people back from their emotional problems, amongst many other scenarios.

Most conversations should not be decided with a single dice roll, though there may be times where it is appropriate.

**IMPORTANT:** Some Players may be quieter than others in conversations. It is everyone's job to periodically check in with quieter Players to ensure they feel comfortable participating.

Should negotiations fail, combat may ensue. **During combat encounters**, the two entities currently clashing roll Combat checks — whether this is Individual Combat or Command is up to the current situation at hand. Either way, both entities ought to roll their Combat dice at the same time. Whichever rolls lower must then reduce their Health by the difference between the two dice.

- For example, if Arlasaire rolls a Combat check of 10 and Diacaius rolls a Combat check of 8, Arlasaire has the higher number and will be dealing damage.  $10 - 8 = 2$  and therefore, Diacaius loses 2 HP.

The GM or Player controlling the Character should describe what happens as they succeed in this round of combat. This continues until one side dies, flees, or surrenders.

For more specific guidance on Encounters, please see the [Encounters](#) section.

## Health, Mental Energy, and Status Effects

Player Characters' status and well-being can be tracked through their Health Points (HP) and Mental Energy Points (MP). To determine the maximum amount of these, use the following formulas:

- Max Health Points = POW Attribute  $\times$  2
  - For example, Arlasaire's **POW** is **6** so her **Max HP** is  $6 \times 2 = 12$ .
- Max Mental Energy Points = INT Attribute + SPI Attribute
  - For example, Arlasaire's **INT** is **6** and her **SPI** is **4** so her **Max MP** is  $6 + 4 = 10$ .

When any of these Attributes ever increase, the Max HP or MP increase as well.

Your current HP will go down if you are damaged, poisoned, sickened, or if your MP reaches 0. Your current MP will go down if you are mentally attacked, use magic, or exert yourself. The specifics of how much they will decrease will depend on the situation or abilities involved.

## Healing and Recovery

At the beginning of the day, if you rested soundly through the night, your HP increases by your POW and your MP increases to full.

### First Aid

If someone drops below half their max HP, they or another Player can attempt to perform First Aid to mitigate the damage. Expend 1 MP to restore 1 HP. You may only heal up to your POW each day from First Aid. If you have access to Medicine: expend 1 MP to restore 2 HP.

- For example, if Arlasaire's POW is d6, she and her allies can use First Aid to heal up to 6 damage per day. Without access to Medicine, this costs 6 MP. With access to Medicine, it only costs 3.

### Exert Yourself

Any Player Character may Exert themselves by using more energy than usual on particularly important rolls. **Players may choose to reroll any Skill Check at the cost of 6 MP.** Reroll both dice. Players may wait until after the GM tells them if the number is high enough before Exerting themselves.

## Overexerting Yourself

Without taking any additional actions, a Player spend 1 HP to gain 1 MP. They may do this as many times as they want in a Round UNLESS doing so would drop them below 0 Health. Dropping them to 0 Health causes them to fall Unconscious immediately (see Negative Status Effects below).

## Using Magic

Magic is a costly but wondrous endeavor. Magic comes from Ysse — a typically invisible particle that, when moved in a specific pattern, causes spontaneous and magical effects. In order to manipulate Ysse, one must see it. In order to see Ysse, you must remove your eye and then drop it into the Abyss or be born blind in one eye — sometimes, these allow you to see Ysse.

In the North, they combine Runes to manipulate the elements. In the South, they draw Sigils to determine their fates. Either require the Mage Feat (discussed further in the Feat section below). This is critical to all other acts of Magic thereafter.

If a Player Character wishes to use magic, the Player will describe what they want to do with their spell, within the given limits of their Runes or Sigils, and then roll a Magic Check. The GM will then set a DC for accomplishing this task.

- Sample DCs:
  - 4 — Drawing a single Rune or Sigil on an inanimate object
  - 7 — Drawing multiple Runes or Sigils at once
  - 10 — Hiding that one is making a Magic check (i.e. Making a Magic Check beneath a table in a Courtroom) or otherwise making a Magic Check under duress.
  - 14 — Using a Rune or Sigil in an unconventional manner (i.e. Freezing someone's wound so it stops bleeding OR heightening someone's emotions so they fail in combat)
  - 18 — Using Magic to accomplish a task that would take several people several weeks (i.e. Damming a fast-flowing river OR convincing a stubborn person to change their mind)
  - 24 — Using Magic to to accomplish something only a natural disaster could accomplish (i.e. Causing a tsunami OR driving a whole crowd into hysteria)
  - 30 — Doing something literally impossible except with Magic (i.e. Setting an entire city on fire at once OR Moving a mountain)



If the Player rolls below the DC, the Player fails to draw the Runes or Sigils involved and nothing happens. Alternatively, a targeted creature can roll a Resist Dying Check vs. the Magic Check to avoid the impacts of the Runes or Sigils.

- For example, Arlasaire casts a Wind Rune and Fire Rune in a Round. She rolls her SPI + SPI and must beat DC 7, because she is using two Runes in a Round.

Magic is very powerful and it is ultimately up to the GM's discretion what magic can impact. Here are some guidelines:

- Runes and Sigils impact a single creature per Rune or Sigil drawn OR impact a cubic meter of space per Rune or Sigil drawn.
- In order to cast a Rune or Sigil, you must have a line of effect from oneself to the target.
  - You cannot affect targets around corners, behind walls, or beyond your ability to perceive the target.
- If you attempt to deal damage with a Rune or Sigil, you can use a Magic Check in place of a Combat Check.
- If you attempt to use a Rune or Sigil on an unwilling target, they can roll their own Magic Check, Resist Persuasion Check, and/or Resist Dying Check to set the DC of the Check — if the GM thinks this makes more sense than setting the DC themselves.

Every time you draw a Rune or Sigil, it costs 1 MP per Round that you want the effect to last.

Furthermore, if you draw multiple Runes (max 2 in a Round) or Sigils (max 3 in a Round), then you pay an amount equal to the Runes or Sigils you have active per Round.

- For example, Arlasaire casts a Wind Rune and Fire Rune in a Round. The Wind means she creates a cubic meter of a gust of wind. Fire increases the effect of the previous Rune cast. She impacts 2 cubic meters and the wind is really blustering. She must spend 2 MP per Round that she wants to keep the wind blowing.

If you run out of MP, you cannot cast or maintain Runes or Sigils. Additionally, you will suffer from the impacts of the negative status effects of Stressed and Overgiving (see [Negative Status Effects](#)) as your MP drains.

## Negative Status Effects

In the pursuit of greatness, Player Characters that strain themselves too much in body or mind will ultimately succumb to further horrors. Similarly, there are a number of Status Effects that can cause a Player Character trouble if they cannot overcome them.

### Unconscious

- If you are Unconscious (whether because you are asleep or out of HP), you cannot do anything or experience anything.
- Your Perception Checks are automatically 0.
- You may roll a Resist Dying (Pow + Spi) Check DC 10 to awaken.

### Dying

- If your Health drops to 0 (it cannot drop below 0), you are Dying.
- If something deals more damage to you while you are Dying, you may die permanently. You stay alive as long as you roll a Resist Dying Check DC 10 + damage dealt.
- If you do not receive First Aid or other medical attention within the hour, you will die regardless of your Resist Dying Check.

### Stressed

- If your MP drops below half of its max value, you become Stressed. You are under a lot of pressure. Take -1 to all Skill Checks.

### Overgiving

- If your MP drops to 0, you are Overgiving. You become feverish and irrational.
- For each Skill Check you make, take 1 damage.
- Every time you make a Skill Check, subtract 1 from the total.
- The effects of Overgiving stack with that of Stressed (meaning you have -2 to all Skill Checks).

### Diseased

- If you become Diseased, your Max Health is cut in half.
- Once a day, roll a POW + SPI. If you beat the Disease's DC, you recover.
- You gain +2 to this Check if you have access to Medicine.
- Your Character will likely suffer additional effects depending on the disease, such as coughing, fevers, other Status Effects, etc.

### Poisoned

- If you become Poisoned, roll a POW + SPI. If you beat the Poison's DC, you recover.
- You gain +2 to this Check if you have access to the Medicine Luxury Resource (See page 39).
- Lose 1 HP every Round until the Poison wears out or you recover.
- Your Character will likely suffer additional effects depending on the Poison, such as coughing, fevers, other Status Effects, etc.

### Panicked

- If you become Panicked, roll INT + SPI. If you beat the Panic's DC, you recover.
- You must spend 1 MP to make any Skill Check while you are Panicked.
- Lose 1 MP every round until the Panic wears out or you recover.

### Silenced

- If you are Silenced, you cannot speak.
- You cannot make any social Skill Checks that involve your voice while you are Silenced.

### Restrained

- If you are Restrained, you cannot take any actions that require you to move except speak.
- If you are a Mage, you cannot make Magic Skill Checks while Restrained.

### Physically Impaired

- If you become Physically Impaired in any way, your POW and PER Attributes go down one die size until the effect causing you to be Physically Impaired ends. This does not change your Max Health or current Health — **only your rolls.**

### Mentally Impaired

- If you become Mentally Impaired in any way, your INT and SPI Attributes go down one die size until the effect causing you to be Mentally Impaired ends. This does not change your Max MP or current MP — **only your rolls.**



— *A Rumateur in the Snow*

## Lifestyle and Starting Wealth Level

Player Characters do not have concrete amounts of money in their bank accounts or pockets, and individual Players need not keep track of if they have twenty sheets of paper or two. Instead, Player Characters are just assumed to have “enough” money to live their current Lifestyle and access to whatever items that Lifestyle implies.

Those without wealth tend to have wider communities that help them get by when times get tough. These manifest as Potential Followers — as soon as the Player Character has enough Influence, these people will immediately become Followers or Adjutants of that Player Character’s Faction without the Player needing to send Followers out to take the Recruit task. Those who come from higher Wealth Levels tend to have fewer friends they can hire, even if they have the money to solve that problem.

Players may move between wealth levels over the course of the story, with the guidance of the GM and other Players.

Lifestyle	Wealth Level	Potential Followers
Landed Aristocrat	<ul style="list-style-type: none"> <li>• Owns an entire estate</li> <li>• A wardrobe of fashionable clothing</li> <li>• Has access to two Resources</li> <li>• Can purchase most specialized equipment, vehicles, and hired help</li> <li>• Will get invited to free dinners all the time</li> <li>• Can host dinners as much as they want</li> <li>• Can purchase but also already has fine arts and fine weapons</li> <li>• Knows other nobles but likely cannot hire them because they are all too busy running their own factions. Your servants may be willing but you will need to offer to pay them and/or talk with them first</li> </ul>	0
Specialist	<ul style="list-style-type: none"> <li>• Owns a house or condo</li> <li>• Has access to one Resource</li> <li>• Has access to high cuisine on special occasions</li> <li>• Can purchase paper, books, a nice weapons or fine art if they save up, and vehicles</li> <li>• Knows a few other Specialists in their field or adjacent fields</li> </ul>	5
Working Class	<ul style="list-style-type: none"> <li>• Owns a cottage or condo</li> <li>• Rarely struggles for basic food</li> <li>• Has a wide of variety of useful skills and can easily trade</li> <li>• Can purchase candles, nice parchment, new clothes, and oil, if they save</li> </ul>	10

	<ul style="list-style-type: none"> <li>• Knows the others in their neighborhood, but squabbles with some of them</li> </ul>	
Nomadic Band	<ul style="list-style-type: none"> <li>• Owns a nice vehicle or two</li> <li>• Sometimes struggles for food</li> <li>• Blankets, compact storage, and survival gear for all seasons</li> <li>• Can purchase anything to replace broken gear, folk instruments, and/or one or two horses</li> <li>• Has close friends traveling with them, and good business partners across the land</li> </ul>	15
Lone Wanderer	<ul style="list-style-type: none"> <li>• Owns whatever you can carry on your back</li> <li>• Perhaps one or two finely made things</li> <li>• Can purchase a night or two at an inn</li> <li>• Has close friends all across the land</li> </ul>	20

## Character Feats

Feats are special abilities that help Player Characters stand out from each other and become specialists in their roles. Feats can represent one’s background, accomplishments, or strange quirks.

At Level 1, Players pick 2 feats for their Character. If they would like to pick any **Bloodline Feats**, they must pick them at Level 1.

Standard feats can be taken more than once unless explicitly stated otherwise and their effects stack.

**Feat Lines** are Feats which must be taken in a specific order. Feats in the Feat Lines cannot be taken more than once, unless it says otherwise. In order to take feats later in the line, one must take all previous feats first. Once you start a Feat Line, you are not obligated to finish it and you can leave and return to it as much as you would like.

Player Characters do not always come from the best of backgrounds and do not always live the easiest of lives. As such, their bodies and minds can be limited or become limited from what most would consider normal in this world. However, extraordinary circumstances force people to adapt to survive — thus for every Limitation taken, a Player Character may take on additional Feat. It is **recommended that Players do not take more than 2 Limitations** — please discuss with your GM and other Players if you wish to have more.

## Bloodline Feats

- **Automaton** — You are one of the rarest creatures on earth — a doll with ceramic skin, metal Ysse wires in lieu of veins, and sapience. You were perhaps created as a prototype for the Philosopher King or as a result of stolen research from that project. Most humans do not see you as a person and no government recognizes you as having rights. Your Max Health is equal

to POW x 4 (instead of the usual POW x 2). You cannot heal normally and instead must find someone with the Roboticist to heal you if you take damage. You are immune to the following conditions: Overgiving, Diseased, Poisoned. This Feat may not be taken more than once.

- **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
- **Saegen Warlord** — Despite losing the most recent war, you and your family have protected and fought alongside the people here since the fall of the Sage King. Beloved to all, you begin your Faction with 20 satisfaction as well as control over one water-based Supply Line. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.
- **Seer** — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once. **Note:** You cannot reroll if you have Tactical Advantage (See [Wars Around the World](#)).
- **Selkie Blood** — You were born with the sea in your veins. You have a seal skin which, when worn, turns you into a [seal](#). This allows you to swim in lieu of other forms of travel — even over long distances. This Feat may not be taken more than once.
- **Sha Hirza Ni** — You have 4 arms, 4 legs, and 4 eyes, and 10 light sensors. You are immune to the negative effects of the Missing Limb Limitation as well as the Restrained condition. You may Exert Yourself to glimpse into the future and force a target to reroll a Check. For the purposes of pre-requisites, this also counts as taking the Seer Feat. This Feat may not be taken more than once.
- **Thuillean Nobility** — Your family has held the place of a long-gone Emperor for four centuries now, to whom, you assure the commoners, you will abdicate when he returns. Despite losing the most recent war, you retain your menacing followers and sharp wit. When you succeed on a Persuasion Check, in addition to any action you may convince your target to take, you may choose to reduce their current MP by 1. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.
- **Tsarinav** — While you have acceded your wealth and titles to the Aftokratoria officially, you are one of the traditional and rightful rulers of the Svanihk people. You begin your Faction with 16 Wealth and this replaces the usual 10 Starting Wealth. You can spend 5 Wealth to



inflict the Silenced or Restrained condition on a target for 24 hours — effectively paying them to say nothing or for someone else to tie them up. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.

## Standard Feats

- **Animal Whisperer** — You have a way with animals. You can communicate with a non-humanoid animal as if you were speaking normally if you both are in the same room. Additionally, you may Exert yourself to roll a d20 and add the result to Persuasion Checks with animals.
- **Assassin** — You work best when your opponent does not see you coming. Make a Deception Check against a target's Perception Check. If you roll higher, the target takes the difference between your two rolls in damage. This feat may not be taken more than once.
- Attribute Improvement Feats
  - **Powerful** — Increase Power Attribute by one die size, to a maximum of 12. This feat may not be taken more than once.
  - **Performer** — Increase Performer Attribute by one die size, to a maximum of 12. This feat may not be taken more than once.
  - **Intelligent** — Increase Intelligence Attribute by one die size, to a maximum of 12. This feat may not be taken more than once.
  - **Intuitive** — Increase Spirit Attribute by one die size, to a maximum of 12. This feat may not be taken more than once.
- Attribute Substitution Feats
  - **Champion** — You fight with passion for someone or something. You may substitute one Spirit die in place of a Power die during Combat checks.
  - **Duelist** — You fight with elegance and grace. You may substitute one Performance die in place of a Power die during Combat Checks.
  - **Investigator** — Your analytical eye is trained to look for everything. You may roll a Knowledge Check lieu of any Perception Check.
  - **Tactician** — You use your mind to carve a path in battle. You may substitute one Intelligence die in place of a Power die during Individual Combat Checks and use only Intelligence dice when rolling Command checks.
- **Charming Anarchist** — You believe all laws can be corrupted, and therefore none should exist... and convince many people to agree with you. When breaking the law or defying authority, you may Exert yourself to roll a d20 and add the result to Pathos Checks.
- **Defender** — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.
- **Fervent Devotion** — You firmly believe in your way of life. When upholding your code and principles, you may Exert yourself to roll a d20 and add the result to Pathos Checks.

- **Lucky** — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.
- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - You learn one of the Northern Runes. You can draw up to 2 Northern Runes in one Round — and can draw the same Rune more than once. The first Rune will represent what you want to impact OR simply affect something in a simple manner. The second Rune, if drawn, will represent how you impact it. The Northern Runes are:
    - **Water** — Used to control water or ice OR cause a non-creature target to open or move (i.e. Melting ice or unlocking a door)
    - **Earth** — Used to control wood or stone OR cause a non-creature target to lock in place. (i.e. Water freezing into ice or magically locking a door)
    - **Wind** — Used to create a gust of wind OR speed up a creature or other effects to twice their regular speed.
    - **Fire** — Used to create fire OR modify another rune to amplify its effects. (i.e. Spell impacts 2 cubic meters OR deals double damage on successful Magic Checks)
    - **Sun** — Used to create light OR detect if another Rune or Sigil known by the Mage has been used recently and, if so, how recently.
    - **Moon** — Used to create short sounds, such as short melodies, bird calls, whispers, or amplify one's speech to be heard by a large crowd OR negate another specified Rune's or Sigil's effects.
  - You learn one of the 14 Southern Sigils. Southern Sigils impact one's fate. You can draw up to 3 Southern Sigils in one Round — and can draw the same Sigil more than once. The Southern Sigils are:
    - **The Abyss** — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.
    - **The Earth** — Used to grow trees, shape stone, OR cause a non-creature target to lock in place (i.e. Water freezing into ice or magically locking a door).
    - **The Philosopher** — Used to command others to succeed in mental pursuits. Increase either their INT or SPI by one die size. If their INT or SPI is already 12, they use a d20 under the impacts of this spell instead.
    - **The Emperor** — Used to command others to succeed in physical endeavors. Increase either their POW or PER by one die size. If their POW or PER is already 12, they use a d20 under the impacts of this spell instead.
    - **The Squire** — Used to watch and learn. For the duration of the effect, you may perfectly perform any task you witness to the same degree of skill as the person you observed — even drawing Runes and Sigils. After the effect ends, you forget everything you learned.

- **The Knight** — Used to guard oneself in combat. For the duration of the effect, you may roll Individual Combat Checks with a +3 bonus.
  - **The Serpent** — Used to improve your ability to betray those around you. For the duration of the effect, you may roll Deception Checks with a +3 bonus.
  - **The Burned Man** — Used in self-sacrifice. For the duration of the effect, you may remove someone's Negative Status Effects and instead impose them on yourself. When removing Dying from someone, give them your current HP value and drop to 0 HP yourself.
  - **The Queen** — Used to understand someone's emotions and motivations. For the duration of the effect, you perfectly understand the emotions of those around you and how to manipulate them. You may roll Persuasion Checks of any kind with a +3 bonus.
  - **The Maiden** — Used to deepen someone's emotions. For the duration of the effect: any mild dislike becomes a seething hatred, any slight fondness becomes a true love, and even the smallest regret weighs heavy on the soul.
  - **The Priestess** — Used to still your mind. For the duration of the effect, you cannot be Mentally Impaired, Panicked, Stressed, or Overgiving and are not tempted to make rash or unwise decisions.
  - **The Demon** — Used to exact vengeance. Total the incoming damage you take for the duration of this effect and add it to your next attack roll.
  - **The Magician** — Used to display your superior magical talent. You reduce a target's current MP by 1.
  - **Dyeus/The Heavens** — Used to cause someone to succeed. For the duration of the effect, add +2 to their rolls.
- **Practiced Mage** — (You **MUST** have the Mage Feat before you take this Feat.) You have meticulously practiced the careful movements used to manipulate Ysse. You may substitute one Performance die in place of a Spirit die during Magic Checks.
- **Roboticist** — (You **MUST** have the Mage Feat before you take this Feat.) You can spend 16 Wealth to create an Automaton with POW 2/PER 2/INT 2/SPI 2. You can spend another 8 Wealth to increase any of its Attribute by one die size. These Wealth values are cut in half if you control Supply Lines connecting Ysse and Porcelain. Creating or upgrading an Automaton takes 1 week. You can also repair Automatons at the same rate of ordinary healing (At the beginning of the day, if you rested soundly through the night, your HP increases by your POW and your MP increases to full). This feat may not be taken more than once.
- **Studied Mage** — (You **MUST** have the Mage Feat before you take this Feat.) You have formal training in the intricacies of shapes used to manipulate Ysse. You may substitute one Intelligence die in place of a Spirit die during Magic Checks.
- **Merchant** — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week's travel from that Luxury Good, you have access to it, regardless of Supply Lines.

- **Monster Hunter** — You are familiar with hunting beasts and Demons. When fighting non-humanoid targets, Demons, and Sha Hirza Ni, you may Exert yourself to roll a d20 and add the result to Combat Checks.
- **Prosthetic Limb** — Gain +1 to rolls involving Power and/or Performance. In rolls involving both, still only add 1.
- **Prosthetic Organ** — Whether there's a knife in it or not, your heart will just keep on beating. You can spend 1 MP to gain 1 HP at any time.
- **Sapper** — Fieldworks constructed under your personal command have an additional +2 HP. Additionally, you deal +1 damage to enemy Fieldworks. This feat raises the HP cap of Fieldworks above the normal restriction of your max Follower count.
- Skill Improvement Feats
  - **Intimidating** — People have come to find you very intimidating. Add +1 to every Intimidation Check.
    - **Intimomancer** — (You **MUST** have the Intimidating Feat before you take this Feat.) Your intimidating presence is almost supernatural. Roll an Intimidation Check versus a target's Resist Persuasion Check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.
  - **Knowledgeable** — You have collected a lot of knowledge over the years. Add +1 to every Knowledge Check.
    - **The Inspired** — (You **MUST** have the Knowledgeable Feat before you take this Feat.) Your knowledge is precise and dangerous. Pick one of the following: Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired. Roll a Knowledge Check versus a target's Resist Dying Check. If you succeed, they are inflicted with the chosen condition for a number of rounds equal to your Attribute's dice size OR unless they succeed on the appropriate Check to remove the condition.
  - **Perceptive** — You tend to notice things. Add +1 to every Perception Check.
    - **Improvised Expertise** — (You **MUST** have the Perceptive Feat before you take this Feat.) You can simply observe a subject to deduce a lot about it, even if you were not an expert before. If you are in the same room as a subject about which you wish to know more, you may roll a Perception Check in lieu of a Knowledge Check.
  - Persuasion Checks
    - **Logician** — You form clear, concise, and analytical arguments that are difficult to dismantle. Add +1 to all Logos Checks.
    - **Method Actor** — You wield your emotion as a way to win over others. Add +1 to all Pathos Checks.
    - **Charming Smile** — (You **MUST** have the Logician **OR** Method Actor Feat before you take this Feat.) Your charming presence is almost supernatural. Roll a Persuasion Check versus a target's Resist Persuasion Check. If you roll

above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.

- **Principled** — You adamantly hold on to your beliefs. Though some may call you “stubborn”... Add +1 to every Resist Persuasion Check.
  - **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a Resist Persuasion Check versus a target's Persuasion Check, you can inflict either Panicked or Silenced for a Round.
- **Silver Tongued** — Whatever you say, people tend to assume is true. Add +1 to every PER + PER Check.
- **Song of the Sea** — You can hear the song of the sea in your heart. Spend 1 MP to sing for a Round. Make a Theatrics Skill Check. Each listener must make a Resist Persuasion Check (or the crowd collectively makes a Resist Persuasion Check of  $d2 + d2 + \# \text{ of People}$ ). Any listener who rolls lower than the Theatrics Skill Check will become infatuated with the singer, automatically failing all Perception Checks and taking no actions for the Round. This Feat may not be taken more than once.
- **Survivor** — You lived. You always do. Increase your Health by 3.
- **Wealthy** — You have acquired fabulous wealth, either through birthright or through your own efforts. Your faction gains +8 Wealth immediately when you take this Feat and your Lifestyle increases by one Wealth Level without you losing your Potential Followers.
- **The Radiant** — You are the flame to which the moths of this world are drawn. You may make Radiant Persuasion rolls using  $POW + POW$ .
- **Underworld Agent** — You are used to handling the seedy underside of society. If you are in a



new city, roll a POW + INT Check. If you roll above 10, you know at least one person in this city who can help you with illegal endeavors.

## Feat Lines

- **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
  - **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
  - **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.
  - **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
    - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
    - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
  - **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.
- **The Seer-Line** (You must have taken Seer at Level 1)
  - **Foresight** — You may use the Seer feat twice per day total. You can use it multiple times in one round.
  - **Astrologian** — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
  - **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
  - **Glimpse Into the Soul** — You can see people's true natures by looking into their eyes. As an action, for each Round you hold eye contact with a sapient creature, roll a Perception Check DC 10. On a success, you may determine one of the following:
    - True intentions/Motives
    - Current and Total HP and MP
    - All of its Attributes

- Two of its feats
  - **Greater Improve Foresight** — You look into the near future and see the result of your immediate actions. At the cost of 6 MP, before you or someone else takes an action, you may ask the GM what the likely outcome will be for that one, specific action — for example, learning your opposition's response to your argument in advance or foreseeing a rock falling on the party. The GM should pre-roll the potential results and must use them if you continue with the current timeline. You may then take whatever action you chose for real.
- **The Soldier-Line**
  - **Squire** — You have some basic training and a fighting spirit. Add +1 to every Individual Combat Check.
  - **Soldier** — You have seen the true toll of the battlefield and are mentally prepared to face it again. You can Exert Yourself to make a Combat Check for only **4 MP**.
  - **Commander** — You have experience directing others in battle and many are willing to follow you. Add +1 to every Command Check.
  - **Veteran** — After many years of service, you have laid down your post but your experience and insight on the battlefield are unparalleled. Add +1 to every Combat Check of any type. Additionally, you may reroll any failed Combat Check once.
- **The Telethenian Line**
  - **Philosopher** — You have a strong philosophy and a keen mind. You regularly have great insights into the nature of man and the world, and people will listen to you talk about them. If you win a contested Logos or Pathos Check, you gain +2 to Logos or Pathos Checks against the same target for the next Round.
  - **Aftokratorian Administrator** — You are an elected official of the great Aftokratoria. You can write and vote on bills being passed by the Senate. You are welcome at any dinner hosted by those with the Landed Aristocracy Lifestyle. Your Influence immediately increases by 3. Every Spring, you must run for reelection. Failing to win the election results in you losing the benefits of this Feat **HOWEVER** you immediately gain the Feat Former Aftokratorian Administer.
  - **Former Aftokratorian Administer** — Your faction gains +16 Wealth. Winning an election causes you to lose the benefits of this Feat **HOWEVER** you immediately gain the Feat Aftokratorian Administrator.
- **The Void-Touched-Line**
  - **Ysse in Your Bones 1** — You gain 1 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 2** — You gain 2 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 3** — You gain 3 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Eris' Displacement** — (You **MUST** be at least Character level 7 before you take this Feat.) If you spend 2 MP, you can swap the location of any two targets less than 1000lbs if you are aware of the location of precisely all parts of each object. Each

target must fit into the location of the area to which you are swapping it. Roll a Knowledge Check DC 4 if you can see all of it, DC 7 if you interacted with it in the last hour, DC 12 if you interacted with it within the last 24 hours, and DC 19 if you have never seen all of it or have not seen it within the 24 hours.

- **Gods' Blindspot** — You cannot personally accept a Seer's rerolls, including your own, as Seers can no longer see you. When you take this Feat, you also lose 1 Influence immediately as you slip from people's minds.
- **Nuclear Option** — (You **MUST** be at least Character level 9 before you take this Feat.) If you spend 6 MP, you can swap the location of two targets into the same location if their masses are each 100lbs or less. Upon doing so, roll all your Attribute dice at once — the sum of this number is the damage you deal to everything within 100ft of this blast. You can take this Feat multiple times, and each time add 100lbs and another 100 ft.

## Limitations

- **Abyssal** — After living near the Abyss for so long, some part of you has slipped into it. Are you yourself anymore? Pick or roll from one the following traits:
  - 1) If you look too closely, you see things that are not there. Every time you make a Perception Check, roll an additional Int + Spi DC 7 to disbelieve your visions.
  - 2) You babble incoherently whenever trying to persuade someone of something. Roll Int + Spi DC 7 to be understood.
  - 3) When you awaken each morning, roll Int + Spi DC 7 to remember who you are.
  - 4) You're not sure you exist anymore. Roll Int + Spi DC 7 when you talk to someone for the first time each day for them to realize you are there.
  - 5) You have no idea what emotions any one is feeling — possibly including yourself. Roll Int + Spi DC 7 to figure out what emotions someone else is feeling. Additionally, roll twice and take the lowest total on Persuasion Checks.
  - 6) You think it would be very fun to cut someone open and get acquainted with their insides. Which are red. And warm. You laugh at this. You must touch someone's blood at least once a day or spend 2 HP to touch your own blood at the end of the day. You will do this even if it would drop you to 0 HP.
- **Attribute Reduction Limitations**
  - **Powerless** — Perhaps you're small or often sick or maybe people just perceive you as such. Or maybe you just perceive yourself as such. -1 die size of your Power Attribute.
  - **Awkward** — You are bad at making your body do the things you want it to do. Your timing and placement is off. -1 die size of your Performance Attribute.
  - **Illogical** — For whatever reason, you struggle to process information in a logical manner — whatever *that* means. This doesn't necessarily mean you're stupid or uninformed, but you struggle to make good decisions or summon your knowledge under pressure. -1 die size of your Intelligence Attribute.

- **Dispirited** — For whatever reason, you find intuition, the will to do things, emotions, and having them really difficult. -1 die size of your Spirit Attribute.
- **Blind** — You cannot see — or at least, struggle enough to see that it does not make much of a difference. You cannot read anything written on paper with ink. You automatically fail at anything solely involving your vision. This does not mean you are helpless at navigating the world, however, it just means you must find alternative ways to interact with it.
- **Bad Luck Charm** — Your luck is fine, but your existence is cursed. If you or someone within eyesight of you rolls a 1 on any dice, they Fumble. Ordinarily, they would need to roll two 1s to Fumble. This includes both allies and enemies.
- **Child** — You are very young in the eyes of the world, have less knowledge and experience, and you're shorter than average. You suffer all the ordinary restrictions one might impose on children and only roll one Int dice on Knowledge Checks. Also, subtract 1 from the total of all Checks involving Int and/or Power. In Checks involving both, still only subtract 1.
- **Scarred** — You are scarred in a very visible way that hinders you and unnerves others. It has worn on you over time. Subtract 1 from the total of all rolls involving Performance and/or Spirit. In Checks involving both, still only subtract 1.
- **Missing Limb** — You are missing a limb and you were used to having it. Subtract 1 from the total of all Checks involving Performance and/or Power. In Checks involving both, still only subtract 1.
- **Unlucky** — Your luck is poor. If you roll a 1 on a dice, it is treated as a 0, but fumbling behaves as normal.

## Advancement and Leveling Characters

Every once and a while, (such as every other session or every major accomplishment) the GM can award the Player Characters with a level increase. It is highly recommended that Player Characters all level up at the same time and remain the same level, unless the Players specifically consent to doing it in an alternative manner.

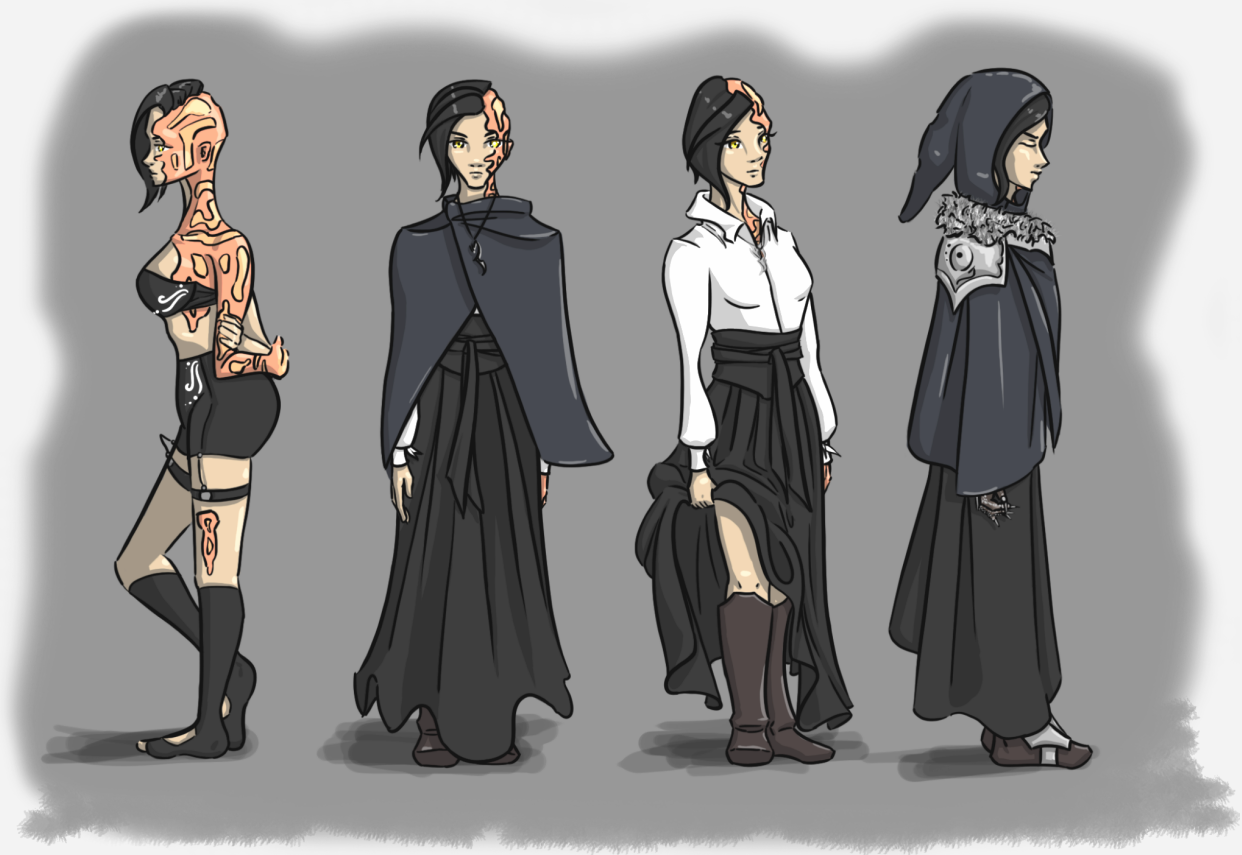
Every level, Players gain 1 new feat.

At level 4, level 8, and level 12, Players increase the size of one Attribute dice size to the next size up. (In order from smallest to largest, the dice sizes increase from **d2** to **d4** to **d6** to **d8** to **d10** to **d12**.) The maximum Attribute score through this method is 12.

The maximum level is 14. At level 14, Players gain an additional Feat and Attribute score increase for having reached legendary status (in addition to the Feat gained just from leveling up). If they haven't acquired one already, Players and GM should decide on some sort of moniker or title for each of the Player Characters, such as "The Little Burned Maiden" or "The Once and Future Emperor" at this time.

While the current resources are not designed to handle such games, it is possible for Players to have Characters gain levels beyond the maximum if they do particularly extraordinary and heroic accomplishments—stories which have dug themselves into the annals of history. They can continue to level up in the same manner as before—new feat every level, new Attribute Point every 4th level.

**IMPORTANT:** It is more important that all of you FEEL you are contributing equally rather than all your numbers actually BE equal. Be sure to Check in with your quieter Players periodically. GMs specifically, try to find ways to let all your Players' show off their Characters' skill sets. Other Players, don't forget to step back and act as a support sometimes to let other Player Characters shine.





## Factions and Faction Building

While the Player Characters are typically influential entities, Factions are the true movers and shakers of the world. History is not made by great men, but by the many people who supported them.

However, no one joins an organization for all the leaders — but will, instead, typically gravitate towards one particular persona that represents what kind of person they want to be. As such, all members of a Faction belong to a specific Player Character or NPC leader, even if the Leader technically shares Influence.

### Types of People in Factions

Factions have a few different types of members which all operate differently:

- **Followers:** Every Faction has a certain number of mooks who run the day-to-day operations of the Faction. These people doubtlessly have rich inner lives, but you probably do not know them all personally. That being said, the health and influence of the Faction lives and dies on the attitude of the everyman in your Faction. These people all share one stat block and

attitude that represents the average Follower in your Faction. You get more of them by sending Followers out to recruit more—with your maximum Follower count capped by your Influence.

- **Adjutants:** These are the champions, the butlers, the receptionists, and the specialists doing specific tasks for the continued function of the Faction. They will personally interact with you on a daily basis and each have their own stat block. These are typically major ally NPCs controlled by the GM. You recruit them typically through GM-guided interactions.
- **Leaders:** These are heads of the Faction or at least, the people for whom the Faction is known. In the case of the Players' Faction, it will likely be Player Characters, but NPC Factions will each have their own cabal and inner politics that govern their head. Leaders in a Faction each have their own share of Influence over the Faction — and if that Leader ever decides to leave the Faction, they will likely be able to convince their Followers and Adjutants to go with them.

Players and GMs alike can build Factions using the [Blank Faction Sheet](#) and use the [Blank Character Sheet](#) for Followers, Adjutants, and Leaders as necessary.

## Influence

Influence is a number which represents an individual's Influence over the world and, as such, defines the number of Followers, Adjutants, and Faction Feats that a Faction can have. Influence can be both gained and lost.

While multiple Leaders can lead a Faction, each Leader has their own Influence level, as previously mentioned. Whenever the Player Characters gain a level — or at other points at the GM's discretion — the Player Characters collectively gain at least 1 Influence. Players must then decide, whether in-character or out-of-character, how to distribute the Influence amongst themselves.

**IMPORTANT:** The purpose of the uneven Influence in the game is to simulate the tumultuous and unstable power systems from the World of Fates — stories about great leaders, sub-groups rising up, and the shifting political landscapes. Please remember that, in the real world, you are all friends and **you are here to have fun and tell good stories** — do not start or try to win wars against your friends in real life. If this system would be unfun for you or anyone in your group, you should instead distribute Influence equally to everyone in the group whenever they Level Up.

Player Characters can also gain and lose Influence through story measures. However, they cannot have negative Influence — 0 Influence simply means they have no Influence over the world.

Some other examples of when Player Characters might gain or lose Influence include:

- Hosting a grand party
- Giving a well-received speech
- Blackmailing someone influential

- Starting a riot
- Publicly infighting
- Slaying a fearsome monster
- Being the first responders to a disaster
- Causing a major disaster
- Converting a population to your belief system or life philosophy
- Making an excellent trade deal
- Making a discovery
- Creating a new invention

## Influence and Followers

For each point of Influence, you gain 5 Max Followers. This does not automatically mean you gain the Followers nor that you can afford them — it only means the opportunity to recruit them is open to you.

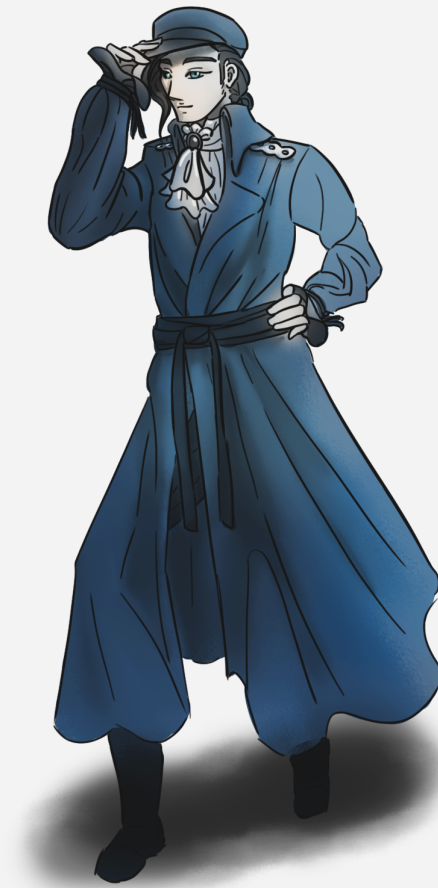
For every 2 Influence points, you gain 1 Adjutant level. You may delegate this level to your current Adjutant or hire a new one. This does not automatically mean you gain a new Adjutant — it only means you have the opportunity to recruit one. You may have as many Adjutants as you want as long as:

- Each Adjutant has at least 1 level.
- You remember all the Adjutants' names.

## Favored Influence Type

All Factions have codes, and Leaders must act within them. Pick two Attributes to use together or one Skill Check — rolling this Check is now the Favored Influence Type.

Leaders must roll their Favored Influence Type at least once per Week in order to maintain Satisfaction.



## Satisfaction

Satisfaction represents the willingness of Followers to follow their Leaders. When a Faction is formed, you begin at 10 Satisfaction.

If too many Followers become apathetic or unsatisfied with their Leader, they may attempt a Coup. Each week, the GM will roll a d100 roll. If the result is above the Coup Risk, then Faction stays in line. However, if the result is below the Coup Risk, then the Followers will revolt against the Leader.

Follower Satisfaction	Roleplay Effect	Coup Risk
41+	Unwavering Obedience	0%
31 - 40	They would die for you	1%
21 to 30	Adore you	5%
11 to 20	Will do you extra favors	10%
0 to 10	Here out of habit	20%
-1 to -9	Undermining you	50%
-10	Instant Coup	100%

## Maintaining Satisfaction

In order to maintain Satisfaction within, Leaders must act as they acted when the Followers joined and in accordance with the Faction's codes and core values as well as provide value to them. Leaders ought not to abuse their Followers or other people their Followers like.

Each week, Leaders must roll the Check associated with their Favored Influence Type. Leaders must also pay 1 Wealth/Follower. If Leaders do these things, Satisfaction will not change at the end of the week.

## Raising Satisfaction

In order to raise Satisfaction, Leaders must go above and beyond their Followers' expectations. Satisfaction will go up at the end of the week if Leaders take certain inspiring, generous, or even intimidating actions. Some examples of actions Leaders can take to achieve this are:

- Giving a rousing speech (Satisfaction +1)
- Personally killing an enemy of the Faction (Satisfaction +1)
- Establishing a Supply Line. (Satisfaction +2)
- Ceasing to share a Supply Line with an allied Faction. (Satisfaction +1)

- Taking responsibility for a failure (Satisfaction +2)
- Achieving a major goal within the Faction (Satisfaction +3)
- Paying each Follower 1 + X Wealth/Week (Satisfaction +X)
- Any other action of which the Followers would approve (GM decided)

## Losing Satisfaction

Leaders who spectacularly fail to meet their Followers' expectations will lose Satisfaction at the end of the week. Some ways Leaders can disappoint are:

- The Leader is publicly humiliated in some way (Satisfaction -2)
- Punishing the Followers collectively (Satisfaction -2)
- Losing or abandoning a Supply Line. (Satisfaction -2)
- Sharing a Supply Line with an allied Faction. (Satisfaction -1)
- Failing to take responsibility for a failure (Satisfaction -3)
- Dramatically changing the goals of the Faction (Satisfaction -4)
- Failing to pay all Followers equally (Satisfaction -1/Follower unpaid equally)
- Any other action of which the Followers would disapprove (GM decided)

## Coup

Leaders are always at risk of a Coup, especially those with poor Satisfaction. If the GM rolls the weekly d100 below the Coup Risk and the Followers revolt, a new Leader is chosen from among the Followers and/or Adjutants. This Leader will then lead the Faction to kill or banish the current Leader in dramatic, riot-like betrayal (or, in an event appropriate to the Faction in question). The ex-Leader's Influence drops to 0 if they survive this revolt. (See [Combat & Other Contests in Encounter Types](#) for an idea of how to stage a Coup encounter.)

## Followers

Followers are the people who keep your Faction running on a day-to-day basis and can collectively run errands for you. **Remember**, due to the varying levels of Influence of each Player Character, Followers each specifically follow ONE of the Player Characters. This Player Character can tell their Followers to listen to the other Player Characters and share their in-game power evenly but, mechanically, they follow this specific Player Character. Furthermore, should this Player Character ever defect from the other Players, their Followers would likely follow them rather than stick with the greater alliance of Player Factions. **Equally important:** Players ought only to flex this power in-character, rather than out-of-character. Some people do not find it fun for power to be unequal. Players should agree upon how they want to handle this power dynamic out-of-character before roleplaying it in session.

Followers collectively share one stat-block. Just like Player Characters, they have Power, Performance, Intellect, and Spirit Attributes. However, each Follower only has 1 Health and 2 MP. You can only

choose how to place their array of 2-2-2-4 amongst their Attributes — but, just as with the Player Characters, you can choose to put each number of the array in any order in the Attributes.

When Followers make a Check of any kind, they collectively make one roll and add the number of followers doing it to the total. (For example, if there are 20 followers trying to fight someone, they roll POW+POW+20)

Each Follower costs 1 Wealth/Week or else their Satisfaction will decrease by 1.

Followers can be divided into smaller groups of any size to do tasks. Followers can do any of the following tasks during an in-game week:

- Earn Money — Do some sort of work to earn money. (Earn Wealth = POW + SPI + Followers)
- Raid — Attack something. (Roll POW + POW + Followers)
- Defend — Protect something against raids. (POW + POW + Followers + 2)
- Travel — Travel a road's distance away to do something somewhere else. (Costs an additional 1 Wealth per Follower travelling)
- Recruit — If you aren't at your max Follower count, each Follower doing this can recruit one new Follower at the end of the week.
- Spy — Overhear a part of a conversation you were not present for. (INT + SPI + Followers)
- Research — Learn new information otherwise unavailable to the Player Characters. (INT + INT + Followers)
- Supply Line — Work to establish or maintain a Supply Line between two cities. It takes a minimum number of Followers, an equal amount of wealth, and twice the travel time between two cities to establish a Supply Line. Followers working a Supply Line are considered to be Defending it.
- Fieldworks — Each Follower put to this task constructs 1 HP worth of Fieldworks per week. With the exception of the Sapper Feat, the HP of a faction's Fieldworks on a single battlefield can never exceed the max Follower count of the faction building them. All Fieldworks should be described by the Player ordering their construction. (See [Fieldworks](#)).
- Anything else that would reasonably take a week to do (GM Discretion).

## Adjutants

Adjutants are more powerful than your average Followers. They are typically played by the GM and introduced to the Player Characters through story moments once they have enough Influence to have an Adjutant. Adjutants may be found in many different places, from back alley bars to the dorms of the Chevalier Academy to the Seeresses of the Ecclesia, or may come from Player Characters' backstories.

They are built in an identical method to Player Characters (see [Character Creation](#)). While the GM ought to build them initially, after they become an Adjutant, their build is the relevant Leader's responsibility.

Additionally, Adjutants can do any of the tasks Followers can do, but, additionally, can take action alongside the Player Characters in their roleplay affairs. Adjutants who do tasks alongside Followers add their Level to the roll of the Followers.

## Leaders of Non-Player Factions

Leaders of Non-Player Factions are typically built by the GM or drawn from the [Factions of the World of Fates](#) (see Page 111)

### Faction Feats

Feats are special abilities that help Factions stand out from each other and specialize to pursue their goals. Feats can represent a Faction's background, accomplishments, or strange quirks.

For every third point of Influence, pick a Feat for your Faction. If you would like to pick any **Origin Feats**, you must pick them whenever you start your faction. You cannot take any Origin Feat more than once.

Most feats can be taken more than once unless explicitly stated otherwise and their effects stack.

Similarly to Players Characters, Factions can also face certain Limitations which forces its members to adapt and overcome adversity — thus, for every Limitation taken, a Player Character may take on additional Feat. Limitations are typically taken at the formation of the Faction, but Factions can also acquire them later if it is appropriate to the story. It is **recommended that Faction do not take more than 2 Limitations at the start** — please discuss with your GM and other Players if you wish to have more.



## Origin Faction Feats

- **Family** — You and any other Player Character(s) who also takes this Feat are all part of the same Family. Whether by blood, marriage, or adoption, any time you or your family members gain Influence, so do you. This Feat may not be taken more than once.
- **Assassins/Thuillean Nobility** — You and your Faction are a mafia-like household of Thuillean Nobility and you brutally take out your opposition. Add your Influence to any Raid Check. You also gain access to the Thuillean Military Bonuses when Commanding Followers. This Feat may not be taken more than once.
- **Trained Soldiers/Saegen Warlords** — You and your Faction are shieldsiblings and will defend each other with your life. Add your Influence to any Defend Check. You also gain access to the Saegen Military Bonuses when Commanding Followers. This Feat may not be taken more than once.
- **Coven/Tsarinav Family** — In lieu of taking additional Faction Feats, your Followers and Adjutants can learn Magic as if they had taken the Mage feat. Determine which Rune or Sigil they have learned at each level you would take an additional Faction Feat. Every Follower can perform this act of magic. You also gain access to the Svanihk Military Bonuses when Commanding Followers. This Feat may not be taken more than once.
- **Proselytizers/Telethenian Campaign** — You are here at the will of the people and they like you, whether due to your keen mind or charisma. Your Followers do the Recruit task passively at the same time as doing other tasks. You also gain access to the Telethenian Military Bonuses when Commanding Followers. This Feat may not be taken more than once.
- **Nomads/Shahirzani Tribe** — You have no central home and wander with the majority of your Followers from place to place. You do not have to pay Wealth to Travel or establish Supply Lines. You automatically gain the Smugglers Faction Feat, but all of your Supply Lines must be secret. You also gain access to the Shahirzani Military Bonuses when Commanding Followers. This Feat may not be taken more than once.
- **Adjutants Only** — You don't recruit just any bloke to your Faction. You may only recruit Adjutants and your Max Followers is always zero BUT you gain 1 Adjutant level every Influence. This Feat may not be taken more than once.

## Standard Faction Feats

- **Skilled Workers** — Earn double the amount of Wealth from the dice on the Earn Money task. Do not double the Follower bonus. You cannot take this Feat more than once.
- **Trained Attribute** — Increase a die size of all Followers by one. I.e. d2 → d4
- **Hidden Location** — Your Followers can hide a location of your choosing with a Performance Check. Enemy Followers must do the Spy Task better than this Performance Check to find this location before they can Raid it.
- **Traveling Infrastructure** — Your Followers can Travel twice as far in a week for the same amount of money.

- **Windfall** — One way or another, your Faction has acquired a grand sum of money. Gain +20 Wealth now.
- **Bandits** — Your Faction enjoys Wealth acquired outside of the law. Increase the die size of Wealth plundered by Raiding a Supply Line to a maximum of d20. i.e. d8 → d10
- **Day Jobs** — You put yourself to some simple task as a front for your Faction. In addition to any other sources of income you already have, you passively earn 5 Wealth per Week.
- **Near to the Tree** — Much as the fruit drops near to the tree, your Followers (not including your Adjutants) are much like you. Your Followers gain the benefits of one Feats you possess. They must have the prerequisite Feats.
- **Military Reform** — You may swap your Faction's Infantry, Cavalry, or Artillery bonus for another of the same type. (For example, switch your Thuillean Infantry bonus for the Saegen Infantry bonus.) After taking this Feat, the new bonus is only applied after the Player either expends **10** Wealth to retain mercenaries of the new type or successfully recruits foreign soldiers during an encounter. At the GM's discretion, if such an encounter arises organically, a Player may choose to take this Feat in between levels: provided that they do not take a Feat when they reach the next Faction level. This Feat may be taken more than once, but may not be taken more than once in between Faction levels.
- **Smugglers** — You may establish secret Supply Lines. Enemy Followers must succeed at Spying before they can Raid a secret Supply Line, but you may not use Fieldworks or benefit from the Defend bonus if they are successful. Unlike normal Supply Lines, there is no limit to the number of secret Supply Lines that can operate on a given trade route.

## Faction Limitations

- **Poor** — You are rich in many ways, but not in material things. Your Faction starts with 5 Wealth (see [The Economy, Items, and Artifacts](#)) instead of the usual 10 Wealth.
- **Bad Reputation** — No one wants to join your Faction. Followers take two weeks to perform the Recruit task.
- **Unsatisfied** — Your Followers are always unsatisfied. You automatically lose 1 Satisfaction every week.
- **Conspicuous** — You and your Followers are easy to find in a crowd. Your Followers cannot do the Spy task.
- **Bleeding Followers** — You are always losing your members, whether to dangerous working conditions or to coordinated sacrifices. Every week, roll a d4. If you roll a 1, you lose 1 Follower.
- **Unskilled Labor** — Forgo your next Adjutant level. This does not prevent you from taking more Adjutant levels in the future, but you just cannot take the next one. Mark it out with an X.

## Faction Advancements

Faction advancement hinges primarily on the Influence of the Faction Leader. While all the ways in which Factions advance have been covered throughout this chapter, the information is collected here.

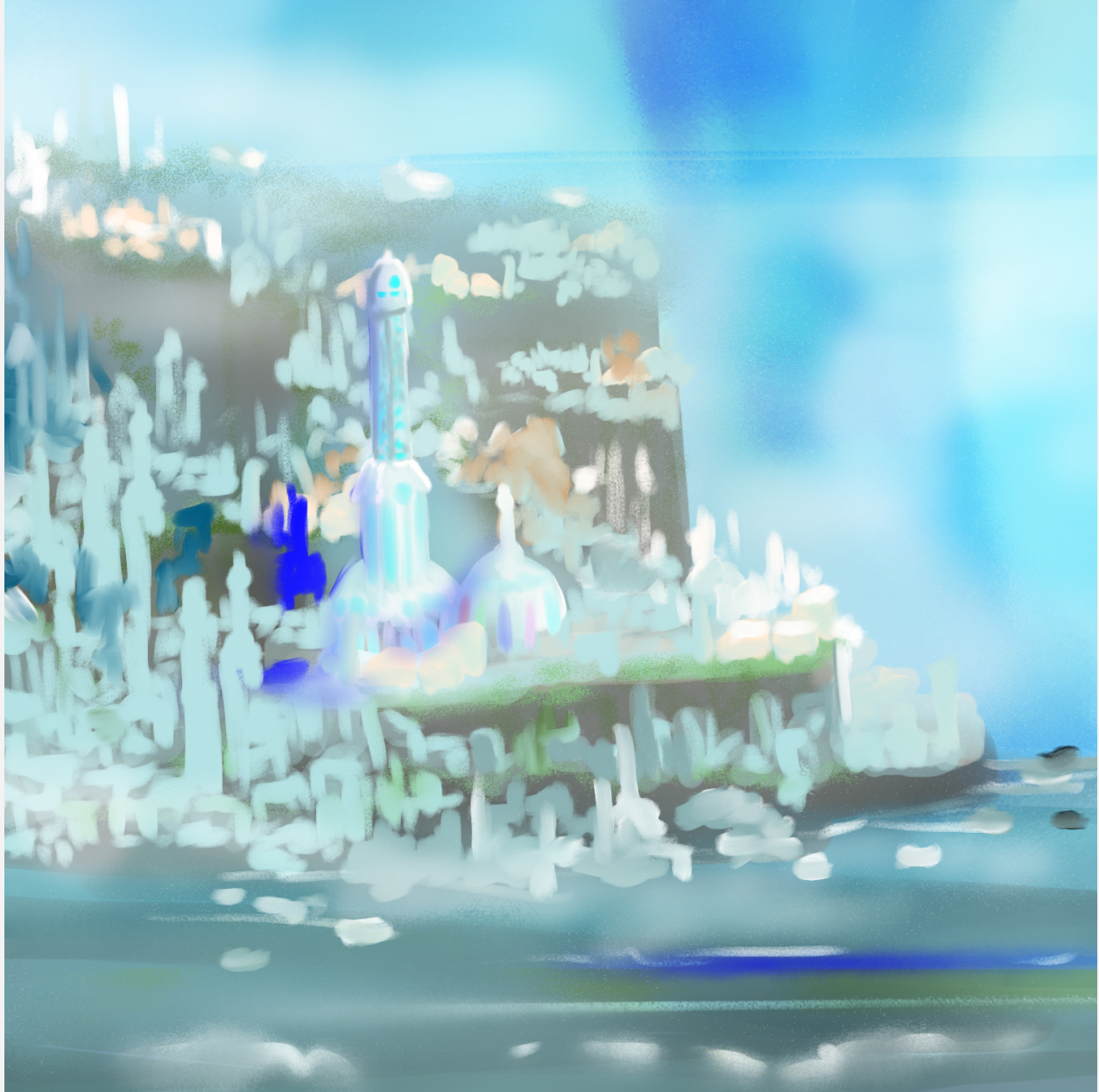
The Player Characters collectively gain an Influence point when they each gain a Level. This Influence point goes to only one of the Player Characters. Players gain:

- 5 Max Followers for each Influence point
- 1 Adjutant Level every 2 Influence points (which can be given to one Adjutant or divided between as many Adjutants as you have Adjutant Levels and can remember names)
- 1 Faction Feat every 3 Influence points

## NPC and Enemy Factions

Many Non-Player Factions compete for Influence over the world in addition to whatever Factions that Player Characters may build. Some will be allies, some will be enemies. In the chapter [Non-Player Characters and Entities](#), there are many pre-built NPC Factions but feel free to build them yourself, both as a GM and as a Player





## The Economy, Items, and Artifacts

The economy of *LWOF* is built on the back of Wealth, Resources, and Supply Lines — but those who control the Supply Lines will ultimately control the world.

### Wealth

Factions start with **10** Wealth. **Wealth** is not representative of a particular currency, but is instead intended to broadly approximate the value of the multitude of material goods a Faction has at their

disposal. It is up to each Player to imagine what the majority of their Faction's Wealth is tied up in — be it coinage, lumber, livestock, wheels of cheese, or any other basic currency or commodity.

While Factions may have their own currencies or produce items of deep religious or iconographic significance to the Faction, it is important to remember that Wealth is intended to represent the assets of a Faction that have material value to any person of any culture. This is not to discourage a richer exploration of any Faction's interpretation of "Wealth," but to establish that in order for a Faction's coinage to be a legitimate currency on the world stage, or their symbols and icons as valuable trinkets to non-members, Players should take time to detail and pursue this goal in game.

## Luxury Goods

In addition to Wealth, a Faction must also vie for control of certain Luxury Goods. You gain access to Luxury Goods by being in the same city as the Luxury Goods. Luxury Goods are necessary to pay or outfit various armies in the World of Fates (see [Combat and Other Contests](#)). To gain access to new Luxury Goods, a Faction must establish and maintain Supply Lines. A list of Luxury Goods can be found below the [Supply Lines Map](#), but GMs and Players should feel free to add or remove Luxury Goods, if it makes sense for your game.

For each unique Luxury Good to which you gain access, you gain +2 Satisfaction. If you have multiple sources of one Luxury Good, each subsequent source only gives you +1 Satisfaction upon obtaining it. Losing access loses this satisfaction.

- For example, when you first acquire Horses, you gain +2 Satisfaction immediately. You later gain access to another source of Horses in a trade deal, which gives you an additional +1 Satisfaction. Later, however, you are driven from the city and lose access to both sources of Horses and lose 3 Satisfaction.

## Supply Lines

Supply Lines are the veins of international trade as well as the only way to access Luxury Goods outside of the city which you are in.

In order to establish a Supply Line, a Player must first take control of the route from the Player or NPC currently controlling it through either negotiation or Raiding. They may then assign any number of Followers to take the Supply Line action. In addition to your ordinary Follower upkeep costs, establishing a Supply Line costs:

- 5 Wealth
- 2 Weeks of Travel Time

Once both the Wealth cost and Travel Time costs have been paid, your Faction controls the Supply Line in question.

Establishing Supply Lines helps to advance your Faction in the following ways:

- You gain access to the Luxury Goods in the city to which the Supply Line is connected.
- You may travel along that road without paying the Travel cost.

### Treacherous Routes

Some Supply Lines are inherently Treacherous. They are marked with X's on the Supply Line. Whether due to environmental hazards, wildlife and marauders, or longstanding political tensions: you must expend more effort to build and maintain a Treacherous Supply Line. Establishing a Treacherous Supply Line takes twice as long and costs twice as much. Additionally, it costs 1 Wealth to construct 1 HP of Fieldworks on a Treacherous Supply Line.

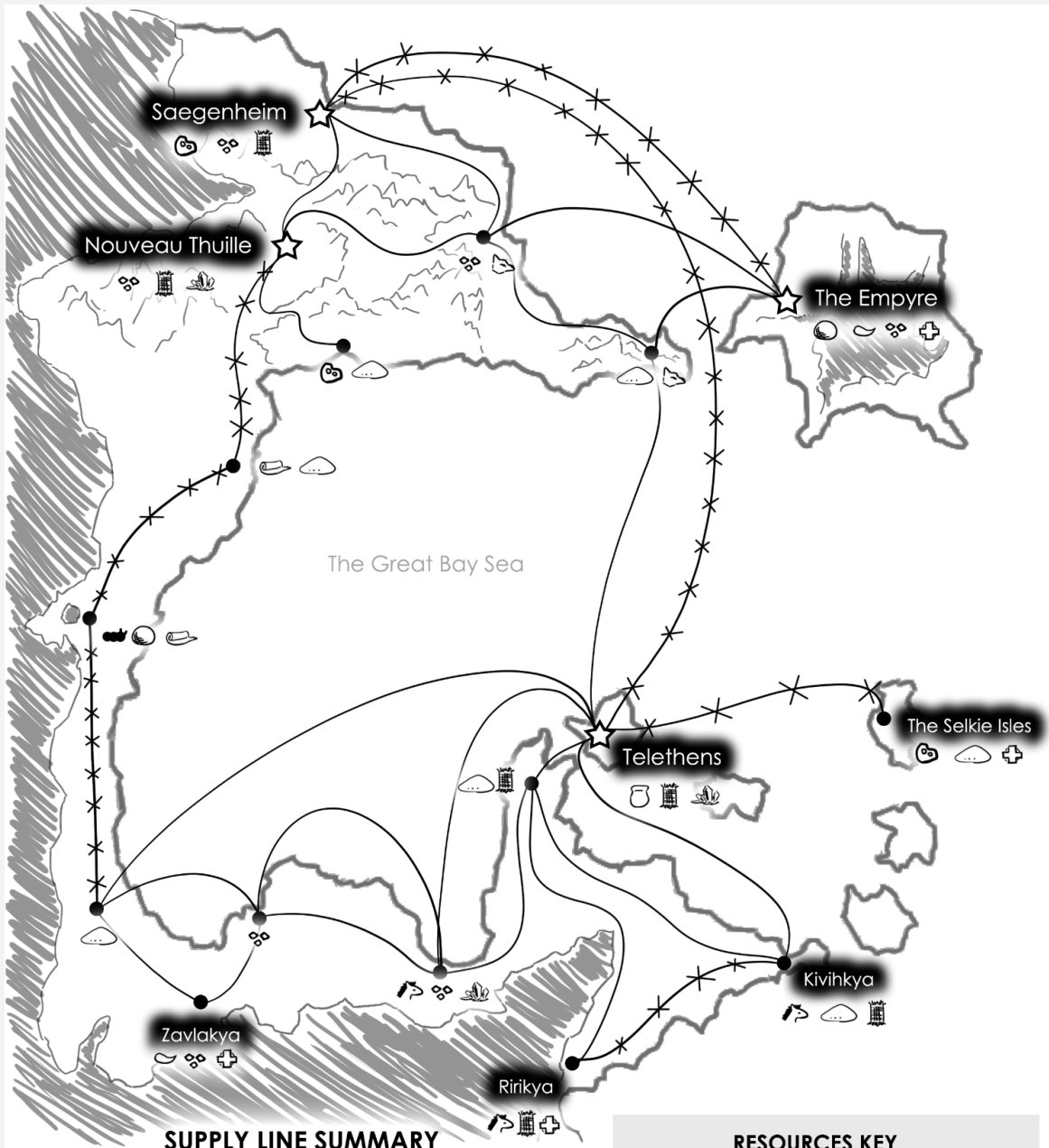
### Raids

Supply Lines can be Raided both by Player Followers and NPCs. When Supply Lines are Raided through the Raid action, combat is resolved by weighing the total force of the Raiding party against the total number of Followers maintaining the Supply Line. (Followers maintaining a Supply Line are also considered to Defend it, and so automatically gain the associated +2 bonus.) **Successful Raiders steal 1d8 Wealth from the target Faction if victorious AND can wrest control of the Supply Line, if they desire and can afford to do so.**

Some example Raids might include:

DC	Raid Type
8	Bandits try to take and then ransom your supplies back to you.
10	People rebelling against the government are trying to acquire resources from you.
14	A rival Faction steals some Wealth from you.
20	A previous Supply Line owner wants their Supply Line back — and wrest control by establishing superior force.
26	Demons try to convince your Followers to abandon their duties and join them.
32	A rival Faction tries to wrest control of the Supply Line from you.
40	A Dragonstorm breaks out and descends upon your Supply Line.
48	The Aftokratoria decides you do not need your Supply Line anymore and sends their airships to push you from it.

# Supply Lines Map



## SUPPLY LINE SUMMARY

- Resources are marked on the map with symbols
- In order to have access to a Resource, you need to either be in city that has it OR control a Supply Line to the city that has it
- > Pay 5 Wealth & 2 Weeks to establish control <--
- Treacherous Supply Lines, marked with ✕, take twice as long and cost twice as much to establish

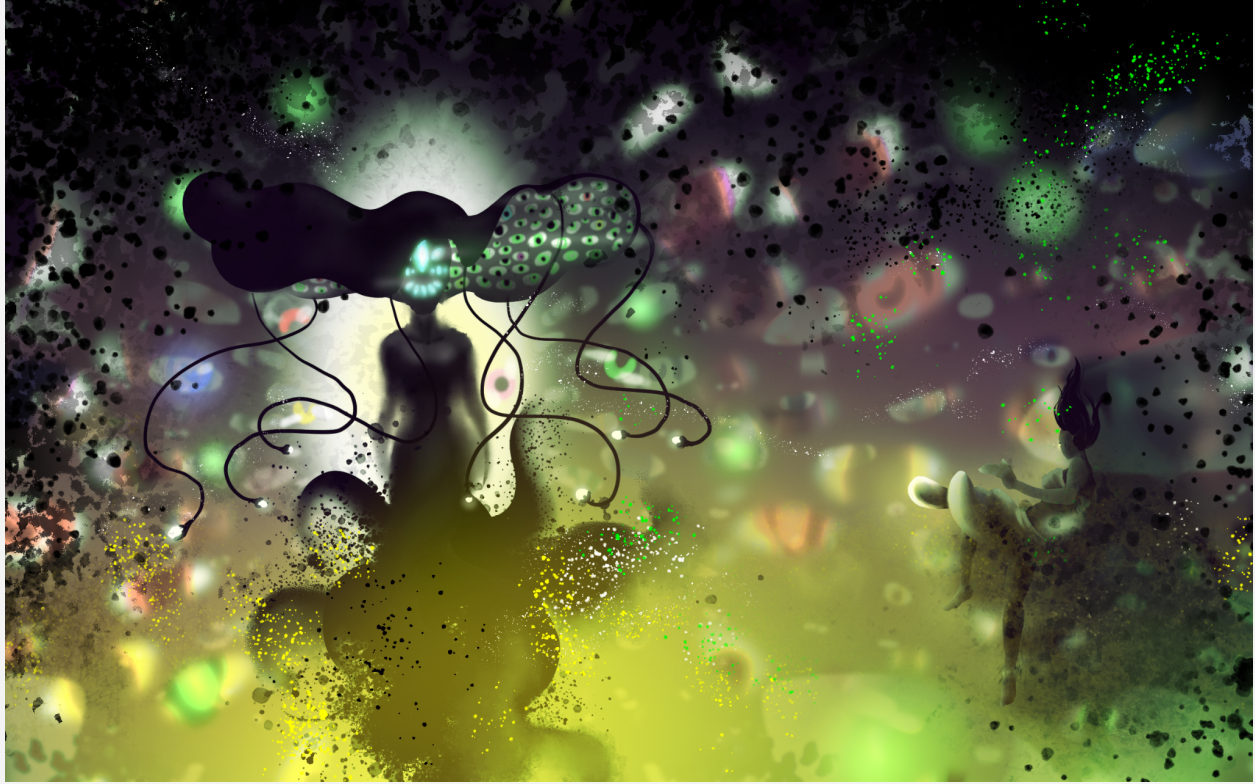
## RESOURCES KEY

☞ -- Ambergris	☪ -- Porcelain
☛ -- Chitin	☁ -- Salt
☉ -- Glass	☞ -- Silk
☞ -- Horses	☞ -- Textiles
☞ -- Ivory	☞ -- Wolves
☞ -- Medicine	☞ -- Ysse Crystals
☞ -- Olivine	

## Items & Artifacts

Throughout the World of Fates, there are some items and artifacts which sometimes are so precious as to change the way that the world perceives individuals or Factions who possess them — and may even grant the owner Feats. Below is an example of some such Macguffins — though note that these should typically be acquired through roleplay rather than purchased.

Item Name	Item Type	Description
Generic Firearms	Firearm	A weapon which does the complicated motions of a Mage for you through its wiring. This weapon allows the wielder to act as if they have the Mage (Fire) and Mage (Wind) Feats.
Medicine	Luxury Resource	Medicine is used in First Aid and to provide a bonus in Checks against Poison and Disease.
Fragarach	Magic Sword	A weapon which does the complicated motions of a Mage for you through its wire, this weapon causes its bearer to act as if under the effects of the Mage (Northern — Fire) and Mage (Northern — Wind) Feats. Additionally, whosoever bears this sword is the rightful Emperor of the North.
Vainamoinen	Ocean Vehicle	An infamously fast ship belonging to the Eternal Bard. Treat this as a non-sapient Automaton with the Attribute array of 20/10/8/8. It cannot do any social skills but it cuts all sea-based travel times in half.
Generic Airship	Flying Vehicle	A ship with silk wings which flies through the air. Treat this as a non-sapient Automaton with the Attribute array of 20/12/8/8. It cannot do any social skills but it cuts all travel times in half.



## Encounters

Encounters in *LWOF* are like single scenes or chapters in which the Player Characters are interacting with the world in a particular way. In other popular systems, they might be fighting a dragon, negotiating the bill with an innkeeper, or escaping a trap. These sorts of encounters can also appear in *LWOF*, but the game system is more suited to negotiations.



### The Abstract “Round”

Many abilities throughout this document refers to “rounds”. But rounds do not have a set amount of time — they are, instead, variable depending on the situation. They should be allocated to give fair and equal time to act and react for each Character involved in a given encounter. The following section will describe encounter types in more detail.

Some recommended lengths are:

Encounter Type	Approximate Round Length
Council Meetings	5 Minutes
Behind Closed Door Meetings	2 Minutes
Trials	5 minutes
Exploration	10 minutes
Sieges and Commanded Combat	15 Minutes
Individual Combat & other Physical Altercations	10 seconds

## Encounter Types

The following section provides some examples of different types of encounters you might see and, if you are a GM, how to build them for your Players and suggestions on how one might vary it based on culture. You are, of course, not obligated to use any one of these in their exact form and should modify or combine them to fit your specific group's needs.

### Council Meetings

In many parts of the world, whether you are a member of the government or are petitioning the governing for something, council meetings are formal, structured affairs with strict rules and political and social consequences for breaking them.

**Opening:** Council meetings begin with being called to order by a meeting leader — perhaps the Senate Speaker or the Sageking or some other important figure. This could be played by the GM or one of the Player Characters, if the Player feels comfortable. The meeting leader declares what the current issue on the docket is and the person or faction proposing the docket.

**Proposition:** The proposer then announces what precisely they want — whether this is control over a road, funding for a specific vention, opening an investigation into a crisis, or the removal of another member of the government. Then, they must convince the rest of the council. Any time you make a point, it is a good time to roll a Persuasion or Intimidation Check, depending on how you make your point.

If the Players are the proposers, the GM can either set these as DCs to represent the attitude of the audience OR create a key individual with a stat block who will roll to avoid being convinced. If the Players are the opposition, they can roll to avoid being persuaded.

**Opposition:** Some members of the council will oppose you no matter what. After you finish presenting, it is the opposition's turn to speak. They will tell you what they dislike about your proposal and how they wish to change it. At this time, they will make an appropriate Skill Check to convince the people in the middle to join their side.

**Rebuttal:** If the proposer rolls higher, they will be given the opportunity to offer rebuttal, open discussion, call witnesses, and other such things — rolling any Skill Check that may be appropriate to convincing their opposition or witnesses to say what they want.

Alternatively, if the opposition rolls higher, they may shut down the proposition unless the proposer(s) are willing to compromise. The proposers must roll to convince the opposition to give them a little ground and the opposition must roll to convince the proposers to back down.

The Rebuttal Phase can either go on until both sides are satisfied OR can be ended after a set amount of time — representative of the session coming to a close.

**Voting:** Both the proposers and the opposition may say a sentence or two as closing statements. Then, the GM determines how votes are cast — either for the proposition or against. The GM can determine this based on the knowledge of the people in the council OR can simply use the general performance of the Players (i.e. Successful rolls versus failed rolls) to determine if the council will vote in their favor or not.

**Outcome:** The GM will then announce the outcome and the council will adjourn until the next meeting or proposition comes to the floor. It is recommended that the Players are given a bit of a break at this point, either in-game to roleplay or out of game to get food and water, or both, depending on the circumstances.

### Cultural Variants on Council Meetings

The North and the South have similar overall structures but have some differences in the way their council meetings are held. Consider the society in which the meeting is being held and adjust the meetings accordingly.

- In Nouveau Thuille, Court Sessions are plagued with corruption, blackmail, bribes, and murders. During meetings, drinks may be poisoned, arguments are more about power than policy, and voting against one's promises can result in death. The City Watch will not care unless they catch you in the act and the ability to do these sorts of acts with discretion is a coveted and admired skill.
- In the Aftokratoria, interrupting others is very rude and can result in one being removed from the council meeting. Unlike the North, if one is even accused of any sort of foul play, one could be arrested, tried, and permanently lose face.

- In the Demonlands, there is only one vote who matters — the Demon King. In the end, the Demon King makes the final decision on all executive decisions in the Demonlands.
- The Sha Hirza Ni can see the future, and thus, these sorts of meeting tend to be much more upfront and egalitarian than many other places. They will foresee the most logical future given the decisions in these meetings and, if in the long term, it will not benefit them, they will opt to make other decisions.

## Behind Closed Doors

Sometimes, the greatest decisions ever made were made by a small handful of people behind closed doors. These sorts of meetings are typically quite freeform, resulting in a candid conversation and sometimes, even deals which are not strictly legal. However, the secrecy offered by these meetings mean there is little to prove anyone did such a thing.

**Offer Refreshments:** The first step to these meetings is for the host asking for the meeting to offer refreshments — whether this is coffee, tea, ale, or wine. If someone is going to be poisoned or drugged, this is the time to do it. The poisoner should roll a Deception Check to hide the poison. The one being poisoned should roll a Perception Check to notice and then, when it comes into effect, roll POW + SPI to beat the Poison’s DC.

**Propose the Deal:** The next step for the one who called the meeting to say what they want. This can be a formalized letter, going point-by-point, or can be more general, such as, “I want your absolute obedience, no questions asked” or “Let’s be allies, going forward!”

**Discussion and Incentives:** This is the time to discuss the finer points of what each person wants. If either side has any special incentives to get what they want, such as gifts, marriage offers, bribes, blackmail, physical threats, and so forth, this is the time to do it. Make the appropriate Skill Checks. The GM may choose to set the DC based on the attitudes of the people in the room OR roleplay as specific individuals with specific Persuasion and Resist Persuasion Skills.

**Shake On It:** While not all cultures shake hands, when it is clear everyone is done negotiating, all parties should agree on the final terms and part ways.

Remember that due to the private nature of these meetings, the information shared between parties is not known to anyone beyond it. What occurs in these meetings might be lied about, rescinded later, or, in particularly crafty situations, may be used to secretly play both sides of a more powerful conflict. Take full advantage of them!

## Public Performance

Public performances have two sides to them — the side of the performers and the side of the audience. The public performance might traditionally be a rallying political speech but it could be as creative as a well-written song of slander or as business-focused as a solid sales' pitch. The audience, meanwhile, are frequently the ones being convinced to believe the narrative of the performance — but on occasion, a third faction may simply use the distraction of the performance as a way to accomplish their own goals.

**Curtains Rise:** Whether a crier calling for attention in the streets or curtains literally rising, the performer(s) ought to make a Theatrics Skill Check to grasp the initial attention of as many people as possible. The GM should set the DC of this based on the types of people in the crowd as well as their attitude towards the performer(s).

**The Plot Thickens:** The Performer at this stage should reveal the crux of their performance — developing on their initial hook, whether this is the plot of their play or the heart of their speech. Another Theatrics Skill Check is in order. If any audience-based shenanigans are going to occur, this is the time for the Deception Checks to begin to stay unnoticed until the appropriate moment.

**The Twist:** This is the moment where you reveal the true brilliance of your plan, the good at the heart of your evil scheme, the lynchpin moment. If you were losing any audience members, this is the moment where you reel them back in. Another Theatrics Skill Check is in order or perhaps a Pathos Check. If any audience-members planned to use the performance as a distraction, this would be the time for them to strike — whether that is stealing something in an opposite room, kidnapping someone, or simply sabotaging the performance — this is the moment for them to strike.

**The Conclusion:** The crowd erupts into noise — though whether this is to celebrate your performance and cave to your increased Influence, to throw stones in fury, or to rise up in confusion and horror is up to the performers and the surrounding circumstances. Based on the previous three Theatrics Skill Checks, the GM indicates how the audience reacts. Any mischief makers in the audience must now make their hasty retreat now.

## Trials

In all cultures, trials occur when a person or faction violates the sanctity or safety of their peers. Whether this something as simple as theft or murder or something as complex as abusing their position of power or stealing intellectual property, in most cultures, trials occur when one person accuses a person or faction of wrongdoing and then brings them into court. However, one need not wait for an actual crime to be committed — as, with enough gumption, you could accuse anyone of anything just to get them into a courtroom.

**The Accusation:** An alleged victim goes to the city watch or guard or other government official and claims wrongdoing. A Persuasion Check may be needed, if it seems appropriate — as guards will be

less willing to arrest their superiors or people who have no evidence of wrongdoing — but is ultimately at the GM’s discretion.

**The Arrest:** An alleged perpetrator is arrested by the city watch or guard and taken to prison. There is a chance they may resist or flee, and the city watch will have to put up a wanted poster for the alleged perpetrator. Once arrested, a time and date for the trial is set and the victim must arrive in time or else their case will likely be dismissed.

**All-Rise:** The date for the trial arrives. The judge (or jury, in some cases) calls for everyone to rise, bangs a gavel, and calls for order in the court. When the judge is ready, the prosecution — those who represent the alleged victim, and who may simply be the alleged victim themselves — states the crime and demands a punishment for the crime. The defense — those who represent the alleged perpetrator or perhaps the individual in question — pleads guilty or not guilty. If the defense pleads guilty, they receive the punishment immediately. If not, the trial proceeds.

**Presentation of Evidence:** The prosecution presents all the evidence, point by point, to the judge uninterrupted. The defense may shout “OBJECTION!” if any of the evidence seems faulty or made-up — and present their own evidence, if necessary. The judge will determine whether to allow the evidence to be used or not. Typically, the prosecution needs 3-5 pieces of evidence to prove their crime.

**Witness Examination:** If the prosecution has any witnesses, they call them now. The primary types of witnesses include:

- **Direct Witnesses:** They saw the crime happen, such as seeing the murder happen or seeing the person walk into the store they robbed or seeing the copying of intellectual property.
- **Character Witnesses:** They did not see the crime, but they know the person well and can tell you if they are the type of person to commit crimes or not.
- **Pressured Witnesses:** They can pose as whatever the person paying them wants — whether they have been threatened, blackmailed, or bribed.

The only way the prosecution may interact with the witness is by asking them non-leading questions — though they may also ask them to state knowledge or information, such as their name, identity, and relationship to the alleged victim or perpetrator. If a witness is reluctant to answer or is lying, then Characters can make the appropriate Skill Check (such as Persuasion or Perception appropriately) to influence the witness otherwise.

The prosecution may not obviously threaten or harm the witness in the courtroom in front of the judge. If the defense sees any of these behaviors or obvious lies, they can shout “OBJECTION!” When the prosecution is done asking questions, they say, “The Prosecution rests” and then the Cross-Examination begins of that witness immediately. The prosecution typically must ask 5-10 questions to get the full story out of the witness in question.

**Cross-Examination:** Immediately after the Witness Examination, the Cross-Examination begins. The defense may then interact with the witness by asking them non-leading questions. They may not obviously threaten or harm the witness in the courtroom in front of the judge. If the defense sees any of these behaviors or obvious lies, they can shout “OBJECTION!” When the prosecution is done asking questions, they say, “The Defense rests” and the witness leaves the courtroom.

The process of witnesses examinations and cross-examinations may repeat two or three times in any given trial, but possibly more if the truth is still unclear.

**Closing Remarks:** When all the witnesses have been called, the judge will ask for closing remarks. The prosecution followed by the defense should state why the evidence supports the guilt or lack thereof of the alleged perpetrator. Then, the judge will call for a short recess to deliberate.

**Recess:** During this time, hypothetically, both Players and Player Characters may take a short break. However, it is also an excellent time to threaten the judge/jury or blackmail the opposition into changing their mind, regardless of the outcome of the actual trial. The judge/jury may not respond to these threats unless the Characters attempting this have sufficient Influence or convincing enough Skill Checks.

**The Judgement:** Recess comes to an end after about 15 minutes. The court reconvenes for the final judgement to be announced — guilty or not guilty. The appropriate consequence is then announced (releasing the innocent, punishing the guilty) and the court is dismissed. There may be banter or drama on the way out, but otherwise, this concludes the encounter.

## Crime and Punishment

In different cultures, there are different judges and punishments for different crimes. Consider the society in which the trial is being held and adjust accordingly.

- In Nouveau Thuille, crimes are often judged by the specific Noble Lord(s) involved in the district in which the crime was committed. While some houses, such as House d’Magnia, tend to simply hire those who commit crimes to commit crimes on their behalf, House d’Romanach tends to fine criminals while House d’Aramitz loves corporeal punishment.
- In Saegenheim, the Sages will act as the jury to crimes and, if potentially guilty, they will escort criminals across their lake to enter the Ysse spring on the other side. There, the effects of the Ysse on the average person is strong and random — sometimes merely blinding the person in question, sometimes permanently disfiguring or killing them, and sometimes granting them immeasurable power. This is said to be the will of Asarlai, God of the Abyss, Magic, and Secrets.
- In the Aftokratoria, crimes are judged by a random assortment of one’s peers from the same city and one witch or Seeress. If guilty, an appropriate fine is hefted against the criminal. However, in very extreme cases — such as multiple murders, war crimes, or other such dark acts — one is stripped of their citizenship and their life is placed at the mercy of the victim(s),

who may then do with the criminal as they please. Non-citizens are not technically required to have a trial, and citizens can legally do whatever they want to non-citizens. Problem children are handed to the Ecclesia to be handled by the Seeresses and Inquisitors, under the assumption that problem children are simply being mistreated and need additional guidance.

- In the Demonlands, the Demon King or a representative will be the judge, jury, and executioner of most trials. When in doubt, a trial-by-combat or a trial-by-war-game can be waged instead.
- For the Sha Hirza Ni, it is not a question of whether or not there was a crime as they can see the future and past. Instead, they simply discuss punishment, which can range from fines to death, depending on the tribe.

## Exploration

From unexplored wildernesses to spying at extravagant parties, exploration encounters are excellent for breaking up the previous types of encounters, as they are more freeform. However, this does not mean they cannot be high stakes.

**Entering the Area:** Whether a description of a beautiful vista or the inside of a ballroom or the layout of a new city, the GM ought to describe the location at hand. If it is a location critical to one of the Players, they may want to offer input. The GM might want to have 3-5 specifically interesting points for the Players to investigate further.



Below are some example interesting investigation points:

d10	Wilderness	Ballroom Party	City-Exploration	Crime Investigation
1	Animal tracks for a particularly rare or dangerous creature	The host standing alone on a balcony	A cafe with cats in the windows and smells like brown sugar	The body lies cold and broken on the stones in an alley
2	A deep cavern behind a waterfall	A handsome butler with a silver platter	A fishmonger missing an eye and his stall	The maid twins avoid eye-contact with you
3	An abandoned encampment	A tall lady whispers to circle of pretty ladies	A shrine with an elaborate altar	A letter from the victim apologizing
4	A road blockaded with wagons clearly from a different culture	The dinner table set with wine bottles but one has a fake label	An automaton shop with limbs hanging from meat hooks	The brother who refuses to take off his gloves with tired eyes
5	A cliffside where you can see for miles	The leader of an opposing Faction	A tall, white tower with green windows	A missing finger with a wedding ring on it
6	A tree with writing scrawled into the side	The leader of an allied Faction in the library	A fortune-teller surrounded by birds	A cocky drunkard stumbles by loudly
7	A giant, fluffy black cat is asleep between two hills	A man spills a glass of wine on you before insulting your outfit	An abandoned house with Ysse crystals hanging from the roof	A little boy hidden in a nearby barrel, sobbing softly
8	A landslide-ruined village home	The weeping girl in the smoke room	An stone cottage full of black butterflies	A kitchen with an empty knife hook
9	A dark, quick-running river with one bridge	A knife hidden on the underside of the table	Rabbits feast on carcass in an alley	An aproned woman who heard a shout
10	An Ysse spring with steps into the Abyss	The host dead in the coat closet	A faceless man with black-pearl earrings	A bloodstained knife wrapped in laundry

**Exploration Rounds:** At this point, Players will go from point to point, solving the miniature puzzles or learning more information. In some cases, it may make more sense for Players to break up into smaller groups — though this may be harder for the GM. In this case, Players should pick an arbitrary round order and play through 5-10 minute chunks before jumping to the next small group. The groups' explorations should happen more or less simultaneously.

**The Upheaval:** After Players have gotten through most of the exploration points, something should occur to disrupt the landscape of the event. Perhaps the creature appears from the forest, bandits leap

down from the cliffside, the host of the party gives a speech or starts the dinner or drops dead from poison, a mysterious figure gives the Player Characters a cryptic warning in the streets, or the killer appears in a murder mystery. Do something that propels the Players to act differently from the rest of the exploration and shapes future interactions in the space.

**The Aftermath:** After the upheaval, any remaining exploration points should be different in some way — such as writing on the trees making sense knowing there are enemies afoot or the party guests wanting to discuss the murder that just happened instead of random, petty rumors. Whatever information remains should be sure to guide the Players to their next major objective and send them back on their way to negotiating again OR send them into a new exploration segment with different points of interest and a different upheaval.

## Combat & Other Contests

Combat and other physical contests (such as chases on foot or in carts, ship battles, sieges, hunts, surviving assassinations, etc.) should not be terribly common in *LWOF* but, in the event that negotiations break down, it can be inevitable.

Combat begins when one entity wants to assault another entity. They will roll the appropriate Skill Check — typically Individual Combat, in the case of one person assaulting another, or Command, in the case of leading one's faction to attack another — and describe the type of action they wish to take, such as a punch or a charge.

If multiple entities want to attack the same entity, they will go in order from highest Power to lowest Power. If there is a tie, they will roll just their Power dice until there isn't a contest.

After, the entity being assaulted will say what they are attempting to do to defend themselves, if anything. Then, they will roll the same Skill Check to defend themselves. If multiple entities are attacking them, they roll once and then use the result to defend against the whole bout of combat.

Compare the two numbers. Whoever rolled higher has the opportunity to do damage, if they wish. The damage dealt is the difference between the higher roll and the lower roll.

- For example, if Arlasaire rolls a Combat Check of 10 and Diacaius rolls a Combat Check of 8, Arlasaire has the higher number and will be dealing damage.  $10 - 8 = 2$  and therefore, Diacaius loses 2 HP.

If Followers are involved, simply add the number of Followers to their Leaders' Command Check OR have them act on their own according to the Follower stat block.

- For example, if Diacaius attacks Arlasaire with 5 Followers, he rolls a Command Check + 5 versus Arlasaire's Individual Combat Check.
- If Arlasaire's 10 Followers attack Diacaius without her guidance, they will roll with their Follower stats — probably something similar to a Raid Check with  $d2 + d2 + 10$  — versus Diacaius' Command Check.

If multiple non-Follower entities are involved, the greater values always deal damage to the smaller ones.

- For example, Arlasaire and Gil are attacking Diacaius. Arlasaire rolls 10, Diacaius rolls 8, and Gil rolls 5. Arlasaire deals 2 damage to Diacaius, as in the above example. But Diacaius deals 3 damage to Gil, even though Gil is on Arlasaire's side.

Whatever the result, the GM should facilitate the outcome of the Combat Check, helping to describe what the result of the rolls mean in the narrative, as well as the reactions of any bystanders.

The defending entity may then decide how they wish to respond, either by trying to de-escalate the situation or by attacking back. The contested Combat Checks are repeated each time someone decides to attack.

If anyone else wants to interject, they may do so after the defender has had the opportunity to respond.

This continues until one side dies, flees, or surrenders. Remember that killing someone or conquering a location will have a lot of real world implications, such as potential murder trials or reinforcements to coming to reconquer you.

## Wars Around the World

In conflicts involving large numbers of individuals, such as battles or sieges, the armies will be grouped together and act as one unit, rather than rolling for each person involved. When a Player or Adjutant leads Followers into battle, they add the number of Followers under their command as a bonus to their Command Check. **When a Player or Adjutant takes damage, it is divided evenly between the target Leader and their Followers (rounded however the Player taking the damage chooses).** Remember that Followers each have 1 HP.

Factions choose a set of Military Bonuses if they have a specific Origin Feat or if it makes sense in the context of the story. They can add their chosen Infantry Bonus to Command Checks for free. In order to access Cavalry and Artillery Bonuses, the city nearest to the location of the battle must be connected via Supply Line to all required Resources. Supply Lines are further detailed in [The Economy, Items, and Artifacts](#). The exact number of each type of combatant is irrelevant — the important thing is if you have access to them or not.

## **Tactical Advantage**

In battle, certain tactics and practices will grant you Tactical Advantage. Tactical Advantage allows you to reroll any Command Check. After seeing the second result, take your preference between the two rolls.

## Fieldworks

Fieldworks represent defensive construction done in preparation for battle. Damaging fieldworks during an attack does not necessarily represent physically destroying a barricade, but any effort that is expended overcoming an enemy's engineering feats. Forging a flooded field, building a makeshift bridge to cross a moat, or tunneling beneath a wall could all be examples of actions taken during an "attack" that damages fieldworks. Listen to the description of an enemy's fieldworks and describe an appropriate countermeasure when attacking an enemy with fieldworks.

- Rather than dividing damage between a Leader and their Followers, if the Player or Adjutant has constructed Fieldworks, the damage is divided into thirds and dealt to the target Leader, their Followers, and their Fieldworks.
- If the damage value cannot be divided evenly, the Player taking the damage decides how to divide the remainder..
- If Followers or Fieldworks are reduced to 0 HP, any overkill damage is dealt to the target Player or Adjutant. During combat, command of Followers may be transferred between Leaders in the same faction if one Leader is killed or incapacitated.
- If they are not led by a Player or Adjutant, Followers will quit the field or surrender.

## Battlefield Conditions

Before a battle the GM rolls a d20 to determine the weather conditions.

Roll	The North	The South	The Middle West
1-10	Clear	Clear	Clear
11	Clear	Clear	Fog
12	Fog	Clear	Fog
13	Fog	Clear	Fog
14	Fog	Clear	Fog
15	Heavy Fog	Fog	Fog
16	Storm	Fog	Heavy Fog
17	Storm	Heavy Fog	Heavy Fog
18	Severe Storm	Storm	Heavy Fog
19	Blizzard	Storm	Storm
20	Dragonstorm	Severe Storm	Sandstorm

### Effects of Weather

- Clear — No modifiers.
- Fog — You must beat a DC 14 Command Check to apply Artillery Bonuses.
- Heavy Fog — You must beat a DC 18 Command Check to apply Artillery Bonuses.
- Storm — You must beat a DC 14 Command Check to apply Cavalry Bonuses.
- Severe Storm — You must beat a DC 18 Command Check to apply Cavalry Bonuses.
- Blizzard — You must beat a DC 18 Command Check to apply Cavalry or Artillery Bonuses.  
All fires except for ones fueled by Ambergris are instantly extinguished.
- Sandstorm — You must beat a DC 18 Command Check to apply Cavalry or Artillery Bonuses.
- Dragonstorm — Both sides passively take 1d6 damage every round and are inflicted with DC 18 Panicked.

### Nouveau Thuillean Military Bonuses

Nouveau Thuille, despite its isolationism with regards to others' problems, has always been eager to innovate and push the limits of humanity. Their rumateur-mounted Chevaliers and willingness to explore the Abyss means they have well-developed guns and excel in mountainous terrain.

- Infantry Bonus: "**Imperial Engineers**"— Ignore the enemy Cavalry Bonus while you have standing Fieldworks. Instead of attacking during the Round, you may choose to repair or construct Fieldworks in combat at half the normal effectiveness (1 HP per 2 Followers constructing the work).
- Cavalry Bonus: "**Chevaliers**" — Requires Textiles and Glass. Gain Tactical Advantage on rough or mountainous terrain.
- Artillery Bonus: "**Ready. Aim. Fire!**" — Requires Ysse and Ambergris. Deal an additional 1d8 damage on a successful attack.

### Saegen Military Bonuses

The Saegen are known for sailing through the frigid northern waters, the thundering of their rowing chants, and the howl of their wolves. Their simple tactics and reliance on shields is often overlooked by more advanced armies, but their effectiveness and ferocity is undeniable.

- Infantry Bonus: "**Land of Ice**" — Ignore the enemy Cavalry Bonus when fighting during a storm or on muddy, snowy, icy, or wet terrain.
- Cavalry Bonus: "**Wolves of War**" — Requires Wolves and Textiles. After making a successful attack you may disable one of your enemy's army bonuses (your choice) for their next round.
- Artillery Bonus: "**Sea Raiders**" — Requires Olivine and Salt. Gain Tactical Advantage when fighting at sea or attacking a coastal city from the sea.

### Svanihk Military Bonuses

The Svanihk are known for their witchcraft, incredible mounts, both horses and Ivory Beasts, and fine silk armor. While their weapons are rarely the finest due to the sheer size of the Aftokratoria, their shared culture means the nearest friendly face is rarely far.

- Infantry Bonus: "**Constructive Interference**" — Gain +1 to all Magic rolls for every Follower under your Command.
- Cavalry Bonus: "**Horse Archers**" — Requires Horses and Silk. Gain Tactical Advantage on roads and flat terrain.
- Artillery Bonus: "**Zamburaks**" — Requires Ivory and Ysse. If you make a successful attack, add +1 to your next attack roll. This bonus stacks with each successive attack. Stacks reset when an attack fails or the battle ends.

### Telethenian Military Bonuses

The Telethenians have sought to make Automatons for as long as they have sought to make anything, and have learned to mold a light, skin-like substance that acts as armor in the meantime. They have now taken to the skies and forced their opponents' airships from theirs, leaving them with sole control of the air.

- Infantry Bonus: "**Automated Troops**" — Weekly Follower wages are half their normal expense.
- Cavalry Bonus: "**Hussars**" — Requires Horses and Porcelain. Reduce all incoming damage by 2.
- Artillery Bonus: "**Airship Bombardment**" — Requires Glass and Ysse. While the weather is Clear, you passively deal 1d6 damage to all enemies at the beginning of the Round. This is reduced to 1d4 when fighting under the Upper Continent.

### Sha Hirza Ni Military Bonuses

Between their seer-like powers and web of tripwires, the Sha Hirza Ni can see even through the worst sandstorms and fog atop their sandworms. Specialized silk is used to string powerful ballistae to hunt wild sandworms and shoot down the hanging silk cocoons of rivals.

- Infantry Bonus: "**Dancing on Strings**" — Gain Tactical Advantage when fighting in fog.
- Cavalry Bonus: "**Sandworm Burrow**" — Requires Chitin and Salt. You deal double damage to Fieldworks.
- Artillery Bonus: "**Ballistae**" — Requires Ivory and Silk. When dealing damage, rather than dividing the damage evenly between the target Leader, Followers, and Fieldworks, you pick one of the three to target.

## Demon Military Bonuses

The Demons may number less but are each individually much more powerful than humans. Their mysterious power comes from their blood — and the fewer of them there are, the more their power is concentrated in the ones who live.

- Infantry Bonus: **"Monarch Blood"** — Gain +1 to all attack rolls for every 2 Followers that fall in battle. This bonus stacks until the end of the battle.
- Cavalry Bonus: **"Monarch Legs"** — Requires Ambergris and Ivory. On a successful attack you may choose to inflict Panicked or Mentally Impaired on your target for one round.
- Artillery Bonus: **"Monarch Wings"** — Requires Medicine and Silk. If there are no storms, ignore enemy Fieldworks.

## Building Game Sessions

When building out a Game Session, GMs should string together a few different encounter types of varying but generally increasing intensity, ending on the most tense encounter of the night. However, another important part of the session is leading and managing the Player Faction(s). While different groups will have different interests and needs, most groups will want to begin with recounting what happened in the last session and identifying goals for the upcoming session.

After this, the GM will want to set the Players to do something related to their goals, such as an Exploration encounter to learn more about their opposition or a long awaited Council Meeting the Players want to win.

As the Players complete the encounter, the next encounter should be opposition in tension and structure from the previous one to offer contrast. For example, a laid-back Exploration encounter with a murder as its Upheaval could be then contrasted with tense, formal, structured Trial. Or the tense Council Meeting could result in a meeting Behind Closed Doors with a pleasant, potential ally. By contrasting the first encounter, this helps the Players more specifically recall the different points in the session as well as helps them appreciate each moment more by ensuring every event does not feel the same.



At the end of every in-game week — or, if it's easier, at the end of every Game Session — give any Leaders a moment to manage their Factions. Player Leaders must deduct costs and add any accrued Wealth, adjust Satisfaction according to the GM's discretion and the Player's actions, decide who gets the next increase of Influence, and see the results of Follower actions. Then, the Player Leaders will send Followers to do new Tasks, talk with their Adjutants and assign them to a location for the next week, and any other things they may want to do with their Faction.

Players may also want to have other types of downtime, such as personally recruiting new Followers or Adjutants, furthering relationships with other Players and NPCs, shopping, letter-writing, peaceful traveling, or other hobbies. These moments are just as important as your structured encounters, so make sure to sprinkle them in whenever your Players seem tired or excessively tense.

Depending on how long your sessions go, repeat the oscillation of encounters and downtime as many or as few times as you want — gradually increasing overall tension of the story until you end on a high, dramatic note. However, try to leave a little bit of time after the Session to decompress and discuss what happened with your friends. This is really important, especially after a high-stress Game Session, because it helps remind you all that you are all friends and that you are playing a game for fun.

See [The Rising Red](#) for an example Game Session prepared for you to run as is or modified to fit your own world.

## Running a Campaign

A whole campaign of *LWOF*, consisting of a series of Game Sessions, would likely follow the same group of individuals as they try to accomplish a grand goal which their party at least partially shares. Characters would likely start out as mildly important individuals with no accomplishments or very obscure ones as they start trying to gain Influence, Wealth, and Followers for their common, greater goal. Slowly, over time, they would win the control of a road. Then, a borough in a city. Then, the city itself. Then a few cities. And at last, the world.

One of the most important aspects of keeping an in-character group together is ensuring they are rowing in the same direction. If they start to disagree at some point, especially if you have a dramatic betrayal, this is fine — the story will take its turns along the way — but the Player Characters must have loosely the same goal. Even if they have different specific desires or methods of getting there, having the same general goal will keep the Player Characters together. Thus, the Players must agree on the direction they are going, even if the Player Characters have disagreements in the fiction of the game.

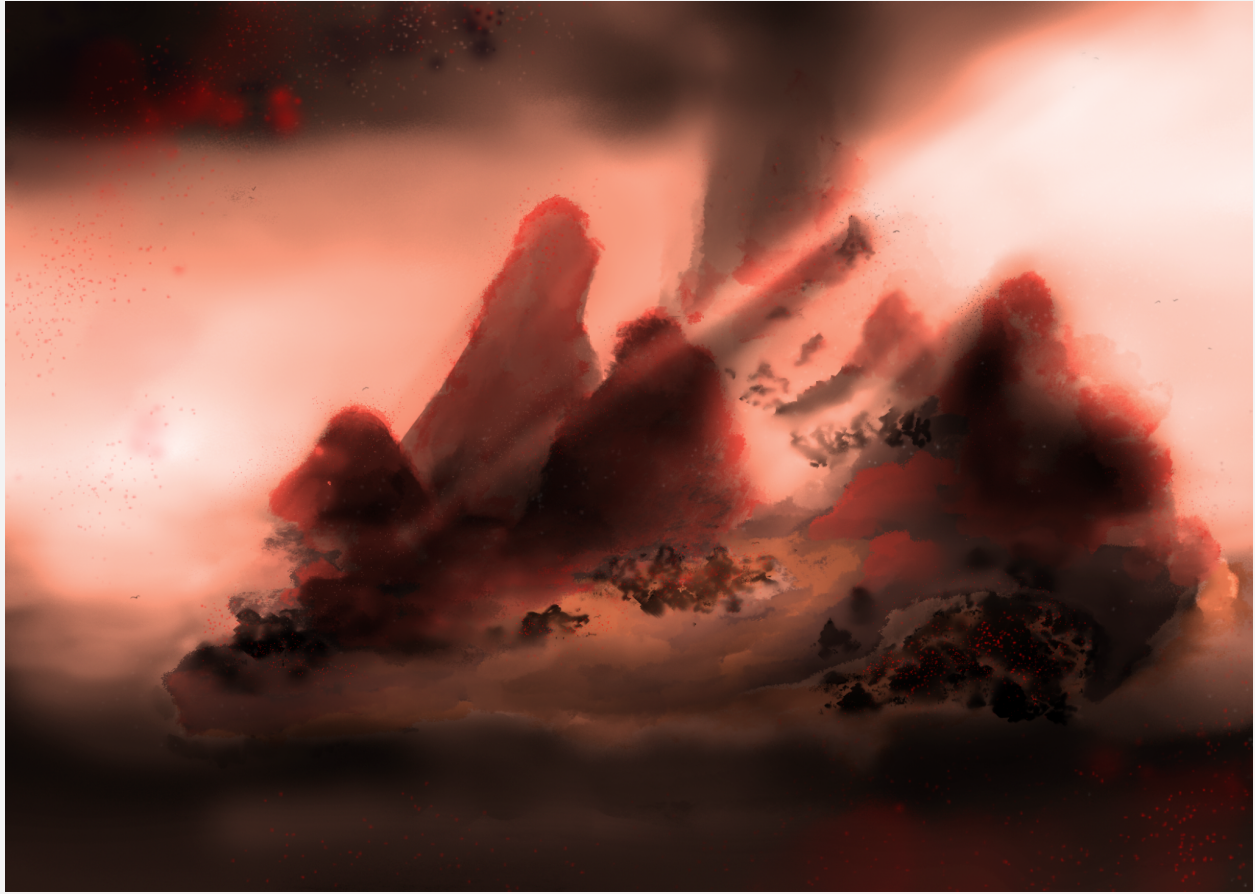
Some example, sufficiently grand campaign goals for a Level 1 to 14 campaign include:

- Solidifying world peace
- Overthrowing the government
- Defeating a nation
- Starting or destroying a religion
- Making your city the capital of a nation
- Creating the biggest trade empire in the world
- Developing the biggest criminal network in the world
- Rebuilding an ancient civilization
- Building a nation on the Upper Continent

Players should be in open communication — at least, with the GM, if not with the rest of the table — about what they want for their individual Characters as well so the table can work together to get these moments into the game. If the Characters' goals ever stop aligning with the rest of the Player Characters', then it may be best for this Character to leave the story, die, betray the Faction, or some other story-sensible choice. This will give the old Character a satisfying conclusion and then, the Player can write in a new Character that better suits the current party dynamics.

All this being said, planning and writing a whole campaign is fairly unlikely — it is more reasonable to plan one or two sessions ahead of the party's current location and adapting to their needs. Every group is different, so find what catches your Players' interest and play into their strengths and interests.





— *The Demonlands*

## World & Worldbuilding

The World of Fates is a world shaped by the stories of its heroes — the stories that its people tell itself. But the world is also shaped by the Abyss below and the Upper Continent blocking out the sun from above. The way you shape and reshape these narratives in this beautiful, cruel world will determine the success of your faction. Recently, the world has entered a time of tentative peace — with the Aftokratoria succeeding in its conquest of the North. Will you work to solidify the peace or work against it? What stories will you tell the world? What stories will it tell of you?

What follows are the stories the cultures of the world tell themselves.

### The Abyss

The Abyss is the source of all the World's magic. Creatures from around the world have discovered that casting their eyes into the Abyss will grant one the ability to see the glowing particles of the world, Ysse, and the patterns that cause all natural effects — and with careful practice, the ability to recreate them. But while it is the source of all magic, the wonder often can break the minds of men.

There is only so much we were meant to know. In the North, it is said all things come from the Abyss and all things will one day return. In the South, they believe it is the home of all devils and unholy beasts.

Ysse springs — ice-and-magic crystals which appear throughout the world and spew magic into the air to be used by mages the world over — are the only way to get into the Abyss. Though no one has descended into the Abyss and returned with their mind intact...

## The South

The South, ruled by the Aftokratoria, is a great autocracy focused on the equality, community, and forward progress of all people. The Aftokratoria ranges from a dry, Mediterranean-like environment in the east to rolling hills of clay-like soils to tiered wetlands laced with silks. Grains, goats, horses, seafood, and a variety of Witch’s herbs are widely available — food is not scarce to the people of the Aftokratoria.

Recently, the South, from its ruling center at Telethens, has consolidated its power over the North. However, while generally agreeing on the values of knowledge and advancement--the pinnacle of this being the Philosopher King who can single-handedly destroy entire cities with her ring finger--even within the South, there is disagreement over how to use one's power...

The image contains two main parts: a hand-drawn diagram on the left and a table of characters on the right.

**Hand-drawn Diagram (Left):** Shows various symbols and letters with stroke order and direction arrows. Letters include N/m, Sv, F, Ts, G, Sh, Z, K, V, L, Y/Tr, T, R, D, a, e, i, o, u, y, ih. There are also phrases like "Life is Good.", "I love you", "Yeulin", and "Dgens". A note at the bottom states: "All letters have a stroke order and direction from o to - except G and U which are written ? to o. Also, O which is directionless..."

**Table of Telethenian Conscript (Right):**

Telethenian Conscript		
⊙ B	∩ Pr	: A
D C/Ch/K	∩ R	⌌ Ai/Ae
∩ Cl	∩ S	• E
∩ D	∩ Sp	∩ U
∩ F	∩ T	- O
∩ G	∩ Th	∩ EU
∩ Kr	∩ V	∩ I
∩ L		
∩ M		
∩ N		

Additional symbols and notes in the table include "Diacaius" with a curved arrow, and punctuation: "• ε • - . ! ? ,", "∩ ^ ∩", and "∩ ... ∩".

— *Svanihk and Telethenian, the Languages of the South*

## The Svanihk Culture



Many many moons ago, there was a childless Tsar and Tsarinav who prayed to Dyeus, the God of Interconnectedness and Knowledge, to grant them a child. Dyeus sent them a daughter on the waves with silver hair. She was the world's first Seeress — thanks to Dyeus, she could see all of the past and all the possible futures.

Yeulia, as she was named, used her power to rule quietly and well for many years. As she grew to be a woman, she used her Dyeus-given powers and banished the Demons from the South — turning them into Dragons and other Seeresses. When the Demonking killed her in revenge, Dyeus was saddened and brought her back to life. She comes again and again on the Yuletide to guide us all to a perfect world.

Yeulia is the head of the Ecclesia of Dyeus to this day.

<p><b>Guiding Belief</b></p>	<p>All things move from Eris to Dyeus — from Chaos to Order. The whole world is meant to be interconnected through peace, community, and knowledge. Knowledge and truth are only ever good things.</p>
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<b>Range &amp; Population</b>	All of the mainland of the South
<b>Languages</b>	<ol style="list-style-type: none"> <li>1. Svanihk</li> <li>2. A little Telethenian for Civics</li> <li>3. A little Sha Hirza Ni for Trade</li> </ol>
<b>System of Government</b>	<p>Democratically elected City Senates. They also elect one or two Senators to represent them in the National Senate. National Senators travel to Telethens to represent the region's interests.</p> <p>Historically, they were ruled by Tsars and their families, the Tsarinavi, as well as witches and seeresses. These figures continue to hold various degrees of power.</p>
<b>Environment</b>	<ul style="list-style-type: none"> <li>● Rolling hills</li> <li>● Dry steppes</li> <li>● Mountains filled with waterfalls</li> <li>● Sunlight filters down from the Upper Continent in the morning</li> </ul>
<b>Architecture</b>	<ul style="list-style-type: none"> <li>● Brightly painted wooden homes</li> <li>● Dome-like rooftops similar to yurts but typically made of clay or stone and whitewashed</li> <li>● Tsars and tsarinars typically live in warm, brick-laid towers with rings of walls to separate them from the commonfolk</li> <li>● Large woven banners hang before homes and keeps to tell ancient stories and family histories</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● The Svanihk are earthy people concerned with the harvest and the health of the land</li> <li>● Sun-kissed skin, blondes and brunettes</li> <li>● Smells of vegetables, petrichor, and the fall of crystalline olivine dust</li> <li>● People sing in the fields</li> <li>● Animals roam freely through the streets</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>● Goats</li> <li>● Horses</li> <li>● Ceramics</li> <li>● Airships &amp; Airship Sails</li> </ul>
<b>Local History</b>	The Svanihk were ruled by Tsars and Tsarinavi and had their communities led by witches and seeresses. The many agrarian towns and provinces each had their own customs, even if they largely worshipped the same genderless God, Dyeus. Then, the Telethenians arrived with their automaton-soldiers and unified them — some violently, but some

peacefully.

The two cultures generally align in their value systems and the now-organized religion of Dyeus has overtaken the whole region.

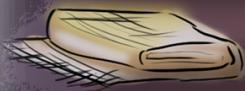
Today, while there is some dissension in the far reaches of the Aftokratoria, there have been a good twenty, thirty, forty years since there were open hostilities.

## Svanihk Culture

The first Yeulia was born out of sea foam to a childless Tsar. She sent the Dragons to the Upper Continent, but some became "Razi" (wizards). Those who refused to be at peace with man turned into demons and fled to the North.



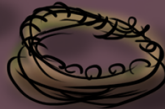
### Primary Exports



Linen & Hemp Products



Clay Objects



Alchemical Circles/Charms



Fennel

Magentas



Olives

Wheat



Tomatoes



### Music



Ligawka



Street Organ



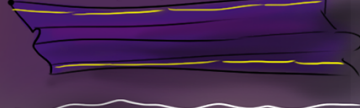
Tambourine

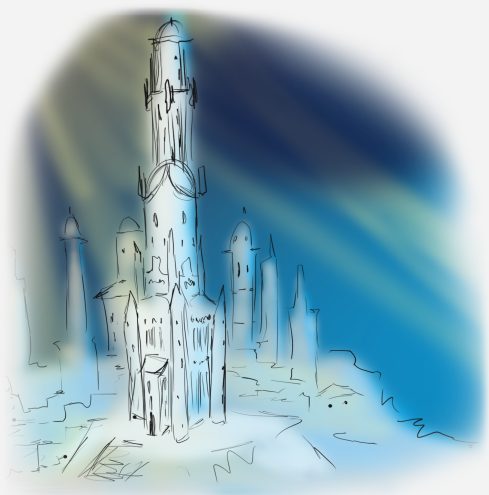
Every major city is allowed and expected to vote in elections for Senators at the end of spring.

Senators then go to the isle of Telethens to participate in Aftokratoria-wide issues.

Governors are also elected by majority vote, but Tsars are hereditary.

### Senator Sash





## The Isle of Telethens

*“Sing, O heavenly Dyeus, of Those Who Came Before  
Grant me wisdom, courage, justice, and temperance  
So that I may tell of theirs and their resultant creation  
Which, while never rivaling yours, built the foundation  
Upon which we raise our temple, the Aftokratoria”  
— Clatopes*

The Isle of Telethens was once beset by barbarians from across the channel. The four greatest philosophers each had their own idea of what they should do, but they could not agree. To settle their dispute and calculate the optimal path, they built a commander for their army and a leader for their people. They build the Philosopher King--an automaton designed to be the perfect ruler. The Philosopher King was to be all-knowing, all-powerful, and all-good.

The Philosopher King annihilated the barbarians through both strategic use of the Isle’s resources and through clever negotiation. He was fair and just. However, he also had emotions, so to better understand and empathize with his subjects. One day, he fell in love. But his love rejected him. The Philosopher King could not bear this and went on to kill many people. The philosophers quickly dismantled the Philosopher King.

His body remains in pieces at the top of the Ivory Tower for some day, when we have the technology to rebuild a more perfect ruler and a more perfect Aftokratoria.

<b>Guiding Belief</b>	The world progresses from a lesser to a greater state — and it is the responsibility of everyone in the world to work to create a perfect world. People are not evil, only ignorant. Their ignorance must be corrected.
<b>Range &amp; Population</b>	Isle of Telethens and the capital city, Kallipolis
<b>Languages</b>	<ol style="list-style-type: none"> <li>1. Telethenian</li> <li>2. Svanihk</li> <li>3. A little Sealtongue in Selkie homes</li> <li>4. Saegen on rare occasion on the docks</li> </ol>
<b>System of Government</b>	<p>Democracy, experimental AI-run Philosophical Monarchy</p> <p>There are two Senators in Telethens who also run the city. The Philosopher King, Kalliopeia, currently runs calculations on optimal resource usage for the entire Aftokratoria. She also directs the</p>

	Aftokratoria’s armies and can, herself, destroy entire islands. She is regarded as incomplete, and thus has limited political power for now, but is widely revered and beloved.
<b>Environment</b>	<ul style="list-style-type: none"> <li>● Dry, Temperate year round</li> <li>● Seaside</li> <li>● Sun year round — unlike most other places in the known world, it is not covered by the Upper Continent</li> </ul>
<b>Architecture Generally</b>	<ul style="list-style-type: none"> <li>● Golden pillars, columns, and domes</li> <li>● Brightly painted rooftops</li> <li>● Folding painted doors</li> <li>● Stark white walls</li> <li>● Austere marble roads</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● Automatons doing menial tasks</li> <li>● Fine art and statues made in the open streets</li> <li>● Pale-people in bright reds, golds, and whites roam lively marketplaces with mixed languages and public shows of philosophy</li> <li>● Smells of fish, marble dust, safflower oil and turpentine</li> <li>● People play organs in the streets</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>● Automatons</li> <li>● Prosthetics</li> <li>● Realistic paintings</li> <li>● Seafood</li> </ul>
<b>Local History</b>	<p>Prior to taking over the world under the guidance of their precious Philosopher King(s), the Isle of Telethens developed a city of knowledge, invention, and study. Isolated on the island, there was little to be used as beasts of burden and so they sought to advance immediately through the creation of life.</p> <p>They were exceptionally fortunate to have something akin to a God in the Seeress of the World, Yeulia, residing for many lifetimes amongst them. She taught them how to construct life forms of porcelain and Ysse.</p>



## The North

The North is cold, harsh, and human settlements are often isolated from each other. Perpetually dim save for dawn and dusk thanks to the Upper Continent, sharp mountains, harsh winters, and richly colored plants mark the environment. Rimateurs — llama-like beasts with big noses — graze across the moors, seals lay on the ice cold beaches and turn to humans, and beasts that crawl from the Abyss eat human minds. In the East, Demons — shunned by all other races — live in their blood-soaked, feral hivemind. Across the North, it is generally accepted that you look after your own, as there is little room for generosity and even if there was, it would do neither of you very good. One must learn to survive on one's own.

The North has officially surrendered in the face of the Philosopher King's power. The Noble Houses are soon to be stripped off their titles and a new government is set to rise—but who will truly hold power in this new world?

## The Saegen Warlords



Ymver was a selkie man who came to the Saegenlands from the Selkie Isles, as most Selkies do. He had Aselae's free spirit and Danvyr's spark of leadership. And he had the most beautiful voice and played the kantele-harp better than any mortal man. He once bet his ship against another man's in a musical competition, which he won. However, upon sinking the man's ship, a maiden still upon the ship was drowned. He never lived down the shame.

Another time, the World Serpent came up from the Abyss and began to terrorize ships in the eastern chanel. Of all the ships who roamed that water, only Ymver's ship survived — as there was never such a loyal crew as those who followed Ymver. With his command, a cannonball from his ship struck the Serpent's fang and sent it back beneath the waves. Ymver's most infamous kantele-harp was made of this fang.

Not all found his voice and music enchanting. After charming the daughters of several different Saegenlords and marrying none of them, he became unwelcome in our land. He took his crew and sailed off into the sunset, perhaps to circumnavigate the world — but he swore to return when the world needed him most. Only then would we hear his sweet kantele again.

<b>Guiding Belief</b>	The Gods of the Seasons decide one's fate, but it is unknowable. Thus, in one's short life, one must spend it protecting one's friends and family — for you need someone to tell your story when you are gone.
<b>Range &amp; Population</b>	The coast of the main continent in the North
<b>Languages</b>	<ol style="list-style-type: none"> <li>1. Saegen</li> <li>2. Nouveau Thuillean</li> <li>3. Sealtongue in song and to speak with Selkies</li> <li>4. A little Demonic both in song and to ward away Demons</li> </ol>
<b>System of Government</b>	The Warlords each have their internal traditions — typically involving hereditary rule, similar to Monarchies. However, when a Warlord dies, they leave behind a Trialhall — a dungeon challenge designed to ready the next ruler. Only through passing it can the next-in-line truly take the title of “King” or “Queen”.
<b>Environment</b>	<ul style="list-style-type: none"> <li>● Cold ice-berg filled oceans</li> <li>● Sand and granite beaches</li> <li>● Snowy mountains year round</li> <li>● Deeply green fields and trees</li> <li>● Mages can see Ysse sparkle above like a constellation, beneath the Upper Continent, an aurora of green</li> <li>● Dragonstorms hit fishing villages, setting everything ablaze.</li> </ul>
<b>Architecture Generally</b>	<ul style="list-style-type: none"> <li>● Tall wood-steeple</li> <li>● Stone hearths</li> <li>● Unpainted wooden palisades</li> <li>● Ships with serpents for bows</li> <li>● Insulated sliding doors</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● Smells of pines and the sea</li> <li>● People gathered around fires and wells to gossip</li> <li>● Leather aprons and bright colored petticoats</li> <li>● Hair tied in long braids</li> <li>● Tattoos and warpaint of protective runes</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>● Ships and sails</li> <li>● Large sea beasts and their byproducts</li> <li>● Trained wolves</li> <li>● Folk music</li> </ul>
<b>Local History</b>	Four-hundred years ago, Riavh d'Solais united all of the North under his banner. However, after his son's betrayal and death, the former warlords

have reclaimed their titles and land. The line between their territories are evershifting, between their wars and negotiations, but the Saegen put aside their fighting once a year during Godsweek to visit Saegenheim — their capital. There, they receive guidance from the Sages of Saegenheim.



## The Saegen Halls

## Nouveau Thuille

*There once was a great Sageking  
And for him, the Dragons sing  
Pulled a sword out from a stone  
To reclaim his sacred throne*

*His lands covered far and wide  
With the Dragons by his side  
From the land of spiderbeasts  
To the Emyre in the East*

*[Chorus]*

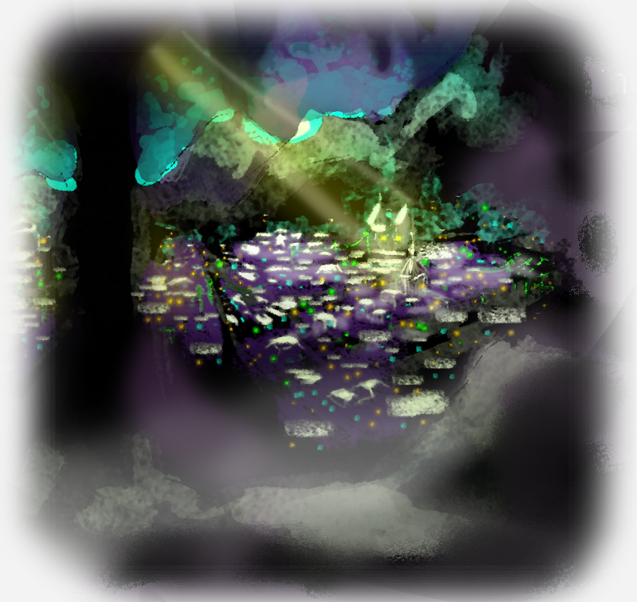
*O long reign the Saegari  
He was fair as fair can be  
He will come to rise again  
And the world will know his name*

*From across the southern sea  
There traveled a pale lady  
When the Sageking guessed her name  
She agreed to be his dame*

*From their love a son was born  
A dark prince, soon to be scorned  
When he took his father's blade  
O his song was soon to fade*

*[Chorus]*

*O long reign the Saegari  
He was fair as fair can be  
He will come to rise again  
And the world will know his name*



*In a rainstorm, at Culline  
Jealous traitor and the King  
To the death, the two would fight  
Plunge the empire into night*

*His queen wept tears at his side  
How a good King have died?  
When Old Thuille's bells of doom sing  
Returns the once and future King!*

*[Chorus]*

*O long reign the Saegari  
He was fair as fair can be  
He will come to rise again*

The song of the Emperor is sung throughout the North. Many still believe he will come again, when the North needs him most, and rebuild his united Empire in which justice will reign victorious over all.

<b>Guiding Belief</b>	<p>“For Thuille, the world.” — The national salute</p> <p>We are born of dust and to dust we shall return. Our short, little lives have no inherent meaning — and it is up to us what we wish to do with them.</p> <p>Whatever stands in my way of my wish, I will cut down.</p>
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<b>Range &amp; Population</b>	The Valley of the Emperor — a large, fertile valley at the heart of the North
<b>Languages</b>	<ol style="list-style-type: none"> <li>1. Nouveau Thuillean</li> <li>2. Saegen for trade</li> <li>3. A little Seal tongue in art and trade</li> </ol> <p>*Most nobles are educated in a large number of languages from the world over</p>
<b>System of Government</b>	A Mafia-like city-council continues to hold Court on behalf of the Once and Future Emperor — holding his seat of power until he returns. Though most nobles are here for their own ends and while there are laws against murder, if no one can stop you...
<b>Environment</b>	<ul style="list-style-type: none"> <li>● Black and white foliage</li> <li>● Year-round snows</li> <li>● Biting winds</li> <li>● Rich ore deposits</li> <li>● Bioluminescent creatures suck out your mind</li> <li>● Ysse springs that tunnel up from the Abyss</li> </ul> <p>It is said, if you are killed, you cannot truly die in Nouveau Thuille--especially if you have eaten on the day you were killed. Though perhaps it is worse to be critically injured, unable to be healed and unable to die.</p>
<b>Architecture Generally</b>	<ul style="list-style-type: none"> <li>● Gothic steepled roofs to ward off the snow</li> <li>● Spiked fences to fend off chickadee infestations</li> <li>● Thin, tall spires</li> <li>● Icy cobblestone streets</li> <li>● Elaborate glass greenhouses cover smoking factories</li> <li>● Warmed tramway clicks through the center of town.</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● Cold</li> <li>● Greenish-blue streelights powered by Ysse</li> <li>● People in layers of tied and wrapped fabrics and furs</li> <li>● Smoky air from all the factories</li> <li>● Relatively quiet city-state outside — since it's too cold to have outdoor vendors and stuff typically. Most outdoor noises are mechanical.</li> <li>● Chickadees infest the city.</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>● Ysse weaponry</li> <li>● Rumateur wool and milk</li> </ul>

	<ul style="list-style-type: none"> <li>• Millet</li> <li>• Flesh automatons</li> </ul>
<b>Local History</b>	<p>After the fall of Old Thuille, a citystate rose, secluded in the mountains, of Noble Mages who carried on the legacy of Old Thuille. Or so they claim. They did their best to advance in relative isolation from others in order to prepare for the return of their Emperor.</p> <p>However, quite often, their hubris gets the best of them...</p>



## Demonlands

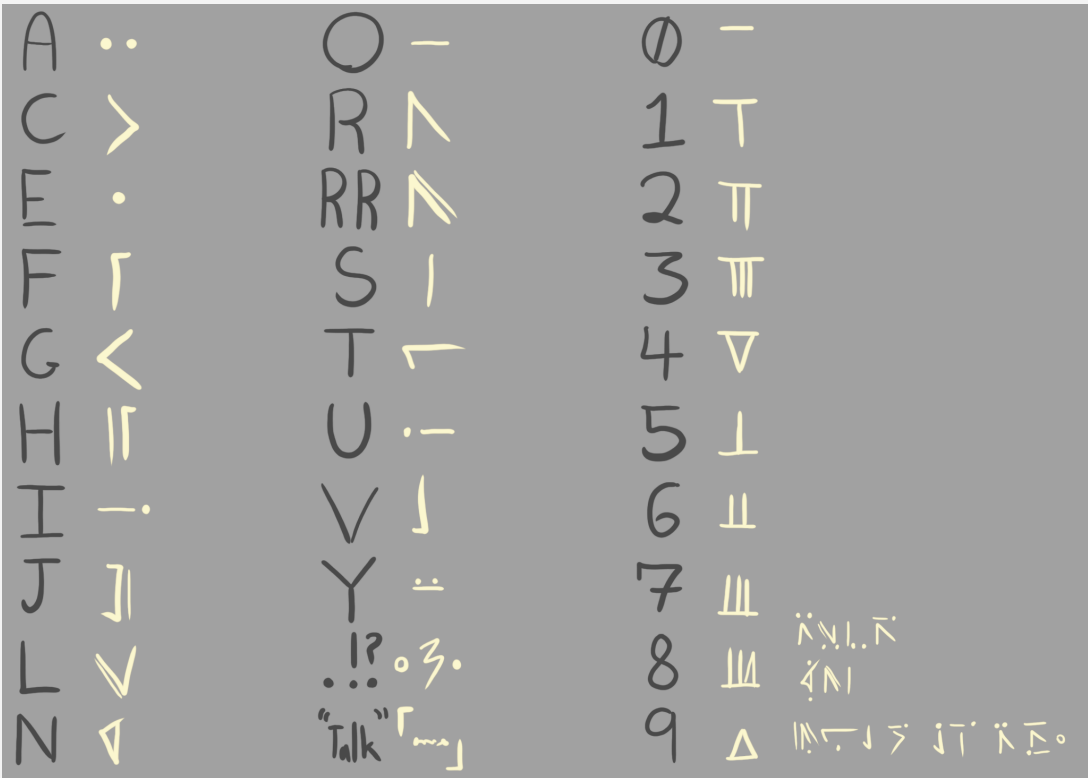


Demons are the strangest creatures of the North — shapeshifters whose innate blood magic lets them shapeshift and gain psychic powers over those with weaker blood magic. In order to live, Demons must drink blood though they can eat other foods. Demons do not have a true hive-mind but can generally sense the emotions and intentions of those around them due to their shared blood. Demons can interbreed with every other creature, but this spreads their blood magic and makes it weaker — as such, they really only can occupy their home island. Many suspect Demons are beasts from the Abyss, but the Demons believe they were made from the body of a slain God and now live to repay their debt to Them.

The Demonlands are the one refuge in the North from the Aftokratoria, but the current royals disagree on how to keep the Demonlands safe... and strange, unrelated Demons keep mysteriously appearing throughout the world...

<b>Guiding Belief</b>	“In order to achieve true freedom, one must not owe anyone nor must they be owed. All debts must be repaid.”
<b>Range &amp; Population</b>	Confined to the Demonlands, with perhaps a thousand scattered across the rest of the known world
<b>Languages</b>	Demonic
<b>System of Government</b>	Hive-mind Monarchy  The Demonking or Enharr is the individual with the strongest blood magic. The title and associated collected power is typically passed to the eldest offspring of the Queen Mother or King Father.
<b>Environment</b>	<ul style="list-style-type: none"> <li>● Black stone and earth covered in red trees and grass</li> <li>● Spider lilies bloom year round</li> <li>● All creatures here have Demon blood and can shapeshift</li> </ul>
<b>Architecture Generally</b>	<ul style="list-style-type: none"> <li>● Tiered, tiled red rooftops</li> <li>● Fabric sliding doors</li> <li>● Obsidian walls</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● Crowded streets of silver-skinned, horned Demons</li> <li>● Creatures from throughout the world in iron cages</li> </ul>

	<ul style="list-style-type: none"> <li>• The ferric scent of blood and spices</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>• Blood magic</li> <li>• Exotic animal byproducts</li> </ul> <p>Demons do not often trade with humans, who often see them as devils trying to drink their blood. Demons often see humans as chaotic and unreliable due to their misunderstanding of how Demonic debts work.</p> <p>Demons have a cautious but more amicable but infrequent relationship with Selkies and Sha Hirza Ni.</p>
<b>Local History</b>	<p>The last King was murdered by his eldest son for surrendering in the war before doing the same himself in the face of the Philosopher King's power. His eldest daughter — not eligible for the throne due to being the daughter of a concubine — is quite upset at this. The younger, fashionista prince and the half-human princess are caught in the crossfire of the conflict.</p>



— Demonic Script

## The Middle West



The band of desert between the North and South is colder than most of the South, but lives in the rainshadow of the Upper Continent. Getting nearly no water from rain, there is some mist that rolls off the ocean along the coast along with rivers which shift irregularly with rain in the Upper Continent. Giant sandworms, spiders, and hydrophobic extremophiles categorize the desert biosphere — with the Sha Hirza Ni (“Spiderfolk” or “the Spidren”, as the humans call them) forming an intricate wandering society based around the wealth in their stock-market like web. The Spidren are universally seers and can see the possible futures, as such many conversations and conflicts only happen “hypothetically”.

No one has ever united the tribes for more than a lifetime. But recently, they have been migrating more South into Svanihk lands...

## Sha Hirza Ni

*“Sirqa Sirutaq was born.*

*Woven from the womb of woman of the 13th Tribe, Sirutaq was lowest of the low.*

*Sirutaq went with the Kamaq’ni, as is the way. She died and Sirutaq was alone.*

*This is when Sirutaq joins the Sirqa and thus, was so named.”*

— The Marbled One, Translation by Heiderlone

Sirqa Sirutaq was a hunter-turned-merchant who grew a reputation as a peacekeeper at a young age. At the foretelling of another soothsayer, Sirutaq went to the Heart of the Desert where Sirutaq met Karqi — the Bird Who Knew All Things — and D’vad’t — the Horse Who Took All Shapes. Together, they resolved to unite the tribes and built a great city at the heart of the city.

However, the Nine Traitors turned against Sirutaq while he was away to save Karqi from her illness. Sirutaq was forced to seal himself, D’vad’t, and Karqi away in a great marble cocoon. One day, when all the leaders gather, Sirutaq will return to lead us into a perfect future.



<b>Guiding Belief</b>	While some futures are more likely than others, in the end, each person must weave fate to suit their own ends. Some say we should weave our fates together, others say we only ever weave them alone. But weave them we must, and to do anything less is to be less than a person.
<b>Range &amp; Population</b>	Their territory stretches from the north of the South and the south of the North, but their way of life is viable all up along the walls of the Upper Continent — higher than any other humanoid.
<b>Languages</b>	<ol style="list-style-type: none"> <li>1. Sha Hirza Ni</li> <li>2. A little Svanihk for trade</li> <li>3. A little Nouveau Thuillean for trade</li> <li>4. A little Saegen for trade</li> </ol>
<b>System of Government</b>	Each of the 13 tribes has their own system of government and traditions, but they are typically egalitarian and meritocratic
<b>Environment</b>	<ul style="list-style-type: none"> <li>● White sand desert</li> <li>● Salt flats</li> <li>● Hot days and frigid nights</li> <li>● Purple microbe colonies form symbiotic relationships with sandworms</li> </ul>
<b>Architecture Generally</b>	<ul style="list-style-type: none"> <li>● Few permanent structures</li> <li>● Spider-silk nests and tents, caverns and hidey-holes</li> </ul>
<b>Aesthetics</b>	<ul style="list-style-type: none"> <li>● Craggy cliffs</li> <li>● Thick gnarled roots of scraggly trees</li> <li>● Silk knots to mark territory</li> <li>● Colored silks flying in the distance</li> <li>● The web of the stock market which stretches over the desert, fastened to the cliffside</li> </ul>
<b>Specialty Goods</b>	<ul style="list-style-type: none"> <li>● Chitin shells</li> <li>● Bone-tools</li> <li>● Salt</li> <li>● Pottery</li> <li>● Spider silk</li> </ul>
<b>Local History</b>	In light of the end of the human war, the web of the stock market has gotten heavier with more wealth. However, while some tribes wish to increase contact with humans in both the North and South, some see the consolidation of human-power as a threat and work with the dissatisfied to overthrow the Aftokratoria.



## The Upper Continent

The Upper Continent, called Chrysig in the North and Chrisigia in the South, is actually a series of continents supported by giant pillars as wide as mountains and miles high. They drift with their lower counterparts. Covered in plains of dandelions, giant flightless terror birds, forests untouched by humans, and dragons — beings made of fire and Ysse which burn the land periodically to replenish it — the Upper Continent is a terrible and wondrous place. Humans have only just begun to develop airships and safety equipment to handle such altitudes, while the Sha Hirza Ni are typically much better prepared to climb to the Upper Continent if they so desire.

## Adapting and Building Your Own Worlds

While the *LWOF TTRPG* was designed with the World of Fates specifically in mind, this system could easily be used for your Factions in your own world. If you have never done it, developing one's own world from scratch can be daunting and there are quite a few potential pitfalls. While it is not within the scope of this work to tackle the issue in its entirety, here are some guiding principles to consider.

### Design Goals

The World of Fates was built before the *LWOF TTRPG* and therefore, the TTRPG was built around the kind of narratives found in the world. This means narratives about the rise and fall of great individuals who lead groups of individuals through difficult times. It is an expression of the fantasy political drama in TTRPG form. If this is not the kind of narrative you want to tell, then this may not be the system for you.

Consider what you want to do with your narrative carefully before choosing a system to adapt for your setting.

### Geography & Ecology

Consider the geography and ecology of your world. What do people eat? What do your creatures eat? Your environment will shape your cultures. People near the ocean will often place more weight on sailing and fish. People in cold climates will often wear more clothes. People in difficult-to-travel areas will often form lots of exclusionary subcultures versus those in constant contact with other cultures will often be more open to other ways of thinking.

Consider how your ecology and geography shapes different kinds of cultures.

### Culture & Stories

The stories we tell ourselves about ourselves often dictate how we act as a society. In *Nouveau Thuille*, the Nobles use the story of the *Once-and-Future Emperor* to control the populace. The *Svanihk's* story of *Yeulia* demonstrates individual faith in *Dyeus* and is a metaphor for cooperation in a populace. The *Philosopher King's* story could be a horror story about humans who play God, but instead, it is a story of hope for the future. Those who control the narrative control the direction society takes.

What stories do your cultures tell about themselves? To what extent are they true? Who controls them?

## Country-Building Template

If you still are not sure what all to include in your homebrew culture(s), feel free to use the following table to guide your worldbuilding:

<b>Guiding Belief</b>	<p>What is the guiding belief or value of this culture? With what does this culture concern itself?</p> <p>Consider that guiding values can be both rebelled against or embraced, they can have orthodox and unorthodox expressions, but they typically cannot be escaped unless one goes to another culture.</p>
<b>Range &amp; Population</b>	Where does this culture exist primarily? Roughly how many members are in it?
<b>Languages</b>	What languages do the people speak?
<b>System of Government</b>	How do the people govern themselves? Who holds power and why?
<b>Environment</b>	What is the ecology and geology of the region? How does the culture cope with living in this region?
<b>Architecture Generally</b>	What does the architecture generally look like?
<b>Aesthetics</b>	What is the general aesthetic of the culture? What is a normal sight? What does it sound like in an “average” part of the country? To what extent has the presence of people changed the local ecology?
<b>Specialty Goods</b>	What do these people make?
<b>Local History</b>	What has happened recently which still impacts the locals? What history do people consider relevant?



## Non-Player Characters and Entities

While a GM could feasibly make every NPC and NPC faction themselves, below are a collection of prebuilt Characters, factions, and monster creatures — along with blank sheets for you to fill out your own.



# People

## Blank Character Sheet

<b>Level</b>		<b>NAME</b>	
<b>POW</b>	d	<b>Current HP</b>	
<b>PER</b>	d	<b>Max HP</b>	POW x 2
<b>INT</b>	d	<b>Current MP</b>	
<b>SPI</b>	d	<b>Max MP</b>	INT + SPI
<b>Influence</b>		<b>LIFESTYLE</b>	
Individual Combat (Pow + Pow)			
Command (Pow + Int)			
Intimidation (Per + Pow)			
Theatrics (Per + Per)			
Deception (Per + Per)			
Logos (Per + Int)			
Pathos (Per + Spi)			
Perception (Int + Spi)			
Resist Persuasion (Int + Spi)			
Knowledge (Int + Int)			
Magic (Spi + Spi)			
Resist Dying (Pow + Spi)			
<b>FEATS &amp; LIMITATIONS</b>			

## Svanihk

<b>Level</b>	2	<b>NAME</b>	(Generic Svanihk Soldier)
<b>POW</b>	d4	<b>Current HP</b>	8
<b>PER</b>	d4	<b>Max HP</b>	8
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	0	<b>LIFESTYLE</b>	Working Class
Individual Combat (Pow + Pow)		d4+d6 (Champion) +1 (check Soldier Line)	
Command (Pow + Int)		d4+d6 (Champion) (check Soldier Line)	
Intimidation (Per + Pow)		d4+d4	
Performance (Per + Per)		d4+d4	
Deception (Per + Per)		d4+d4	
Logos (Per + Int)		d4+d4	
Pathos (Per + Spi)		d4+d6	
Perception (Int + Spi)		d4+d6	
Resist Persuasion (Int + Spi)		d4+d6	
Knowledge (Int + Int)		d4+d4	
Magic (Spi + Spi)		d6+d6	
Resist Dying (Pow + Spi)		d4+d6	
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>● <b>The Soldier-Line</b> <ul style="list-style-type: none"> <li>○ <b>Squire</b> — You have some basic training and a fighting spirit. Add +1 to every Individual Combat Check.</li> <li>○ <b>Soldier</b> — You have seen the true toll of the battlefield and are mentally prepared to face it again. You can Exert Yourself to make a Combat Check for only <b>4 MP</b>.</li> </ul> </li> <li>● <b>Champion</b> — You fight with passion for someone or something. You may substitute one Spirit die in place of a Power die during Combat checks.</li> </ul>			

<b>Level</b>	3	<b>NAME</b>	(Generic Seeress)
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d4	<b>Max HP</b>	12
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	2	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d4
Intimidation (Per + Pow)			d4+d6
Theatrics (Per + Per)			d4+d4
Deception (Per + Per)			d4+d4
Logos (Per + Int)			d4+d4
Pathos (Per + Spi)			d4+d6
Perception (Int + Spi)			d4+d6
Resist Persuasion (Int + Spi)			d4+d6
Knowledge (Int + Int)			d4+d4
Magic (Spi + Spi)			d6+d6 (check Mage)
Resist Dying (Pow + Spi)			d6+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Seer</b> — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once. <b>Note:</b> You cannot reroll if you have Tactical Advantage (See <a href="#">Wars Around the World</a>).</li> <li>• <b>The Seer-Line</b> (You must have taken Seer at Level 1) <ul style="list-style-type: none"> <li>○ <b>Foresight</b> — You may use the Seer feat twice per day total. You can use it multiple times in one round.</li> <li>○ <b>Astrologian</b> — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.</li> </ul> </li> </ul>			

- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - You learn one of the 14 Southern Sigils. Southern Sigils impact one’s fate. You can draw up to 3 Southern Sigils in one Round — and can draw the same Sigil more than once. The Southern Sigils are:
    - **The Abyss** — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.

<b>Level</b>	4	<b>NAME</b>	(Generic Witch)
<b>POW</b>	d4	<b>Current HP</b>	8
<b>PER</b>	d4	<b>Max HP</b>	8
<b>INT</b>	d4	<b>Current MP</b>	12
<b>SPI</b>	d8	<b>Max MP</b>	12
<b>Influence</b>	2	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d4+d8 (Champion)
Command (Pow + Int)			d4+d8 (Champion)
Intimidation (Per + Pow)			d4+d4
Theatrics (Per + Per)			d4+d4
Deception (Per + Per)			d4+d4
Logos (Per + Int)			d4+d4
Pathos (Per + Spi)			d4+d8
Perception (Int + Spi)			d4+d8
Resist Persuasion (Int + Spi)			d4+d8
Knowledge (Int + Int)			d4+d4
Magic (Spi + Spi)			d8+d8 (check Mage)
Resist Dying (Pow + Spi)			d4+d8
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>● <b>Champion</b> — You fight with passion for someone or something. You may substitute one Spirit die in place of a Power die during Combat checks.</li> </ul>			

- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - **The Abyss** — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.
  - **The Demon** — Used to exact vengeance. Total the incoming damage you take for the duration of this effect and add it to your next attack roll.
  - **The Magician** — Used to display your superior magical talent. You reduce a target’s current MP by 1.
  - **Dyeus/The Heavens** — Used to cause someone to succeed. For the duration of the effect, add +2 to their rolls.

### Yeulia, the Seeress of the World

- Yeulia is the head of the Ecclesia of Dyeus. She bears both visions of the future possibilities and the memories of all sapient beings in the world. Life after life, she is reborn of sea foam and returns to walk amongst the people. She claims to be the daughter of Dyeus Themselves. She appears to be a gentle soul but she will take a firm stand to uphold her principles.
- Motives:
  - Bring peace and unity to the world by whatever means necessary.
  - Spread the glory of the Aftokratoria.
- Sample Voiceline: “If I simply tell you everything that happens, it’ll change the future so much. You’ll have to trust I’m already guiding you on the right path, my child.”



<b>Level</b>	14	<b>NAME</b>	<i>Yeulia, the Seeress of the World</i>
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d10	<b>Current MP</b>	18
<b>SPI</b>	d8	<b>Max MP</b>	18
<b>Influence</b>	10	<b>LIFESTYLE</b>	Lone Wanderer
Individual Combat (Pow + Pow)			d8+d8

Command (Pow + Int)	d8+d10
Intimidation (Per + Pow)	d8+d8
Theatrics (Per + Per)	d8+d8
Deception (Per + Per)	d8+d8
Logos (Per + Int)	d8+d10
Pathos (Per + Spi)	d8+d8 (check Fervent Devotion)
Perception (Int + Spi)	d10+d8 +2 (Perceptive)
Resist Persuasion (Int + Spi)	d10+d8 +2 (Principled) (check Zealous Adherence)
Knowledge (Int + Int)	d10+d10 +2 (Knowledgeable) (check The Inspired)
Magic (Spi + Spi)	d8+d8
Resist Dying (Pow + Spi)	d8+d8

### FEATS & LIMITATIONS

- **Seer** — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once. **Note:** You cannot reroll if you have Tactical Advantage (See [Wars Around the World](#)).
- **The Seer-Line** (You must have taken Seer at Level 1)
  - **Foresight** — You may use the Seer feat twice per day total. You can use it multiple times in one round.
  - **Astrologian** — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
  - **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
  - **Glimpse Into the Soul** — You can see people's true natures by looking into their eyes. As an action, for each Round you hold eye contact with a sapient creature, roll a Perception Check DC 10. On a success, you may determine one of the following:
    - True intentions/Motives
    - Current and Total HP and MP
    - All of its Attributes
    - Two of its feats
  - **Greater Improve Foresight** — You look into the near future and see the result of your immediate actions. At the cost of 6 MP, before you or someone else takes an action, you may ask the GM what the likely outcome will be for that one, specific action — for example, learning your opposition's response to your argument in advance or foreseeing a rock falling on the party. The GM should pre-roll the potential results and must use them if you continue with the current timeline. You may then take whatever action you chose for real.

- **Perceptive (x2)** — You tend to notice things. Add +1 to every Perception Check.
- **Principled** — You adamantly hold on to your beliefs. Though some may call you “stubborn”... Add +1 to every Resist Persuasion Check.
- **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a Resist Persuasion Check versus a target’s Persuasion Check, you can inflict either Panicked or Silenced for a Round.
- **Knowledgeable (x2)** — You have collected a lot of knowledge over the years. Add +1 to every Knowledge Check.
- **The Inspired** — (You **MUST** have the Knowledgeable Feat before you take this Feat.) Your knowledge is precise and dangerous. Pick one of the following: Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired. Roll a Knowledge Check versus a target’s Resist Dying Check. If you succeed, they are inflicted with the chosen condition for a number of rounds equal to your Attribute’s dice size OR unless they succeed on the appropriate Check to remove the condition.
- **Fervent Devotion** — You firmly believe in your way of life. When upholding your code and principles, you may Exert yourself to roll a d20 and add the result to Pathos Checks.
- **Defender** — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.

## Telethenians

<b>Level</b>	2	<b>NAME</b>	(Generic Telethenian Philosopher)
<b>POW</b>	d4	<b>Current HP</b>	8
<b>PER</b>	d4	<b>Max HP</b>	8
<b>INT</b>	d6	<b>Current MP</b>	10
<b>SPI</b>	d4	<b>Max MP</b>	10
<b>Influence</b>	1	<b>LIFESTYLE</b>	Working Class
Individual Combat (Pow + Pow)		d4+d6 (Tactician)	
Command (Pow + Int)		d4+d6 (Tactician)	
Intimidation (Per + Pow)		d4+d4	
Theatrics (Per + Per)		d4+d4	
Deception (Per + Per)		d4+d4	
Logos (Per + Int)		d4+d4 +1 (Logician) (check Telethenian Line)	
Pathos (Per + Spi)		d4+d6	
Perception (Int + Spi)		d4+d6	
Resist Persuasion (Int + Spi)		d4+d6	
Knowledge (Int + Int)		d4+d4	
Magic (Spi + Spi)		d6+d6	
Resist Dying (Pow + Spi)		d4+d6	
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>● <b>The Telethenian Line</b> <ul style="list-style-type: none"> <li>○ <b>Philosopher</b> — You have a strong philosophy and a keen mind. You regularly have great insights into the nature of man and the world, and people will listen to you talk about them. If you win a contested Logos or Pathos Check, you gain +2 to Logos or Pathos Checks against the same target for the next Round.</li> </ul> </li> <li>● <b>Tactician</b> — You use your mind to carve a path in battle. You may substitute one Intelligence die in place of a Power die during Individual Combat Checks and use only Intelligence dice when rolling Command checks.</li> <li>● <b>Logician</b> — You form clear, concise, and analytical arguments that are difficult to dismantle. Add +1 to all Logos Checks.</li> </ul>			

## Diacaius Praefori, The Father of Artificial Intelligence

- Diacaius is the Second Senator of the Isle of Telethens — voted in both for his service to the military as well as his pioneering of Artificial Intelligence capable of mimicking sapience. As the foremost creator of the Philosopher King and father-of-the-year, Diacaius is a proud, ruthless man with a dangerous smile, but he takes great care of his loved ones.
- Motives:
  - Protect his daughter, the Philosopher King
  - Justice for the citizens of the Aftokratoria
- Sample Voiceline: “Oh? Did my parlor trick work? You thought I would put such a priceless resource on a single ship? The Philosopher King is perfection; no ship can carry it.”



Level	13	NAME	<i>Diacaius Praefori, the Father of Artificial Intelligence</i>
POW	d6	Current HP	6
PER	d6	Max HP	12 - 6 (Voidtouched Line 8)
INT	d12	Current MP	23
SPI	d8	Max MP	20 + 3 (Voidtouched Line 8)
Influence	19	LIFESTYLE	Specialist
Individual Combat (Pow + Pow)		D6+d12 (Tactician) +2 (Reroll Fails) (check Soldier Line 4)	
Command (Pow + Int)		d12+d12 (Tactician) +2 (Reroll Fails) (check Soldier Line 4)	
Intimidation (Per + Pow)		d6+d6	
Theatrics (Per + Per)		d6+d6	
Deception (Per + Per)		d6+d6	
Logos (Per + Int)		d6+d12	
Pathos (Per + Spi)		d6+d6	

Perception (Int + Spi)	d12+d6
Resist Persuasion (Int + Spi)	d12+d6
Knowledge (Int + Int)	d12+d12 (check Voidtouched Line)
Magic (Spi + Spi)	d6+d6 (check Mage)
Resist Dying (Pow + Spi)	d6+d6

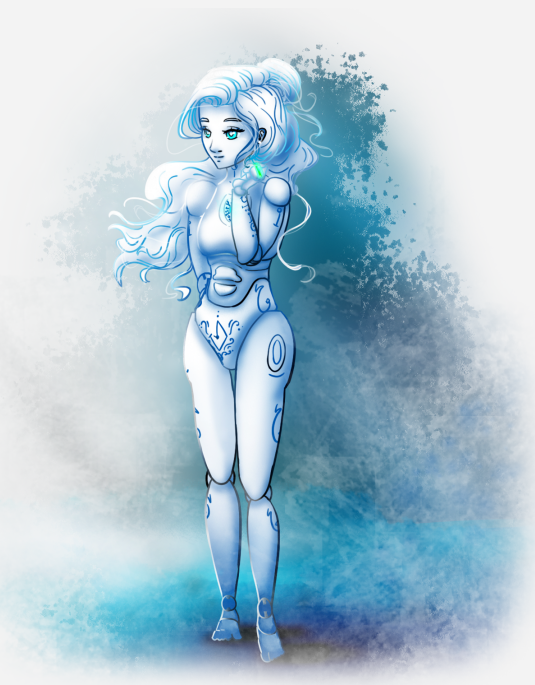
## FEATS & LIMITATIONS

- **Tactician** — You use your mind to carve a path in battle. You may substitute one Intelligence die in place of a Power die during Individual Combat checks and use only Intelligence dice when rolling Command checks.
- **The Telethenian Line**
  - **Philosopher** — You have a strong philosophy and a keen mind. You regularly have great insights into the nature of man and the world, and people will listen to you talk about them. If you win a contested Logos or Pathos Check, you gain +2 to Logos or Pathos Checks against the same target for the next Round.
  - **Aftokratorian Administrator** — You are an elected official of the great Aftokratoria. You can write and vote on bills being passed by the Senate. You are welcome at any dinner hosted by those with the Landed Aristocracy Lifestyle. Your Influence immediately increases by 3. Every Spring, you must run for reelection. Failing to win the election results in you losing the benefits of this Feat HOWEVER you immediately gain the Feat Former Aftokratorian Administer.
- **The Void-Touched-Line**
  - **Ysse in Your Bones 1** — You gain 1 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 2** — You gain 2 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 3** — You gain 3 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Eris' Displacement** — (You **MUST** be at least Character level 7 before you take this Feat.) If you spend 2 MP, you can swap the location of any two targets less than 1000lbs if you are aware of the location of precisely all parts of each object. Each target must fit into the location of the area to which you are swapping it. Roll a Knowledge Check DC 4 if you can see all of it, DC 7 if you interacted with it in the last hour, DC 12 if you interacted with it within the last 24 hours, and DC 19 if you have never seen all of it or have not seen it within the 24 hours.
  - **Gods' Blindspot** — You cannot personally accept a Seer's rerolls, including your own, as Seers can no longer see you. When you take this Feat, you also lose 1 Influence immediately as you slip from people's minds.
- **The Soldier-Line**
  - **Squire** — You have some basic training and a fighting spirit. Add +1 to every Individual Combat Check.

- **Soldier** — You have seen the true toll of the battlefield and are mentally prepared to face it again. You can Exert Yourself to make a Combat Check for only **4 MP**.
- **Commander** — You have experience directing others in battle and many are willing to follow you. Add +1 to every Command Check.
- **Veteran** — After many years of service, you have laid down your post but your experience and insight on the battlefield are unparalleled. Add +1 to every Combat Check of any type. Additionally, you may reroll any failed Combat Check once.
- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - **The Abyss** — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.
- **Roboticist** — (You **MUST** have the Mage Feat before you take this Feat.) You can spend 16 Wealth to create an Automaton with POW 2/PER 2/INT 2/SPI 2. You can spend another 8 Wealth to increase any of its Attribute by one die size. These Wealth values are cut in half if you control Supply Lines connecting Ysse and Porcelain. Creating or upgrading an Automaton takes 1 week. You can also repair Automatons at the same rate of ordinary healing (At the beginning of the day, if you rested soundly through the night, your HP increases by your POW and your MP increases to full). This feat may not be taken more than once.

### Kalliopeia, the Philosopher King

- Kalliopeia is a ten-year-old automaton designed to mimick human sapience, though her programming and self-teaching means she is fully capable of leading the Aftokratoria into battle. Due to the fate of her predecessor, she is often anxious that she, too, will mess up and be dismantled one day.
- Motives:
  - Fulfill her duty as the Philosopher King so the Senate does not dismantle her
- Sample Voiceline: “I am as logical as you have programmed me to be. I have weighed the consequences of many choices, including both logical and emotion reactions, and this is my choice..”



<b>Level</b>	14	<b>NAME</b>	<i>Kalliopeia, the Philosopher King</i>
<b>POW</b>	d12	<b>Current HP</b>	42
<b>PER</b>	d6	<b>Max HP</b>	48 - 6 (Voidtouched Line 9 + 5)
<b>INT</b>	d8	<b>Current MP</b>	17
<b>SPI</b>	d6	<b>Max MP</b>	14 + 3 (Voidtouched Line 9 + 5)
<b>Influence</b>	16	<b>LIFESTYLE</b>	Landed Aristocrat
Individual Combat (Pow + Pow)			d12+d12
Command (Pow + Int)			d12+d8
Intimidation (Per + Pow)			d8+d12
Theatrics (Per + Per)			d8+d8
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d12+d12 (The Radiant)
Pathos (Per + Spi)			d12+d12 (The Radiant)
Perception (Int + Spi)			d12+d8
Resist Persuasion (Int + Spi)			d12+d8
Knowledge (Int + Int)			d8+d8 (check Voidtouched Line)
Magic (Spi + Spi)			d6+d6
Resist Dying (Pow + Spi)			d12+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Automaton</b> — You are one of the rarest creatures on earth — a doll with ceramic skin, metal Ysse wires in lieu of veins, and sapience. You were perhaps created as a prototype for the Philosopher King or as a result of stolen research from that project. Most humans do not see you as a person and no government recognizes you as having rights. Your Max Health is equal to POW x 4 (instead of the usual POW x 2). You cannot heal normally and instead must find someone with the Robotist to heal you if you take damage. You are immune to the following conditions: Overgiving, Diseased, Poisoned. This Feat may not be taken more than once.</li> <li>• <b>The Radiant</b> — You are the flame to which the moths of this world are drawn. You may make Radiant Persuasion rolls using POW + POW.</li> <li>• <b>The Telethenian Line</b> <ul style="list-style-type: none"> <li>○ <b>Philosopher</b> — You have a strong philosophy and a keen mind. You regularly have great insights into the nature of man and the world, and people will listen to you talk about them.</li> </ul> </li> </ul>			

If you win a contested Logos or Pathos Check, you gain +2 to Logos or Pathos Checks against the same target for the next Round.

- **Prosthetic Organ** — Whether there's a knife in it or not, your heart will just keep on beating. If and only if you have the Dying condition, you can spend 1 MP to gain 1 HP.
- **The Void-Touched-Line**
  - **Ysse in Your Bones 1** — You gain 1 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 2** — You gain 2 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Ysse in Your Bones 3** — You gain 3 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.
  - **Eris' Displacement** — (You **MUST** be at least Character level 7 before you take this Feat.) If you spend 2 MP, you can swap the location of any two targets less than 1000lbs if you are aware of the location of precisely all parts of each object. Each target must fit into the location of the area to which you are swapping it. Roll a Knowledge Check DC 4 if you can see all of it, DC 7 if you interacted with it in the last hour, DC 12 if you interacted with it within the last 24 hours, and DC 19 if you have never seen all of it or have not seen it within the 24 hours.
  - **Gods' Blindspot** — You cannot personally accept a Seer's rerolls, including your own, as Seers can no longer see you. When you take this Feat, you also lose 1 Influence immediately as you slip from people's minds.
  - **Nuclear Option** — (You **MUST** be at least Character level 9 before you take this Feat.) If you spend 6 MP, you can swap the location of two targets into the same location if their masses are each 100lbs or less. Upon doing so, roll all your Attribute dice at once — the sum of this number is the damage you deal to everything within 100ft of this blast. You can take this Feat multiple times, and each time add 100lbs and another 100 ft. (**Max 600 lbs and 600ft**)

## Saegen

<b>Level</b>	3	<b>NAME</b>	(Generic Sage)
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d4	<b>Max HP</b>	12
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	1	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d4
Intimidation (Per + Pow)			d4+d6
Theatrics (Per + Per)			d4+d4
Deception (Per + Per)			d4+d4
Logos (Per + Int)			d4+d4
Pathos (Per + Spi)			d4+d6
Perception (Int + Spi)			d4+d6
Resist Persuasion (Int + Spi)			d4+d6
Knowledge (Int + Int)			d4+d4
Magic (Spi + Spi)			D6+d6 (check Mage)
Resist Dying (Pow + Spi)			d6+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>● <b>Seer</b> — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once. <b>Note:</b> You cannot reroll if you have Tactical Advantage (See <a href="#">Wars Around the World</a>).</li> <li>● <b>Saegen Warlord</b> — Despite losing the most recent war, you and your family have protected and fought alongside the people here since the fall of the Sage King. Beloved to all, you begin your Faction with 20 satisfaction as well as control over one water-based Supply Line. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.</li> <li>● <b>Selkie Blood</b> — You were born with the sea in your veins. You have a seal skin which, when worn, turns you into a seal. This allows you to swim in lieu of other forms of travel — even over long distances. This Feat may not be taken more than once.</li> </ul>			

- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - You learn one of the Northern Runes. You can draw up to 2 Northern Runes in one round — and can draw the same Rune more than once. The first Rune will represent what you want to impact or to impact something in a simple manner. The second Rune, if drawn, will represent how you impact it. The Northern Runes are:
    - **Water** — Used to control water or ice OR cause a non-creature target to open or move (i.e. Melting ice or unlocking a door)

### Ymver, The Eternal Bard

- Ymver is a selkie bard, raised in the Saegen bardic tradition. His life is an epic tale of love and loss, crime and justice, but the amount of it that is true and the amount that is just a story is still up for debate. Ymver escaped with his ship after the Fall of Thuille with the warrior princess of Togen Oyer and has vanished over the horizon into the mists once more.
- Motives:
  - Get the Burned Maiden back to Nouveau Thuille
  - Live the fullest, most-exciting life possible
- Sample Voiceline: “In my life, I’ve told many stories. But none are nearly as important as the story we tell ourselves about who we are.”

<b>Level</b>	8	<b>NAME</b>	<i>Ymver, the Eternal Bard</i>
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d8	<b>Max HP</b>	12
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	9	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d4
Intimidation (Per + Pow)			d8+d6
Theatrics (Per + Per)			d8+d8 (check Song of the Sea)
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d8+d4

Pathos (Per + Spi)	d8+d6 +1 (Method Actor) (check Charming Anarchist & Charming Smile)
Perception (Int + Spi)	d4+d6
Resist Persuasion (Int + Spi)	d4+d6
Knowledge (Int + Int)	d4+d4
Magic (Spi + Spi)	d6+d6
Resist Dying (Pow + Spi)	d6+d6

### FEATS & LIMITATIONS

- **Saegen Warlord** — Despite losing the most recent war, you and your family have protected and fought alongside the people here since the fall of the Sage King. Beloved to all, you begin your Faction with 20 satisfaction as well as control over one water-based Supply Line. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.
- **Selkie Blood** — You were born with the sea in your veins. You have a seal skin which, when worn, turns you into a seal. This allows you to swim in lieu of other forms of travel — even over long distances. This Feat may not be taken more than once.
- **Charming Anarchist** — You believe all laws can be corrupted, and therefore none should exist... and convince many people to agree with you. When breaking the law or defying authority, you may Exert yourself to roll a d20 and add the result to Pathos Checks.
- **Merchant** — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week's travel from that Luxury Good, you have access to it, regardless of Supply Lines.
- **Song of the Sea** — You can hear the song of the sea in your heart. Spend 1 MP to sing for a Round. Make a Theatrics Skill Check. Each listener must make a Resist Persuasion Check (or the crowd collectively makes a Resist Persuasion Check of d2 + d2 + # of People). Any listener who rolls lower than the Theatrics Skill Check will become infatuated with the singer, automatically failing all Perception Checks and taking no actions for the Round. This Feat may not be taken more than once.
- **Underworld Agent** — You are used to handling the seedy underside of society. If you are in a new city, roll a POW + INT Check. If you roll above 10, you know at least one person in this city who can help you with illegal endeavors.
- **Method Actor** — You wield your emotion as a way to win over others. Add +1 to all Pathos Checks.
- **Charming Smile** — (You **MUST** have the Logician **OR** Method Actor Feat before you take this Feat.) Your charming presence is almost supernatural. Roll a Persuasion Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.

## Nouveau Thuilleans

<b>Level</b>	1	<b>NAME</b>	(Generic Thuillean Thug)
<b>POW</b>	d4	<b>Current HP</b>	8
<b>PER</b>	d6	<b>Max HP</b>	8
<b>INT</b>	d4	<b>Current MP</b>	8
<b>SPI</b>	d4	<b>Max MP</b>	8
<b>Influence</b>	0	<b>LIFESTYLE</b>	Working Class
Individual Combat (Pow + Pow)		d4+d6 (Duelist) (check Assassin)	
Command (Pow + Int)		d4+d6 (Duelist)	
Intimidation (Per + Pow)		d6+d4	
Theatrics (Per + Per)		d6+d6	
Deception (Per + Per)		d6+d6	
Logos (Per + Int)		d6+d4	
Pathos (Per + Spi)		d6+d4	
Perception (Int + Spi)		d4+d4	
Resist Persuasion (Int + Spi)		d4+d4	
Knowledge (Int + Int)		d4+d4	
Magic (Spi + Spi)		d4+d4	
Resist Dying (Pow + Spi)		d4+d4	
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Duelist</b> — You fight with elegance and grace. You may substitute one Performance die in place of a Power die during Combat Checks.</li> <li>• <b>Assassin</b> — You work best when your opponent does not see you coming. Make a Deception Check against a target's Perception Check. If you roll higher, the target takes the difference between your two rolls in damage. This feat may not be taken more than once.</li> </ul>			

<b>Level</b>	5	<b>NAME</b>	(Generic Chevalier)
<b>POW</b>	d6	<b>Current HP</b>	15
<b>PER</b>	d8	<b>Max HP</b>	12 +3 (Survivor)
<b>INT</b>	d6	<b>Current MP</b>	10
<b>SPI</b>	d4	<b>Max MP</b>	10
<b>Influence</b>	0	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)		d6+d8 (Duelist) (check Assassin)	
Command (Pow + Int)		d6+d8 (Duelist)	
Intimidation (Per + Pow)		d8+d6	
Theatrics (Per + Per)		d8+d8	
Deception (Per + Per)		d8+d8	
Logos (Per + Int)		d8+d6	
Pathos (Per + Spi)		d8+d6	
Perception (Int + Spi)		d6+d6	
Resist Persuasion (Int + Spi)		d6+d6 +2 (Principled x2) (check Zealous Adherence)	
Knowledge (Int + Int)		d6+d6	
Magic (Spi + Spi)		d6+d6	
Resist Dying (Pow + Spi)		d6+d6	
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Thuillean Nobility</b> — Your family has held the place of a long-gone Emperor for four centuries now, to whom, you assure the commoners, you will abdicate when he returns. Despite losing the most recent war, you retain your menacing followers and sharp wit. When you succeed on a Persuasion Check, in addition to any action you may convince your target to take, you may choose to reduce their current MP by 1. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.</li> <li>• <b>Duelist</b> — You fight with elegance and grace. You may substitute one Performance die in place of a Power die during Combat Checks.</li> <li>• <b>Assassin</b> — You work best when your opponent does not see you coming. Make a Deception Check against a target's Perception Check. If you roll higher, the target takes the difference between your two rolls in damage. This feat may not be taken more than once.</li> </ul>			

- **Principled** — You adamantly hold on to your beliefs. Though some may call you “stubborn”... Add +1 to every Resist Persuasion Check.
  - **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a Resist Persuasion Check versus a target’s Persuasion Check, you can inflict either Panicked or Silenced for a Round.
- **Survivor** — You lived. You always do. Increase your Health by 3.

### Arlasaire d’Magna, The Burned Maiden of Thuille

- Arlasaire is the ward of the infamous House d’Magna — the youngest and most brutal of the Noble Houses in Nouveau Thuille — and she is their most famous hitman. After the Fall of Thuille, Senator Diacaius “adopted” her and has tried to give her a better life. She seems to have fully surrendered to the South.
- Motives:
  - Kill the Philosopher King
  - Destroy the Aftokratoria
- Sample Voiceline: “...Don’t look at me. I’ll kill you.”



Level	6	NAME	<i>Arlasaire d’Magna, the Burned Maiden of Thuille</i>
POW	d6	Current HP	12
PER	d8	Max HP	12
INT	d6	Current MP	10
SPI	d6	Max MP	10
Influence	1	LIFESTYLE	Landed Aristocrat
Individual Combat (Pow + Pow)		d6+d8 (Duelist) +0 (Exert Cost 4) (Soldier Line 2) (Scarred) (check Assassin)	
nt)		d6+d8 (Duelist)	
Intimidation (Per + Pow)		d6+d8 -1(Scarred)	
Theatrics (Per + Per)		d8+d8 -1(Scarred)	
Deception (Per + Per)		d8+d8 -1(Scarred)	
Logos (Per + Int)		d8+d6 -1(Scarred)	

Pathos (Per + Spi)	d8+d6 -1(Scarred)
Perception (Int + Spi)	d6+d6 -1(Scarred)
Resist Persuasion (Int + Spi)	d6+d6 -1(Scarred)
Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d6+d8 (Practiced Mage) -1(Scarred) (check Mage)
Resist Dying (Pow + Spi)	d6+d6 -1(Scarred)

### FEATS & LIMITATIONS

- **Thuillean Nobility** — Your family has held the place of a long-gone Emperor for four centuries now, to whom, you assure the commoners, you will abdicate when he returns. Despite losing the most recent war, you retain your menacing followers and sharp wit. When you succeed on a Persuasion Check, in addition to any action you may convince your target to take, you may choose to reduce their current MP by 1. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.
- **Duelist** — You fight with elegance and grace. You may substitute one Performance die in place of a Power die during Combat Checks.
- **Scarred (LIMITATION)** — You are scarred in a very visible way that hinders you and unnerves others. It has worn on you over time. Subtract 1 from the total of all rolls involving Performance and/or Spirit. In checks involving both, still only subtract 1.
- **Duelist** — You fight with elegance and grace. You may substitute one Performance die in place of a Power die during combat checks.
- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - **Wind** — Used to create a gust of wind OR speed up a creature or other effects to twice their regular speed.
  - **Fire** —Used to create fire OR modify another rune to amplify its effects. (i.e. Create impacting 2 cubic meters OR dealing double damage on successful Magic Checks)
- **Practiced Mage** — (You **MUST** have the Mage Feat before you take this Feat.) You have meticulously practiced the careful movements used to manipulate Ysse. You may substitute one Performance die in place of a Spirit die during Magic Checks.
- **The Soldier-Line**
  - **Squire** — You have some basic training and a fighting spirit. Add +1 to every Individual Combat Check.
  - **Soldier** — You have seen the true toll of the battlefield and are mentally prepared to face it again. You can Exert Yourself to make a Combat Check for only **4 MP**.
- **Assassin** — You work best when your opponent does not see you coming. Make a Deception Check against a target's Perception Check. If you roll higher, the target takes the difference between your two rolls in damage. This feat may not be taken more than once.

## Demons



<b>Level</b>	7	<b>NAME</b>	(Generic Demon)
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Blood) + 2 (Bloodmagic Line 7)
<b>INT</b>	d6	<b>Current MP</b>	12 (check Bloodmagic Line)
<b>SPI</b>	d6	<b>Max MP</b>	12
<b>Influence</b>	0	<b>LIFESTYLE</b>	Working Class
<b>Individual Combat (Pow + Pow)</b>			D8+d8 (+1 dmg) (check Bloodmagic Line)

Command (Pow + Int)	d8+d6
Intimidation (Per + Pow)	d6+d8 +2 (Bloodmagic Line 7)
Theatrics (Per + Per)	d6+d6
Deception (Per + Per)	d6+d6
Logos (Per + Int)	d6+d6
Pathos (Per + Spi)	d6+d6
Perception (Int + Spi)	d6+d6
Resist Persuasion (Int + Spi)	d6+d6
Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d6+d6 (check Bloodmagic Line)
Resist Dying (Pow + Spi)	d8+d6

#### FEATS & LIMITATIONS

- **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
- **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
  - **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
  - **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.
  - **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
    - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
    - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
  - **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.

<b>Level</b>	10	<b>NAME</b>	(Any of the Royal Demons)
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Blood) + 4 (Bloodmagic Line 7)
<b>INT</b>	d6	<b>Current MP</b>	14 (check Bloodmagic Line)
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	10	<b>LIFESTYLE</b>	Landed Aristocracy
Individual Combat (Pow + Pow)			D8+d8 (+1 dmg) (check Bloodmagic Line)
Command (Pow + Int)			d8+d6
Intimidation (Per + Pow)			d6+d8 +4 (Bloodmagic Line 7) (Intimidating x2) (check Intimomancer)
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d6
Perception (Int + Spi)			d6+d6
Resist Persuasion (Int + Spi)			d6+d6
Knowledge (Int + Int)			d6+d6
Magic (Spi + Spi)			d6+d6 (check Bloodmagic Line)
Resist Dying (Pow + Spi)			d8+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Demonic Bloodmagic</b> — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.</li> <li>• <b>The Bloodmagic-Line</b> (You must have taken Demonic Bloodmagic at Level 1) <ul style="list-style-type: none"> <li>○ <b>Horns</b> — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.</li> <li>○ <b>Barbed Tail</b> — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.</li> <li>○ <b>Fangs</b> — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.</li> </ul> </li> </ul>			

- **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
  - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
  - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
- **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
- **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.
- **Intimidating (x2)** — People have come to find you very intimidating. Add +1 to every Intimidation Check.
  - **Intimomancer** — (You **MUST** have the Intimidating Feat before you take this Feat.) Your intimidating presence is almost supernatural. Roll an Intimidation Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.

## Sha Hirza Ni

<b>Level</b>	1	<b>NAME</b>	(Generic Spidren)
<b>POW</b>	d6	<b>Current HP</b>	8
<b>PER</b>	d6	<b>Max HP</b>	8
<b>INT</b>	d6	<b>Current MP</b>	8
<b>SPI</b>	d6	<b>Max MP</b>	8
<b>Influence</b>	0	<b>LIFESTYLE</b>	Nomad
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d6
Intimidation (Per + Pow)			d6+d6
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d6
Perception (Int + Spi)			d6+d6
Resist Persuasion (Int + Spi)			d6+d6
Knowledge (Int + Int)			d6+d6
Magic (Spi + Spi)			d6+d6
Resist Dying (Pow + Spi)			d6+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Sha Hirza Ni</b> — You have 4 arms, 4 legs, and 4 eyes, and 10 light sensors. You are immune to the negative effects of the Missing Limb Limitation as well as the Restrained condition. You may Exert Yourself to glimpse into the future and force a target to reroll a Check. For the purposes of pre-requisites, this also counts as taking the Seer Feat. This Feat may not be taken more than once.</li> <li>• <b>Merchant</b> — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week’s travel from that Luxury Good, you have access to it, regardless of Supply Lines.</li> </ul>			

## Sirqa Sirutaq, The Marbled One

- Sirutaq has been asleep in a black marble cocoon for almost four hundred years, metamorphosing into a Godling. His time in his cocoon has changed him to be far more soft and empathetic than his old cavalier and domineering self, but peeks of it still shows through. He has a close relationship with old lovers and mates, whom he loves and respects equally.
- Motives:
  - Protect his people from the wrath of the other Godlings
  - Unite the Sha Hirza Ni under his rule
- Sample Voiceline: “O Marbled One? You would do well to be more sincere in your interactions with other kings. You do not know enough to greet me with such reverence yet.”

### *Sirqa Sirutaq Al'Marum'ni* The Marble One

Sirqa Sirutaq was born  
to the lowest of the low.  
He found a cave  
at the Heart of the Desert  
Where he found  
how to spin Fate  
so to unite all the Tribes.

With Karqi the Bird Who  
Knew All Things  
Dvadl the Horse Who  
Took All Shapes,  
They sought to do so.

But the 9 traitors did not agree...

LIKES	DISLIKES
-Colorful silks	-Selfishness
-Needles	-Impatience
-Your Life Story	-Ingratitude



<b>Level</b>	12	<b>NAME</b>	<i>Sirqa Sirutaq, the Marbled One</i>
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d8	<b>Current MP</b>	16
<b>SPI</b>	d8	<b>Max MP</b>	16
<b>Influence</b>	2	<b>LIFESTYLE</b>	Lone Wanderer
Individual Combat (Pow + Pow)			d8+d8
Command (Pow + Int)			d8+d8
Intimidation (Per + Pow)			d8+d8
Theatrics (Per + Per)			d8+d8
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d8+d8
Pathos (Per + Spi)			d8+d8
Perception (Int + Spi)			d8+d8
Resist Persuasion (Int + Spi)			d8+d8 +2 (Principled) (check Zealous Adherence)
Knowledge (Int + Int)			d8+d8 +2 (Knowledgeable) (check The Inspired)
Magic (Spi + Spi)			d8+d8
Resist Dying (Pow + Spi)			d8+d8
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Sha Hirza Ni</b> — You have 4 arms, 4 legs, and 4 eyes, and 10 light sensors. You are immune to the negative effects of the Missing Limb Limitation as well as the Restrained condition. You may Exert Yourself to glimpse into the future and force a target to reroll a Check. For the purposes of pre-requisites, this also counts as taking the Seer Feat. This Feat may not be taken more than once.</li> <li>• <b>Lucky</b> — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.</li> <li>• <b>The Seer-Line</b> (You must have taken Seer at Level 1) <ul style="list-style-type: none"> <li>○ <b>Foresight</b> — You may use the Seer feat twice per day total. You can use it multiple times in one round.</li> </ul> </li> </ul>			

- **Astrologian** — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
- **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
- **Glimpse Into the Soul** — You can see people's true natures by looking into their eyes. As an action, for each Round you hold eye contact with a sapient creature, roll a Perception Check DC 10. On a success, you may determine one of the following:
  - True intentions/Motives
  - Current and Total HP and MP
  - All of its Attributes
  - Two of its feats
- **Greater Improve Foresight** — You look into the near future and see the result of your immediate actions. At the cost of 6 MP, before you or someone else takes an action, you may ask the GM what the likely outcome will be for that one, specific action — for example, learning your opposition's response to your argument in advance or foreseeing a rock falling on the party. The GM should pre-roll the potential results and must use them if you continue with the current timeline. You may then take whatever action you chose for real.
- **Principled (x2)** — You adamantly hold on to your beliefs. Though some may call you “stubborn”.. Add +1 to every Resist Persuasion Check.
- **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a Resist Persuasion check versus a target's Persuasion check, you can inflict either Panicked or Silenced.
- **Knowledgeable (x2)** — You have collected a lot of knowledge over the years. Add +1 to every Knowledge Check.
- **The Inspired** — (You **MUST** have the Principled Feat before you take this Feat.) Your knowledge is precise and dangerous. Pick one of the following: Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired. Roll a Knowledge check versus a target's Resist Dying check. If you succeed, they are inflicted with the chosen condition for a number of rounds equal to your Attribute's dice size OR unless they succeed on the appropriate check to remove the condition.
- **Sapper** — Fieldworks constructed under your personal command have an additional +2 HP. Additionally, you deal +1 damage to enemy Fieldworks. This feat raises the HP cap of Fieldworks above the normal restriction of your max Follower count.

## Factions of the World of Fates

Many Non-Player Factions compete for Influence over the world in addition to whatever Factions that Player Characters may build. Some will be allies, some will be enemies.

Below are Non-Player Factions at various levels of Influence — which can be adjusted as a GM sees fit to appropriately challenge the Player Characters. Their recommended starting Influence is marked with a (\*) on the Faction Sheet as well as written into the Leader's Character Sheet however they are built for every level for ease of GM use.

### Blank Faction Sheet

#### Leader

<b>Level</b>		<b>NAME</b>	
<b>POW</b>	d	<b>Current HP</b>	
<b>PER</b>	d	<b>Max HP</b>	POW x 2
<b>INT</b>	d	<b>Current MP</b>	
<b>SPI</b>	d	<b>Max MP</b>	INT + SPI
<b>Influence</b>		<b>LIFESTYLE</b>	
Individual Combat (Pow + Pow)			
Command (Pow + Int)			
Intimidation (Per + Pow)			
Theatrics (Per + Per)			
Deception (Per + Per)			
Logos (Per + Int)			
Pathos (Per + Spi)			
Perception (Int + Spi)			
Resist Persuasion (Int + Spi)			
Knowledge (Int + Int)			
Magic (Spi + Spi)			
Resist Dying (Pow + Spi)			

FEATS & LIMITATIONS			

**Faction**

Wealth		Locations	Fieldworks Value
Current Resources			#
Satisfaction			#
Influence	Follower Count	Adjutant Levels	Faction Feats
1		-	
2			-
3		-	-
4			
5		-	-
6			-
7		-	
8			-
9		-	-
10			
11		-	-
12			-
13		-	
14			-

## Nouveau Thuillean Court

The Nouveau Thuillean Court took a recent hit in its power after the Fall of Thuille. While they no longer control all the North from the shadows, their gangs do still have free reign in Nouveau Thuille proper — though they are limited by the goodwill of the Aftokratoria. Their Leader is the adopted heir of House d’Romanach — a rising proletariat House whose previous heir was murdered in the Peace Signings.

### Leader

<b>Level</b>	3	<b>NAME</b>	<i>Niofel d’Romanach, Adopted Heir</i>
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d6	<b>Max HP</b>	12
<b>INT</b>	d6	<b>Current MP</b>	12
<b>SPI</b>	d6	<b>Max MP</b>	12
<b>Influence</b>	7	<b>LIFESTYLE</b>	Landed Aristocrat
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d6
Intimidation (Per + Pow)			d6+d6
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d6 (check Fervent Devotion) (check Charming Anarchist)
Perception (Int + Spi)			d6+d6
Resist Persuasion (Int + Spi)			d6+d6
Knowledge (Int + Int)			d6+d6
Magic (Spi + Spi)			d6+d6
Resist Dying (Pow + Spi)			d6+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Lucky</b> — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.</li> </ul>			

- **Defender** — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.
- **Fervent Devotion** — You firmly believe in your way of life. When upholding your code and principles, you may Exert yourself to roll a d20 and add the result to Pathos checks.
- **Charming Anarchist** — You believe all laws can be corrupted, and therefore none should exist... and convince many people to agree with you. When breaking the law or defying authority, you may Exert yourself to roll a d20 and add the result to Pathos checks.
- **Underworld Agent** — You are used to handling the seedy underside of society. If you are in a new city, roll a POW + INT Check. If you roll above 10, you know at least one person in this city who can help you with illegal endeavors.

### Faction

Wealth	34	Locations	Fieldworks Value
<b>Current Resources</b>	-Textiles -Ysse Crystals -Jewelry -Sea-salt -Salt	The Courthouse (Nouveau Thuille)	15
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Assassins/Thuillean Nobility
2	10	Thuillean Nobility, Duelist	-
3	15	-	-
4	20	Mage (Sun)	Smugglers
5	25	-	-
6	30	Mage (Wind)	-
7*	35	-	Skilled Workers
8	40	Practiced Mage	-
9	45	-	-
10	50	Soldier Line (Squire)	Trained Workers (PER)
11	55	-	-
12	60	Soldier Line (Soldier)	-

13	65	-	Trained Workers (PER)
14	70	Assassin	-

## House d'Fealtoire

House d'Fealtoire's strategy has always been to make themselves invaluable to those with the most power and weasel influence that way. They are the second oldest Noble House in Nouveau Thuille — and their claims to have served the old Imperial Family actually have some substance. Their current Leader, Lucienne d'Fealtoire, and her sisters are known for their beauty and wit throughout the North and South — but Lucienne's true charm comes from her empathy for others, despite her seeming cruelty.



### Leader

<b>Level</b>	5	<b>NAME</b>	<i>Lucienne d'Fealtoire</i>
<b>POW</b>	d6	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d6	<b>Current MP</b>	12
<b>SPI</b>	d6	<b>Max MP</b>	12
<b>Influence</b>	4	<b>LIFESTYLE</b>	Landed Aristocrat
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d6
Intimidation (Per + Pow)			d8+d6
Theatrics (Per + Per)			d8+d8
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d8+d6
Pathos (Per + Spi)			d8+d6
Perception (Int + Spi)			d6+d6
Resist Persuasion (Int + Spi)			d6+d6

Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d6+d6
Resist Dying (Pow + Spi)	d6+d6
<b>FEATS &amp; LIMITATIONS</b>	
<ul style="list-style-type: none"> <li>• <b>Thuillean Nobility</b> — Your family has held the place of a long-gone Emperor for four centuries now, to whom, you assure the commoners, you will abdicate when he returns. Despite losing the most recent war, you retain your menacing followers and sharp wit. When you succeed on a Persuasion Check, in addition to any action you may convince your target to take, you may choose to reduce their current MP by 1. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.</li> <li>• <b>Silver Tongued (x2)</b> — Whatever you say, people tend to assume is true. Add +1 to every PER + PER Check.</li> <li>• <b>Method Actor (x2)</b> — You wield your emotion as a way to win over others. Add +1 to all Pathos Checks.</li> <li>• <b>Charming Smile</b> — (You <b>MUST</b> have the Logician <b>OR</b> Method Actor Feat before you take this Feat.) Your charming presence is almost supernatural. Roll a Persuasion Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.</li> </ul>	

## Faction

Wealth	21	Locations	Fieldworks Value
<b>Current Resources</b>	-Textiles -Ysse Crystals -Jewelry	The Manor d'Fealtoire (Nouveau Thuille)	15
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Assassins/Thuillean Nobility
2	10	Thuillean Nobility, Duelist	-
3	15	-	-
4	20	Mage (Fire)	Near to the Tree (Method Actor)
5*	25	-	-
6	30	Mage (Wind)	-
7	35	-	Smugglers

8	40	Practiced Mage	-
9	45	-	-
10	50	Soldier Line (Squire)	Near to the Tree (Charming Smile)
11	55	-	-
12	60	Soldier Line (Soldier)	-
13	65	-	Trained Workers (PER)
14	70	Assassin	-

## Sages of Saegenheim

The Sages of Saegenheim are the collection of magic users across the Saegen Halls. Magic users must be marked, taught, and monitored by Sages across most of the North outside of Nouveau Thuille — and those who do not will be sent across the lake. Their kind, motherly Leader, Davala and her family have come to take the seat of power as the head of the Sages.

### Leader

<b>Level</b>	7	<b>NAME</b>	<i>Davala the Archsage</i>
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d6	<b>Max HP</b>	12
<b>INT</b>	d6	<b>Current MP</b>	14
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	5	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d6
Intimidation (Per + Pow)			d6+d6
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d8
Perception (Int + Spi)			d6+d8

Resist Persuasion (Int + Spi)	d6+d8
Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d8+d8 (check Mage)
Resist Dying (Pow + Spi)	d6+d8
<b>FEATS &amp; LIMITATIONS</b>	
<ul style="list-style-type: none"> <li>• <b>Seer</b> — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once.</li> <li>• <b>Saegen Warlord</b> — Despite losing the most recent war, you and your family have protected and fought alongside the people here since the fall of the Sage King. Beloved to all, you begin your Faction with 20 satisfaction as well as control over one Waterway. Additionally, choose <b>one</b>: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.</li> <li>• <b>Selkie Blood</b> — You were born with the sea in your veins. You have a seal skin which, when worn, turns you into a seal. This allows you to swim in lieu of other forms of travel — even over long distances. This Feat may not be taken more than once.</li> <li>• <b>Mage</b> — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following: <ul style="list-style-type: none"> <li>○ <b>Water</b> — Used to control water or ice OR cause a non-creature target to open or move (i.e. Melting ice or unlocking a door)</li> <li>○ <b>Earth</b> — Used to control wood or stone OR cause a non-creature target to lock in place. (i.e. Water freezing into ice or magically locking a door)</li> <li>○ <b>Wind</b> — Used to create a gust of wind OR speed up a creature or other effects to twice their regular speed.</li> <li>○ <b>Fire</b> — Used to create fire OR modify another rune to amplify its effects. (i.e. Create impacting 2 cubic meters OR dealing double damage on successful Magic Checks)</li> </ul> </li> </ul>	

## Faction

Wealth	19	Locations	Fieldworks Value
Current Resources	-Wolves -Ambergris -Textiles	Saegahall (Saegenheim)	20
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Trained Soldiers/Saegen Warlords
2	10	Saegen Warlord, Mage (Water)	-

3	15	-	-
4	20	Studied Mage	Day Jobs
5*	25	-	-
6	30	Mage (Fire)	-
7	35	-	Trained Workers (SPI)
8	40	Mage (Wind)	-
9	40	-	-
10	40	Mage (Sun)	Traveling Infrastructure
11	40	-	-
12	40	Mage (Moon)	-
13	60	-	Trained Workers (POW)
14	70	Defender	-

## Ymver's Crew

They go by many names but one thing is for certain — they're Ymver's loyal crew. From the warrior princess, Sigrsa, of Togen Oyer to the shieldmaidens of great Saegen Halls, Ymver leads this group of pirates and vigilantes on explorations of strange lands and raids of fine cities with charisma and guts alone.

### Leader

<b>Level</b>	8	<b>NAME</b>	<i>Ymver, the Eternal Bard</i>
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d8	<b>Max HP</b>	12
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	9	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d4
Intimidation (Per + Pow)			d8+d6

Theatrics (Per + Per)	d8+d8 (check Song of the Sea)
Deception (Per + Per)	d8+d8
Logos (Per + Int)	d8+d4
Pathos (Per + Spi)	d8+d6 +1 (Method Actor) (check Charming Anarchist & Charming Smile)
Perception (Int + Spi)	d4+d6
Resist Persuasion (Int + Spi)	d4+d6
Knowledge (Int + Int)	d4+d4
Magic (Spi + Spi)	d6+d6
Resist Dying (Pow + Spi)	d6+d6

### FEATS & LIMITATIONS

- **Saegen Warlord** — Despite losing the most recent war, you and your family have protected and fought alongside the people here since the fall of the Sage King. Beloved to all, you begin your Faction with 20 satisfaction as well as control over one water-based Supply Line. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.
- **Selkie Blood** — You were born with the sea in your veins. You have a seal skin which, when worn, turns you into a seal. This allows you to swim in lieu of other forms of travel — even over long distances. This Feat may not be taken more than once.
- **Charming Anarchist** — You believe all laws can be corrupted, and therefore none should exist... and convince many people to agree with you. When breaking the law or defying authority, you may Exert yourself to roll a d20 and add the result to Pathos Checks.
- **Merchant** — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week's travel from that Luxury Good, you have access to it, regardless of Supply Lines.
- **Song of the Sea** — You can hear the song of the sea in your heart. Spend 1 MP to sing for a Round. Make a Theatrics Skill Check. Each listener must make a Resist Persuasion Check (or the crowd collectively makes a Resist Persuasion Check of d2 + d2 + # of People). Any listener who rolls lower than the Theatrics Skill Check will become infatuated with the singer, automatically failing all Perception Checks and taking no actions for the Round. This Feat may not be taken more than once.
- **Underworld Agent** — You are used to handling the seedy underside of society. If you are in a new city, roll a POW + INT Check. If you roll above 10, you know at least one person in this city who can help you with illegal endeavors.
- **Method Actor** — You wield your emotion as a way to win over others. Add +1 to all Pathos Checks.
- **Charming Smile** — (You **MUST** have the Logician **OR** Method Actor Feat before you take this Feat.) Your charming presence is almost supernatural. Roll a Persuasion Check versus a target's Resist

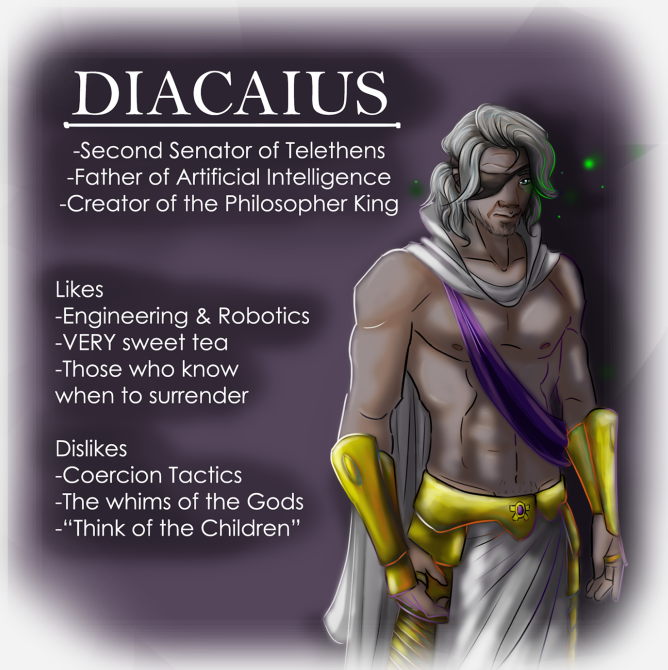
Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.

### Faction

Wealth	7	Locations	Fieldworks Value
<b>Current Resources</b>	-Textiles -Ambergris	Vainamoinen (Ship)	30
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	Saegen Warlord, Selkie Blood	Adjutants Only, Nomads Only, Smugglers, Bad Reputation (Limitation), Bleeding Followers (Limitation)
2	10	Merchant	-
3	15	Monster Hunter	-
4	20	Defender	Traveling Infrastructure
5	25	Survivor	-
6	30	Charming Anarchist	-
7	35	Survivor	Hidden Location
8	40	Principled	-
9*	40	Zealous Adherence	-
10	40	Principled	Windfall
11	40	Principled	-
12	40	Principled	-
13	40	Champion	Windfall
14	40	Intuitive	-

## Telethenian Senate

The Telethenian Senate is the head of mighty Aftokratoria — the world-spanning empire which has conquered the known human world. Between its advanced technology and flexible logistics, the Senate is a prolifically successful entity. Though all Senators are technically equal, Senator Diacaius Praefori seems to have his fingers on the pulse of what everyone wants. And with the Philosopher King on his side, everyone tends to want what he wants...



### Leader

<b>Level</b>	13	<b>NAME</b>	<i>Diacaius Praefori, the Father of Artificial Intelligence</i>
<b>POW</b>	d6	<b>Current HP</b>	6
<b>PER</b>	d6	<b>Max HP</b>	12 - 6 (Voidtouched Line 8)
<b>INT</b>	d12	<b>Current MP</b>	23
<b>SPI</b>	d8	<b>Max MP</b>	20 + 3 (Voidtouched Line 8)
<b>Influence</b>	19	<b>LIFESTYLE</b>	Specialist
Individual Combat (Pow + Pow)			D6+d12 (Tactician) +2 (Reroll Fails) (check Soldier Line 4)
Command (Pow + Int)			d12+d12 (Tactician) +2 (Reroll Fails) (check Soldier Line 4)
Intimidation (Per + Pow)			d6+d6
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d12
Pathos (Per + Spi)			d6+d6
Perception (Int + Spi)			d12+d6
Resist Persuasion (Int + Spi)			d12+d6

Knowledge (Int + Int)	d12+d12 (check Voidtouched Line)
Magic (Spi + Spi)	d6+d6 (check Mage)
Resist Dying (Pow + Spi)	d6+d6
<b>FEATS &amp; LIMITATIONS</b>	
<ul style="list-style-type: none"> <li>● <b>Tactician</b> — You use your mind to carve a path in battle. You may substitute one Intelligence die in place of a Power die during Individual Combat checks and use only Intelligence dice when rolling Command checks.</li> <li>● <b>The Telethenian Line</b> <ul style="list-style-type: none"> <li>○ <b>Philosopher</b> — You have a strong philosophy and a keen mind. You regularly have great insights into the nature of man and the world, and people will listen to you talk about them. If you win a contested Logos or Pathos Check, you gain +2 to Logos or Pathos Checks against the same target for the next Round.</li> <li>○ <b>Aftokratorian Administrator</b> — You are an elected official of the great Aftokratoria. You can write and vote on bills being passed by the Senate. You are welcome at any dinner hosted by those with the Landed Aristocracy Lifestyle. Your Influence immediately increases by 3. Every Spring, you must run for reelection. Failing to win the election results in you losing the benefits of this Feat HOWEVER you immediately gain the Feat Former Aftokratorian Administer.</li> </ul> </li> <li>● <b>The Void-Touched-Line</b> <ul style="list-style-type: none"> <li>○ <b>Ysse in Your Bones 1</b> — You gain 1 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.</li> <li>○ <b>Ysse in Your Bones 2</b> — You gain 2 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.</li> <li>○ <b>Ysse in Your Bones 3</b> — You gain 3 to your Max MP but you lose -2 from your Max Health for taking this devil's bargain. If this would kill you, you cannot take this feat.</li> <li>○ <b>Eris' Displacement</b> — (You <b>MUST</b> be at least Character level 7 before you take this Feat.) If you spend 2 MP, you can swap the location of any two targets less than 1000lbs if you are aware of the location of precisely all parts of each object. Each target must fit into the location of the area to which you are swapping it. Roll a Knowledge Check DC 4 if you can see all of it, DC 7 if you interacted with it in the last hour, DC 12 if you interacted with it within the last 24 hours, and DC 19 if you have never seen all of it or have not seen it within the 24 hours.</li> <li>○ <b>Gods' Blindspot</b> — You cannot personally accept a Seer's rerolls, including your own, as Seers can no longer see you. When you take this Feat, you also lose 1 Influence immediately as you slip from people's minds.</li> </ul> </li> <li>● <b>The Soldier-Line</b> <ul style="list-style-type: none"> <li>○ <b>Squire</b> — You have some basic training and a fighting spirit. Add +1 to every Individual Combat Check.</li> <li>○ <b>Soldier</b> — You have seen the true toll of the battlefield and are mentally prepared to face it again. You can Exert Yourself to make a Combat Check for only <b>4 MP</b>.</li> <li>○ <b>Commander</b> — You have experience directing others in battle and many are willing to follow you. Add +1 to every Command Check.</li> </ul> </li> </ul>	

- **Veteran** — After many years of service, you have laid down your post but your experience and insight on the battlefield are unparalleled. Add +1 to every Combat Check of any type. Additionally, you may reroll any failed Combat Check once.
- **Mage** — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following:
  - **The Abyss** — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.
- **Roboticist** — (You **MUST** have the Mage Feat before you take this Feat.) You can spend 16 Wealth to create an Automaton with POW 2/PER 2/INT 2/SPI 2. You can spend another 8 Wealth to increase any of its Attribute by one die size. These Wealth values are cut in half if you control Supply Lines connecting Ysse and Porcelain. Creating or upgrading an Automaton takes 1 week. You can also repair Automatons at the same rate of ordinary healing (At the beginning of the day, if you rested soundly through the night, your HP increases by your POW and your MP increases to full). This feat may not be taken more than once.

**Faction**

Wealth	105	Locations	Fieldworks Value
<b>Current Resources</b>	-Ysse Crystals -Porcelain -Ambergris -Sea-silk -Abalone -Textiles -Horses -Wolves	Telethens The Selkie Isles Saegenheim Kivihkya Ririkya	16 14 22 12 6
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Proselytizers/Telethenian Campaign
2	10	Telethenian Line (Philosopher), Telethenian Line (Aftokratorian Administrator)	-
3	15	-	-
4	20	Knowledgeable	Trained Workers (INT), Trained Workers (POW), Unskilled Labor (Limitation)
5	20	-	-
6	20	X	-

7	20	-	Near to the Tree (Tactician), Trained Workers (INT), Unskilled Labor (Limitation)
8	20	X	-
9	20	-	-
10	20	X	Near to the Tree (Robotician), Near to the Tree (Voidtouched Line 1), Unskilled Labor (Limitation)
11	20	-	-
12	20	Knowledgeable	-
13	20	-	Near to the Tree (Voidtouched Line 2)
14*	20	The Inspired	-

## Tsars of Kivihkya

Kivihkya is a Svanihk city on the coastline, but after the Telethenian takeover, you wouldn't know it. Many of the people here despise the Telethenians and want the independence to worship the way they want — even if that involves bloodshed. The Kivihk Tsar extracts the blood price from his cult of followers, but it isn't out of malice — the Tsar himself is secretly a Demon and he needs his magic back. With some of his power slipping into Ririkya, now he needs to control that city too.

### Leader

<b>Level</b>	7	<b>NAME</b>	<i>Tsar Vyerihkir Kivihk, Lord of Blood</i>
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Blood) + 2 (Bloodmagic Line 7)
<b>INT</b>	d6	<b>Current MP</b>	12 (check Bloodmagic Line)
<b>SPI</b>	d6	<b>Max MP</b>	12
<b>Influence</b>	7	<b>LIFESTYLE</b>	Working Class
Individual Combat (Pow + Pow)			D8+d8 (+1 dmg) (check Bloodmagic Line)
Command (Pow + Int)			d8+d6
Intimidation (Per + Pow)			d6+d8 +2 (Bloodmagic Line 7)
Theatrics (Per + Per)			d6+d6

Deception (Per + Per)	d6+d6
Logos (Per + Int)	d6+d6
Pathos (Per + Spi)	d6+d6
Perception (Int + Spi)	d6+d6
Resist Persuasion (Int + Spi)	d6+d6
Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d6+d6 (check Bloodmagic Line)
Resist Dying (Pow + Spi)	d8+d6

### FEATS & LIMITATIONS

- **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
- **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
  - **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
  - **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.
  - **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
    - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
    - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
  - **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.

## Faction

<b>Wealth</b>	24	<b>Locations</b>	<b>Fieldworks Value</b>
<b>Current Resources</b>	-Textiles -Horses	Kivihkya Ririkya	8 4
<b>Influence</b>	<b>Follower Count</b>	<b>Adjutant Levels</b>	<b>Faction Feats</b>
1	5	-	Assassins/Thuillean Nobility, Hidden Location, Bleeding Followers
2	10	Assassin, Demonic Bloodmagic	-
3	15	-	-
4	20	Method Actor	Near to the Tree (Demonic Bloodmagic)
5	25	-	-
6	30	Charming Smile	-
7*	35	-	Near to the Tree (Horns)
8	40	Charming Anarchist	-
9	45	-	-
10	50	Duelist	Day Jobs
11	55	-	-
12	60	Mage (The Queen)	-
13	65	-	Skilled Workers
14	70	Mage (The Maiden)	-

## Tsars of Ririkya

Ririkya is known as the Seven-Colored City for its rainbow soils and rain eucalyptus trees. It has long been trying to secretly free Kivihkya from its Demon problem, but after the death of the Blind Tsar, Tsar Perislava has been too young to lead and Kivihk has stifled their progress. Now, of age, Tsar Perislava rules with grace and love and works with her lover Erythros to save both her city and Kivihkya.



### Leader

<b>Level</b>	6	<b>NAME</b>	<i>Tsar Perislava Ririk, the 7-Colored Tsar</i>
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d6	<b>Max HP</b>	12
<b>INT</b>	d6	<b>Current MP</b>	14
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	6	<b>LIFESTYLE</b>	Landed Aristocrat
Individual Combat (Pow + Pow)			d6+d6
Command (Pow + Int)			d6+d6
Intimidation (Per + Pow)			d6+d6
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d6
Perception (Int + Spi)			d6+d8
Resist Persuasion (Int + Spi)			d6+d8
Knowledge (Int + Int)			d6+d6

Magic (Spi + Spi)	d8+d8
Resist Dying (Pow + Spi)	d6+d8
<b>FEATS &amp; LIMITATIONS</b>	
<ul style="list-style-type: none"> <li>• <b>Tsarina</b> — While you have acceded your wealth and titles to the Aftokratoria officially, you are one of the traditional and rightful rulers of the Svanihk people. You begin your Faction with 16 Wealth and this replaces the usual 10 Starting Wealth. You can spend 5 Wealth to inflict the Silenced or Restrained condition on a target for 24 hours — effectively paying them to say nothing or for someone else to tie them up. Additionally, choose one: Increase your starting Lifestyle by one level OR increase your Potential Followers by 5. This Feat may not be taken more than once.</li> <li>• <b>Mage</b> — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. Pick one of the following: <ul style="list-style-type: none"> <li>○ <b>The Abyss</b> — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.</li> <li>○ <b>The Earth</b> — Used to grow trees, shape stone, OR cause a non-creature target to lock in place (i.e. Water freezing into ice or magically locking a door).</li> <li>○ <b>The Philosopher</b> — Used to command others to succeed in mental pursuits. Increase either their INT or SPI by one die size. If their INT or SPI is already 12, they use a d20 under the impacts of this spell instead.</li> <li>○ <b>The Emperor</b> — Used to command others to succeed in physical endeavors. Increase either their POW or PER by one die size. If their POW or PER is already 12, they use a d20 under the impacts of this spell instead.</li> <li>○ <b>The Queen</b> — Used to understand someone’s emotions and motivations. For the duration of the effect, you perfectly understand the emotions of those around you and how to manipulate them. You may roll Persuasion Checks of any kind with a +3 bonus.</li> </ul> </li> </ul>	

### Faction

Wealth	23	Locations	Fieldworks Value
Current Resources	-Ivory -Ysse Crystals		
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Coven/Tsarina Family
2	10	Lucky, Defender, Assassin, Awkward (Limitation)	-
3	15	-	-

4	20	Performer	Mage (The Earth)
5	25	-	-
6*	30	Underworld Agent	-
7	35	-	Mage (The Abyss)
8	40	Survivor	-
9	45	-	-
10	50	Survivor	Mage (Dyeus)
11	55	-	-
12	60	Intimidating	-
13	65	-	Mage (The Knight)
14	70	Intimomancer	-

## Ecclesia of Dyeus

The Ecclesia of Dyeus is technically apolitical and is only interested in what is best for all the people of the world. Their Leader, Yeulia, is said to be born-and-born-again of seafoam to lead the people to worship Dyeus, the right and just God of the world. When there is world, only then will her work be done. However, they do seem to work with the Telethenian Senate a lot.

### Leader

<b>Level</b>	14	<b>NAME</b>	<i>Yeulia, the Seeress of the World</i>
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d10	<b>Current MP</b>	18
<b>SPI</b>	d8	<b>Max MP</b>	18
<b>Influence</b>	10	<b>LIFESTYLE</b>	Lone Wanderer
Individual Combat (Pow + Pow)			d8+d8
Command (Pow + Int)			d8+d10
Intimidation (Per + Pow)			d8+d8
Theatrics (Per + Per)			d8+d8

Deception (Per + Per)	d8+d8
Logos (Per + Int)	d8+d10
Pathos (Per + Spi)	d8+d8 (check Fervent Devotion)
Perception (Int + Spi)	d10+d8 +2 (Perceptive)
Resist Persuasion (Int + Spi)	d10+d8 +2 (Principled) (check Zealous Adherence)
Knowledge (Int + Int)	d10+d10 +2 (Knowledgeable) (check The Inspired)
Magic (Spi + Spi)	d8+d8
Resist Dying (Pow + Spi)	d8+d8

### FEATS & LIMITATIONS

- **Seer** — You were born with the ability to see glimpses of the future. Once a day, force a target to reroll a Check as you glimpse the future and choose to avoid it. After seeing the second result, take your preference between the two Checks. This Feat may not be taken more than once. **Note:** You cannot reroll if you have Tactical Advantage (See [Wars Around the World](#)).
- **The Seer-Line** (You must have taken Seer at Level 1)
  - **Foresight** — You may use the Seer feat twice per day total. You can use it multiple times in one round.
  - **Astrologian** — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
  - **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
  - **Glimpse Into the Soul** — You can see people's true natures by looking into their eyes. As an action, for each Round you hold eye contact with a sapient creature, roll a Perception Check DC 10. On a success, you may determine one of the following:
    - True intentions/Motives
    - Current and Total HP and MP
    - All of its Attributes
    - Two of its feats
  - **Greater Improve Foresight** — You look into the near future and see the result of your immediate actions. At the cost of 6 MP, before you or someone else takes an action, you may ask the GM what the likely outcome will be for that one, specific action — for example, learning your opposition's response to your argument in advance or foreseeing a rock falling on the party. The GM should pre-roll the potential results and must use them if you continue with the current timeline. You may then take whatever action you chose for real.
- **Perceptive (x2)** — You tend to notice things. Add +1 to every Perception Check.
- **Principled** — You adamantly hold on to your beliefs. Though some may call you “stubborn”... Add +1 to every Resist Persuasion Check.
- **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a

Resist Persuasion Check versus a target's Persuasion Check, you can inflict either Panicked or Silenced for a Round.

- **Knowledgeable (x2)** — You have collected a lot of knowledge over the years. Add +1 to every Knowledge Check.
- **The Inspired** — (You **MUST** have the Knowledgeable Feat before you take this Feat.) Your knowledge is precise and dangerous. Pick one of the following: Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired. Roll a Knowledge Check versus a target's Resist Dying Check. If you succeed, they are inflicted with the chosen condition for a number of rounds equal to your Attribute's dice size OR unless they succeed on the appropriate Check to remove the condition.
- **Fervent Devotion** — You firmly believe in your way of life. When upholding your code and principles, you may Exert yourself to roll a d20 and add the result to Pathos Checks.
- **Defender** — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.

## Faction

Wealth	80	Locations	Fieldworks Value
<b>Current Resources</b>	-Ysse Crystals -Porcelain -Salt -Ambergris -Sea-silk -Abalone -Textiles	Shrine of Telethens Shrine of Zavlakya	30 20
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Near to the Tree (Seer)
2	10	Seer, Seer Line (Foresight)	-
3	15	-	-
4	20	Seer Line (Astrologian)	Near to the Tree (Seer Line (Foresight))
5	25	-	-
6	30	Seer Line (Improved Foresight)	-
7	35	-	Near to the Tree (Seer Line (Astrologian))
8	40	Seer Line (Glimpse into the Soul)	-

9	45	-	-
10*	50	Seer Line (Greater Improved Foresight)	Near to the Tree (Seer Line (Improved Foresight))
11	55	-	-
12	60	Knowledgeable	-
13	65	-	Near to the Tree (Seer Line (Glimpse into the Soul))
14	70	The Inspired	-

## Court of the Demon King

The Demon King, the Enharr, is the eldest male of four siblings. He rules the Demons with a charming smile and iron claws. The Demons in general adore his fire and sense of justice, and his younger brother and sister especially so. However, he has led the Empyre to fight the Aftokratoria — and if he cannot protect them, all the Demons will be hunted down by the Ecclesia.

### Leader

<b>Level</b>	10	<b>NAME</b>	Enharr the Demon King
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Blood) + 4 (Bloodmagic Line 7)
<b>INT</b>	d6	<b>Current MP</b>	14 (check Bloodmagic Line)
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	10	<b>LIFESTYLE</b>	Landed Aristocracy
Individual Combat (Pow + Pow)		D8+d8 (+1 dmg) (check Bloodmagic Line)	
Command (Pow + Int)		d8+d6	
Intimidation (Per + Pow)		d6+d8 +4 (Bloodmagic Line 7) (Intimidating x2) (check Intimomancer)	
Theatrics (Per + Per)		d6+d6	
Deception (Per + Per)		d6+d6	
Logos (Per + Int)		d6+d6	
Pathos (Per + Spi)		d6+d6	
Perception (Int + Spi)		d6+d6	

Resist Persuasion (Int + Spi)	d6+d6
Knowledge (Int + Int)	d6+d6
Magic (Spi + Spi)	d6+d6 (check Bloodmagic Line)
Resist Dying (Pow + Spi)	d8+d6

## FEATS & LIMITATIONS

- **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
- **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
  - **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
  - **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.
  - **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
    - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
    - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
  - **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.
- **Intimidating (x2)** — People have come to find you very intimidating. Add +1 to every Intimidation Check.
  - **Intimomancer** — (You **MUST** have the Intimidating Feat before you take this Feat.) Your intimidating presence is almost supernatural. Roll an Intimidation Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.

## Faction

Wealth	10	Locations	Fieldworks Value
<b>Current Resources</b>	-Abalone -Obsidian	Palace (The Empyre)	14
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Assassins/Thuillean Nobility
2	10	Demonic Bloodmagic, The Radiant	-
3	15	-	-
4*	20	Knowledgeable	Near to the Tree (Demonic Bloodmagic)
5	25	-	-
6	30	Knowledgeable	-
7	35	-	Near to the Tree (Bloodmagic Line (Horns))
8	40	The Inspired	-
9	45	-	-
10	50	Animal Whisperer	Near to the Tree (Bloodmagic Line (Barbed Tail))
11	55	-	-
12	60	Mage (Fire)	-
13	65	-	Near to the Tree (Bloodmagic Line (Fangs))
14	70	Mage (Water)	-

## **Gevyna's Court**

Princess Gevyna is the eldest of the Royal Family of Demons, but her mother was not the Queen Mother. Despite this, there are many who believe Gevyna's careful consideration, logic, and planning would be better suited to the throne than the eagerness and passion of her brother — especially in a time when the Demons are at risk of genocide. Gevyna is loathe to start a Civil War officially due to the debt she owes to her loving family.

## Leader

<b>Level</b>	11	<b>NAME</b>	Gevyna, the Eldest Demon Princess
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Blood) + 4 (Bloodmagic Line 7)
<b>INT</b>	d6	<b>Current MP</b>	14 (check Bloodmagic Line)
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	1	<b>LIFESTYLE</b>	Landed Aristocracy
Individual Combat (Pow + Pow)			D8+d8 (+1 dmg) (check Bloodmagic Line)
Command (Pow + Int)			d8+d6
Intimidation (Per + Pow)			d6+d8 +4 (Bloodmagic Line 7) (Intimidating x2) (check Intimomancer)
Theatrics (Per + Per)			d6+d6
Deception (Per + Per)			d6+d6
Logos (Per + Int)			d6+d6
Pathos (Per + Spi)			d6+d6
Perception (Int + Spi)			d6+d6
Resist Persuasion (Int + Spi)			d6+d6
Knowledge (Int + Int)			d6+d6
Magic (Spi + Spi)			d6+d6 (check Bloodmagic Line)
Resist Dying (Pow + Spi)			d8+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Demonic Bloodmagic</b> — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.</li> <li>• <b>The Bloodmagic-Line</b> (You must have taken Demonic Bloodmagic at Level 1) <ul style="list-style-type: none"> <li>○ <b>Horns</b> — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.</li> <li>○ <b>Barbed Tail</b> — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.</li> <li>○ <b>Fangs</b> — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.</li> </ul> </li> </ul>			

- **Venomous Tail** — Your tail is now venomous. On a successful Combat Check, you Poison your target. Your Poison's DC is 4 + your SPI Attribute. If your target fails to beat the DC, it lasts 2 Rounds. Your Poison additionally gains one of the following effects which you pick now and do not change:
  - **Incubus** — Your Poison inflicts the Restrained condition on your Target.
  - **Succubus** — Your Poison inflicts the Mentally Impaired condition on your Target.
- **Wings** — Wings sprout from your back at will in a triumphant display of Bloodmagic. You gain the ability to fly in lieu of other travel options. Add +1 to Intimidation Checks and +2 to your Max HP.
- **Shapeshifter** — If you spend 6 MP, you can take on the form of any creature whose blood you have drank and adopt its Attributes and Feats — though not its HP or MP. At the end of the Round, roll a Magic Check DC 4 + # of Rounds spent in this form. On a success, you stay in the form for another Round. On a failure, you return to your normal form. If you die or fall unconscious, you remain in your shapeshifted form.
- **Intimidating (x2)** — People have come to find you very intimidating. Add +1 to every Intimidation Check.
  - **Intimomancer** — (You **MUST** have the Intimidating Feat before you take this Feat.) Your intimidating presence is almost supernatural. Roll an Intimidation Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.
- **Fervent Devotion** — You firmly believe in your way of life. When upholding your code and principles, you may Exert yourself to roll a d20 and add the result to Pathos checks.

Faction

Wealth	5	Locations		Fieldworks Value	
Current Resources	-Abalone -Obsidian				
Influence	Follower Count	Adjutant Levels	Faction Feats		
1*	5	-	Assassins/Thuillean Nobility		
2	10	Demonic Bloodmagic, The Radiant	-		
3	15	-	-		
4	20	Knowledgeable	Near to the Tree (Demonic Bloodmagic)		
5	25	-	-		
6	30	Knowledgeable	-		
7	35	-	Near to the Tree (Bloodmagic Line (Horns))		

8	40	The Inspired	-
9	45	-	-
10	50	Animal Whisperer	Near to the Tree (Bloodmagic Line (Barbed Tail))
11	55	-	-
12	60	Mage (Fire)	-
13	65	-	Near to the Tree (Bloodmagic Line (Fangs))
14	70	Mage (Water)	-

## Followers of Sirqa Sirutaq

Scattered across the desert, Sirqa Sirutaq's followers merely seek a more peaceful world — particularly amongst the Sha Hirza Ni. They believe they would be better equipped to handle the oncoming threats of humans and their Gods with the leadership of Sirqa Sirutaq. Or at the very least, they would bet their stocks on him and see him as a better investment than the Nine Tribes and their Stockmasters.

### Leader

<b>Level</b>	12	<b>NAME</b>	<i>Sirqa Sirutaq, the Marbled One</i>
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d8	<b>Current MP</b>	16
<b>SPI</b>	d8	<b>Max MP</b>	16
<b>Influence</b>	2	<b>LIFESTYLE</b>	Lone Wanderer
Individual Combat (Pow + Pow)			d8+d8
Command (Pow + Int)			d8+d8
Intimidation (Per + Pow)			d8+d8
Theatrics (Per + Per)			d8+d8
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d8+d8
Pathos (Per + Spi)			d8+d8

Perception (Int + Spi)	d8+d8
Resist Persuasion (Int + Spi)	d8+d8 +2 (Principled) (check Zealous Adherence)
Knowledge (Int + Int)	d8+d8 +2 (Knowledgeable) (check The Inspired)
Magic (Spi + Spi)	d8+d8
Resist Dying (Pow + Spi)	d8+d8

## FEATS & LIMITATIONS

- **Sha Hirza Ni** — You have 4 arms, 4 legs, and 4 eyes, and 10 light sensors. You are immune to the negative effects of the Missing Limb Limitation as well as the Restrained condition. You may Exert Yourself to glimpse into the future and force a target to reroll a Check. For the purposes of pre-requisites, this also counts as taking the Seer Feat. This Feat may not be taken more than once.
- **Lucky** — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.
- **The Seer-Line** (You must have taken Seer at Level 1)
  - **Foresight** — You may use the Seer feat twice per day total. You can use it multiple times in one round.
  - **Astrologian** — Before you take a course of action, you look to the stars for guidance. Roll 2d8 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
  - **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
  - **Glimpse Into the Soul** — You can see people's true natures by looking into their eyes. As an action, for each Round you hold eye contact with a sapient creature, roll a Perception Check DC 10. On a success, you may determine one of the following:
    - True intentions/Motives
    - Current and Total HP and MP
    - All of its Attributes
    - Two of its feats
  - **Greater Improve Foresight** — You look into the near future and see the result of your immediate actions. At the cost of 6 MP, before you or someone else takes an action, you may ask the GM what the likely outcome will be for that one, specific action — for example, learning your opposition's response to your argument in advance or foreseeing a rock falling on the party. The GM should pre-roll the potential results and must use them if you continue with the current timeline. You may then take whatever action you chose for real.
- **Principled (x2)** — You adamantly hold on to your beliefs. Though some may call you “stubborn”.. Add +1 to every Resist Persuasion Check.
- **Zealous Adherence** — (You **MUST** have the Principled Feat before you take this Feat.) You are impossible to sway and it shocks anyone trying to persuade you into silence. If you succeed on a Resist Persuasion check versus a target's Persuasion check, you can inflict either Panicked or Silenced.

- **Knowledgeable (x2)** — You have collected a lot of knowledge over the years. Add +1 to every Knowledge Check.
- **The Inspired** — (You **MUST** have the Principled Feat before you take this Feat.) Your knowledge is precise and dangerous. Pick one of the following: Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired. Roll a Knowledge check versus a target's Resist Dying check. If you succeed, they are inflicted with the chosen condition for a number of rounds equal to your Attribute's dice size OR unless they succeed on the appropriate check to remove the condition.
- **Sapper** — Fieldworks constructed under your personal command have an additional +2 HP. Additionally, you deal +1 damage to enemy Fieldworks. This feat raises the HP cap of Fieldworks above the normal restriction of your max Follower count.

## Faction

Wealth	5	Locations	Fieldworks Value
<b>Current Resources</b>	-Silk -Chitin -Bone	The Marbled City (Heart of the Desert)	6
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Nomads/Shahirzani Tribe
2*	7	Sha Hirza Ni, Seer Line (Foresight)	-
3	10	-	-
4	15	Seer, Seer Line (Foresight)	Hidden Location
5	20	-	-
6	25	Seer Line (Astrologian)	-
7	30	-	Traveling Infrastructure
8	35	Seer Line (Improved Foresight)	-
9	40	-	-
10	45	Seer Line (Glimpse into the Soul)	Smugglers
11	50	-	-
12	55	Seer Line (Greater Improved Foresight)	-
13	60	-	Near to the Tree (Lucky)
14	65	Fervent Devotion	-

## The Nine Tribes' Stockmasters

The Nine Tribes and their Stockmasters — the Tribes who stood against Sirqa Sirutaq — have lived in their way for many ages. No one can travel through the desert without their notice and good will. Among them, there are both warriors and peacemakers, hunters and farmers, but no matter the Tribe, they are adamant about their own way of life. Hil'sa Magun', one of the most influential Stockmasters, manages the stocks in the web above to carefully weave the Tribes' future so it matches the future he wishes to see.

### Leader

<b>Level</b>	9	<b>NAME</b>	<i>Hil'sa Magun', A Stockmaster</i>
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d8	<b>Max HP</b>	16
<b>INT</b>	d8	<b>Current MP</b>	16
<b>SPI</b>	d8	<b>Max MP</b>	16
<b>Influence</b>	9	<b>LIFESTYLE</b>	Working Class
Individual Combat (Pow + Pow)			d8+d8
Command (Pow + Int)			d8+d8
Intimidation (Per + Pow)			d8+d8
Theatrics (Per + Per)			d8+d8
Deception (Per + Per)			d8+d8
Logos (Per + Int)			d8+d8 +4 (Logician) (check Charming Smile)
Pathos (Per + Spi)			d8+d8
Perception (Int + Spi)			d8+d8
Resist Persuasion (Int + Spi)			d8+d8
Knowledge (Int + Int)			d8+d8
Magic (Spi + Spi)			d8+d8
Resist Dying (Pow + Spi)			d8+d8
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Sha Hirza Ni</b> — You have 4 arms, 4 legs, and 4 eyes, and 10 light sensors. You are immune to the negative effects of the Missing Limb Limitation as well as the Restrained condition. You may Exert</li> </ul>			

Yourself to glimpse into the future and force a target to reroll a Check. For the purposes of pre-requisites, this also counts as taking the Seer Feat. This Feat may not be taken more than once.

- **The Seer-Line** (You must have taken Seer at Level 1)
  - **Foresight** — You may use the Seer feat twice per day total. You can use it multiple times in one round.
  - **Astrologian** — Before you take an action, you look to the stars for guidance. Roll 2d6 at the beginning of the day. You may substitute this roll for any one roll at some point throughout the day.
  - **Improved Foresight** — You may use the Seer feat three times per day total. Additionally add +1 to your reroll.
- **Logician** (x4) — You form clear, concise, and analytical arguments that are difficult to dismantle. Add +1 to all Logos checks.
  - **Charming Smile** — (You **MUST** have the Logician **OR** Method Actor Feat before you take this Feat.) Your charming presence is almost supernatural. Roll a Persuasion Check versus a target's Resist Persuasion check. If you roll above your target's roll AND beat DC 14, you can inflict either Panicked or Mentally Impaired for a round.
- **Merchant** — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week's travel from that Luxury Good, you have access to it, regardless of Supply Lines.

## Faction

Wealth	70	Locations	Fieldworks Value
<b>Current Resources</b>	-Silk -Salt -Glass	The Exchange (Hul'sa)	6
Influence	Follower Count	Adjutant Levels	Faction Feats
1	5	-	Nomads/Shahirzani Tribe
2	10	Sha Hirza Ni, Seer Line (Foresight)	-
3	15	-	-
4	20	Seer, Seer Line (Foresight)	Near to the Tree (Sha Hirza Ni)
5	25	-	-
6	30	Seer Line (Astrologian)	-
7	35	-	Traveling Infrastructure
8	40	Seer Line (Improved Foresight)	-

9*	45	-	-
10	50	Seer Line (Glimpse into the Soul)	Smugglers
11	55	-	-
12	60	Seer Line (Greater Improved Foresight)	-
13	65	-	Near to the Tree (Merchant)
14	70	Fervent Devotion	-

# Monsters and Creatures



## The North

<b>Level</b>	1	<b>NAME</b>	Rumateur
<b>POW</b>	d8	<b>Current HP</b>	19
<b>PER</b>	d4	<b>Max HP</b>	16 +3 (Survivor)
<b>INT</b>	d2	<b>Current MP</b>	10
<b>SPI</b>	d8	<b>Max MP</b>	10
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d8+d8 (check Defender)
Magic (Spi + Spi)			d8+d8
Resist Dying (Pow + Spi)			d8+d8
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Defender</b> — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.</li> <li>• <b>Survivor</b> — You lived. You always do. Increase your Health by 3.</li> </ul>			



<b>Level</b>	6	<b>NAME</b>	Flavoneite (Void Beast)
<b>POW</b>	d6	<b>Current HP</b>	12
<b>PER</b>	d4	<b>Max HP</b>	12
<b>INT</b>	d6	<b>Current MP</b>	14
<b>SPI</b>	d8	<b>Max MP</b>	14
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d6+d6
Magic (Spi + Spi)			d8+d8 (check Mage)
Resist Dying (Pow + Spi)			d6+d8
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Mage</b> — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. <ul style="list-style-type: none"> <li>○ <b>The Abyss</b> — Used to cause someone to do worse. For the duration of the effect, add -2 to their rolls.</li> <li>○ <b>The Serpent</b> — Used to improve your ability to betray those around you. For the duration of the effect, you may roll Deception Checks with a +3 bonus.</li> <li>○ <b>The Demon</b> — Used to exact vengeance. Total the incoming damage you take for the duration of this effect and add it to your next attack roll.</li> <li>○ <b>Earth</b> — Used to lock the mouth of the flavoneite onto the victim. A latched flavoneite can only be removed with the water spell.</li> </ul> </li> </ul>			

- **Water** — Used to unlock the mouth of the flavoneite after feeding.
- **Amnesia** — After losing sight of a flavoneite after it has bitten you you lose all memory of the creature.
- **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.

## The South

<b>Level</b>	5	<b>NAME</b>	Dreadtooth
<b>POW</b>	d20	<b>Current HP</b>	49
<b>PER</b>	d8	<b>Max HP</b>	40 +9 (Survivor)
<b>INT</b>	d2	<b>Current MP</b>	12
<b>SPI</b>	d10	<b>Max MP</b>	12
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d20+d20
Magic (Spi + Spi)			d10+d10 (Practiced Mage) (check Mage)
Resist Dying (Pow + Spi)			d20+d10
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>● <b>Mage</b> — You have less than the average number of eyes — either born without one or sacrificed one of them to the Abyss yourself. However, with your eye in the Abyss, you can see the Ysse of the world and manipulate it to create spontaneous and magical effects. <ul style="list-style-type: none"> <li>○ <b>Earth</b> — Used to control wood or stone OR cause a non-creature target to lock in place (i.e. Water freezing into ice or magically locking a door).</li> <li>○ <b>Wind</b> — Used to create a gust of wind OR speed up oneself or other effects to twice their regular speed.</li> </ul> </li> <li>● <b>Practiced Mage</b> — (You <b>MUST</b> have the Mage Feat before you take this Feat.) You have meticulously practiced the careful movements used to manipulate Ysse. You may substitute one Performance die in place of a Spirit die during Magic Checks.</li> <li>● <b>Survivor (x3)</b> — You lived. You always do. Increase your Health by 3.</li> </ul>			



— A Ririhk Eleftegos

<b>Level</b>	5	<b>NAME</b>	Ivory Beast (Eleftegos)
<b>POW</b>	d20	<b>Current HP</b>	55
<b>PER</b>	d4	<b>Max HP</b>	40 +15 (Survivor)
<b>INT</b>	d8	<b>Current MP</b>	10
<b>SPI</b>	d4	<b>Max MP</b>	10
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d10+d10 (check Defender)
Magic (Spi + Spi)			d4+d4
Resist Dying (Pow + Spi)			d20+d4
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Defender</b> — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.</li> <li>• <b>Survivor (x5)</b> — You lived. You always do. Increase your Health by 3.</li> </ul>			

## The East

<b>Level</b>	1	<b>NAME</b>	Seal
<b>POW</b>	d8	<b>Current HP</b>	16
<b>PER</b>	d6	<b>Max HP</b>	16
<b>INT</b>	d4	<b>Current MP</b>	10
<b>SPI</b>	d6	<b>Max MP</b>	10
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d8+d8 (check Defender)
Magic (Spi + Spi)			d6+d6
Resist Dying (Pow + Spi)			d8+d6
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Merchant</b> — You are a purveyor of goods — a fine businessman with the savvy to keep access to what your customers desire. You can easily secure passage on ships or caravans. Pick a Luxury Good. If you are within one week's travel from that Luxury Good, you have access to it, regardless of Supply Lines.</li> <li>• <b>Defender</b> — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.</li> </ul>			

<b>Level</b>	4	<b>NAME</b>	Demon Hound
<b>POW</b>	d8	<b>Current HP</b>	26
<b>PER</b>	d6	<b>Max HP</b>	24 (Demonic Bloodmagic) +2 (Bloodmagic Line 3)
<b>INT</b>	d6	<b>Current MP</b>	12
<b>SPI</b>	d6	<b>Max MP</b>	12 +2 (Bloodmagic Line 3)
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d8+d8 (check Bloodmagic Line) (check Defender)
Magic (Spi + Spi)			d6+d6
Resist Dying (Pow + Spi)			d8+d6

## FEATS & LIMITATIONS

- **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
- **Defender** — You do your best work when protecting others. Once per Round, if an ally is within your reach would take damage, you may choose to take it for them. This feat may not be taken more than once.
- **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
  - **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
  - **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
  - **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.

## The West

<b>Level</b>	1	<b>NAME</b>	Sandworm
<b>POW</b>	d12	<b>Current HP</b>	24
<b>PER</b>	d4	<b>Max HP</b>	24
<b>INT</b>	d4	<b>Current MP</b>	8
<b>SPI</b>	d4	<b>Max MP</b>	8
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A
Individual Combat (Pow + Pow)			d10+d10
Magic (Spi + Spi)			d4+d4
Resist Dying (Pow + Spi)			d10+d4
<b>FEATS &amp; LIMITATIONS</b>			
<ul style="list-style-type: none"> <li>• <b>Lucky (x2)</b> — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.</li> </ul>			

# The Rising Red

“The Rising Red” is a *Little World of Fates* Game Session for Character Levels 1-3 and will likely take a group about 2-4 hours to play. The meta-goals of this Game Session are both to familiarize new Players with the *LWOF* system as well as open up a potential campaign, but it could also be used as a one-shot. This session will likely work best if Player Characters begin the session without a Faction and form a Faction at the end.

What follows is an encounter with food shortages, post-war trauma, and Demons.

## Safety Reminder

Remind your Players, either using your own methods or the quoted text below, to engage in safe roleplaying practices.

**Read aloud:** “This is a game about politics, negotiation, and betrayal. But it is, in the end, a game. We are friends here. We're here to be entertained. If anyone, including me, does or says anything that makes you uncomfortable, all you need to do is say, ‘Time out’. We'll then take a time out — notably, out-of-character — to discuss what we want to change and how we want to move forward in a way that is entertaining for everyone.”

## Introduction

The following information is important to the context of the world right now, particularly for new Players. **Either read aloud or otherwise convey the following information:**

“It's been a month since the Fall of Nouveau Thuille. But it's been a whole winter of surrender — since the Southerners, the Aftokratoria, revealed their green lightning that could split reality itself and destroyed a whole Kingdom in a single strike. Thuille was the last bastion of resistance in the North and now, with it gone, there is, at last, world peace. In theory, at least.”

“You are all residents in Saegenheim — an ancient city home to a long line of Sage Kings. Today, it's a cold place on the northern most coast of the Northern Continent. It rarely gets sun in the winter,



between the short days and the Upper Continent above. To some of you, it's home. To others, it's all you have left. You probably lived here and maybe even started to believe in world peace... when the city's largest food store caught fire and burnt to the ground. Some blamed the Ysse spring which burst up inside — Ysse being the particle which is used to conduct all the world's magic — but others blame the strange numbers of silver-skinned Demons afoot and point to the people vanishing in the warehouse district.”

“Regardless of the cause, a Town Hall has been called and you are all invited to discuss what the city should do about its soon-to-be-starving populace. Many clamor for your newfound Southern overlords, the Aftokratoria, to send you aid and others yet say you should take your warships to the Demonlands. But ultimately, it will be up to each of you what happens to this city.”

“You all gather in the old Hall of Kings — where presumably the Great Sage King would live if he were still around. The walls are made of thick black pine and fine fur rugs cover the floors. A grand, shining table curves around a large, empty stone throne. A giant ysse fire roars in the hearth and light refreshments are set out for those in attendance. Concerned residents, local lords, and, of course, Sages — many of them missing their eyes — mill about, waiting for the meeting to begin.”

**Ask the Players to introduce themselves — Who are they, where are they from, and what are they currently doing.**

- If they're from the Aftokratoria, they're here to try to get things settled on behalf of the Telethenian Senate.
- If they're from the North or a Selkie, they live here--they either just moved here because of the war or they've lived in this city their whole life.
- If they're a Sha Hirza Ni or Demon, they're a Northerner but they've always been here.

## **Secret Plots**

There are some potential, larger secret plots going on simultaneously which you can hint at and flesh out or not:

- There is a secret rebellion brewing. Their goal is to assassinate the Philosopher King.
- Powerful beings called "Godlings" are returning to the world and gathering followers. Each is inhuman in their own way and has its own domain.
- The Demons are on the verge of civil war — between the eldest Princess, Gevyna, and the Demon King, Enharr. A third party, known as the Red Monarch, is against both of them.

## Exploration — Before the Town Hall

**Allow the Players to drift between different parts of the gathering.** NPCs with stat blocks are marked with (*Name*) and all others have their names written out normally.

- A young Saegen lord (**Lord Sindri**) with warm, brown hair in a long, elaborate braid and golden warpaint still glittering in the crevasses of his face knits angrily by the window.
- A woman all in green woolen wraps (**Archsage Davala**) speaks in a low, pleasant voice with other locals, trying to assure them everything will be alright.
- A dark haired man, Ynfel, entertains his daughter, Saer, with a small collection of wooden dolls by the fireplace. Both wear eye patches.
- A Sha Hirza Ni, (**Fir'qa G'rim'**) velvet-shelled creature with 10 eyes, 4 arms and 4 legs, and a topknot of silky black hair. in a jingling belt stares up at a tapestry hung on the wall.
- A blonde man, named Kern Ingille, in a duster with the City Watch insignia (Sun Rune, gold semi-circles set in concentric rings) painted on the back leans against a wall and plays with his waterflask. Perception Check DC 4 — He's clearly bored out of his mind. He will tell you there's a rumor that Demons destroyed the food store--people keep vanishing in that side of town.

### The Seeress' Entrance

**Read aloud:** “The door to the winter outside opens once more — and in steps a small entourage, all in white, led by a veiled girl (Yeulia) — maybe 15-16 — with long silvery hair. She walks with an olive branch twisted into a shepherd's hook. Four Telethenian Inquisitors flank her — marked with their white sashes that mark them as citizens and Ecclesial workers. They announce her: ‘Yeulia, the Seeress of the World, Head of the Ecclesia’. The room is hushed as she enters. But she smiles delicately beneath the veil and simply waves, before making her way over to Davala.”

- With a **Knowledge Check DC 7, read aloud:** “This young lady, supposedly, has led the Ecclesia for two-thousand years — forever reborn to lead.”

Yeulia has a short terse conversation with Archsage Davala, during which Davala wants her to leave and Yeulia wants to show she genuinely cares. **Read aloud:**

- **Yeulia:** “I hope you'll excuse me, Sagelady... I heard that there was incident and I thought... perhaps... I could help. Please... if there is anything that I or the Aftokratoria can do for you, please do not hesitate to ask.”
- **Davala:** “I am sure the people of Saegenheim appreciate your presence and care.”
- **Yeulia:** “I'm sure they appreciate it just as much as you. I am here simply to observe with eyes unclouded. I would hope, as a fellow Seeress, you could understand that.”
- **Read aloud:** “And with that, she drifts off to the food table. The crowd stops eavesdropping. Davala retreats from the main room, and her husband soon follows her — leaving her daughter alone by the fire.”

- With a **Perception DC 14, read aloud:** “She's hiding it well, but Davala is furious. You suspect it's because the Seeress of the World knows about all of the possibilities of the future but chose not-to-help the people of Saegenheim.”
- If the Player Characters follow her, she will confess that she doesn't understand how a Seeress could refuse to use her power to protect people. She might say, “But I won't pretend to understand Asarlai's Plans...”
  - With a **Knowledge DC 7**, Player Characters will know Asarlai is one of the Saegen gods — the God of Winter, Secrets, and Death. The Saegen believe that they sacrifice their eyes to him to become Mages.

**Let the Players handle the twist** for a Round of exploration and then have **Davala return to convene the meeting.**

- **Read Aloud:** “You notice Davala returns, arm-in-arm with her husband. Drums beat and the crowd begins to move to their assigned seats around the Hall of Kings. Archsage Davala takes her place at the head of the room, sitting at the right hand of the long-absent King. As the drums silence, she announces: “This Town Hall is now in session.””

## Major NPCs

- Lord Sindri til Elvenal — Young, clever heir to Elva Hall after the death of his father in the Siege of Thuille.
  - 8/6/6/4
  - Feats: Saegen, The Radiant, Fervent Devotion (Add d20 when you believe in something)
  - Motives:
    - Trying to get rid of Southern influence
    - Blames the Southerners for the destruction of the food store
  - Sample Voiceline: “Of course, we need to feed the people. We ARE the people. But I won't eat from the hand that beat me.”
- Archsage Davala — A kind, down-to-earth young lady with an adopted daughter, Saer, her husband, Saega Ynfel
  - 6/6/6/8
  - Feats: Seer, Saegen, Selkie, Mage (Water/Wind/Earth/Sun)
  - Motives:
    - Get Saegenheim food
    - Maintain peace and calm
  - Sample Voiceline: “I'm glad everyone has come together so quickly to find a solution to this. But... I just... I worry everyone's more concerned about their own needs than the people of Saegenheim.”
- Fir'qa Grim' — A charming Sha Hirza Ni assassin with a suave, Thuillean-accent
  - 8/10/6/6

- Feats: Sha Hirza Ni, Duelist, SeerLine1 (Foresight), Performer, Spiritual, Intelligent, Assassin (Deception then double damage)
- Motives:
  - Learn how to defeat the Aftokratoria
  - Gather information for the House d'Magnia network
  - Impress his boyfriend, Al Ish'tar
- Sample Voiceline: “Oh, my darling, do not fear — I don't bite, unless you're into that, of course.”
- **Yeulia** — A 16-year-old reincarnation of the founder of the largest world religion, fiercely dedicated to her sense of justice, empathetic to everyone
  - 8/8/10/8
  - Seer, Seer-Line 5, Perceptive (x2), Principled (x2), Zealous Adherence (Panic or Silence when people fail to persuade), Knowledgeable (x2), The Inspired (Diseased, Poisoned, Silenced, Physically Impaired, or Mentally Impaired for 10 Rds — Knowledge sets DC vs. Resist Dying Check), Fervent Devotion, Defender
  - Motives:
    - Learn more about the Demonic uprisings all around the world and why she struggles to see them
    - Uphold the glory of the Aftokratoria
  - Sample Voiceline: “If I simply tell you everything that happens, it'll change the future so much. You'll have to trust I'm already guiding you on the right path, my child.”

### Names for Random Other NPCs

- When in doubt, use 6/6/6/6
- Add +2 to any Skill Check if the Character should be good at it according to the narrative

North	South	Demons
Aselen(a)	Eulan Praefori	Arcyhol
Banarl(a)	Mias Espari	Evenevrre
Hgarvils(a)	Tarchus Euchiri	Tavyna
Ilmarinen(a)	Clofius Nicori	Ludera
Kupr(a)	Machri	Zel
Daluniques	Svetnya	
Filestre	Lana	
Mecina	Dyervid	
Purielle	Verihstav	

## The Town Hall

**The Town Hall begins with Davala reiterating why the Players and others are here:**

- **Read aloud:** “We are gathered here today to discuss the destruction of the Suringr Food Store. For those of you who had not heard the details, a Ysse spring erupted inside of it, about three days ago, sometime early in the morning, and the whole building burned to the ground. It would have been enough to carry us through the rest of the winter. Our stores won't be reliably replenished for another 6 months. Today, you will all have an opportunity to discuss your concerns and next steps. I know that speaking at these sorts of events can be nerve wracking if it's your first time but, I promise, we're here to help you — not bite your head off. Do I have any brave volunteers who want to begin?”

**Failing any of the Players volunteering, Lord Sindri will speak:**

- **Sindri:** “Nouveau Thuille is the closest major power to us. We have been allied in this whole war. Surely we can ask them for aid.”
- **Davala:** “Nouveau Thuille was just besieged and owes 50 thousand crelinques to the Aftokratoria. We can certainly write to them, but I don't need to throw bones to know they say they can't. I don't even think they have a government right now.”
- **Sindri:** “It seems pretty clear cut to me then: The Demons should pay for it since their fault the Sunringr Food Store was destroyed. Surely, if they have the forces to spare to raid us, they can spare the food to replace it, if they want to stay in our good graces.”
- **Read aloud:** “Some of the crowd quietly murmurs in agreement.”
- **Davala:** “Sindri! We have no proof it was them! And even so, the Demon King is not responsible for Demons living beyond his lands!”

**A Telethenian representative can offer to help** but demands an exorbitant amount be repaid but Sindri refuses to allow any influence because he doesn't approve of the Aftokratoria. **He will loudly object to any such offers or suggestions**, unless all the Players vote for it. Then he will become deadly quiet.

- **Example Sindri Objection:** “Absolutely not! Surely you don't think we're going to beg for help from the hand that beat us!”

**Let the Player Characters discuss** until they come to a consensus **OR if they seem to be going in circles for more than a minute or two, bring the Town Hall to a vote.**

- If the town hall adjourns with food from the South, Sindri then tries to have the party assassinated. (See [Assassin Route](#))
- If the town hall adjourns without any decision reached OR if the grand hall adjourns with trying to get the Demons to do it, Yeulia will pull them aside and tell them what she's observed about the Demons. (See [Demons Route](#))

- If the town hall adjourns with a Player-pursued option not listed here, Yeulia will still pull them aside to warn them about the Demons but will not make it their responsibility to handle. (See [Demons Route](#))

Regardless of what they decide or don't decide, **Yeulia leaves the venue** after talking to the Player Characters and returns to her white-sailed airship the harbor.

## Assassin Route

**Lord Sindri til Elvenal invites them into a private meeting room** where he will assassinate them for impeding the independence of the North. **Read aloud:**

- “He stands, awaiting you outside. He seems to be considering things. He gestures for all of you. He says, ‘We should talk. Come with me.’ He leads you to a side room and waits for you all to enter and closes the door behind you.

**He asks any apparent military people** if they fought in the war.

- **Sindri:** “You know, my father... he died in the War. He was betrayed — his own shieldmaiden stabbed him in the back. She was a Southern bootlicking whore... I have no more patience for bootlickers.”

**Then, he draws his axe.**

Sindri attacks the most capable looking person. His thought is he's going to kill them all — he's upset that they're corrupting the North by accepting aid from the South.

- Lord Sindri til Elvenal — Young, clever heir to Elva Hall after the death of his father in the Siege of Thuille.
  - 8/6/6/4
  - Feats: Saegen, The Radiant, Fervent Devotion (Add d20 when you believe in something)
  - Motives:
    - Trying to get rid of Southern influence
    - Blames the Southerners for the destruction of the food store
  - Sample Voiceline: “Of course, we need to feed the people. We ARE the people. But I won't eat from the hand that beat me.”

**Remember:** Combat order is from Higher to Lowest POW, ties roll until there isn't a tie.

**If the Player Characters try to get the door open, it's blocked** from the outside by his men, who have a stat block identical to him for the purpose of this fight.

**If any Player Character drops to 0, Fir'qa G'rim' reveals he was in the room the whole time and stabs Sindri to end it.**

- **Read aloud:** “He says, ‘I knew the young man was trouble... Come, follow me.’ and starts to lead the party out the window... When they hear ‘The Red Monarch Rises!’”

See [“The Red Monarch Rises”](#).

## Demons Route

### Read aloud or otherwise convey the following:

- “After the meeting, Yeulia taps you each on the shoulder and says, ‘Please, come with me.’ She leads you to a side room — a stone-tiled smoke-room with pillows on the stone benches and no rugs on the floor. She tells you to leave the door open behind you, but the Inquisitors stand at the entrance, waiting.”
- **If the Players are going to deal with the Demons:**
  - **Yeulia:** “My friends... I need you to know something about the Demons... it isn't just here. On the Isle of Telethens, they've begun to infiltrate the South East district. And... for whatever reason, I can't see them anymore. But the last that I could, they have been trying to rebuild their forces. But the Demons in the Empyre — that is, the Demonlands — I... they're on the brink of Civil War. They're not doing this. They could be our allies in figuring out what is causing them to become more violent and dangerous.”

**Yeulia will be willing to reveal:** (And feel free to supplement this with additional lore from the [Worldbuilding](#) as well as lore of your own creation)

- The legend of the origin the world
  - Dyeus, the God of Interconnectedness, and Eris, the Goddess of the Abyss, fought in a storm until Dyeus married Eris to cause her to stop trying to destroy the world. They are the parents of humans. Dyeus wants to teach the humans to unite the world, but Eris is trying to rip the humans apart... for now.
  - The Aftokratoria is trying to unite the world to achieve this vision.
- Her own legend — though, the Player Characters **can know it already with a Knowledge DC 7** for Southerners and **DC 10** for Northerners.
  - See [The Svanihk Culture](#) for her story.
- With a **Perception Check DC 18**, the Players can see that she believes these events are tied to something else. With a **Resist Persuasion** contest against the Player Characters' **Persuasion**, the Player Characters can learn about the cult in Kivihkya.
  - The fourteen Demon Tsars of Kivihkya are trying to establish independence from the Aftokratoria and possibly reunite all the Demons under one Demon King. The Tsars are secretly Demons, though, and only Yeulia and some of her trusted Inquisitors know.
  - Yeulia believes these Demons are the ones who are actively hostile against the humans while the northern Empyrean Demons are mostly on humanity's side.

After Yeulia negotiates with the Players:

- **Read aloud:** "I wish you well on your path.' She nods to each of you, trusting you somehow, and turns, her escort falling to heel her. And she glides out — leaving the Hall of Kings as mysteriously and suddenly as she came."

You can then bring back the first exploration area and let the Players mingle until they grow comfortable until:

- **Read aloud:** "You hear a crash from the other room — a window being smashed in. 'The Red Monarch rises!' you hear, followed by screams."

See [“The Red Monarch Rises”](#).

## The Red Monarch Rises

**Read aloud or otherwise convey the following:**

- “As you look around, you see maybe a dozen or so silver skinned Demons with dark hair and glowing red eyes stalk in through the window. It's a strange, unnatural shade of red — unlike anything you've ever seen. The Demons spread out with unnatural speed and coordination — like one creature spreading its fingers. Several people draw their swords and guns. What would you like to do?”

**Remember:** Combat order is from Higher to Lowest POW, ties roll until there isn't a tie.

Each Player and Sindri will lead 5 temporary Followers for the duration of this combat. They will roll Command Checks versus that of a Demon Commander. Their temporary Followers will cease to follow them OR become Potential Followers, depending on how closely the Player Character seems to bond with them.

- A Demon and five of its Followers are attacking using the Generic Demon stats. Give them their infantry bonus:
  - **Monarch's Blood** — Gain +1 to all attack rolls for every 2 Followers that fall in battle. This bonus stacks until the end of the battle.

**Remember:** Each Follower grants a +1 Follower bonus, so everyone gets a temporary +5 for this combat.

### Generic Demon

- Ashen-skinned, horned, fanged, sometimes winged, golden/amber/crimson eyes
- 8/6/6/6 +5 (Follower bonus)
- On Combat Check, they can Poison a single target, Resist Dying DC 10. Roll a d6:
  - 1-3 — Is a Succubus (inflict Mental Impaired + Poison)
  - 4-6 — Is an Incubus (inflict Restrained + Poison)
- Can spend 1 HP to regain 1 MP — So they will Exert themselves A LOT

## Conclusion

**Read aloud:** “The dust settles as the Demons flee. Davala approaches you.”

Once the Demons are chased off, if the Players have not found anything they want to champion yet, Davala asks them to put together a Faction to represent the needs of Saegenheim to either the Aftokratoria or the Demons, depending on which the Players seem more interested. She then asks them to elect the Leader of this new Faction, and they vote on who gets the first Influence point of the game.

Otherwise, the Player Characters may form a Faction based on whatever they want and pursue another goal — such as rebellion against the Aftokratoria or getting rid of Demonic Influence.

And now, your players are free to explore the...

WORLD of  
FATES

# Credits

## Writer, Narrative Design, Mechanics Design, Artist

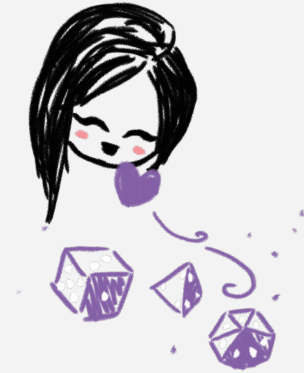
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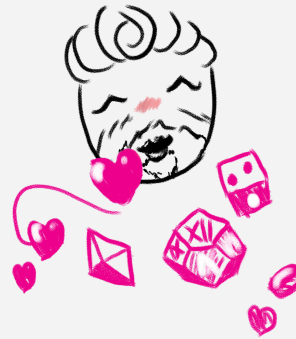
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