



Little World of Fates

The Roleplaying Game

One-Page Spread Edition

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. **Player Characters (PC)** 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 ever changing world? Take your fate into your own hands in the World of Fates Official TTRPG!

Attributes

Attributes represent different aspects of leadership and are represented by an even number that typically represents dice-size. There are four Attributes upon which all characters are built:

- **Power (POW)**
- **Performance (PER)**
- **Intelligence (INT)**
- **Spirit (SPI)**

When PCs 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

Your **Max Health** is 2 times your POW size and your **Max Mental Energy** is 2 times your INT size. In combat, you both roll $2 \times \text{POW}$ and whoever rolls higher deals the difference in damage. You can spend 1 MP/round on magic OR 6 MP to reroll any Check.

Checks

Whenever PCs attempt to do something where success or failure is consequential to the story, the PCs must make a Check. Most Checks constitute a combination of two dice rolls. The GM determines the DC of the check. If the Players roll **higher than** the DC, they mostly succeed.

Sample Check 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

Feats & Leveling Up

PCs periodically level up when the GM says so. Every level, players gain 1 new Feat — this is a special ability unique to the PC. Some example Feats include:

- **Automaton** — You are one of the rarest creatures on earth — a doll with ceramic skin, metal Ysse wires in lieu of veins, and sapience. Most humans do not see you as a person and no government recognizes you as having rights. Your Max Health is equal to $\text{POW} \times 4$.
- **Defender** — 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.
- **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.
- **Nuclear Option** — (You **MUST** be at least character level 9 before you take this Feat.)

Spend 6 MP to swap the location of two 100lb-or-less targets into the same location. 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.

- **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.
- **Silver Tongued** — Whatever you say, people tend to assume is true. Add +1 to every PER + PER Check.
- **Survivor** — You lived. You always do. Increase your Health by 3.

At level 4, level 8, and level 12, players increase the size of one Attribute dice size to the next size up. (i.e. **d2** to **d4** to **d6** to **d8** to **d10** to **d12**.)

Factions

Each Player and NPC Leader is the Leader of a Faction. They start their Faction when they gain 1 Influence and 10 Wealth. Any time the Leader does something significant, they gain a point of Influence. For each point of Influence, they gain **5 Followers**.

- Followers act in groups. Followers roll 2d2+ # of Followers on any Check.

Every even Influence point, Leaders gain an Adjutant level. Adjutants are a Leader's right hand man. They are built exactly like Players/Leaders, except less powerful. GMs will typically roleplay as the Adjutant though the Players can give the Adjutant orders.

Adjutants and Followers can claim Luxury Resources, establish Supply Lines, Earn Wealth, or construct Fieldworks at a rate of 2d2 + # of Followers doing the task (i.e. 2d2+5 Wealth/HP of Fieldworks). They can also take any other actions that would take about a week.

Encounters

Encounters in LWOOF are a little different than some other TTRPGs, given that they are more political in nature. Mock Trial and Model UN are good basic premises to follow, if you are looking for inspiration. When building an encounter, be sure to think about:

- The Opening — Introduce the PCs to the scene and set the stakes.
- The Rising Action — Raise the stakes, feed them more information, and let them plan.
- The Twist — Surprise the PCs somehow.
- The Resolution — Let the PCs handle the Twist as well as tie your Opening back into the dramatic ending of the Encounter.

For example, in a Courtroom, this might be the opening statement, the examination, the cross-examination, and the final ruling. In a ball, it might be the debut, the dance, the murder, and the fallout. Play with different encounter types!

Non-Player Characters

NPCs, monsters/creatures, and NPC Factions are built identical to Players/Player Factions. However, if an NPC needs to be built on the fly, make all their rolls 2d6 and add 2 to 6 if the NPC should be good at the action. This will be more-or-less balanced with the Player levels. Sample NPC:

Fir'qa Grim' — A charming Sha Hirza Ni assassin with a suave, Thuillean-accent

- Attributes: 8/10/6/6
- Feats: 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.”