



# FOR THE HONOR

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An Anthology game based on the Firebrands Framework developed by D. Vincent Baker & Meguey Baker.  
Inspired by Dreamworks' She-ra and the Princesses of Power.

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## **Introduction**

Rathael is a land full of magical people, fantastical creatures, and mystical kingdoms. It is studded with ancient ruins left behind by a long-lost civilization.

It had always been a peaceful realm.

That is, until twelve years ago. The Legion came down from the stars and began to colonize the planet. Their expansion was swift and brutal. Caught on the back foot, the kingdoms of Rathael united and forged the Rathaelian Resistance. The warriors and princepts of the Resistance fought valiantly.

Within a year they pressed the Legion back to their stronghold. Sadly, their final assault ended in tragedy. The Resistance shattered and the Kingdoms turned to isolation.

It has been twelve years, and a new generation is beginning to see the need for another Resistance. The Legion has been attacking towns again. The Kingdoms are sending out invitations to balls. And the Wilds have been getting stranger and stranger.

You, the princepts and warriors of factions at odds, will clash, quarrel, and flirt to sway Rathael in your favor.

## What is this game?

“For the Honor is made up of a bunch of mini-games which players lace together to create a story. Play them in any order you like and as many times as you like. Each mini-game has its own rules and a list of prompts or questions that you will ask other players.”

## Principles

“We have four guiding principles to keep in mind as we play:

- **Be curious:** Ask questions about the things that interest you. Follow the things that excite you.
- **Be a fan of the other characters:** Cheer them on. Support their choices.
- **Play loose:** Invent things on the fly and leave space for ideas to come. Keep the fiction fluid.
- **Get messy:** Fling your character into hasty actions, foolish romances, and complicated friendships.”

## How to play

First, hand everyone a copy of the game, an index card, and a thing to write with. Set some tokens and coins in the middle of the table. If you are playing online everyone should have a copy of the pdf, a way to flip coins (discord bot, virtual tabletop, or other) and a shared document to take notes in.

Once you’ve done that, **create your characters** (pg. 4) and then go around the group **introducing** them to each other.

Next, whoever has watched a cartoon most recently will begin leading **The Prelude** (pg. 9).

From there you will take turns around the table. On your turn you will freely choose any mini-game and one or more players to play it with. All of you then flip to that game, read the rules aloud together, and play it. Go around the table at least once, or as many times as you want!

## Tips

Here are some tips for playing the game:

- The prompts are guidelines and suggestions, not hard lines. Don’t be afraid to change them to fit the action you want to take. You can even make up new ones if you’re feeling creative!
- Remember to use your abilities during the mini-games. They are your character’s main tool for solving problems big and small.
- If you aren’t actively playing in a scene, you can still ask questions about the setting or situations surrounding it. You can also take that time to look through the other mini-games and think about what you want to play next.
- It’s okay to narrate outside of the mini-games too. If you want to have a quick scene that leads into another game or you want to foreshadow something, just let the group know that you have an idea. If they are interested, do it! Just keep in mind that shorter scenes are usually better than long ones.

## Safety

This game is about friendship, collaboration, and vulnerability. As such, there are times when difficult themes will rear their heads. It is important we have tools at the ready to face them, together. To start, we can create a list of **boundaries** together. These can be things that we don’t want to come up in play, or preferences you have. Some examples are “I don’t want to have any romance in this session,” or “I don’t want to go into detail about bugs.” It’s okay if you don’t have any.

During the game anyone can call a pause to **check-in** if they want to add a boundary, or need/want to remove or reframe an element of the story we are telling. Remember: our safety and happiness are worth more than any story we are creating.”

## Death

The tone of this game is meant to be light and fun. To achieve this, characters can't die: the worst that can happen is that they may be knocked out or moderately injured.

## Future sessions

Each session of For the Honor should feel like a three episode arc of a science-fantasy cartoon. You might find a satisfying conclusion at the end of one play session, or you might link together multiple play sessions to create an entire season.

## The mini-games

<b>The Prelude</b>	<b>10</b>
<i>a surprising event, a mysterious person, a valuable object</i>	
<b>Crossing Paths</b>	<b>12</b>
<i>a time past, a reunion, a new context</i>	
<b>Venture Forth</b>	<b>13</b>
<i>a journey shared, a challenge faced, a truth uncovered</i>	
<b>Mincing Words</b>	<b>14</b>
<i>a tense argument, a tender confession, a duel of wits</i>	
<b>Taking the Dance Floor</b>	<b>16</b>
<i>a warm embrace, a moment in concert, a rhythm of steps</i>	
<b>Hand to Heart</b>	<b>17</b>
<i>a closeness shared, a gentle touch, a beating of hearts</i>	
<b>Taking Shape</b>	<b>18</b>
<i>a fresh look, a flash of sparkles, a transformation</i>	
<b>Giving Chase</b>	<b>19</b>
<i>a quickened pace, a chance taken, a close pursuit</i>	
<b>Blade to Stave</b>	<b>21</b>
<i>a standoff, an ambush, an exchange of blows</i>	
<b>Search and Rescue</b>	<b>23</b>
<i>a captive, a captor, a rescuer</i>	
<b>All-Out Battle</b>	<b>26</b>
<i>a line crossed, a castle besieged, an order given</i>	
<b>Stand United</b>	<b>28</b>
<i>a common cause, a helping hand, a sacrifice made</i>	

## Creating Your Character

Follow these steps to create your character:

1. Choose your **faction** and give yourself **three traits**.  
There are four factions to choose from: the Resistance, the Legion, the Kingdoms, and the Wilds.  
*You don't need each faction to be represented in your game. Feel free to experiment with different combinations.*
2. Choose up to **two abilities**.  
Abilities are everything from teleportation to archery to baking.  
*These are the skills that your character uses to solve problems.*
3. Choose a **name, pronouns, and describe yourself**. You may also **name your home**.  
All sorts of people live and exist on Rathael.  
*Be whoever or whatever you want!*
4. **Introduce** your characters to each other.

Once you have finished these steps, whoever has **watched a cartoon most recently** will begin with a game of **The Prelude**.

|*Princept* is Rathael's word for people who wield magic. It is a gender-neutral term. Some magic wielders prefer to be called *princess* or *prince*. The choice is up to you. |

## Factions

Choose your **faction** and give yourself **three traits**.

Your faction provides your character with a motivation and some goals to pursue. Each faction also has questions to answer as you build your character.

Your character's faction may change during play, and that can be awesome. However, changing factions does not change your traits.

You don't need each faction to be represented in your game. Feel free to experiment with different combinations.

## The Resistance

You are a princept or ranger of the Resistance.

As a member of the Resistance, you want to convince the Kingdoms and the Wilds to help you thwart the Legion's plans.

**Choose three traits** that describe you: fiery, charming, generous, idealistic, funny, sweet, cool-headed, weary, thoughtful, moody, fashionable, gorgeous, vain, naive, cautious, unpredictable, scrappy, loyal, disillusioned, \_\_\_\_\_.

*"Watched over by a caring matriarch, the newly rekindled resistance is just beginning to take back ground from the evil Legion. It has been twelve years since the last Resistance fell. Since then, the Legion has become ever more forceful in their conquest. Right now, one thing is clear: the only way to save Rathael is to forge as many alliances as you can and take the fight to the invaders, united."*

Answer these questions: *What was your childhood like? How long have you been in the Resistance?*

## The Legion

You are a captain or princept of the Legion.

As a soldier of the Legion you want to crush the Resistance and gain fealty from the Kingdoms and the Wilds.

**Choose three traits** that describe you: clever, determined, sensitive, conflicted, brave, striking, resourceful, flexible, strong, perceptive, friendly, nervous, stubborn, short-fused, caring, mysterious, detached, \_\_\_\_\_.

*"Led by a mysterious dark lord, the Legion is a galactic military force that has invaded Rathael. With the Resistance still fractured, many opportunities have arisen for the Legion to expand and conquer land. If you can stay focused and move quickly, you could wipe the Resistance and its silly princepts off the face of Rathael once and for all."*

Answer these questions: *Who raised you and taught you to fight? What Legion principles do you hold sacred?*

## The Kingdoms

You are a prince or knight of a sovereign kingdom.

As a representative of a Kingdom, the Resistance and the Legion want your loyalty and attention. It's up to you to decide whose offer is more enticing.

**Choose three traits** that describe you: peaceful, strict, enthusiastic, beautiful, angsty, steadfast, adventurous, musical, preppy, radiant, bold, focused, creepy, rebellious, aloof, blunt, careless, apathetic, empathetic, \_\_\_\_\_.

*"Once upon a time, your kingdom was a member of the last great Rathaelian Resistance. But after too many tactical missteps by the Resistance's leaders, you broke from it to focus your power on defending your people. You have held fast for years, resisting the Legions' attempts to incorporate or take your kingdom. These efforts have left you tired. Rumors from around Rathael say that the Resistance is forming again. You could probably use the help, but are they worthy of your trust?"*

Answer these questions: *What is your Kingdom like? What practice binds its people together?*

## The Wilds

You are a warrior or prince of the Wilds.

As a member of the Wilds, it's up to you to decide if you will help the other factions, or just take them for all they're worth.

**Choose three traits** that describe you: brash, tough, kind, yielding, cool, arrogant, skilled, creative, solitary, gentle, outgoing, intimidating, stunning, peaceful, violent, creative, vigilant, oblivious, ancient, \_\_\_\_\_.

*"Most people believe that the Wilds are treacherous and uninhabited. The truth is that they have never bothered to look. If they had, they would have seen that your settlements, taverns, and markets are vibrant and vital—however dispersed as they might be. They would have seen the land itself shift and breathe, alive and full of magic. No, most people come to take things, not to look. But you don't let them. You make sure they get good and lost, and leave them at the mercy of the wilds. So what if it makes it seem like the rumors about this place are true? Better than having the Legion and the Resistance walk around like they own the place."*

Answer these questions: *What is the community you come from like? What is your favorite thing to do?*

## Abilities

Choose up to **two abilities** from the list below.

Abilities are everything from teleportation to archery to baking. They are the skills and tools that you will use to solve problems. Do you fight with fire blasts or with acrobatics? Do you use a portal to comfort their friend from miles away? Do you play a song that makes your hidden feelings clear?

This list is not exhaustive and it's not meant to limit you. Feel free to make up your own abilities.

glitter	claws
teleportation	hair magic
telepathy	climbing
telekinesis	sailing
super strength	sword fighting
healing	clairvoyance
ice	tactics
water	stretching
fire	web-slinging
wind	agility
stone	acrobatics
flying	investigation
plants	baking
transformation	dancing
archery	lightning
techromancy	music
illusions	animals
portals	magnets
invisibility	candy
hacking	sapping
science	friendship

|In *For the Honor*, warriors are no less powerful than princepts. Both skills and magic are equally powerful and impressive. By choosing an ability you are saying that your character is the best at it. They are known throughout Rathael for it.

When you are narrating your character's abilities, don't be afraid to take big swings. We aren't concerned with numbers or mechanical balance in this game, so you can say whatever you want. This is not to say that your abilities are infallible, though: a princept might run out of magical energy, a warrior's sword might break, a baker's dough might not rise. If you feel like you're doing something too over-the-top, ask another player to add a **complication** for you.

|If you have a special weapon that you draw or transformation that you go through, think about what that might look like. Do you have a cool catchphrase that you say when you use your ability?|

## Details

Choose a **name**, **pronouns**, and **describe yourself**. You may also **name your home**.

### Name

Your name should be something that is easy to remember. If you're stuck, try taking an aspect of your abilities and adding a suffix, such as: -a, -ia, -ra, -ella, -ette.

Similarly, you can name your **home** based around your abilities. For example, if you have fire abilities, you could come from the Flame Kingdom, or the Emberspark Resistance, or the Legion of Fire, or the Scorched Wastes.

### Look

All sorts of people live and exist on Rathael. You could have pointed ears, a fluffy tail, scales, or even be mechanical. You can also have effects that appear around you, like a swirl of leaves when you move or the scent of pastries when you throw a punch. The options are vast and wide open for you to play with!

Here are some example look elements:

#### features

bark  
bioluminescence  
dyed hair  
flower petals  
gemstones  
gills  
glitter  
horns  
insect parts  
magic skin  
many limbs  
mechanical  
rippling muscles  
rocks  
scales  
wings  
antlers  
claws  
fur  
translucence

#### clothes

bright colors  
a cape  
a captain's coat  
a cool jacket  
a crop top  
a crown  
a distinctive hat  
an elegant gown  
embellished leather  
faction emblems  
a flight suit  
gold accents  
heavy boots  
jangling pockets  
a mask  
a messy apron  
overalls  
patchwork  
a puffy skirt  
scuffed armor

#### effects

arcs of electricity  
aura of sparkles  
birdsong  
constellations  
falling leaves  
flower petals  
good vibes  
harsh shadows  
heat distortion  
holograms  
howling wind  
prismatic shine  
rainbows  
rumbling drums  
silence  
snow flurries  
storm clouds  
synth pop  
the roar of the ocean  
a wreath of fire

## The Prelude

Play this at the start of the session. You start, and everyone plays along.

First, choose an option from **any section** and read it aloud to the other players. Then, **answer its question**. Other players should feel free to suggest answers, but you have final say.

To end, everyone **narrates** a two to three sentence scene of their character reacting to this event. Start with the player to your left.

[This game is the opening of the episode. It introduces items, events, and actions that give your story direction and conflict. These elements should be the focus of your story's plot.]

## The Resistance

- A Legion captain has defected and is now in Resistance hands. They are requesting an audience with the Matriarch. They could have invaluable information on the Legion's plans. **How do they show they are trustworthy?**
- Somewhere deep in the tangled woods lies an ancient sword that holds the soul of a long-lost warrior. **What legend have you heard about them?**
- A recent skirmish has left the Resistance's stronghold wide open to attack. Only an inexperienced few are left to protect it. **What advantage do they still have?**
- The last seed of an ancient and mystical tree has been picked up on scanners. Legends say it holds great power. We can't be sure that our enemies haven't seen it as well. **Where has it come to rest?**
- Legion forces have been seen advancing on a Resistance village. There is still time to ready defenses. **How prepared are the villagers?**
- A hero of the Resistance has gone missing. They were last sighted entering the Wilds. They could be in danger. **What did they leave to search for?**

## The Legion

- A Legion transport carrying valuable artifacts has crashed in the Wilds. It must be recovered. **Where was it coming from?**
- The Legion has come into possession of a powerful dark gemstone. **What forbidden magics does it hold?**
- A prominent Resistance prince has been taken hostage, deep in the Legion's territory. **What are the terms of their ransom?**
- Rumor has it that a prince and their family have left the Resistance. They are perfectly positioned for the Legion to recruit them. **Why did they leave?**
- Two captains and a skiff went missing last night. We can't be sure where they have gone, but there were odd lights in the desert at dawn. **What was overheard of their plans?**
- A dark sorceress has discovered a way to tap into Rathael's power source. Draining it would weaken every prince in the land. **What will it cost her?**

## The Kingdoms

- A nearby Kingdom sent word that their prince is losing power rapidly and asking for anyone to help. **What could be causing it?**
- Scanners have discovered an ancient data bank deep under an isolated kingdom. **What powers does it hold?**
- The magic wall that keeps a kingdom safe from siege has been sabotaged, leaving the kingdom defenseless. **What is necessary to repair it?**

- An isolated settlement is being tormented by monsters of their own creation. **What are the monsters like?**
- A kingdom is hosting a renowned and elusive princept oracle. **What prediction of theirs has yet to come true?**
- A kingdom has sent word that there will be a grand ball and every princept is expected to attend. **What is the theme of the dance?**

## The Wilds

- In a cave under a waterfall rests an ancient holographic ruin. Its door can only be opened by a passcode spoken in a dead language. **How do you plan to learn it?**
- An ancient shipwreck deep in the Wilds has begun to whisper again. **What is it saying?**
- A merchant dropped something very important and is convinced that the Wilds itself took it and hid it somewhere. They are offering a sizable reward to whoever can return it to them. **What did they lose?**
- A new bandit leader has come to power and has started to grab land and demand protection fees. **Are they clever, tough, or lucky?**
- A traveler from the Resistance is looking for help to track a traveler from the Legion who is in the area. **Is it for the war, or does it seem personal?**
- The Legion has been stealing resources from the edges of the Wilds. They cannot be allowed to continue. **What have they been taking?**

## Crossing Paths

You and your chosen partner play.

You're meeting each other for the first time in a long while.

This is a quick scene that can lead directly into another mini-game.

First, decide **where you are meeting** together.

Next, ask your counterpart, **"When did we last see each other?"**

Then, ask each other one question from the list below.

Once you have both answered a question, your counterpart chooses one of the **closing offers**.

### Questions

- We were so close then and I'm happy and eager to see you now. **Do you share my excitement?**
- We parted on bad terms and I'm nervous now. **Do you smile when you see me?**
- I had a huge crush on you back then and I wonder if I still do. **Are you still as [choose any trait] now as you were then?**
- We never got along back then, but I always trusted you. I'm looking for a sign that I can trust you still. **Do you remember our secret handshake? What was it?**
- I used to look up to you as a mentor, and I'm concerned you'll still see as a student. **Do you greet me as an equal now?**
- It's been so long that I'm sure you'll hardly recognize me. **What about me hasn't changed?**
- We saw something strange the last time we were together. **I remember the look on your face so clearly. What was the look on mine?**
- I've been helplessly busy lately and I'm eager to see a friendly face. **Does your face offer me friendship?**
- When we parted, there was an unsettled matter between us. **Do you bring it up now, even by accident?**
- The last time we parted, I gave you something and told you to keep it with you always. **What was it? Are you still carrying it now?**

### Closing Offers

- Let's continue with **Mincing Words**. Shall we?
- Let's continue with **Blade to Stave**. Shall we?
- Let's continue with **Hand to Heart**. Shall we?
- Let's continue with **Giving Chase**. Shall we?
- Let's continue with another game. **Which do you suggest?**
- We talk comfortably for hours.
- We talk politely but soon part ways again.
- Things are tense and we part ways quickly.

If you and your counterpart agree to continue with another game, play it now. This game ends, but **your turn continues** with the new game. You can skip the setup for that game if it makes sense to do so.

## Venture Forth

You and your chosen partner(s) play.  
First, answer these questions together:

- **“Where are we?”**
- **“Where are we going?”**
- **“What do I notice about you?”**

Then, the character who is **least familiar** with the area begins by asking a question. If you don't know which of you that is, flip a coin.

Take turns asking questions. Go around at least once, but you can go around up to three times if you wish. At any point after the first round, any participating player may choose an **ending**. Doing so ends the journey.

### Questions

- I spy something and my curiosity overpowers me. I rush to it. **When you catch up, what do you find me marveling over?**
- I see a reflection of my former self—an illusion or a memory—and it stops me in my tracks. **What am I remembering?**
- I scout ahead. Coming around a bend I see something unexpected and I freeze up. **What have I found?**
- At this point in our travels, I uncover a truth that I was not ready to learn. **What is it?**
- The path is torn and treacherous here. **What made it this way?**
- We encounter a formidable threat that moves to block our path. **What is it and what does it want?**
- Sensing trouble, I move to protect you. **What blow do I take in your place?**
- I rush in with all my force to attack a threat. **Do I strike where it is weakest or do I just scare it off?**
- We suffer a hardship together: supplies are ruined, a storm crashes down on us, the ground gives way beneath our feet, or other. **How do we weather it together? What does it change between us?**
- A situation befalls us that requires great focus and skill to overcome. **What is the challenge and how do you help me?**
- I get a look in my eye that can only mean one thing: it is time for a race. **Do you accept my challenge? If so, what trouble do we run headlong into?**
- We enter an area along our path that is confusing and difficult to navigate. **What is making it so difficult?**
- We pass by a landmark that I insist we have passed twice before. We are hopelessly lost. **What helps us find our way again?**
- Something here gives me the creeps and I start at the smallest noise. **What ghost story does this remind you of?**
- We find a safe clearing and stop to take a rest. **What comforts do we share here?**

### Endings

- We finally find what we are looking for. **Is it what we expected?**
- We make it to our destination. **What is happening when we arrive?**
- We are set upon by ambushers. **Who are they and what do they want?**
- We arrive somewhere unexpected. **Where are we?**

## Mincing Words

You and your chosen partner(s) play.

First, decide by yourself what secret, if any, your character is hiding. If you like, share it with the other players. It's also fine if you don't have one.

Then, answer these questions together:

- **"How did we come to be sharing this conversation?"**
- **"Where are we talking?"**
- **"What do I notice about you?"**

Before you start the conversation take a moment to skim through the list of prompts.

Next, the character with the **most to hide** begins by speaking in character. If you don't know which of you that is, flip a coin. Talk until you feel like using a prompt. If your conversation is flowing well without using any prompts, don't worry. They are only there to add drama or suspense when you want it.

Keep talking back and forth until an answer ends the conversation or you feel like you've reached a satisfying conclusion. Remember that shorter scenes are usually better than long ones. Don't forget to use your abilities during the conversation.

## Direct Questions and Confessions

- I appeal to you with earnest compassion, saying, "\_\_\_\_." **Does it get through to you or does it steel you?**
- I ask you, bluntly, to explain yourself to me, saying, "\_\_\_\_." **Do you spin a careful lie, stand in silence, or respond honestly?**
- I take a chance at guessing your true feelings, saying, "\_\_\_\_." **How do you respond?**
- I reveal my true feelings to you, saying, "\_\_\_\_." **Do you meet them with compassion or confusion?**
- I make a request of you, saying, "\_\_\_\_." **Does it catch you by surprise?**

## Fumbles

- You catch me in a lie and I try to cover it gracefully, saying, "\_\_\_\_." **Do you draw attention to it or do you let it slide for now?**
- I make an absolute fool of myself, saying, "\_\_\_\_." **Do you help me recover or do you let me blunder on?**
- I'm so lost in conversation that I stumble on a bit of terrain, losing my balance. **Do you catch me or do you let me fall?**
- Something interrupts us just before we can reach a satisfying conclusion. **Do you try to get one last word in or do you give it a rest for now?**

## Reactions

- Something you say touches the feelings I'm hiding. **Do you notice my surprise or do you breeze past it?**
- Your words bring me to tears. **Do you stop to comfort me or do you keep talking?**
- You bring up something that I really hoped you wouldn't, and you can see it on my face. **Do you take pleasure in my discomfort?**
- Something you say knocks the words right out of my mouth. **Do you allow me to recover?**
- I meet you with understanding and reach to take your hand. **May I?**

## Escalations

- I let slip a truth that you don't want to hear and my words cut like razors, saying, "\_\_\_\_\_." **Does it provoke you or does it give you pause?**
- Your words send me flying into a rage. **Do you try to calm me down or do you let me take a swing at you?**
- I argue my point with intense conviction, leaving no room for rebuttal, saying, "\_\_\_\_\_." **Do you let me stifle you or do you lash out to stop me?**
- I overreach slightly, saying, "\_\_\_\_\_," and you have an opportunity to slip in a quick insult. **Do you take it?**
- I utter something that could never be forgiven, saying "\_\_\_\_\_," and you have the opportunity to deliver a blow just as painful. **Do you take it?**

## Taking the Dance Floor

You and your chosen partner(s) play. Other players can join freely, if it makes sense for their characters to be at the dance.

First, ask your chosen partner(s), **"May I have this dance?"**

Then, work with everyone in attendance at the dance to answer these questions:

- **"Where are we dancing?"**
- **"What are we wearing?"**
- **"What do I notice about you?"**

Next, the **worst dancer** begins by taking a step. If you don't know which of you that is, flip a coin.

Take turns taking steps. Each player gets two steps, total, over the course of the dance.

Once every dancer has taken two steps, the dance ends.

Don't forget to use your abilities while you dance!

### Steps

- I use my abilities to dazzle you, doing, \_\_\_\_\_. **Do I sweep you off your feet?**
- I make a dramatic entrance and take to the floor with flair. **Does it impress or annoy you?**
- The dancing has made a mess of my hair. **Do you reach up to put it back in place?**
- I turn my face and your mouth is near my ear. **What do you say?**
- I twirl you around and then dip you backwards. When I look down at you, **what expression is on your face?**
- I take your hand in mine and begin leading you through this dance. **Do you follow along, or do you try to take the lead yourself?**
- My favorite song starts playing and in my excitement, I break into a solo dance. **Which of my moves do you find most impressive?**
- We are briefly separated by the dance. **When we come back together, do you blush?**
- I trip over my own feet. **Do you watch me stumble, or do you catch me?**
- Something about me captivates you. **What is it?**
- You have an opportunity to pull me close for a moment. **Do you?**
- My face is close to yours. **Do you turn toward me, or look away?**
- I get carried away while dancing with you and lose control of my magic. **What effect does it have on the room around us?**
- When this song ends, **will you stay with me or walk away?**
- Something makes you laugh. **What is it?**
- Something distracts me for a moment. **How do you regain my attention?**
- Someone else asks you to dance. **Whom? Are you happy or disappointed when you come back to me?**
- I would like to move a little closer to you. **Would you like that, too?**

## Hand to Heart

You and your chosen partner(s) play.

Before you start, talk to your chosen partner about the tone and setting of your scene. You could be comforting a troubled friend, offering a helping hand, sharing a romantic moment, or applying first aid to someone who's been injured.

Next, ask your partner, **"How did we come to be sharing this moment of closeness?"**

Then, ask each other, **"What do I notice about you?"**

Begin by speaking in character. Talk together until you feel like making an advance. Your partner will respond by giving you an answer. Return to your conversation or start another exchange as you like. At any time after the third exchange, any player may interrupt you by having another character enter the scene. Otherwise, continue until you part ways or wish to draw a curtain over what comes next.

Don't forget that you can use your abilities during the encounter.

After you've finished, take a moment to breathe and check in with each other.

### Advances

- I would like to move a little closer to you. **May I?**
- I would like to sit beside you. **May I?**
- I reach for your hand. **May I take it?**
- I would like to touch your face. **May I?**
- I would like to touch your hair. **May I?**
- I reach to touch your leg. **May I?**
- I would like to touch your \_\_\_\_\_. **May I?**
- I reach to put my hand on your shoulder. **May I?**
- I would like to put my arm around your back. **May I?**
- I would like to lean against you. **May I?**
- I move to loosen a piece of my clothing. **May I?**
- I reach to loosen a piece of your clothing. **May I?**
- I would like to soothe the thing that is causing you pain. **May I?**
- I hold my arms out to offer you a hug. **May I?**
- I reach to place my hand over your heart. **May I?**
- I lean towards you. I would like to kiss you. **May I?**

### Answers

- **You may.**
- **You may,** but first I want you to \_\_\_\_\_. **Will you?**
- **You may,** but first I want to \_\_\_\_\_. **Do you mind?**
- **You may,** but only for a moment.
- **You may,** but only for a moment, and then I step back to a more comfortable distance.
- **You may,** but only for a moment, and then I break away and leave.
- **You may,** but at this moment we're interrupted.
- **You may,** and let's draw a curtain over what comes next.
- **You may not,** but instead I [make an advance]. **May I?**
- **You may not,** and I step back to a more comfortable distance.
- **You may not,** and I break away and leave.

## Taking Shape

Everyone plays.

Play this when your character needs to transform. It can happen in the middle of another game or at the start of your turn before you pick another game, like **Blade to Stave** or **Taking the Dance Floor**, for example.

First, say the **magic phrase** that starts your transformation and then describe **your starting pose**.

Next, going around the table, everyone will ask you up to **two questions** from the lists below.

Once everyone has asked at least one question, you can describe your **final stance**.

If this transformation happened in the middle of another game, return to it now.

If it happened at the beginning of your turn, announce what your **next game** is. This game ends, but **your turn continues** with the new game.

### Close-ups

- What changes about your appearance?
- What changes about your weapon?
- How do your abilities change?
- What is the expression on your face?

### Motifs

- What is your movement like?
  - Proud?
  - Heavy with responsibility?
  - Light-footed and ready?
  - As graceful as a dancer?
  - Full of furious resolve?
  - \_\_\_\_\_?
- How do your abilities affect the sequence?
- What is the color palette like?
- Does your transformation have a special dance?
- How sparkly would you say it is?

### Backgrounds

- What is your theme song like?
- How do bystanders react to it?
- How does the area around you change?
- What is the lighting like?
- What does the space behind you look like?

## Giving Chase

You and your chosen partner play. You will need coins and tokens for this game.

First, choose which of you is the **hunter** and which is the **quarry**.

Then, answer these questions together:

- **"How did the chase start?"**
- **"Where is the chase taking place?"**
- **"What do I notice about you?"**

The quarry leads the hunter through a series of four challenges and hesitations. To begin, the quarry chooses an option from either list and reads it aloud. The hunter throws (flips a coin) and answers the prompt based on the result. The quarry must choose **at least one hesitation**.

Don't forget to use your abilities during the chase.

During the chase, the quarry and the hunter will gain tokens. These represent the distance you're each able to gain on each other. After a total of four prompts—**at least one hesitation** among them—**compare tokens**.

If the quarry has more tokens, **they escape**.

If the hunter has an equal or greater number of tokens, **the quarry must choose one:**

- I've somehow turned myself around. I blunder into you.
- I've come to a place I can hide temporarily.
- You've chased me into a dead end and cornered me.
- Your allies have cut me off, and I'm captured.
- I'm exhausted and you catch up with me.
- You've proven yourself and I let you catch me.

## Challenges

- I run along a very thin ledge. You throw. Heads—tell me how you manage to keep your balance. Tails—Tell me what makes you slow down, and I gain a token.
- I use my abilities to create a temporary shortcut. You throw. Heads—tell me how you follow me through it. Tails—tell me about the longer route you have to take, and I gain a token.
- I leap through thorny foliage. You throw. Heads—Tell me how you get through the plants. Tails—tell me how the thorns ruin your clothes, and I gain a token.
- I scramble up a steep surface. You throw. Heads—tell me how you scale it without breaking a sweat. Tails—Tell me why the climb is challenging, and I gain a token.
- I reach open ground and make a break for it. You throw. Heads—tell me how you keep up with me. Tails—tell me what obstacle gets in your way, and I gain a token.
- I throw a trap or distraction behind me to slow you down. You throw. Heads—tell me how you avoid it. Tails—tell me how you break free of it, and I gain a token.
- I try to lose you in a crowd, thicket or maze. You throw. Heads—tell me how you manage to stay on my trail. Tails—tell me how you feel when you realize you're lost, and I gain a token.
- I leap across a wide gap and make a risky landing on the other side. You throw. Heads—tell me how you make the jump, and you gain 1 token. Tails—you barely catch yourself; you're clinging on with all your strength, and **the chase ends now** with you at my mercy. What do you say to me?

## Hesitations

- I try to use my abilities to get away but it takes longer than I expect. You throw. Heads—tell me how you manage to follow me, and you gain two tokens. Tails—tell me what path you take to keep up the chase.
- I slip on loose ground and scramble to pick myself up. You throw. Heads—tell me how you use the slipperiness to your advantage, and you gain two tokens. Tails—you slip. Tell me how you get back to your feet.
- I look back at you and you're closer than I thought. You throw. Heads—tell me how you move even faster, and you gain two tokens. Tails—tell me what you trip on that lets me gain some distance.
- I risk leaving the trail to hide quietly while you race past. You throw. Heads—tell me how you spot me and stop just in time, and you gain two tokens. Tails—tell me why you don't notice me.
- I've run right into a dead end, and I have to dash past you to get away. You throw. Heads—tell me how you block my attempt, and you gain two tokens. Tails—tell me what makes you hesitate as I dodge past you.
- I run up to a dangerous climb or leap and I stop in my tracks. You throw. Heads—tell me how you stop just in time to keep us from tumbling over, and you gain two tokens. Tails—tell me what stops you from following right after me.
- There are other enemies ahead of me, and I have to change my course. You throw. Heads—Tell me how you get them to slow me down, and you gain two tokens. Tails—tell me how they get in your way.

## Blade to Stave

You and your chosen partner(s) play. Other players may join freely, if it makes sense for their characters to be there.

First, answer these questions together:

- **“Why are we fighting?”**
- **“Where are we fighting?”**

You begin by circling each other, powers crackling, weapons at the ready. Ask: **“What do you say to me?”** Continue by speaking in character or by narrating your stance and movements.

At **any point**, a player can start an **exchange of blows** with another player. An exchange consists of an **action** made by one player and a **reaction** made by a counterpart. Once an exchange is complete, return to free narration or start another exchange, as you like.

The fight continues until a player chooses an **ending**, or everyone feels they have reached a satisfying conclusion.

### Actions

- I charge you recklessly. What do you do?
- I strike the ground beneath you, hoping you lose your footing. What do you do?
- I find an opening for a quick, cheap hit. What do you do?
- I swing upwards hoping to knock you skyward. What do you do?
- I try to crush you. What do you do?
- I begin a flashy attack to dazzle you. What do you do?
- I attack rapidly, hoping to overwhelm you. What do you do?
- I hesitate and you have an opening. What **action** do you take?
- I strike you not with weapons, but with words, saying \_\_\_\_\_. What do you do?
- I unleash a magical blast. What do you do?
- I dive in to stop the fighting. What **action** do I interrupt?
- \_\_\_\_\_. What do you do?

### Reactions

- I manage to evade, just in time.
- It catches me off guard and I take the hit.
- It hits me and sends me sailing backwards.
- Moving fast, I catch your strike between my hands.
- It's predictable and I dodge it with ease.
- I take your attack and turn it back on you. What do you do?
- I withstand the blow like it's nothing.
- I parry and return with an attack of my own. What do you do?
- I use my abilities to shield myself.
- It knocks my weapon from my hand.
- \_\_\_\_\_.

### Endings

- I bring you to your knees and you are at my mercy. **Do you give in or do you flee?**
- You knock my weapon out of my hand, and it rattles out of reach. **Do you allow me to recover it, or must I submit?**

- I ready a powerful magical blast and unleash it towards you, only to find that it fizzles out. **Do you give me time to regain my energy, or must I give in?**
- I lose my footing on a ledge and begin to fall, but you catch my hand. **Do you pull me back to safety or do you let go of my hand?**
- I turn tail and run away. **Do you chase me or let me leave?**
- I hurt you very badly and then realize that you need urgent medical attention. **Do you accept my help or do you fight me off?**

## Search and Rescue

You and at least two others play. You will need coins and tokens for this game.

First, answer these questions together:

- **“Where is the captive being held?”**
- **“What are their surroundings like?”**

Then, decide together who is the **Captive**, who is the **Captor**, and who is the **Rescuer**.

The Rescuer needs to find the Captive and help them escape. If there is more than one rescuer, take turns posing challenges.

The Captor places obstacles and challenges between the Rescuer and the Captive. The Captor does not need to be a player character.

The Captive can give advantages to the Rescuer or the Captor. They can also choose not to give anything to anyone.

The Rescuer goes first, the Captor second, and the Captive third.

On your turn, choose a challenge from your role’s section. Read it aloud and flip a coin, then follow the outcome. As you play, the Rescuer and the Captor will gain tokens. These tokens represent how close they are to completing their goal.

After each role has posed **two challenges**, compare tokens.

- If the Rescuer has more tokens than the Captor, the Rescuer has succeeded at freeing the Captive and escaping.
- If the Captor has more tokens than the Rescuer, then the captor has succeeded in repelling the rescue attempt and maintains their grasp on the Captive.
- If the Rescuer and the Captor are tied, the Captive gets to determine the outcome of the rescue attempt.

You can always decide to end the rescue early or let it go another round if these options fit your story better.

### Rescuer Challenges

- I run down a passage past you, following an errant lead. I throw. Heads—you get my attention. Tails—I continue on my path, none the wiser. The Captor gets a token.
- I am spotted and an alarm starts blaring. I throw. Heads—I deactivate it fast enough to pass it off as a test. Tails—guards are hot on my heels and the Captor gets a token.
- I once knew this area very well and I bet I can anticipate its defenses. However, my knowledge could be out of date. I throw. Heads—my information is still good and I have a fighting chance. Tails—things have changed in my absence. The Captor gets a token.
- I disguise myself as an inspector and talk my way past a gate. Once I’m through, I find that my disguise might not hold up. I throw. Heads—it works and I’m able to move freely through the compound, for now. Tails—I am found out and I’m on the run. The Captor gets a token.
- Your guards have captured me and are escorting me to a holding cell of my own. I throw. Heads—I palm the key to the Captive’s cell and break free. Tails—I am pushed into a room and the door is locked behind me. The Captor gets 2 tokens.

- I turn myself in for a chance at being led to the Captive. I throw. Heads—everything goes according to plan and I am right where I want to be. Tails—I have made a huge mistake. The Captor gets a token.
- As we flee, we stumble upon some parked vehicles. I throw. Heads—we find a ready getaway vehicle and escape. Tails—they are not well maintained and won't budge for us. The Captor gets a token.
- I cleave through a heavy door hoping to find a way out. I throw. Heads—fresh air greets me as we find freedom. Tails—a dark room blinks to life with the glowing eyes of sentries. The Captor gets 2 tokens.

## Captor Challenges

- You come to an intersection and find a patrol walking the passage between you and the Captive. I throw. Heads—they notice you and move to surround you. Tails—you slip past them. The Rescuer gets a token.
- You dip underground or onto a side path to get around a blocked gate. I thought you might try this. I throw. Heads—my defenses stop you and you have to scramble back to the known path. Tails—you deactivate my defenses and make it out unscathed. The Rescuer gets a token.
- I let you free the Captive as a ploy to drag you deeper into my clutches. I throw. Heads—you can't find your way out and **I have you at my mercy**. Tails—I am a fool to have let you loose. The Rescuer takes 2 tokens.
- I call in an elite guard and set them on the hunt for you. They round a corner. I throw. Heads—they spot you immediately and engage you in fierce battle. Tails—you are able to hide as they pass. The Rescuer gets a token.
- The ground beneath your feet shifts suddenly and you could lose your footing. I throw. Heads—you are knocked off balance and become dizzy. Tails—you are more sure-footed than I anticipated. The Rescuer gets a token.
- You hear the Captive's voice and do your best to follow it. You've walked directly into a trap. I throw. Heads—you've wasted precious time and are hopelessly lost. Tails—you recognize the illusion and avoid it. The Rescuer takes a token.
- I threaten the Captive with violence with the hope that it makes you reckless. I throw. Heads—you run at me unprepared and are easily bested. Tails—it sharpens your resolve and you keep a cool head. The Rescuer gets a token.
- I appear before you in person, ready to put my life on the line to foil your rescue efforts. I throw, or we decide together. Heads—**this game ends here** and we continue with **Blade to Stave**. Tails—you turn on your heel and head back into the maze to seek another way out. The Rescuer gets a token.

## Captive Challenges

- I do nothing, subdued or indignant, and neither rescuer nor captor gets a token.
- I pull my guard into a lengthy, involved conversation about \_\_\_\_\_. I throw. Heads—They cut it short and stay alert. Tails—I captivate them entirely and the Rescuer gets a token.
- I focus all of my power in an attempt to escape the ties that bind me. I throw. Heads—it drains me entirely and I pass out. Tails—I escape and go to find my Rescuer. The Rescuer gets a token.
- I feign injury and anguish to appeal to my Captor's sympathy. I throw. Heads—all of my years of acting classes have finally paid off. The Rescuer gains a token. Tails—my act is paper thin and I am put under even greater surveillance. The Captor gets a token.
- I am invited to a pleasant meal by my captor and I choose: I refuse and stay put, hoping that I am broken out soon. Or, I accept the invitation only to find that the food is surprisingly delicious and I appreciate the company. The Captor gets a token.
- I harness my abilities to alter the surrounding area from inside my cell. With a quick flourish I could interfere with either my Captor or my Rescuer. I choose: I meddle with the Captor and the Rescuer gets a token. Or, I block the path of the Rescuer and the Captor gets a token.

- While I've been kept here, I overheard a rumor of a secret exit from this place. I throw. Heads—I gleaned enough to lead us directly to it and we can escape. The Rescuer gets a token. Tails—my directions are incomplete and I've led us deeper into this maze. The Captor gets a token.
- I need to make a detour to retrieve my things before I leave. I stake 1-3 of the Rescuer's tokens and I throw. Heads—I grab my confiscated items and the Rescuer keeps their tokens. Tails—We are rounded up and bound. The captor gets the staked tokens.
- Your rescue attempt was valiant and flattering, but I do not wish to leave. The guards are well on their way, and you either run or I pull you into the cell with me. Either way, **the game ends now.**

## All-Out Battle

Everyone plays.

First, answer these questions together:

- **"Whose stronghold is under siege, and which characters are defending it?"**
- **"Which characters are attacking the stronghold?"**
- **"What is the weather like right now?"**
- **"What do I notice about you?"**

A **defender** starts by posing a challenge to an attacker. Then, take turns around the group.

On your turn, choose an opposing character and give them a challenge to answer. Go around the group at least once, but you can go around up to three times if you wish. Don't forget to use your abilities during the battle.

At any point after the first round, anyone may announce that it is time to choose an **ending**. Discuss and decide together. Choose the ending that best fits the action up to this point.

This game is usually a good way to finish a session. However, it could happen in the middle of your session, or it could end your season. After this game, you might find that you have unfinished business, new flames, or urgent objectives. Bring those ideas forward into the next arc of your story.

## Orders

- I ready my forces to charge towards you. **How do you make me hesitate?**
- My reinforcements arrive and bring an aggressive push to your flank. **How do you hold them off?**
- I launch a sustained attack against your position. **How do you defend against it?**
- My forces capture you with slings and tethers. **How do you break free?**
- I activate my magic disruptor! Prinepts on the battlefield begin to feel drained and weak. **How do you fight on?**
- I focus all of the power at my command into creating a magical shield. **How do you break through it?**
- I tell my forces to set up improvised barricades to slow you down. **How do you push through them?**
- I give the command to bombard the ground with blasts to push you back. **How do you hold your line?**
- Our forces advance towards each other and clash on an open field. **How do you manage to gain ground?**

## Heroics

- I focus my magic and release a blast that decimates your front line. **How do you pick yourself back up?**
- I taunt you, with flirtation or insult, from across the fray, saying, "\_\_\_\_\_". **How do you respond?**
- I start monologuing, describing all the ways your plans were foolish, saying, "\_\_\_\_\_". **How do you shut me up?**
- I summon my strength and begin to slash your siege weapons to pieces. **How do you stop me?**
- I press you onto a ledge and corner you. **How do you get past me?**
- I dash right at you, moving with unbelievable speed. **How do you protect yourself?**
- I put up my guard and brush off everything you throw at me. **How do you finally break through?**
- I seize control of a vehicle and turn it back on you with full force. **How do you evade me?**
- I move with agility and precision, avoiding every attack hurled my way. **How do you finally land a hit?**

## Endings

- The attackers have the defenders on the run. **What symbol shows that the stronghold is now theirs?**
- The defenders have managed to repel the attack. **What landmark has been damaged beyond repair?**
- The battle has decimated the stronghold and its surroundings so much that it's hard to tell who won. **What lesson was learned today?**
- The battle quickly becomes more about showing off than actually fighting. **What were the three most impressive moments?**
- An outside threat has interrupted the fight. **What is it?** Everyone must work together to face it. **May we continue with Stand United?**

## Stand United

If you have reached a point in your story when all the players are allied against a common foe, then it is time to play this game. Together, you will take the fight to the enemy or stand in defense against them. Everyone plays.

First, answer these questions together:

- **"Where are we?"**
- **"What are we fighting or defending?"**
- **"What do I notice about you?"**

You start. Take turns around the group, going left. On your turn, choose another character and give them a challenge to answer. Go around the group at least once, or you can go around up to three times.

Don't forget to use your abilities during the fight!

At any point after the first round, anyone may announce that it is time to choose an ending. Discuss and decide together. Choose the ending that best fits the action up to this point.

This game is usually a good way to finish a session. However, it could happen in the middle of your session, or it could end your season. After this game, you might find that you have unfinished business, new flames, or urgent objectives. Bring those ideas forward into the next arc of your story.

## Challenges

- I pull off an incredibly impressive maneuver, weaving destruction with a dancer's grace, and end it with a perfect back-flip through a wall of flames. **Can you top that? How?**
- There is a watch tower to the east and I move to take it out. However, I am spotted and showered with suppressing fire. **Can you shield me from harm? How?**
- I am gravely wounded by a chain of explosions. **Can you make it across the battle to patch my wounds? How?**
- A sniper taking aim high above could be right in my reach, if I had a little boost. **Can you give me the extra push? How?**
- It's time for you to enact that ridiculous plan you've been plotting for weeks. **What is it? How do I help you? Do I withstand its danger?**
- I strike \_\_\_ with sundering force, the likes of which hasn't been glimpsed on Rathael since the times of legend. **Am I outdone by you? How?**
- I let my passions get the best of me and begin violently attacking my surroundings with little regard for collateral damage. **Can you calm my fury? How?**
- A tower collapses and you are the only one who can push me out of the way. **Can you save me and remain unscathed? How?**
- I am captured by nets and slings and brought to my knees. **Can you cut the ties that bind me? How?**
- I am overwhelmed by blows and begin to lose my resolve. **What memory between us can I call upon for strength?**
- I am feeling conflicted about this fight. **Can you inspire me to face it with confidence? How?**
- I take one blow too many and I fall in battle. **How do you save me from death's embrace?**

## Endings

- Despite all of our efforts we are driven off. **What was our downfall? How do we muster the strength to stand again and return home?**
- All of us lock hands and call upon all the power of Rathael to unleash a full-spectrum wave of unbridled energy which crashes down upon the opposing force—it stands no chance. **Is the wave damaging or calming? Do we keep holding hands after the wave has passed?**
- The opposing forces raise a white flag and request peace talks. **What demands do we make? How do we celebrate our victory?**
- We spend everything we have on the fight, and it shows. **Do we scrape out a victory despite it? Was it worth the cost?**
- We win the fight and come away reveling in the challenges we overcame. **What lesson does each of us carry with us into the future?**