

# Destined

A Sandy Pug Games Production

The contents of this game are under a Attribution-ShareAlike 4.0 International (CC BY-SA 4.0) License  
(<https://creativecommons.org/licenses/by-sa/4.0/>)

Sandy Pug Games is:

Liam Ginty

Andi DiSpirito

Kate Jeanne

Ren Ginty

Keith Evans

Gabriel Komisar

Michelle On-The-Couch

Team Dai-Sandy Pug is:

You, all of you

Special Thanks to the San Jenaro Co-Op and Discord



## The Destined

Destined is a game about legacy. To play, you will need a pencil, some friends, and some six sided dice. You'll also need some paper to write down the details of your character and their community.

In Destined, you take on the role of a warrior mage, greatest among your people, and you embark on a quest that will inevitably consume you to empower your people and leave your mark upon the world.

## Set-up

First, select one player to be the Keeper. Their job is to arbitrate the story, play any non-player characters, and help build the world as an objective third party.

The remaining players will then create their community and their character. This can be done in any order, though it is recommended players create their communities first.


Your community has three main attributes; Its Pride, it's Complication, and it's Failing. It's Pride is a short sentence that summarizes the thing your community draws its strength from, the core of why the people from your

community look upon it with warmth. This can be a resource they're famed for producing, or an invention they're known for, or even a famous person who carried its name to the world.

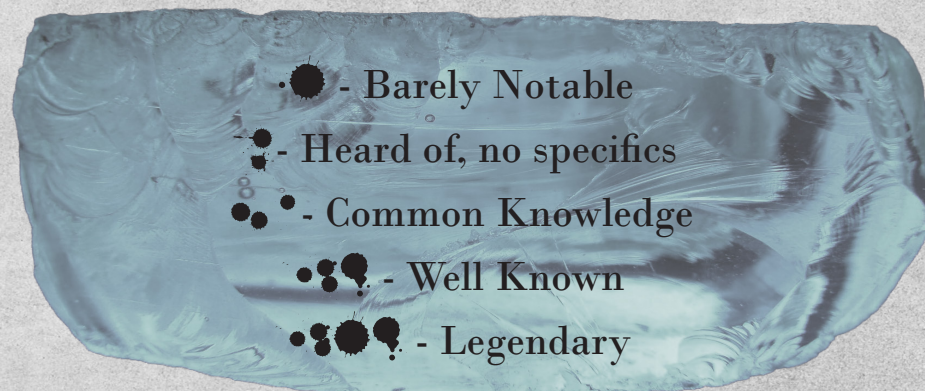
Your community's Complication is a problem your community struggles with. This can be a lack of a resource, an ongoing social blight, a rivalry with a nearby community, anything that makes life in your community more complicated or difficult. This should be something that shapes your character and the story of your community just as much as its Pride.

Finally, the Failing is a blindspot your community has, somewhere it stumbles and fails to live up to the dreams or high minded ideals it holds. This may be some inherent corruption in its structures, or a discrimination the community holds against a certain group of people. This isn't an idea held by every member of the community, and it's something your character will almost certainly be against, but it's an idea that holds enough sway in your community that people who meet your character will assume they hold the same failing.

Each of these attributes will have between 1 and 5 points of influence. This influence will change throughout the game as your character grows and contributes to the



community, and is a basic representation of how your community is viewed by the world at large. To begin with, put one dot in each, then one more dot in any of the three.



Give your community a name, a general location (desert, forest, arctic, etc) and name its language.

## Characters

To make your character, write down 4 strengths representing the 4 great deeds of your character, then 1 weakness that represents the 1 great failing of your character. Assign 10 points between these, with at least 1 in each, and 2 in your weakness. Now give your character a name. Make sure you leave some room on the page for your characters Legacies, their items and so on.

When you act in a way that would be spoken of in stories about you, say the opening passage of that story, then roll 2d6 and add the points of whichever strength or weak-

ness makes most sense. Rolling 10 means you succeed, any above that grants you one Rise. Rolling a 9 means you failed, and any below that grants you one Fall. Whenever you fail, either you or your community loses something important forever, tell the table what that is.

## Cycles

Destined is played through cycles of 3 sessions with significant time-skips between them. The first session you play should be about the beginning of your adventure – as a table, set the stakes and the scale of the conflict, encounter your major antagonist forces, and lay out, clearly, what the goals of your party are. A good idea is to set this session during some kind of major disaster or shakeup of the status quo that requires extra-ordinary intervention by the player characters.

The second session will take place at the approximate middle point of the adventure – typically this means some kind of major turning point of the story, often putting the central characters at their lowest point.

The third session is the final beat of your character's stories. This session should be filled with epic battles, heroic sacrifice, ultimate victory or crushing defeat.

# Legacy

After each of the first two sessions, each player, including the Keeper, must select one Legacy from the following chart. Each Legacy has a Cost in either Rise or Fall, which must be paid by the player taking that Legacy. The Keeper is exempt from this cost at all times. Generally, a Legacy applies specifically to the player choosing it, in the case of the Keeper however, they decide who it applies to – be them a player, community, nation, NPC or other.

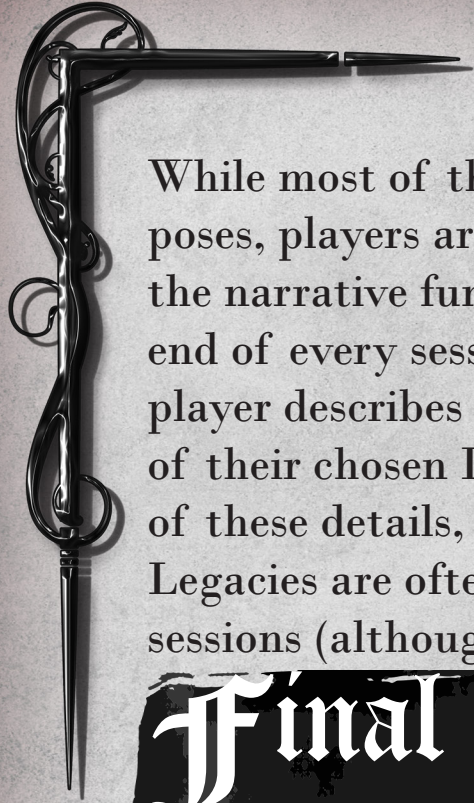
Legacy Title	Legacy Cost	Description
Restore a Lost Story	1 Rise	Either give yourself a new Strength at 1, or lower your Community's Failing by 1
Reclaim a Legendary Item	1 Rise	Tell the story of an incredible item your character now possesses
Grow in power	1 Rise	Tell of how you grew as a person and increase one of your strengths by 1 point
Empower Your People	1 Rise	You return to your people after the events of the session, bringing something with you. Increase one of their attributes by 1.
Attract an Ally	1 Rise	Word of your deeds spread, and a new ally is gained. Describe them. You may call upon them in future sessions

Legacy Title	Legacy Cost	Description
Attract a Following	2 Rise	Word of your deeds is legendary, and a many seek you out as a mentor or guide. You may call upon them when needed.
Rebuild What was Broken	2 Rise	Restore a great part of your community to its former glory
Ascension	2 Rise	Build upon your community's Pride. Explain how it grows, and gain 1 point in Pride.
Solidarity Beyond Borders	2 Rise	Your community creates an eternal bond with the community of one of your fellow party members. Describe what each gets from this relationship.
Exchange Humanity for Power	1 Fall	Increase your Weakness or your Community's Failing by 1, add 1 point to any of your Strengths.
Take a Legendary Item	1 Fall	Tell the story of an incredible item your character has taken from its true owners.
Rebuild In Fire	1 Fall	Rewrite one of your Community's attributes
Erase The Past	1 Fall	Increase your Weakness and Decrease one of your Community's Failings.

# Legacy

Legacy Title	Legacy Cost	Description
Capture an Ally	1 Fall	You entrap an incredible beast, bending it to your will through might and spirit. Describe it. It is yours.
Command an Army	2 Fall	Your might is unparalleled, and you gather forces wherever you roam. Describe them. You may call upon them in future sessions.
Walk In My Image	2 Fall	You found a cult based on your legends.
Seize What Is Yours	2 Fall	Your community conquers or supplants another, describe what they gain from this and gain 2 points in any of its attributes
All Glitters	2 Fall	You are now considered rich and wealthy, with bounteous wealth from your various conquests





While most of these Legacies have clear mechanical purposes, players are encouraged to into as much detail about the narrative function of each as they wish; part of the end of every session should include downtime where every player describes in as much detail as they want the specifics of their chosen Legacy. The players may wish to take note of these details, as they often inform the arc of the story. Legacies are often the stories of what happens between sessions (although not always).

## Final Session

The end of the third session is unique. After it's over, determine, either randomly or by choice, one player character to become The Antagonist. This character, for a reason decided upon by its player, becomes the central enemy figure of the following cycle. A good method of deciding this is to see who has the most Fall Legacies, or the most Fall remaining at the end of the game. This character's player is the final arbiter of the character's fall and may describe in as much detail as they like the specifics of how this character became the Antagonist of the next cycle.

Each remaining player then picks a single element of their character, be that a Legacy, their name, an item they own, their wealth, their Experience Points or any remaining Rise/Fall. This is their Final Legacy. Once everyone has

picked their Final Legacy, each player must then decide to pass this onto either their community or their heir. If they pick their community, they must describe how the Final Legacy effects and changes that community for the better or for the worse. If they select their heir, when creating the player creates their next character, that character automatically begins with the Final Legacy, and must tell the remaining players how they came to hold it.