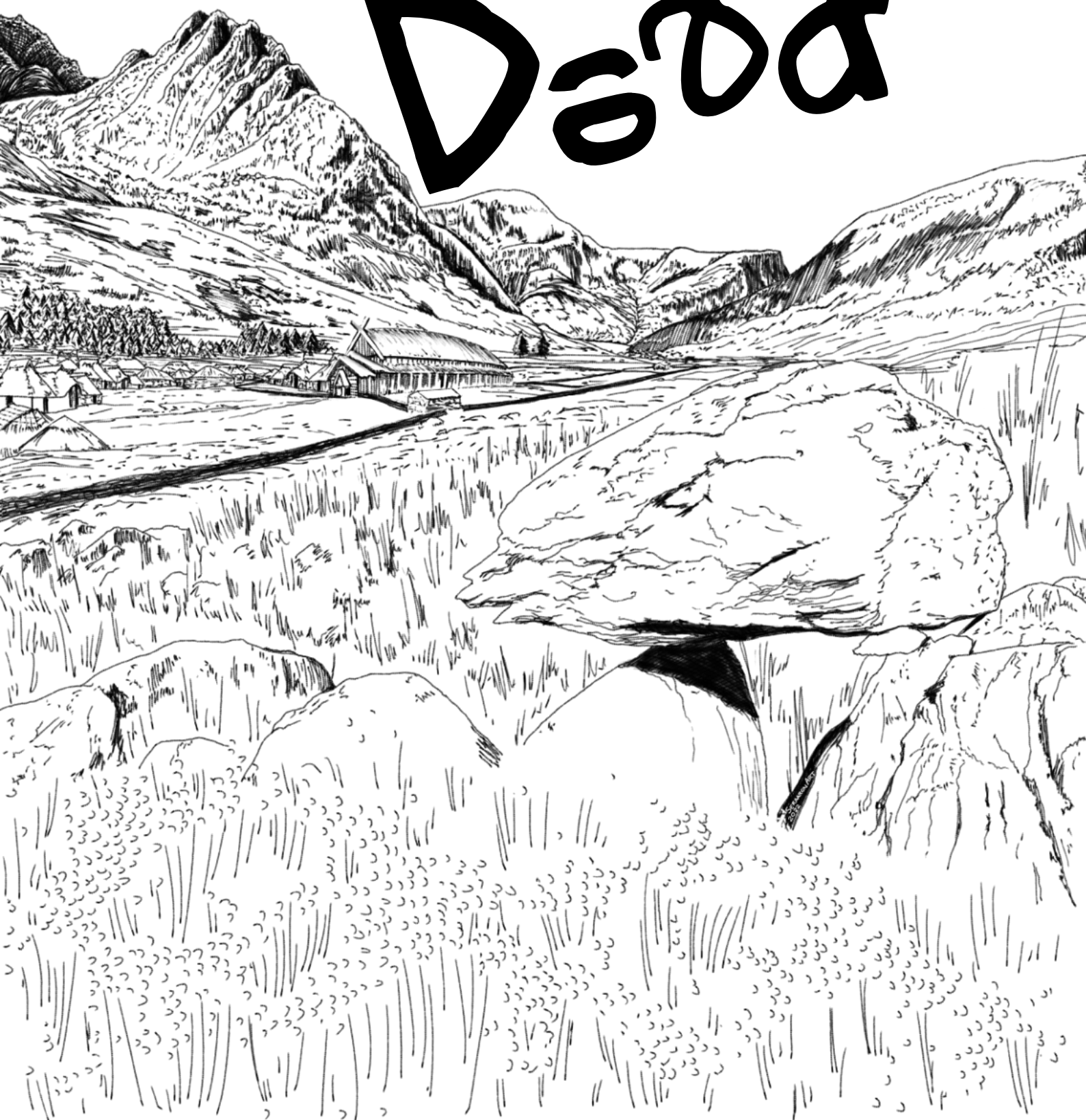


King is Dada



An Improvisational Roleplaying Game

For 3-7 Players (Aged 13+)

This is a print-and-play demo scenario for another game called AGORA FANTASIA. It can be played in 3-4 hours, or continued over several sessions. Familiarity with the full rules is not required to play.

For more information, please visit: <https://publish.obsidian.md/agora>

To find people to play with, come to: <https://discord.gg/JwM6zBsZKr>

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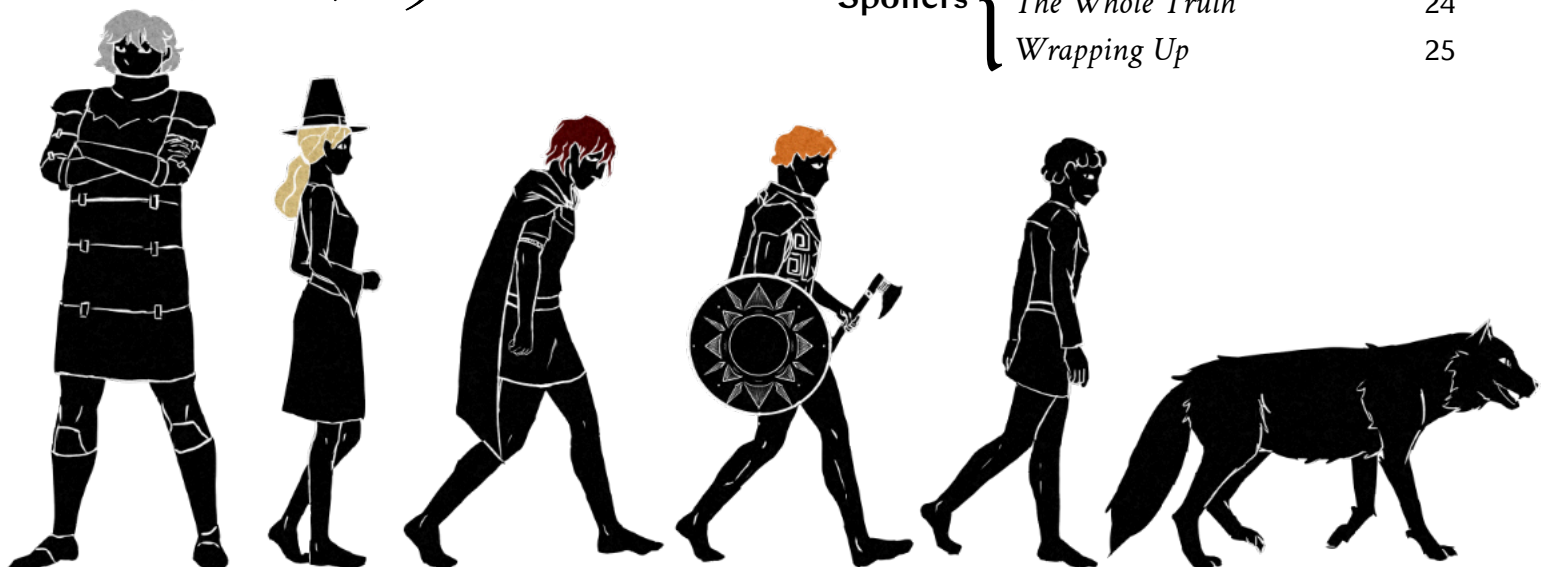
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And player character art by:

Kill The Scribe

Spoilers {



Potential Content Warnings: *Family Tragedy, Violence, and Conspiracy. Alcohol, Black-Magic, and Animal Abuse.*

The Hook

The Sea, King Llyr, has died. His family gather in the great hall to hear his will be known, spoken by his spouse and steward, Penarddun. It is as many suspected, and as a few feared: All the lands of Prydein, its mountains and sheep, all its farmers and guardsmen, and all the powers of statehood are to be inherited solely by the King's youngest born — the teenaged princeling Branwen — rather than being divided equally...

The reason for this sudden change in tradition? Branwen was prophesied to become the next King by his witch-child Manawydan, when they said:

“ONE BORN OF FLAME AND SOOT: WHO WILL BEFRIEND THE FAIR-HOUND IN THE MOONLIT VALLEY, AND WILL COME OF AGE UPON THE NIGHT OF THEIR FATHER'S NATURAL PASSING, AND THUS, BEFORE DAYBREAK, WILL INHERIT ALL THE WORLD OF MEN?”

So now each Lordling must choose: Will you follow your father's wishes and swear fealty to Branwen, or revolt and fight against the tide of destiny and take what you think is rightfully your, or perhaps you will find another way?

At a glance:

This is a story about a demi-divine family, their feuds, and our collective role in the path of Fate.

It is not inherently built as a *player vs. player* type game, but ending everything in a duel or starting a civil war are definitely some possible outcomes of the scenario. *Still*, it can be played multiple times, and each time may be different.

One player will take on the role of the 'Facilitator' — who plays the world and moderates the rules — while the other players will each choose a character from the table below. Each player will need a handful of six-sided dice, a pencil, and a print-out of their character sheet.

If you have fewer than six players, then the character's who aren't chosen will be played by the FC, along with the King's widow, Penarddun, and anyone else, as 'Non-Player Characters'.

There are no other characters in the opening scene. The royal vanguard of each lordling await their orders outside, and the servants are in the back-rooms. *A map may be found on page 11.*

The Cast

Fran *Lord of Wisdom* Pg. 4

Gallant but Austere. A great warrior and poet. Feels robbed by the unorthodox changes made by the prophesy, and wants the will to be rescinded. Thinks Manawydan is a fraud. Has never trusted Dormadd.

Nisyn *Lord of Stillness* Pg. 6

Calm and Inquisitive. Will follow the prophesy only *if it's true*, but wonders about its legitimacy and the timing of Manawydan's claims. Wants answers. Offers advice to Branwen, but only to serve their own interests.

Branwen *Lord of the Hearth* Pg. 8

Kindhearted, but a bit Naïve. Saddened by the death of the King, and a little unsure about taking on this burden, but wants to make him proud. Doesn't like all the sudden attention, though. Keeps Dormadd close by.

Manawydan *Lord of Fortune* Pg. 5

Apprehensive but Excited. Wants their fortune to come true *peacefully*. Doesn't have total control over their magic. Wants the best for the family, but has had some conflicts with them over the years.

Efnisyn *Lord of Storms* Pg. 7

Brash and Ambitious. A bit of a trickster. Wants to be King instead of Branwen, and will try anything to prove they are worthy. Thinks they may be able to twist Manawydan's words to their favour.

Dormadd *Servant of the Moon* Pg. 9

Resembling of a Handsome wolf at first, but perhaps a little rounder. Truly, the best of dogs. Believes they were sent by the Silver Wheel to protect the prophesied King with their life, should it come to that.

Introduction

This is a tabletop roleplaying game, but it doesn't have to be played at a tabletop. It can be played on the living room floor, or online, using a virtual tabletop (VTT), or anywhere else you might like. A set of dice and good imagination are the only *real* requirements.

If you're entirely new to this kind of game, then it would be good to read the rules in full (starting on page 13). If you've played RPGs before then the 'Quick-Play Rules' (down and to the right) should be sufficient to get started.

PLAYING THE CHARACTERS

Each player takes on the role of the character they've chosen to play, acting as they think they should within the scenario presented to them by the Facilitator; here-forth called the 'FC' for short.

The character sheets provide you with an array of titles, numbers, and descriptions to use during play — such as your 'Abilities' and 'Jobs' — but the most important things to read at this stage are the 'Principles'. These are the things your character believes in: *Their motivations*.

These motivations are what you will use to push for your agenda and drive conflict in the game, and *every action has consequences*.

The principles and certain other aspects of the character are left *intentionally vague*, so that you can more easily improvise their personality and make things up about their backstory during play. Their 'Specialities' and 'Quirks' are especially useful for this sort of *implicit storytelling*, so feel free to get creative.

Each character also has a 'Gambit', which is a magical power that they can use *once per session* to produce an effect that breaks the normal rules of play.

Most of all: Don't fret about playing the character 'right', because everyone will interpret these characters differently.

In-fact, not even the character's names or genders are fixed. Some alternative spellings are given for each, and since they are gods, their genders may be ambiguous. You may decide their pronouns and change their names when you choose to play them, if you want to.

Also note, the word 'Lord' is used throughout to denote a divine being, regardless of gender. Similarly, 'King' is used to mean a Giant god, and 'Queen' is used to mean a Fae god. So whoever becomes the next King in this scenario will also be deified.

CELTIC MYTHS & FOLKLORE

The game is set in the glass hall of the **Castle of the Winds**, which floats in the cliffs above **Dinas Olai**, *the city of light*, the capital of **Prydein**, in the misty mountains of **Eryri**.

These names and places are all inspired by stories from the **Welsh Mabinogi**, in a place and a time before these fair lands were touched by Roman hands. Familiarity with bronze-age history or Brythonic folklore is not required to play though. If you're more familiar with *Norse Mythology*, then you're part-way on the right track. The names are different, but the context is similar.

A full pronunciation guide can be found on page 10, and the IPA is used as a reminder next to other names.

Quick-Play Rules:

- The game progresses in scenes and turns. **You can make one roll per turn**, but you can roleplay as much as you like during other players turns.
- Find your agenda while roleplaying, by looking at your Principles and reacting to the environment. *Turn your agenda into actions and objectives!*
- Discuss the *consequences* of your actions with the group, **choose an Ability to use**, and decide if you should 'Make a Check' or 'Perform a Task'.
 - ◆ **Checks** — *For simple verbs and single objectives:*
 - Gather 3 dice. Always.
 - ◆ **Tasks** — *For complex verbs or multiple objectives:*
 - Gather the dice of your chosen Job.
 - ◆ **Add any relevant asset or bonus dice too.**
- Roll the dice, and count 'successes' for each die that *equals or exceeds the Ability rank you're using*.
- The difficulty depends on the type of roll:
 - ◆ **Checks** — Need 2 successes to pass. Always.
 - Any less means *failure with a twist!*
 - Any more means *an exceptional pass!*
 - ◆ **Tasks** — Need successes equal to the difficulty.
 - Each difficulty factor represents an objective to complete, a problem to solve, or an obstacle that stands in your way.
 - Margin of failure shows how close you came to success, and what was overcome, but your agenda is ultimately left unfulfilled.
- If you're lacking successes then use your **Kismet**, think of some **Insight**, look to your **Specialities**, or perform a **Stunt**, to reroll some dice. This is called 'KISSing'. *You can only KISS each die once.*
- Your turn ends shortly after rolling, but your FC may react first to dish out the consequences as promised...

A Little Bookkeeping

Before beginning play properly, make sure that everyone understands that **the game will progress in turns**. The *order of turns* doesn't matter, so long as every player — including the FC — gets the chance to act or react before the anyone else gets another turn. Every time everyone at the table has had their turn, a 'round' is said to have passed. A 'scene' is then said to last until a round passes where no one has anything else to add. The positions of all the characters, as well as the time or location, can change when a new scene starts.

Remember, *turn order is just a pacing device not a strict schedule*.

Every player should start by **reading their Principles and Quirks out loud**, in whatever order you feel is natural. The FC can then read the Principles of any characters they'll be portraying as non-player characters (NPCs), or they may choose to keep them secret.

Everyone should also start with their **Ego, and 3 Lots**. These are two special currencies — called 'Kismet' — that can be spent during play to count any rolled 6s twice, or to KISS a failed die and re-roll it, respectively.

Setting the Scene:

The main characters are royal giants in an ancient line that supposedly leads back to the dynasty of the **Shining-God BELI•MAWR**, *King of Life and Fire*. The game will begin in the **glass hall** in the Castle of the Winds, above the city of light, in the ancient **Kingdom of Prydain**.

The Glass Hall

It is a resplendent mead hall and throne room, with many rows of vertical green and blue window panes and a marvellous **central firepit**. Two long feasting tables line the walls, with pews either side, strewn with half-eaten food and spilled drinks. For today was supposed to be a day of celebrations: *Branwen's coming of age party*.

But King Llyr had been sick for weeks, and left the throne empty on this portentous night: Only his **fabled iron sword** hangs on the mantel above it, *symbolic of his presence in spirit*.

The Will of the King

Queen Penarddun enters the glass hall from the King's chambers. She interrupts the festivities and bluntly announces the King's death. Then calls for the vanguard and servants to leave and await outside, so that **the will of the late King can only be heard by those who were closest to him**.

With tears in her eyes, **she tells everyone:**

"Our King was a goodly man, who always sought what was best for this land, but he feared that the kingdom would fall to desolation and cause endless strife among the family if Manawydan's prophesy turned true.

Yet, as tonight is both Branwen's birthday and the night of a full moon, Llyr recognised these signs before his passing, and has chosen to obey the Fates. He has bequeathed all his worldly possessions and powers to Branwen.

I will swear my fealty, and hope for all our sakes that you do the same. Live long, and reign in peace... and may the Heavens and the Earth be once again united..."

Then she **bows curtly to Branwen** and sits down, turned away in her throne, and begins to sob quietly.

Special Character Notes

PENARDDUN: [pen:ar:ðin]

- Tall and lithe with decorated silver hair and blue eyes, wearing a gray pencil dress and brown fur cloak. *She is the Queen of Beauty.*
- *The dowager queen will be too distraught to meaningfully interact with during the first round of play and cannot be consoled, leaving you to your own devices.*
- Afterwards she remains reserved, but **generally supports her late husband's will**, and makes a bigger show of fealty if pushed.

MANAWYDAN: [ma:na:vid:an]

- As a divine oracle, their prophesies are uncontrollable... **they take no blame for the words they spoke** all those years ago, for it was Fate who *spoke through them*.
- They have some other spells they can cast, *three times per day*, but no control over these effects either. Use each spell's name to **interpret what happens with your Peers**.
- Manawydan's other power's and duties are simply those of a druid, a cleric, or a priest.

DORMADD: [dɔr:mað]

- He carries the eerie light of an eclipse his fur, and his bark is the call of lightning. **His eyes are also black as jet**, like Branwen's.
- Dormadd is supposedly a *Fae creature*, and **can only be slain by the touch of iron or flame**. Some think him a monster. King Llyr did not look upon him kindly, for example, and even threatened to kill him once. Most people just think he's a dog.
- If Dormadd is an NPC, then **he talks in simple barked sentences**, but he'll support Branwen's claim to the throne wholeheartedly — and believes it's his ordained duty to project him.
- *If he has been chosen by a player then he can talk normally, or however that player wants him to talk, and his beliefs may be less rigid.*

Fran (Bendigeidfran)

[vran]



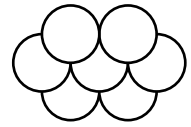
Kismet

Backgrounds & Circumstances

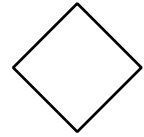
Also known as 'Brancaur', 'White Crow', or 'Gwyn' — you are the Lord of Wisdom.

Your hair is well-kempt and whitening with age. You are largest of your siblings, a giant among men, and a little bit plump, but still not as large as father. You are the eldest child of King Llyr, but you have already seen many lifetimes of ordinary men. You are a great fighter, a poet, and a war hero. Manawydan's prophesy will rob all of you of your fair share of father's land and rights. This must be a conspiracy, surely? And you don't trust that strange mutt Dormadd either... He just showed up one day, and claimed to be Branwen's protector!

Lots:



Ego:



Principles

Manawydan is a fraud who lacks true magic; I'll prove this prophesy is false!

Dormadd makes me uneasy. I must find out why he serves Branwen so diligently.

Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

I always speak my mind, even when it embarrasses or infuriates others.

Playing my flute keeps me calm, and often calms those around me too.

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

I've not waited my whole life to bow to a child!

Our mother is still the wife of a King, and must be respected as such.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ 4

BRAINS ≥ 5

FINESSE ≥ 3

BRAWN ≥ 4

MEDIUM, PHYSICAL

Jobs

ADVOCATE 3

DECEIVER 1

LEADER 5

Appeal Dice

INQUISITOR 3

STEWARD 4

PHILOSOPHER 5

Brains Dice

CRAFTER 3

HUNTER 4

THIEF 2

Finesse Dice

GUARD 3

NURSE 2

WARRIOR 6

Brawn Dice

Assets

+ Heroic Reputation

+ Ceremonial Plate Armor

+ Huw (pet crow)

+ The Ivory Flute

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

Eyes of Earth & Stone

How did the Lord of Wisdom come to know so much? With a little meditation, many things may be seen or heard.

You can project your mind through walls of rock or mud. You may reach this vision out to any distance in, so long as its all connected to the earth.

You are vulnerable in this state, but your crow keeps watch.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Quirks

Austere

Drunk

Gallant

Remincent

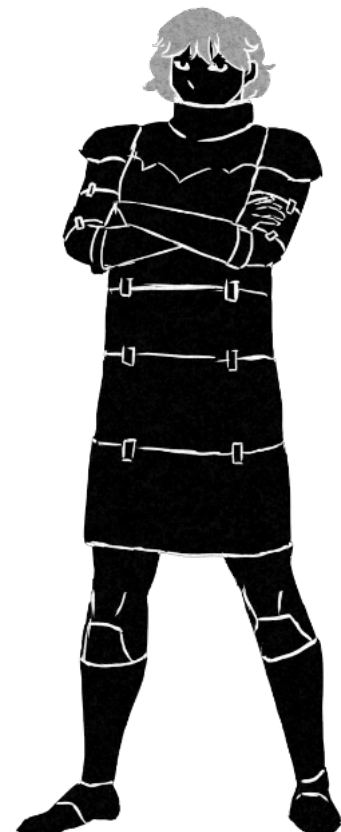
Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

- Athletics
- Etiquette
- Intimidation
- Observation
- Poetry
- Tactics

Each specialty can be used to reroll a die once per session, counting as a KISS.



Manawydan

[ma:na:vid:an]



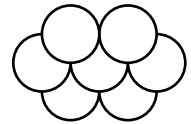
Kismet

Backgrounds & Circumstances

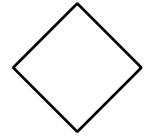
Also known as 'Manannán', 'Golden Forest', or 'Melyn' — you are the Lord of Fortune.

Your hair is long, blonde, and tied back. You wear many colored robes and a slightly conical hat. You are the second born of King Llyr. You are a respected druid, as well as a Lord, but father always called you a witch... Though you grieve for your father, the lost King, you are quietly elated to learn that your foretelling seems to be coming true. But your siblings will blame you for this, even if they don't say it with their words, they say it with their eyes even now. You've never wanted power. Not the power of a King anyway.

Lots:



Ego:



Principles

▸ I must ensure that the transfer of power is peaceable.

▸ Whatever else happens tonight, I will keep my place in this court.

Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

▸ I am weak for the natural beauty of the world.

▸ I have a spell for that! (Just give me a little time).

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ My magic is real and earned. No one can take that away from me.

▸ A King must live in service of their people. I'm glad that's not me.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **4**

BRAINS ≥ **3**

FINESSE ≥ **5**

BRAWN ≥ **4**

MENNAR, PHVSEORAL.

Jobs

ADVOCATE 5

DECEIVER 4

LEADER 1

Appeal Dice

INQUISITOR 4

STEWARD 3

PHILOSOPHER 6

Brains Dice

CRAFTER 4

HUNTER 2

THIEF 5

Finesse Dice

GUARD 2

NURSE 4

WARRIOR 3

Brawn Dice

Assets

+ Curved Silver Sword

+ Herbs & Reagents

+ The Cauldron of Vitality

+ Wearer of the Tallhat

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

Uncontrollable Magic

When you want to cast a spell, roll a d6 and interpret the effect:

1. Impending Curse
2. Flourishing Growth
3. Explosive Firebolt
4. Blessings of Fate
5. Transform Body
6. Prophetic Vision

Choosing a spell requires a ritual.

This gambit can be used thrice per day. Casting times are instantaneous, and can be used out of turn.

Quirks

Apprehensive

Misunderstood

Obliging

Tender

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

Fae Magic

Folklore

Harsh Truths

Herbalism

Local History

Wise Aphorisms

Each specialty can be used to reroll a die once per session, counting as a KISS.



Nisyn

[ni:sən]



Kismet

Backgrounds & Circumstances

Also known as 'Nissen', 'Red Lake', or 'Rhudd' — you are the Lord of Stillness.

You have shaggy brownish red hair. You wear relatively plain clothes and slim-fitting clothes with decorated lace on the trim. You don't want the throne... not really. The seat *besides* it though, that's another story? Politics is your forte. Whoever comes out of this mess on top, you want to be standing with them. *The influence of magic is troublesome, though.*

Note: Efsien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Euroswydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some kind of fight, it's said, and Llyr was once imprisoned.

Principles

▸ Manawydan's magic is a bad influence on us all, they should leave.

▸ Branwen is the *victim* in all this and needs my guidance.

Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

▸ I always pretend to know more than I actually do.

▸ Take any opportunity to remind Efnisyn that I'm older and smarter.

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ The truth always comes out in the end... It can't be ignored when it does.

▸ I'll never forgive our mother for not telling us what happened to father.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Jobs

ADVOCATE 5

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 5

STEWARD 6

PHILOSOPHER 4

Brains Dice

CRAFTER 3

HUNTER 1

THIEF 4

Finesse Dice

GUARD 4

NURSE 3

WARRIOR 2

Brawn Dice

Assets

+ Hidden Dagger

+ Respected Courtier

+ The Annals of History

+ Writing Implements

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

A Moment of Peace

The Lord of Stillness has some limited power over the flow of time. By breathing slowly, the world around you seem to come to a halt.

Use between rounds to take another turn. This extra turn can't be spent talking to other characters though, it must be used to do something mental or physical.

Your gambit can be used *once per day*. Durations are instantaneous, and can be used out of turn.

Quirks

Arbitrary

Quiet

Stressed

Wandering

Use a Quirk after *roleplaying* appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a *different roll*, you may use the Quirk again to gain a +2D bonus instead.

Specialties

Flattery

Logistics

Patience

Rhetoric

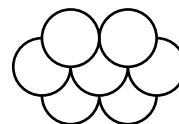
Secrets

Symbolism

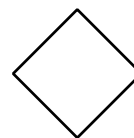
Each specialty can be used to *reroll* a die once per session, counting as a KISS.



Lots:



Ego:



Abilities

Rank

APPEAL ≥ 5

BRAINS ≥ 3

FINESSE ≥ 4

BRAWN ≥ 4

THEIR FARE, PHYSICIAN.

Efnisyn

[ɛv:ni:sən]



Kismet

Backgrounds & Circumstances

Also known as 'Evnissen', 'Ochre Wind', or 'Oren' — you are the Lord of Storms.

You have a shock of copper hair. You wear an orange leather vest with bare arms, a tartan cloak, and your infamous crimson scarf. You think that keeping a single ruler *would* make more sense than diving up the country and leaving you to fight for generations... but alas, you can't help but wonder "why couldn't it have been me?" *Maybe it still could be.*

Note: Nisien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Euroswydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some contest, it seems, and Llyr once broke free of prison.

Principles

▸ If we're breaking with tradition, let us see proof of who is best to rule.

▸ If I can befriend Dormadd, maybe I can twist the prophesy in my favor?

Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

▸ I take every opportunity to show my superior strength over Nisyn.

▸ I frequently disobey people; especially mother, much to her dismay!

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ Fortune favors the bold, and you minds are best for making bold decisions.

▸ If I can make someone smile or laugh each day, then I'm doing good.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Jobs

ADVOCATE 1

DECEIVER 5

LEADER 4

Appeal Dice

INQUISITOR 4

STEWARD 2

PHILOSOPHER 3

Brains Dice

CRAFTER 3

HUNTER 3

THIEF 6

Finesse Dice

GUARD 4

NURSE 2

WARRIOR 5

Brawn Dice

Assets

+ Runic Stone Axe

+ Dragon-scorched Shield

+ Man of the People

+ The Quartz Spyglass

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

Voice of Thunder

The Lord of Storms is no stranger to being seen before heard... But sometimes you want to be heard before you're seen!

Shout and be heard by all within the valley. Your voice echoes for miles. Perhaps even the heavens can hear you?

The wind picks up and it usually starts raining after you do this too...

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Quirks

Ambitious

Brash

Jealous

Warped

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

Confidence

Improvisation

Persuasion

Quick Reflexes

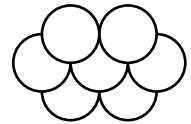
Rebellion

Sleight of Hand

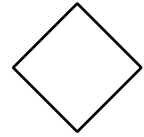
Each specialty can be used to reroll a die once per session, counting as a KISS.



Lots:



Ego:



Abilities

Rank

APPEAL ≥ 3

BRAINS ≥ 5

FINESSE ≥ 4

BRAWN ≥ 4

THEMATIC PHYSICALS

Branwen

[bran:wɛn]



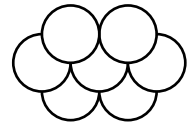
Kismet

Backgrounds & Circumstances

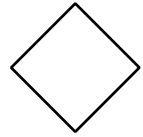
Also known as 'Branbach', 'Blackbird', or 'Duon' — you are the Lord of the Hearth.

Your eyes and hair are as black as soot. You wear a dark maroon gown, with a floral lapel and gold trimmings. You are the youngest of the family. You wish you could have just had a normal birthday. This almost feels like a kind of sick practical joke. You barely have time to process or grieve, and now your whole family seems to be turning against you. Who's fault is this? You didn't ask for this. Still, some things are beyond the power of our changing... *try though we might*. If this is the hand you've been dealt, perhaps it's time to play!

Lots:



Ego:



Principles

▸ All my siblings just want to bismirch me. I'll show them I can be King!

▸ One death is enough. I will not let anyone else die tonight.

Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

▸ My first assumptions are often wrong, but that's ok... I'm still learning.

▸ When the light of the full moon strikes me, I always get jittery.

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ Dormadd will defend me, but I'm an adult now; we can protect each other.

▸ Actions are more important than words.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **3**

BRAINS ≥ **4**

FINESSE ≥ **4**

BRAWN ≥ **5**

MINIFAR, PHVSEORAL.

Jobs

ADVOCATE 4

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 4

STEWARD 2

PHILOSOPHER 4

Brains Dice

CRAFTER 5

HUNTER 5

THIEF 3

Finesse Dice

GUARD 2

NURSE 5

WARRIOR 3

Brawn Dice

Assets

+ Liked by the Castle Staff

+ Reindeer-horn Bow

++ The Prophesied King

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

Master of the House

The room comes alive under your step. The fire feels warmer, the tiles look cleaner, and the doors are definitely stronger.

You may ward any room with a fireplace against anyone from entering whom you do not allow. The room will force them out by any means necessary.

This lasts until the end of the scene, or until the fire goes out.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Quirks

Determined

Kindhearted

Naïve

Tactless

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

Animal Handling

Barter

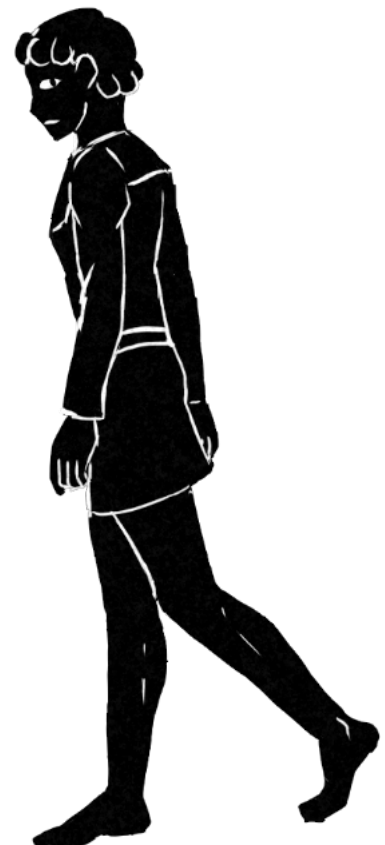
Competition

Field Dressing

Gossip

Mountaineering

Each specialty can be used to reroll a die once per session, counting as a KISS.



Dormadd

[dɔr:mað]



Kismet

Backgrounds & Circumstances

Also known as 'Dromath', 'Dormarch', 'Fair-Hound', or 'Garm' — you are a Fae Servant of Arianhod, the Moon, Queen of Cycles, also known as the 'Silver Wheel'.

You are a beast formed from wishes and molten silver. Once thought of only as a myth to a handful of anarchists, you awoke in blinding light and galloped across the starry void to meet your charge. That's all you remember anyway. The first person you met was Branwen, lost in the mountains, and you've been friends ever since. The Moon's words bounce around your head, but they're hard to remember sometimes. *This place is warm, at least.*

Lots:

Ego:

Principles

▸ My duty is to ensure that the King ascends with my help. *I think.*

▸ I must recover my memories... Surely I'm missing something?

Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

▸ If anything tries to harm Branwen, I'll bite them!

▸ When I'm in doubt, I look to the Moon for guidance. I know not why...

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ The worlds of the Giants and the Fae can never truly coexist.

▸ I may have been summoned by a prophesy, but I'm just as real as any dog.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **4**

BRAINS ≥ **4**

FINESSE ≥ **5**

BRAWN ≥ **3**

THEMATIC, PHYSICAL.

Jobs

ADVOCATE 4

DECEIVER 3

LEADER 3

Appeal Dice

INQUISITOR 5

STEWARD 1

PHILOSOPHER 2

Brains Dice

CRAFTER 1

HUNTER 6

THIEF 5

Finesse Dice

GUARD 6

NURSE 2

WARRIOR 4

Brawn Dice

Assets

+ *Crushing Jaws*

+ *Resistant to Mundane Arms*

+ *The Moon's Favor*

+ *Thick Fur Coat*

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used:

Hush, Rush, Eclipse

Dormadd is a being of many mysteries and unsettling auras. Envisage an open mouth baring too many fangs and a dark light. It could cause all sorts of upsets.

During another character's roll, between the initial dice roll and the declaration of any KISSES, you may to remove one of their dice from the pool. This die is lost and can't be rerolled.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Specialties

- Acute Sense of Smell
- Attention Seeking
- Hauling
- Stealth
- Survival
- Zealotry

Each specialty can be used to reroll a die once per session, counting as a KISS.

Quirks

- Fae Beast
- Fiercely Loyal
- Greedy
- Literally a Dog

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.



Pronunciation Guide

Welsh is often perceived to be difficult to read because of an abundance of consonants to a native English speaker's eye, but Welsh is a phonetically consistent language. Meaning that, so long as you learn how to pronounce each letter individually, you can theoretically pronounce any other word with a bit of practice.

The two main things to remember are:

- ▶ That the vowels in Welsh are **A, I, E, O, U, W** and **Y**. (Yes, W and Y are vowels).
- ▶ And the digraphs **Ch, Dd, Ff, Ng, Ll, Rh,** and **Th** are each considered to be *one letter*. (And therefore one sound).

The most complex sounds come from the vowel diphthongs (ie. pairs of vowels), but these are mostly avoided (deliberately) in this module for ease of approach to a non-native speaker.

The charts below show the way in which the International Phonetic Alphabet (IPA) represents Welsh language pronunciations:

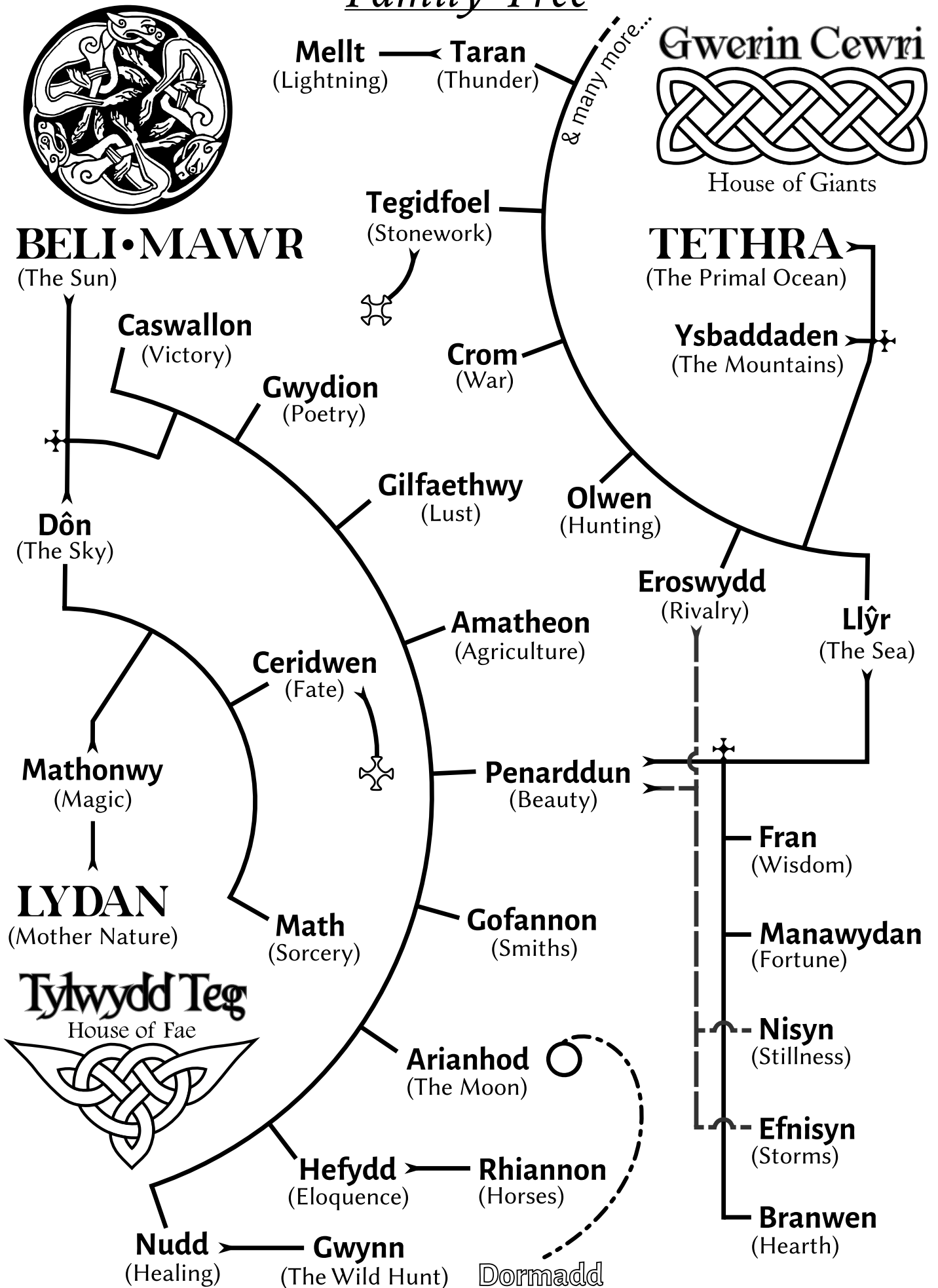
| CONSONANTS | | |
|------------|---|---------------------------|
| IPA | Example Names | English Approx. |
| b | B ranwen, fab b , E b rin | be |
| d | D yfed, Bed d wyr, Llwy d | do |
| ð | Dorm dd , Penar dd un | wither |
| v | F ran, Efnisyn, Haf g an | very |
| f | F fair, E ffin, Ceffyl-Dwr | find |
| g | G eraint, Haf g an | get |
| h | H uw, Cy h yraeth | have |
| j | I orwerth, Arian h od | you |
| k | C ymru, Madoc, ac | sky, cool |
| l | Llywely n , Eli w lod | like |
| ɬ | L lyr, Pwy ll , Gwy ll ion | Similar to 'hl' |
| m | M anawydan, Cym m idei | me |
| ɱ | Llam h igyn-Dwr | wormhole |
| n | N isyn, Ann w fn | no |
| ŋ | Garan h ir, Arian h od | unhappy |
| ŋ | Pen p ingion | thing |
| p | P en p ingion, a p | pie |
| r | E ryri, Lly r , F ran | right, but <i>trilled</i> |
| ɾ | R hiannon, Arian h od | Similar to 'hr' |
| s | S eithenyn, Efnisyn | see |
| ʃi | O sian | she |
| t | T egidfoel, Gwynt | stop |
| θ | Tylwy th Teg, Ar th ur | think |
| χ | Mathol w ch, Gwal ch mei | loch (in Scottish) |

| VOWELS | | |
|---------------------|--|-------------------|
| <i>Monophthongs</i> | | |
| IPA | Examples | English Approx. |
| a | A faon, F ran | sand |
| a: | M anaw y dan | father |
| e: | Tylwy th T eg | may |
| ə | N isyn, Ery r i, Y s | about, thus |
| ɛ | E ryri, Efnisyn | well |
| ɪ/ɨ | I dris, Goew i n | it / pin |
| i:/i: | D uon, Ar th ur, Penar d un | be / roses |
| o: | Mall o lwch | raw |
| ɔ | Dorm ad d, D on | off |
| u: | Ll w ch, Men w | pool |
| ʊ/w | G w awr, D wr | put / was |
| <i>Diphthongs</i> | | |
| ai | C ai, Geraint | eye |
| aɨ | Coblyn au | pie |
| a:i/i | Cymra ae g | Yael (in Hebrew) |
| au | G w awr, M aw r | around |
| ɛu | Goew i n, Glew y d | wayward |
| ɛi | Pryde i n | pain |
| eɨ | Lle u , Euro s wydd | |
| əu | Llywely n | toe |
| ɪu | Eliw l od | till (in Cockney) |
| i:u | H uw | |
| ɔi | O isin | boy |
| ɔɨ | Goew i n | soil |
| ʊɨ | Manaw y dan | Louie |

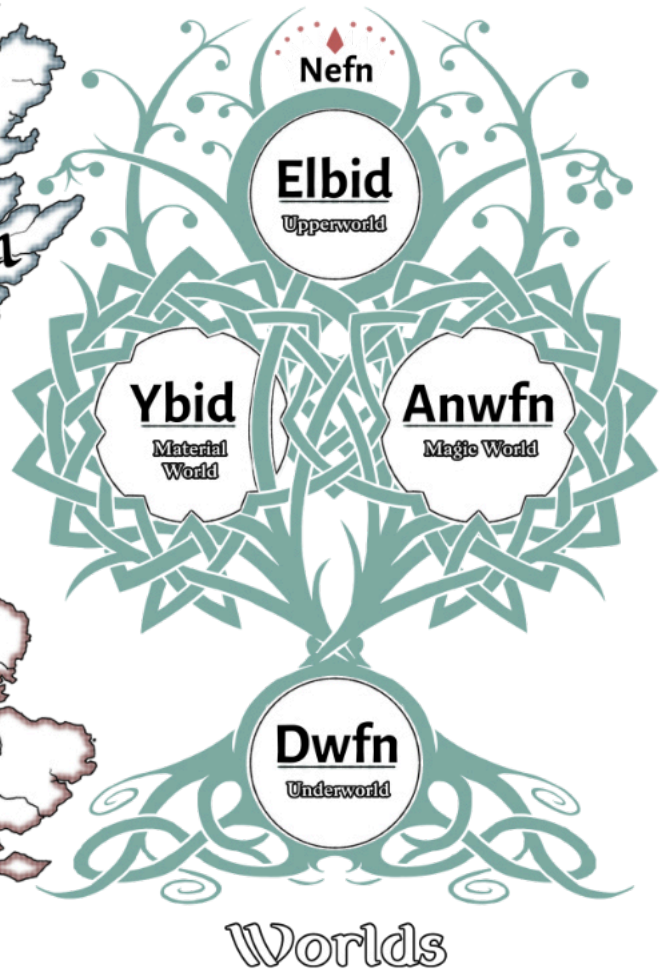
Notes:

- ▶ A caret ̂ or 'to-bach' (lit. 'little roof') is used to indicate a slightly longer vowel; like aa, oo, or ee, in English.
- ▶ An acute ́ is used to indicate stress on the syllable it's placed on top of.
- ▶ Lastly, **don't worry too much about all of this**. If you find yourselves stumbling over the names a lot then just say them however you instinctually want to read them.

Family Tree



Maps



GAME RULES

The scenario is played using a simplified version of the **free Agora** system rules. Familiarity with the full system is not required however. *All the rules you need to play are right here.* Simply read on, and you'll learn how to play. You can use these pages as reference material too.

First-and-foremost, here are some **common terms** to get used to seeing:

- **You** — The reader, a player, or their character, depending on the context.
- **Agenda** — This is what motivates your rolls each turn. *It's what you're doing and why?*
- **Rolls** — Using some 6-sided dice, you make rolls to perform actions. There are 2 types:
 - ◆ **Checks** — Simple and fast rolls that represent only your raw talent and luck.
 - ◆ **Tasks** — Slower and more methodical rolls that represent your training and skill.
- **KISS** — An acronym meaning *Kismet, Specialties, Stunts, or Specialties*, used to re-roll dice that have failed you; representing your reserves of good karma, knowledge, or competence.
- **PC & NPC** — Acronyms meaning *Player Character* and *Non-player Character*, respectively.
- **FC & Peers** — A shorthand for *Facilitator*, and *Peers* means everyone else who isn't you. Both take on the capacity of a **referee** during play, adjudicating rules, but in different ways.

Player Roles

A **Player Character** is like a marionette that you control, and speak for, and use to interact with the game world for the duration of play using your imagination. This is *roleplaying*.

PCs are the protagonists of the stories we tell, as they are always either:

- Actively trying to get what they want,
- Dealing with some kind of conflict,
- Fighting for something they believe in,
- Or undergoing some kind of change.

This is primarily expressed through their written **Principles**, but it may be seen in their **Quirks** too. *Life is breathed into a character before a session by speaking them aloud.*

We follow a PCs point of view, through each triumph or disaster, **taking turns between rolls giving everyone a fair chance to play.**

The Peers

Your Peers are *everyone else at the table who isn't you*. **When its not your turn, you act as a Peer to the currently acting player.**

When acting as a Peer, you should:

- **Be a fan of the other characters**, even when you're at odds with one another!
- **Look up rules whenever the FC is busy.**
- **Offer guidance or advice when asked**, & help struggling players to learn to play.
- **Play to find out what happens next!**

The game rules will **occasionally** prioritize a decision from the Peers over a decision from the Facilitator. In these cases, you must quickly come to a consensus together.

The Facilitator

One of the players takes on the role of the Facilitator (or 'FC' for short). This is similar to a referee or game moderator, seen in other tabletop games, *but their power as the sole-arbiter is deemphasized* thanks to the Peers.

The FC's main duties are as follows:

- **Manage the game:** Who's playing who, when and where, and for how long?
- **Play the world** and the people in it.
- **Plan scenarios, not plots.** A setting and situation are like black powder kegs, but your players must bring the matches...!
- **Interpret player actions, determine difficulties, and set consequences.**
- **Challenge the player's Principles!** Make them push for an agenda with every roll.

The game rules will **usually** prioritize a decision from the Facilitator above a decision from the Peers. Though even here, *you can be overruled unanimously by your Peers.*

Notes on Peers:

- * 'Peer' is a *relative term*, so your FC has Peers too: You and all of the other players. Another player's Peers means you, the FC, and anyone else.
- * Peers don't even need to be players. Just friends.
- * Peers are also a **safety tool** that keeps an FC from overstepping boundaries or breaking the game rules without prior discussion.

Rolling Dice

During your turn, after some roleplaying, your FC may decide that it's appropriate for you to roll dice. This most commonly occurs whenever you're attempting to complete *non-trivial actions*, or *resolve conflicts*. Meaning that **no rolls are required when there is nothing at stake**. If there's no tension, your FC should just say 'yes' and keep roleplaying with you.

If you think a roll should be required but your FC doesn't, then your **agenda** isn't clear to them. Try openly discussing it with your Peers by *breaking it down into actions and objectives*.

Once your agenda is clear, and a roll is deemed necessary to progress, then your Peers may discuss whether they think this should be resolved with a **Check** or a **Task**:

Checks

Checks are mostly a measure of your *raw talent and luck*, and **can only be used to achieve one thing per roll** using simple verbs.

Making a Check:

- Determine which **Ability** you'll be using:
 - ◆ **Appeal:** *mental grace*, confidence, sociability, & emotional senses.
 - ◆ **Brains:** *mental power*, wits, resolve, logic, memory, & spacial awareness.
 - ◆ **Finesse:** *physical grace*, flexibility, coordination, & reaction speed.
 - ◆ **Brawn:** *physical power*, stamina, fortitude, & strenuous movements.

Discuss with your Peers if it's not obvious.

- Pick up **3 dice**, and take a *bonus die* if you have a relevant **Asset**.
- Roll your dice and count '**successes**' for each face that lands equal to or greater than the Rank of the chosen Ability.
- Compare your successes to the following chart to **determine the result**:

| Successes | Result |
|-------------|--|
| 0 (~30%) | Tough Failure: <i>You don't get what you wanted. The consequences of your failed actions play out, and some opportunities, time, or resources may be lost.</i> |
| 1 (~45%) | Partial Pass / Failure with a Twist: <i>Your action doesn't quite work out as intended. Something interrupts you, your intentions are bent, or new information is revealed that changes the situation.</i> |
| 2 (~20%) | Regular Pass: <i>Your agenda is fulfilled. You get what you wanted, and generally succeed without any major issues.</i> |
| 3+ (~5%) | Pass with Flying Colors: <i>Your objective is completed with ease and aplomb or with time to spare.</i> |

These percentages are the chances of getting this result if you are rolling 3 dice at Rank 5. The more dice you roll, or the lower your Ability Rank, the higher your odds are of getting a better result.

Tasks

Tasks are a measure of your *training and expertise*, and **can be used to achieve many things at once**, or multiple actions in a row.

Performing a Task:

- Determine which **Job** you'll be using, and hence which *Ability Rank* to use too.
There are **12 jobs** in this version of *Agora*, they are described in detail on [page 20](#).
- Pick up the chosen Job's dice, and a *bonus die* if you have a relevant **Asset**.
- Discuss the *difficulty and consequences* of your actions with the FC:

+1 | **Factor per objective.**

+1 | **Per Job-specific factor.**

+1 | **For each generic factor.**

Add up all the factors for the total DIFF.

- Roll your dice and count '**successes**' for each face that lands equal to or greater than the Rank of the Job's Ability.
- Compare your total successes (SUCC) to the total difficulty (DIFF):

◆ **Pass** if SUCC equals or exceeds DIFF.

◆ **Fail** if SUCC are less than the DIFF.

Your margin of failure here may be used to describe which factors were overcome and which ones ultimately foiled you, but it will still ultimately count as a failed roll.

Difficulty Factors

Most of the time spent while performing Task is taken up by discussing the factors. **Factors represent the obstacles that you must overcome to accomplish your agenda.**

Every Task starts with a number of factors equal to the number of **objectives** you're trying to accomplish with the roll.

Then, by assessing the context of your situation and taking the methods you're using into account, your FC may declare a number of additional factors they deem relevant.

There are two sources of additional factors that the FC can draw on here: '**Job-specific factors**' and '**generic factors**'. *Job-specific factors are listed for each job individually, and generic factors are listed in the sidebar below.*

The FC should focus on *only the most important factors* for your agenda — **not just any and all that seem applicable** — otherwise every roll will end up too difficult.

Generic Factors:

- +1 "Another character is hindering you...?"
- +1 "An opponent is particularly mighty, cunning, or ominous...?"
- +1 "The consequences of a previous roll are penalizing you...?"
- +1 "You lack the right tools for this job...?"
- +1 "You're in an unfamiliar situation, or you've never done this before...?"
- +1 "You're sick, intoxicated, stunned, exhausted, stressed, or ensorcelled...?"

KISSing Dice

Kismet, Insight, Stunts and **Specialties** can all be used to *re-roll* some of your dice, before the result of the roll is determined. We call these re-rolls '**KISSes**' for short.

You may need to justify some of your **KISSes to your Peers**, if they're not obvious, and *pick up one failed die for each valid KISS*. Once you've exhausted all your options, **re-roll all the KISSed dice together** and add any extra successes they generate to your total.

Kismet:

'Kismet' refers to the spending of **Lots**, a special currency that you acquire *by pursuing your principles*. **Each Lot spent counts as a KISS with no questions asked.**

You can also spend **Ego**, a more scarce currency, to **double the successes of any 6s you've rolled**. Ego can be spent *after KISSing*.

Insight:

Drawing on 'insight' means using special information, revealing secrets or sharing wisdom at the right time, or leveraging **established facts** to your advantage.

Insights draw mainly from your **personal character notes**, and knowledge about the world, *as a player*, more than anything else. **Insights must either serve the narrative or raise the stakes to be valid KISSes.**

Stunts:

Performing 'stunts' means describing your actions with extra flair, or acting in character with substance and ardor. **Like Insights, stunts must either serve the narrative or raise the stakes to be valid KISSes.**

Additionally, when you use a stunt, **you must still leave the possibility for failure open in your words**. As the re-rolled dice don't decide if what you've described or said really happens, but rather *how the world will react* to what you've just done.

Specialties:

Your 'specialties' are *listed directly on your character sheet*, and they represent **the topics and techniques where you're considered an expert**. Some may also be innate knacks, natural talents, or personality quirks, but they're usually *trained skills*.

Each specialty can only KISS a die *once per session*, so **they must be ticked off when used**: Add a ✓ mark to their box, in pencil.

Offering Help

Another character may offer their aid to you while you are rolling dice, so long as they aren't currently preoccupied, and *roleplay appropriately*.

A helper may KISS dice for you, if you *accept their help*, effectively giving you access to their Kismet, Insights, Stunts, or Specialties.

However, helpers are also tied to the consequences of your actions, for good or ill.

KISSing Limits:

- * KISSes must be announced by all participants before they are rolled, and they must *be all rolled at the same time*.
- * You can't KISS *more dice than you started with*.
- * You can't KISS the same die multiple times, all KISSing is done in a single round
- * **Keep it short and sweet**, like a real kiss! *Don't dredge through your whole character sheet asking for KISSes at every header.*

Consequences

Facilitators take on the difficult role of providing both a space for the PCs to inhabit as people, and also the opportunity for them to run amok and impose their ideals onto that space. *Both the character and the world should be changed by these interactions.*

Consequences are a short description of the events that will occur as a direct result of a PCs actions and objectives.

The consequences of an action should never be unexpected to the player, regardless of the difficulty of a roll, though they may be unforeseen to the character.

That is, the FC should make an effort to clearly signal what an outcome is likely to be — either through their roleplaying and descriptions beforehand, or by directly saying as much out-of-game.

Simply put, your FC should always tell you:

- **If you succeed at the roll** (or if no roll is necessary), roughly what will happen *before the world responds?*
- **If you fail the roll**, *how will your agency be reduced while the world responds?*

Discuss Consequences First:

A player should *always* be allowed to back down from a roll or change their agenda once they understand what those consequences are.

There's a give-and-take to this process, which can result in a fair amount of discussion before any dice ever hit the table. Don't fret through, because this still part of the game! *You're still a player even when you're acting as a Peer to your own character.*

Let them fall where they may...

Once your dice have been rolled, however, and the results are determined, **you should respect your dice as oracles of your character's Fate.**

That is, *you shouldn't roll repeatedly against the same obstacle until the initial consequences are dealt with, or until the situation changes.*

Because if something is worth rolling for, then the potential outcomes of failure are just as important as the potential outcomes of success.

Fact Checks

You will sometimes reach points in the game **when you need to know what your character knows**. This is when we use a special kind of Check called a '**Fact Check**'.

First, you must have a Circumstance, Habit, or Specialty that relates to the fact you want to establish, and then you make a **Brains** roll.

The **result of this roll determines the fact's validity**, according to following chart:

| Successes | Validity |
|-----------|---|
| 0 | Hearsay and rumor, or just plain old lies |
| 1 | Common knowledge (partial failure) |
| 2 | Obscure knowledge (regular pass) |
| 3+ | Secrets and mysteries, or plot-convenient knowledge |

Alternatively: If the Check fails then the FC may simply say that you don't remember clearly, or they may **subvert the fact** — taking your idea and flipping it on its head somehow!

Opposed Tasks

Characters will sometimes find themselves at odds, either by getting argumentative or by literally fighting. When this happens, these characters should form themselves into two '**sides**'. Each side should '*pool*' *all their dice together*. Picking a side and getting involved with the conflict uses your turn for the round.

Once you've chosen what jobs to use for the conflict, gather up those dice, and then split the total pool into two smaller pools:

- Your '**offensive pool**' is rolled *against the opposing side's defensive pool*.
- Your '**defensive pool**' is rolled *against the opposing side's offensive pool*.

An Asset die can be added to each pool, so long as it makes the sense to do so.

The side with the most successes in each opposing pool wins that half of the conflict, leading to *four* possible outcomes:

| Offence | Defence | Outcome |
|---------|---------|--|
| WIN | WIN | <i>A total success</i> for your side. You get everything you wanted. |
| WIN | LOSS | <i>A partial victory</i> . You must agree to some kind of compromise. |
| LOSS | WIN | <i>Both sides failed</i> to get what they wanted. You are at an impasse. |
| LOSS | LOSS | <i>A total failure</i> for your side. You are at your opponent's mercy. |

Defender's Advantage: In the case of a tie, when one side's offensive successes are equal to the other side's defensive successes, or vice versa, the defensive side takes always precedence.

Character Aspects

Your character sheet contains all of the information that you need to play your character. It's divided into headings, or 'aspects', which will each be explained in detail over the next few pages.

Circumstances

Circumstances are the parts of your character that make them truly unique. Some basic information about your physical appearance, age, and culture is included; along with alternate names or aliases, and some details about their backstory or history.

Circumstances are mostly just *for adding some flavor to your character*, they have no major mechanical effects.

Principles

Principles are a way for your character to **express their personality and motivations**, in a few short sentences. You may have up to six in total, of three types, but *each can only be a single sentence in length*.

Goals

Goals are the **things that your characters wants to achieve before the end of the session**. Use them to form your agendas and to motivate your actions each turn.

When you *make progress* towards a Goal during play you may be **awarded with a Lot**.

When a goal is *completed*, you **regain Ego**.

Habits

Habits are the **things that your character repeatedly does**, or ways they act when *certain conditions* arise, or things they do so frequently that they do them automatically.

Habits can interrupt the turn order if one relates directly to what's going on. This lets you roll before someone else, *to help or hinder*, or to **establish a fact**.

When a habit *gets you in trouble*, creates *interesting drama*, or leads to *unforeseen consequences*, then you **regain Ego**.

Creeds

Creeds are **things that your character believes in absolutely**, morals that are unwavering, or oaths they have sworn. Use them to form your agendas and to guide the way your character speaks.

When a creed is *adhered to after a moment of doubt*, or if a creed is directly interrogated and you stand by it, you **gain a Lot**.

Kismet

Kismet is a Turkish word, derived from the Arabic قيسمى 'qisma', meaning one's "share in destiny". It also means "Fate" in Urdu.

It functions as a so-called '**metacurrency**' — narrative reward points — *used to aid your rolls and help you fulfill your agenda*.

There are two types of Kismet:

Lots

Lots represent the smallest parcel of Fate that a player can use to manipulate their character's destiny. Think of them as *tiny cosmic favors* that you can trade to influence the dice, like cashing in a bit of karma.

During a roll, **a Lot can be spent to count as a valid KISS**, letting you re-roll a die of your choice *with no questions asked*.

You can have up to seven Lots at a time. Fill the ○ circles to mark how many you have.

Ego

Ego represents your character's sense of self, the part of their psyche that believes they have control over their own reality. *Ego is a force*: A force that makes the world conform to your vision.

Spending Ego on a roll counts all your 6s twice, after KISSing. Meaning that your all 6s effectively turn into *double-successes*.

You either have Ego or you don't. Fill the diamond ◇ with a tick ✓ when you have it.

Overflow

If you fulfill the condition to regain Ego but it's already full, then **gain 2 Lots instead**.

If you fill all your Lot slots then any overflow is wasted.

Starting Kismet

Everyone starts with **Ego and 3 Lots**.



Ability Ranks

There are **four Abilities**, in this version of **Agora**. These Abilities describe all the major faculties of your character's mind and body, using **Ranks** to numerically summarize those aspects.

Lower Ranks mean a higher potential to succeed at rolls using that Ability. Rank 5 is the worst, and 3 is the best.

This is because you count a 'successes' on a die if it lands on a face that is *equal to or higher than its Rank*.

Your ranks are listed next to \geq signs to remind you of this fact.

Example Ability Checks:

Appeal — Mental Grace

Plead. Sympathize. Boldly lie or feign ignorance. Lead by charisma. Read the room. Dress and speak appropriately. Make artistic decisions. Sense emotions.

Brains — Mental Power

Find or memorize information. Identify new things. Count and calculate. Make quick witted observations. Comprehend foreign languages. Sense the space around you.

Finesse — Physical Grace

Catch your balance. Crawl through tight spaces. Jump and roll. Play an instrument. Delicately touch something. Make quick or stealthy movements. Make ranged attacks.

Brawn — Physical Power

Lift heavy objects. Hold your breath. Hang onto something tightly. Eat strange food. Run a marathon. Wrestle or bind someone. Make close-quarters attacks with a weapon.

Jobs

Your Jobs cover a wide range of skills and are used to perform **Tasks** *in conjunction with an Ability Rank*. A Job's **dice represent your level of proficiency**, and are used to make the roll, and those dice 'inherit' the Rank of the Ability they're used with.

Jobs are listed with the Ability that they use *by default*, but **you can argue to use a Job with another Ability if it makes more sense**.

Jobs are described *with factors* on [page 20](#).

If you don't seem to have a Job to do what you want to do, then [use a Check instead](#).

Assets

Assets represent things that you physically own, like objects and gear, but also more abstract things that are assigned to you — which you can still leverage in a similar way to a possession — such as your position in a clan or notoriety in wider society.

When an Asset seems like it would be useful for a roll, ask your Peers if they agree. **Add a +1 bonus die to your roll if they do.**

You can only leverage one Asset per roll.

Specialties

Specialties are used to **KISS dice** ([page 15](#)) and to **establish facts** ([page 16](#)).

A specialty can also inform you that your character is proficient, capable, and comfortable with the thing in question, *without the need for a roll*. **This may allow you to do things which wouldn't otherwise be possible**, or prevent you from being penalized, at your FC's discretion.

Specialties are left open to interpretation.

Quirks

Quirks are aspects that represent some feature of your self that you're working through, or learning how to deal with; facets of your personality, or just facts of your life. They may be medical conditions, or scars, curses, physical traits or other features.

Each Quirk can be used to *alternatingly*:

- **Suffer a -1 die penalty** to an appropriate roll: Adding a ✓ tick.
- **Gain a +2 die bonus** to an appropriate roll: Erasing the tick (again).

Only one Quirk may be used per roll.

Gambits

Your Gambit is a **special power** that you can use *once per day* to produce a magical effect. *Each gambit is unique*, and each one **breaks the normal rules of play**, so everyone has something different that they can do.

You can use your Gambit to set up a new action, or drive the story in a new direction, or you may be able to rely on it to save you in a tricky situation. Whatever the case, when used, **Gambits just work without a roll**.

✓ Tick your Gambit off once you've used it.

Session Structure

Before you start your first session of play it can be useful to just familiarize yourself with the time-frames we use to dictate the flow of the game. This will help get the most out of your session. To this end, we can define a few useful terms that help to break up a session into discrete chunks: **Sessions**, **Scenes**, and **Turns**.

Sessions

The largest unit of time is of course 'the session' itself. A good session should last between 3 and 5 hours, or longer *if you're feeling up for it*.

A session should begin with an introduction to the scenario (or a recap of what happened last session) **and a reading of everyone's Principles and Quirks**. This helps the players get into the right frame of mind before beginning play.

The majority of a session is taken up with *actual play*. This is where almost all of the roleplaying, rolling dice, and story moments happen. The parts you'll probably remember the most.

Play is usually broken up by breaks. A 10 minute break every 90 minutes or so is a good rate. But take more breaks, or longer breaks, if you need to.

At the end of the session you should also take the time to **'Wrap Up'**. This is a chance to give feedback. It's discussed on [page 25](#).

Scenes

A scene is a place where actions and events of your game occur. They can be 'seen' — in our imaginations — from multiple points of view at once (usually those of the player characters), or we can even 'frame a scene' so that we — the players — can see it from a perspective that the characters can't.

Setting a scene is like dressing the stage upon which the action and drama unfolds.

How long is a scene?

This is a difficult question, because it really depends on the context. In some cases the answer is **'as long as it needs to be'**.

In general a scene shouldn't be longer than about 20 minutes of in-game time, but that can take up to an hour of real time, if there's a lot of discussion or in-character roleplaying.

The best answer is to say: 'a scene lasts until no one has anything else to contribute', and **that's where turns come in handy!**

Turns

Turns are a useful pacing device that help the FC to make sure that the 'narrative spotlight' of a scene is shared equally by all the characters in it. *Turns make sure that no one feels left out.*

A turn ends shortly after a PC rolls dice. The consequences of their actions should be discussed, to set them up for their next turn, but they don't play out until the FC's turn.

If you feel that you have nothing to add, or no strong agenda to push in the current scene, then *you may skip your turn*. Once every player has skipped their turn — either explicitly or implicitly — then a scene ends.

Rounds

To help make sure that everyone gets a turn we can structure them into rounds. **A round ends once every PC has had a turn.** *The order of those turns don't matter*, just so long as as everyone at the table is offered a turn before someone else takes another turn.

If you feel like you haven't had a chance to act yet, you can simply ask "can I go next?" and your Peers should be cordial.

Facilitator Turns

When a round passes it also usually means that time passes, and **the FC gets a turn between the player character's rounds.**

This is their chance to give the non-player character's some agency in the world. They can choose a few NPCs to do something important with each round. **NPCs don't roll dice**, but they can *force a roll* from a player character in response to them, if needs be. *These forced rolls don't count as turns against the acting player for the round* (because they happen between rounds).

This is also when the consequences of previous actions can rear their ugly heads and *the FC gives out something new for the player characters to react to.*

Cuts

Cuts are either used to *end a scene*, to **skip forwards in time during the current scene**, or to quickly move between multiple scenes that are *happening simultaneously*.

JOBS

Appeal Jobs

Advocate

Speaking on behalf of another. Being honest during an open discourse. Emotional suasion. Telling stories, playing music, or reciting poetry to elicit feelings that already reside in your audience (ie. *pathos*).

Example Factors:

- +1 You're being heckled, or distracted, or put under additional pressure...?
- +1 You're telling the truth, but it sounds like nonsense or falsehood...?
- +1 There is no precedent or convention for what you're advocating...?

Deceiver

Telling lies and social stealth. Dodging attention. Keeping your emotions to yourself. Using jargon to impress, confuse, or deflect, or to relay a hidden message.

Example Factors:

- +1 All eyes / ears are on you, or your exact words may be scrutinized...?
- +1 Bold-faced bluffing! You're just making stuff up and hoping no-one noticed...?
- +1 There is evidence or testimony to the contrary of what you're saying...?

Leader

Giving speeches. Leading armies. Guiding the beliefs that characterize a community (ie. *ethos*). Social influence. The power of suggestion. Moral judgment.

Example Factors:

- +1 You're challenging a long-standing tradition or way of life...?
- +1 You're pushing against someone's personal Principles...?
- +1 Trying to incite violence, riots, or war...?

Brains Jobs

Inquisitor

Finding information via interview or inspection. Search for evidence. Notice guilty behavior. Detect lies or ulterior motives. Use flattery or intimidation to get what you want.

Example Factors:

- +1 Evidence has been actively obscured, spoiled, or tampered with...?
- +1 You're making a false accusation, or trying to extort or cajole someone...?
- +1 You have an obvious conflict of interest or political bias...?

Steward

Planning and directing business or military operations. Numbers and logistics. Court conspiracy. Keeping secrets. Governance, management, and administration work.

Example Factors:

- +1 You're being manipulative for personal or bureaucratic gain...?
- +1 Giving advice to those that do not want to hear it...?
- +1 Performing the executive duties of a chief, consul, or monarch...?

Philosopher

Practice the art of persuasion by logic and reason (ie. *logos*). Knowledge of history and ethics. Asking the big questions about life, the universe, and everything.

Example Factors:

- +1 Specifically *avoiding* pragmatic responses or rhetorical fallacies...?
- +1 Relying on information or theories that *only you* know about...?
- +1 Tackling a moral dilemma, paradox, or other such quandary...?

LIST

Finesse Jobs

Crafter

Making and repairing goods in limited quantities, using traditional methods: baking, building, carpentry, carving, clothes-making, invention, painting, smithing, weaving, etc.

Example Factors:

- +1 | **Creating multiples of the same thing...?**
- +1 | **Making something to impress, adding unnecessary details, or using exotic materials...?**
- +1 | **Working quickly, or under stress...?**

Note: Crafting takes time. Several hours usually.

Hunter

Track and trap prey across large areas of land. Prowling through difficult terrain. Laying an ambush. Shepherding animals. Riding horses. Use of bows and throwing weapons to subdue an opponent.

Example Factors:

- +1 | **Hunting big-game, fabled beasts, or strange monsters...?**
- +1 | **Trailblazing through poorly mapped or dangerous territory...?**
- +1 | **Trying to hit a moving target, or you need to account for wind / rain...?**

Thief

Picking locks and pockets. Finding and disarming traps. Looting and scavenging. Moving around stealthily. Smuggling, forgery, and other such illicit activities.

Example Factors:

- +1 | **Picking a complex lock, disarming a magical trap, or *picking silently*...?**
- +1 | **Stealing right under someone's nose...?**
- +1 | **This is an unplanned heist...?**

Brawn Jobs

Guard

Keeping watch. Defending a place from ingress. Formation fighting. Menial labor: Digging trenches, building barricades, and mending equipment. Soldier's work.

Example Factors:

- +1 | **Keeping watch throughout the night...?**
- +1 | **Lifting something as heavy as yourself, or heavier...?**
- +1 | **Working through harsh weather conditions, or low moral...?**

Nurse

Provide care for the sick or disabled. Staunch a bleeding wound. Child rearing. Animal handling. Herbalism, and knowledge of local ingredients and remedies. Can be used to remove a penalty factor from injuries.

Example Factors:

- +1 | **You're attempting to treat yourself...?**
- +1 | **Patient is severely wounded, or they need an amputation or cautery...?**
- +1 | **There's an unexpected complication...?**

Note: Healing takes time, even for divine beings. Though only a few hours, rather than days.

Warrior

Fighting with melee weapons, or hand-to-hand brawling, using trained techniques. Usually in accordance with some agreed-upon code or law.

Example Factors:

- +1 | **Attacking a friend or family member...?**
- +1 | **Fighting in an unstable place, like rooftops, tree-branches, or cliffsides...?**
- +1 | **Show-fighting, pulling blows, or attempting to humiliate an opponent...?**

Murder Most Foul!

You cannot kill another player character by accident in this game. You can fight, draw blood, and cause wounds. But killing a PC requires a separate **Rank 4 Check** *once they're at your mercy*.

EXAMPLES OF PLAY

PROGRESSING A CHECK TO A TASK, KISSING, & EGO REGEN

Efnisen (played by Kingfisher) is convinced that the prophesy is true, and is threatening his brother Nisyn (played by Stormy) who refuses to believe it. Kingfisher wants to invoke his Habit about "showing his superior strength over Nisyn" to get in trouble and regain Ego.

Kingfisher: I wanna make as much trouble as possible... Yeah can I just punch him?

Stormy laughs hysterically.

FC: Are you ok with this Stormy? Do you wanna resist?

Stormy: Yeah, no, this is cool. I think it takes Nisyn so much by surprise that I don't even wanna resist. Plus, I have something I want to do with my turn afterwards.

FC: Okay so this is sounding like a Brawn Check so far—

Kingfisher: Actually, I wanna make this harder for myself too. Can I impress Branwen with this and get her favor?

FC: By displaying brutal abject violence...? Sure, but this will be a Task now since that's *two objectives*.

Kingfisher: So I need two successes then. And now I'm rolling my Warrior Job with Brawn, is that right?

The FC quickly looks over the Jobs list.

FC: Because you're *attacking a family member* that should count as a factor too, but I don't think there's any generic factors to worry about. So the total difficulty is *three*.

Kingfisher: Cool, and can I boost this roll somehow? I can KISS this right?

FC: Not yet. I think you *could* use your 'Brash' Quirk to get plus two dice — if you'd used it earlier on — but you didn't, so right now it'd only give you a penalty... And I don't think any of your Assets would help you here either.

Kingfisher: Yeah...

FC: And you can only KISS *after* the initial roll. Because there's no point in relying on all that extra stuff if your raw skill is enough.

Kingfisher: Ahh~ that makes sense. So we're basically describing intentions, rolling, seeing what happens, and then using KISSes to like reshape that after-the-fact?

FC: Pretty much.

Kingfisher picks up four dice, from his Warrior Job.

FC: So before you roll this, if you fail then I think your mother is going to get mad and throw you out of the hall.

Kingfisher: Hah, fine by me!

Kingfisher rolls: 1, 2, 2, 5.

Efnisyn's Brawn is 4, so this is only one success so far.

Kingfisher: Oof~ Okay so I guess I *will* be KISSing this.

Stormy (referencing a song): "Kiss with a Fist!"

FC: Alright, so what do you want to KISS with?

Kingfisher: Let's see, it's Kismet, Insight, Stunts, Specialties... Okay let's see if I can think of a stunt.

Stormy: I dunno how you would, this is already pretty extreme.

Kingfisher: Way to challenge me, haha! Okay I'm like doing an upper cut punch already, and then I try to head-butt him too. And if that works then I look up and flick my hair and look across to Branwen looking all smug, as Nisyn falls to the ground with a broken nose.

FC: Alright, so that's one KISS. Anything else?

Kingfisher: Yeah and I'll spend a Lot, and use my Confidence specialty too, coz I'm just so sure of myself that this plan is gunna work.

Stormy (acting as a Peer now): Oh wow. Sounds good.

FC: Re-roll those three failed dice then. You need *two more successes* to get everything you wanted.

Kingfisher picks up the three failed dice (the 1, 2, 2) and re-rolls them for: 2, 3, 4. Two successes in total.

Stormy: Ouch!

FC: Okay, so I think you succeed at knocking down your brother. But Branwen isn't impressed. In fact, she looks at you with contempt.

Kingfisher: Damn.

FC: Still, you manage to cause a stir, as your grieving mother stands up and starts yelling at you. You've definitely earned back your Ego for the Habit!

Kingfisher adds a tick ✓ to his Ego diamond ◇.

FC: Stormy, you're up next. Nisyn's face is a bloody mess...

UTILIZING YOUR PEERS

Manawydan (played by Matt) has just gotten 2 successes on a Fact Check relating to their Folklore specialty, to establish that Branwen (played by Night) has to perform a ritual to prove that he is worthy of becoming King.

But Matt doesn't have any solid ideas about what the ritual requires. He turns to his Peers for suggestions...

Matt: That's a one, a six, and a four: Two successes!

FC: Nice! So what does the ritual involve, do you think? This is obscure knowledge remember~!

Matt: Hm, maybe some kind of trial under the moon? I'm not sure... Can I ask my Peers?

FC: Sure, let's open it up to the table.

Matt: What do you think would be a trial fitting for a King overseen by the moon god?

The players have a think for a few moments.

Moody (playing Fran): How about... You're faced with a reflection of yourself from the future, like your worst possible future. And you have to answer to them, and explain why you won't become them.

FC: Oo~ I like that...

Lunar (not a player, just a friend who was listening in): I~ I have an idea. What if it's like a sacred pool, so it reflects the sky almost perfectly, and you can get kinda lost in it.

Matt: I like that a lot!

Lunar: So essentially, you have to wade into the water while you're having that hallucination, and literally survive like not drowning as well as confronting your worst self.

Matt: Oh, and the pool is just the right shape to reflect the moon so it fills the whole pool and amplifies everything.

FC: Yeah, I like this!

Night: Oof~ that sounds like a *lot!*

FC: Oh yeah, hah. So Manawydan remembers all of this, and what's involved, but Branwen is still just sitting across the table from them looking all confused. It's your turn now, Night, what do you wanna do...?

Facilitator's Guide

Running KING IS DEAD will test your ability to interpret, invent, and improvise more than most other RPGs. There are many details to this scenario that are left **intentionally vague**. *Like the conflict between Fae and Giants, Dormadd's 'true purpose', what happened to Euroswydd — Nisyn and Efnisyn's father — and how the King died in the first place?* We encourage you to think of your own answers to these questions, or to take the things your Peers suggest in play and run with them. Allowing the story to spin out in different ways every time you play it.

The way that every player plays will change too. In one of the playtests for this game, for example, Branwen was quite unsure of himself (and the player was new to RPGs too), and he relied a lot on Dormadd (an NPC) to encourage him to take certain actions. In another game, Branwen was a cheeky little brat who pushed for taking the throne with his very first action.

The character sheets are **dense with information**, and written in such a way that a player probably won't be able to bring every part of their character to the fore in a single session. This is intentional, again, so that each player may latch onto an aspect of the character that they like and emphasise it in the way they roleplay.

Using NPCs

If you don't have a full cast of players then all of the characters who aren't chosen will become Non-Player Characters (or NPCs), along with the mother, **Penarddun**, and any other characters you decide to introduce.

NPCs have their own motivations, and may be completely self-interested, or act without prompting. However they don't have as much agency as the players, because they're not the main characters. This is best reflected by the fact that **NPCs can't roll dice**.

NPCs are an opportunity to convey a point of view, or they can be used as foils against certain PCs, but you need to decide what their personality is like *before they start speaking* so that they stand out. An NPC who just dispenses exposition and lore might as well be a written handout, so try to avoid that.

Less is often more. The more you predetermine about an NPC the more they'll start acting like players, and you want to avoid that, generally.

Using the Family Tree

The family tree on [page 11](#) can be used as a kind of who's-who of the setting. It is effectively a list of the gods and their domains (in parentheses). If a player wants to summon one of their family members to come and weigh in on the situation, then they may invoke their name and make an **Appeal Check**.

If the check passes with flying colors, then the one they asked for comes. If they simply passed, then someone from that side of the family shows up. If they fail with a twist then drop a die on the page and the closest name it lands to is who gets summoned. If they fail outright, then the FC may choose.

A summoned NPC will want something in return: A favor, a gift, the completion of a quest, or anything else you can think of. *Open it up to your Peers*.

A Mythic World

As mentioned in the introduction, this scenario is inspired by stories from the Mabinogion. There is an inherently **unreliable narrator** to those stories, because they are an aural tradition that was only written down by Christian monks hundreds of years after their percolation through Welsh culture.

This game's interpretation of those characters are placed *before* the any of the 'canonical' events though, so players shouldn't feel like they have to play them a specific way, or do any research before starting play. Especially because a lot of the stories don't end well for most of the characters. *They are quite grim tales*. After-all, KING IS DEAD is a story about Fate, and the character's decisions to either follow or spurn it.

The world also operates on a sort of 'mythic logic'. **Don't be afraid to let incredibly strange things happen for seemingly no reason:** Cutting out large gaps in time with a scene change, proving worthiness with competitions or quests, playing fast and loose with sizes and distances, talking in cryptic riddles, and generally just doing things that wouldn't really make any sense in real life. It's all part of the fun!

Doing Voices:

You can do a lot to affect the personality of a character by just changing the pace at which you speak, using a different vocal register, and using a different vocabulary.

An *accent* isn't required to make a distinct character. In fact, if you rely on accents too much you risk invoking stereotypes as well, which can be harmful.

Ultimately, your main goals by doing voices should be to:

- i. Audibly distinguish between who's speaking.
- ii. Make the environment of play feel *safe*, so that no one is afraid to make a bit of a fool of themselves.

Spoilers: Facilitators only from here onward

The Whole Truth

On [page 13](#), one of the listed duties of the FC is to “plan scenarios, not plots”. What does this mean?

In the context of KING IS DEAD specifically, the majority of the scenario is already planned. It’s everything you’ve just read up to this point. However, there *are* some unanswered questions and mysteries surrounding how the situation got to the point it’s at before you begin playing. On this page, we offer **six alternative ‘truths’** that you can either roll (or choose) before beginning play, or you can mix and match the solutions that make the most sense in the middle of play, or just make something up by yourself.

Because time is so limited (unless you’re running the game across multiple sessions), it is better to play into any suspicions that a player voices rather than trying to subvert expectations at the last minute.

A twist reveal only works if there is enough set up for it to feel worthwhile.

1. Penarddun Forced Fate

- ☞ The King was *genuinely dying* in the weeks leading up to Branwen’s birthday.
- ☞ Penarddun believed the signs of the prophesy and decided to hasten her husband’s death, using a magic poison.
- ☞ Not realizing *until tonight* that she may have inadvertently ruined the prophesy, now that the King’s death is no longer natural.
- ☞ She will only admit to her crime if the *whole family* begins to suspect her.

4. Manawydan is a Liar

- ☞ Fearing the prospect of dividing up the kingdom after the King’s death, and all the strife between the family that would bring, Manawydan made the fortune up.
- ☞ He chose Branwen as the successor, as the youngest, and the thus the most likely to rule for the longest. Avoiding another situation like this for generations.
- ☞ He summoned Dormadd to befriend Branwen, and hoped that if all the pieces aligned it would be convincing enough.

(THIS ONE ONLY WORKS IF MANAWYDAN IS AN NPC)

2. Arianhod’s Change of Plans

- ☞ The Moon, Queen of Cycles, knows of the unhappy Fate of Llyr’s family: *Where Branwen’s marriage to the human king of Éire, Matholwch, will not bring peace...*
- ☞ She takes pity on her sister’s children, and decides, *this cycle*, to twist the hand of her aunt Ceridwen, to speak a prophesy through Manawydan that will give Branwen a better future.
- ☞ She sent Dormadd to protect Branwen, with the Blessing of the Silver Wheel, and to help ensure they take Llyr’s throne.

5. Ceridwen’s Scheme

- ☞ The Empress of Fate, Ceridwen, foresaw the future of Prydein: *How Fran would subjugate everyone to take the throne, and would become the great-great-grand-sire of the human king of kings, Arthur.*
- ☞ Stricken with fury at the prospect of a world ruled by humans, she sowed chaos and doubt, and tricked Llyr by speaking through Manawydan’s prophesy.
- ☞ She hopes this will upset the balance enough to marry Tegidfoel and raise a contending family for the throne of Man.

3. Llyr’s Petty Revenge

- ☞ Euroswydd — *Nisyn and Efnisyn’s father* — wanted Penarddun’s hand in marriage, but Llyr promised himself to her first.
- ☞ Euroswydd fought and imprison his brother in the Exalted Prison, and then courted Penarddun, until he broke free.
- ☞ Llyr could not bring himself to kill his bastard nephews, but still wished to spite them and cut them from his will.
- ☞ The only way he could justify this was with a prophesy, which Llyr made up and then blamed on Manawydan.

6. Dormadd was Lost & Confused

- ☞ Dormadd was sent by Arianhod, the Moon, as a gift for her nephew Gwynn ap Nudd, Lord of the Wild Hunt.
- ☞ Something was lost in translation, and he confused Branwen’s black hair for Gwynn’s black skin, and only remembered that he should be loyal to the one who will inherit the world.
- ☞ The prophesy is *actually* about Gwynn, and it was meant as a warning! If he had been united with Dormadd he would have invaded Prydein from Annwfn.

(THIS ONE ONLY WORKS IF DORMADD IS AN NPC)

Wrapping Up

It can be difficult to bring the session to a close sometimes, especially if everyone is still enjoying the game. If you realize that you only have about an hour or so of playtime left but the situation still feels like it's nowhere near coming to a conclusion, then pause the game and ask everyone if they think they'd like to continue another week or wrap things up soonish?

The King's Ritual

If people decide they'd like to wrap up soon, then on your next turn as the FC have one of the NPCs recall that 'All true Kings of Prydein must quell the Moon with a special ritual, to prove that they are worthy to rule over all that the Faelight touches'.

Then improvise what this ritual involves and decide who should be the one to undertake it with your Peers. This should be a difficult roll, or several sequential rolls, and *failure should result in the death of a character*.

This ending is somewhat contrived, and runs slightly counter to the "no plots or twists" advice on the previous page, but it should serve the purpose of concluding the game within an hour or so, one way or another.

All's well that ends well...

If the game is looking like it's going to end by your players own volition within the next hour, then just let everything play out by itself. *No intervention needed.*

The best ending is the one that's most satisfying.

Continuing Play

If people decide they'd like to continue playing over several sessions, then keep playing as per usual and end the game at an appropriate place that you can pause the drama within the three-quarters of an hour.

This will leave you with at least **15 minutes** at the end to go around the table and ask the following questions to each player:

- ◆ Did any of your character's Circumstances or Background drive play in an unexpected direction?
- ◆ What lessons learned will you carry forth from today, or what is something you'll do differently next time?

The player **earns a Lot** for each question they give a good answer to, and **regains Ego** if they mention a favorite moment from play.

Then go around the table a second time and nominate a Job for your character to advance and why. If your Peers agree then increase the number of dice that Job has by one. If they disagree, then they can choose the Job that advances for you.

Lastly, **get excited to play again!**

Discuss how your game went with other friends, and recommend it to them if you had fun.

Thanks for Playing!



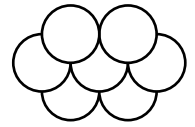
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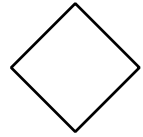
Kismet

Backgrounds & Circumstances

Lots:



Ego:



Principles

Goals When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

Habits When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

Creeds When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities Rank

| | |
|----------------|---|
| APPEAL | ≥ |
| BRAINS | ≥ |
| FINESSE | ≥ |
| BRAWN | ≥ |

MENNAP, PHVSEORH.

Jobs

ADVOCATE

DECEIVER

LEADER

Appeal **Dice**

INQUISITOR

STEWARD

PHILOSOPHER

Brains **Dice**

CRAFTER

HUNTER

THIEF

Finesse **Dice**

GUARD

NURSE

WARRIOR

Brawn **Dice**

Assets

+

+

+

+

Add a +1D bonus to *any and all* rolls for which an asset seems useful.

Gambit

Used:

Your gambit can be used *once per day*. Durations are instantaneous, and can be used out of turn.

Quirks

Use a Quirk after *roleplaying appropriately* to first inflict a -1D penalty on yourself.

Afterwards, *on a different roll*, you may use the Quirk again to gain a +2D bonus instead.

Specialties

Each specialty can be used to **reroll a die** once per session, counting as a KISS.