

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 repeatably 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, <i>or just plain old lies</i>
1	Common knowledge (partial failure)
2	Obscure knowledge (regular pass)
3+	Secrets and mysteries, <i>or plot-convenient knowledge</i>

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 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...?