Drawn to Destiny

Introduction

- What is Drawn to Destiny?
  - Drawn to Destiny is a role-playing/tactical combat game.
  - It is a hybrid game: Board Game, Card Game, and RPG
  - Solo, Small Party, Strategic, and Large Scale Battles
  - One-shot Skirmish, One-shot Adventure, Campaign
  - Co-op, Head to Head
  - Game Master or AI
- What are the Goals of DTD?
  - Fast AND Crunchy - Detailed and streamlined
  - Ala carte Rules - Include only the features you want.
  - Satisfying combat - 1d20 Hit, 1d6 damage isn't enough
  - Simultaneous Play - I want to avoid downtime.
  - Card instead of Dice - Cards offer choices that dice don't.
  - Based on Physics - Numbers to be based on reality.
  - Hit Location, Armor Location, Wounds - HP isn't enough
  - Skills, Magic, and Powers
  - Any Scale - From the Plank Constant to the Observable Universe and Beyond
  - Any Units - People, Monsters, Mounts, Vehicles, Ships, Mecha, Kaiju, Starcraft, Armies, Navies, Battlegroups
  - Any Genre - Fantasy, Sci-Fi, Horror, Historical, Super-Powered, Anime, Mecha

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Overview

- Setup
  - Scene Deck - Choose a Scene to play this game.
    - Factions - Units are divided into different Factions.
      - Players - Divide the Players into the given Factions.
      - Non-Players - Leftover Factions are assigned Decks.
      - Goals - Factions have different Goals.
    - Units - Assign the Units in the Factions to the Players.
    - Events - Scenes may have Clock Events and Milestones
  - Tokens - There is only one kind of token. Use anything.
  - Decks
    - Character Decks - Characters have their own decks.
    - Player Decks - Colored Decks including a Fate Deck.
    - Shared Fate Deck - Deck can be used instead of Fate.
    - Damage Decks - Wound, Disorder, Trauma, Restraint, and Condition.
    - Clock Deck - The Clock is the Turn counter.
  - Status Bar
    - Arrange all the Units as you like on the Status Bar.
    - Players assign numbered cards to each Units.
  - Draw Fate - Players shuffle their Fate Decks and draw 5 cards. Max Cards in Hand is 10.
- Prologue - Some Scenes have backstory or exposition.
- Exploration - Some Scenes cover large map areas
- Turns - Turns are very fast in normal maps. Each Turn is 2 seconds and is divided into 2 Actions of 1 second each.
  - Targeting - Each Unit chooses their target for this turn (if any) and places their Target card on the Unit on the Status Bar. Anyone can change after others reveal. High card if still in conflict.
  - Groups - Units are broken into groups based on who is targeting who. Each group can resolve separately without waiting for the others.
  - Rounds - Each Round every Player may have a Unit take an Action. Rounds continue until every Unit has taken 2 Actions. E.g. IF each Player has 1 Unit THEN there will be 2 Rounds.
    - Round Setup - Place 1 Token on each Unit on the Status Bar.
    - Activate - (Within Each Group) Each Player who does not Pass, chooses a Unit they control to be Active.
    - Actions - Each Active Unit may take 2 Actions this Turn. These Actions are:
      - Recover - Recover Minor Condition
      - Move - Move up to Speed and take 2 Turns. You can Equip while moving.
      - Interact/Combat - Fight or Interact with something
        - Range, Line of Sight, and Cover
        - Ability/Item - Choose an Ability, Item, or Weapon to use. E.g. Talking, pushing a button, or picking a lock.
        - Conflict - Each player chooses a card to play and the result is the interaction between them. One or the other can succeed (or even both). You basically have a pool of pre-rolled dic, and you must choose the best course. What you play can trigger your special abilities/feats. Combat is brutal and swingy with both skill and luck counting a lot.
          - Choose Fate -
          - Reveal Fate -
          - Successes -
      - Resolution
      - Mitigation -
      - Effect -
    - Event -
- Conclusion - When the final Goal is complete
- Epilogue - Characters can describe their downtime before the next adventure.
  - Advancement - Skill Points (SP), or Ability Points (AP) may be spent with Training, Research, or Practice to gain or increase Skills and Abilities.
  - Downtime - The Epilogue is an opportunity for Downtime.
  - Intentions - Gather the Players intentions for the next Scene.

Setup

Scene

- Choose a Scene to play this game.
- Game Masters - IF there are Game Masters THEN they may hide or alter the following steps.
- Introduction - Read the Scene Introduction.
- Environment
  - Maps and Scale
    - Timescale -
  - Locations
  - Weather
- Factions - Units in a Scene are divided into different Factions based on their Goals.
  - Players - Divide the Players into the given Factions. This may include Game Masters or Non-Players.
  - Non-Players - IF any Factions are not run by Players (or GMs) assign them a colored Player Deck as if they were a Player.
  - Goals - Each Faction has Goals and they may be different. E.g. Rob the bank/Catch the robbers. Completing your Goals completes the Scene.
  - Incentives - Some Scenes will offer incentives to pursue the Goals.
- Units - Divide the Units in the Factions among the Players.
- Items - Units often have items. Additionally some Scenes have Items.
- Events - Scenes may have Events.
  - Clock Events - IF there are Clock Events THEN they will have a Clock number. Place them in the Clock Deck on top of the card matching the number.
  - Milestones - Milestones happen at different places in a Story. They can be Minor, Major, Epic, or Ultimate.

Tokens

- Set out a pile of Tokens (anything will do).

Decks

- Player Decks
  - Each Player gets a Colored Deck including a Fate Deck and Engage and numbered Unit and Target cards.
  - Separate the Fate cards from the rest. Players may examine the cards.
- Shared Fate Deck - Shuffle and set out the Shared Fate Deck. This randomized deck can be used at any time instead of using cards from your hand.
- Damage Decks - Shuffle and set out the Wound, Disorder, Trauma, Restraint, and Condition decks.
- Clock Deck - Set out the Clock Deck (sorted numerically). It can tick up or down.

Status Bar

- Gather all the Units for this Scene and arrange them as you like on the Status Bar.
- Each Player assigns a numbered Unit card to each of their Units, placing the Unit number under the Unit so the color and number are clearly visible.

Draw Fate

- Each Player shuffles their Fate Decks and draws 5 cards. Max Cards in Hand is 10.

Prologue

Some Scenes have backstory or exposition.
- Backstory -
- Exposition -
- Meetup -

Exploration

Some Scenes cover large areas (e.g. outdoors, towns, planets, etc.) and use a Narrative Map.

Turns

Turns are very fast in normal maps. Each Turn is 2 seconds and is divided into 2 Actions of 1 second each.

Targeting

Each Unit chooses their target for this turn (if any) and places their Target card on the Unit on the Status Bar. Anyone can change after others reveal. High card if still in conflict.

Groups

Units are broken into groups based on who is targeting who. Each group can resolve separately without waiting for the others.

Rounds

Each Round every Player may have a Unit take an Action. Rounds continue until every Unit has taken 2 Actions. E.g. IF each Player has 1 Unit THEN there will be 2 Rounds.

Round Setup

Place 1 Token on each Unit on the Status Bar.

Activate

(Within Each Group) Each Player who does not Pass, chooses a Unit they control to be Active.
- Setup - Determine which Player(s) have the most Tokens on the Status Bar.
- Pass - Any Unit who does not have the most Tokens may Pass and not Activate a Unit this Round.
- Active - Any Unit that did not pass removes the Token from their Unit on the Status Bar.

Free Actions

May be done at any time without using an Action.
- Drop an item - Drop an item in front of you.
- Detect
  - Sight - IF a Hidden Unit in Range:Mindx2 enters your Arc:Forward Test Mind vs. Body to notice them.
  - Hearing - IF a Hidden Unit enters Range:Mindx1 THEN Test Mind vs. Body to notice them.
- Push the Limit - Stun:+1 to gain Initiative:+1 and +1 to all Normal Damage this Turn.
- State of Mind - Swap a Fatigue, Stress, or Slow to a Stun.
- Grit Your Teeth - Stress:+1 to ignore all Damage Penalties this Turn.
- Burst of Speed - Slow:+1 to Move:1 OR Turn:+1

Actions

Each Active Unit may take 2 Actions this Turn. These Actions are:
- Recover - Recover Minor Condition
- Move - Move up to Speed and take 2 Turns. You can Equip while moving.
- Interact/Combat - Fight or Interact with something.

Recover

Remove a Fatigue, Stun, Stress, or Slow from this Unit.

Move

(Within each Group) Players that chose to Move gains Move:Speed and Turn:2.

- Interrupt - IF another Unit Interrupts you THEN stop moving and continue moving after the Interrupt is complete.
- Movement - Every Unit that is moving, simultaneously moves 1 space at a time spending movement points as they go.
  - Move Penalties - Some Locations are difficult to traverse and require you to spend additional Move Points for each Space you enter.
  - Equip - While Moving you may spend 1 Move to do one of the following:
    - Pickup an item. Note: dropping an item can be done at any time.
    - Move an item from one hand to another.
    - Move an item from hands to storage or vice versa.
    - Reload a weapon with one shot/clip/quickloader from another hand or a bandolier/quiver.
    - Give or Take an item from a willing Unit with from one hand to another.
- Normal Moves
  - Turn (Turn:-1) - Turn 45 degrees toward a compass heading (N, NE, E, SE, S, SW, W, NW).
  - Forward (Move:-1) - Move directly forward 1 Space.
  - Drift (Move:-1) - Move diagonally forward 1 Space.
  - Left or Right (Move:-2) - Move directly Left or Right 1 Space.
  - Backward (Move:-2) - Move directly backward 1 Space.
  - Drift Back (Move:-2) - Move diagonally backward 1 Space.
- Dispute - IF 2 Units want to enter the same Space THEN use High Card to determine who enters first.
- Sharing a Space - Normal Units can share a Space
  - Collision - Some Units will cause a collision.

Interact/Combat

- Interrupt - IF target was moving THEN the target stops moving until this Interact is complete.

Range, Line of Sight, and Cover

- Close Combat
  - Range:0
- Melee
  - Range:1 or 0. IF Range:0 THEN Initiative:-1
  - Arc:Forward
- Reach
  - Range:1 or 2.
  - Arc:Forward
- Range
  - Range:X. IF Range:1 or 0 THEN Disadvantage
  - Arc:Forward
  - Cover - Use a straight-edge from Unit Space to the closest 3 Spaces surrounding the Rival Space.
    - Each obstructed Space gives Cover:+25%.
    - IF a straight line between Unit and Rival is obstructed THEN Cover:+25%.
    - IF there is any Cover THEN before Conflict, Reveal Fate. IF a Suit corresponds to a surrounding Space THEN that Space is the Target instead.

Ability/Item

Choose an Ability, Item, or Weapon to use. E.g. Talking, pushing a button, or picking a lock.

Conflict

Conflict is how all tests are resolved. It is similar to To Hit/Saving Throws/Skill Checks in other systems. You effectively have a pool of pre-rolled dice in your hand, and you must choose the best course. Combat is brutal and swingy with both skill and luck counting a lot. Each player chooses a card to play and the result is the interaction between them. One or the other can succeed (or even both sometimes). After the results of the Conflict are determined, then go to Resolution. Some cards can trigger your special abilities/feats.

- Difficulty - Difficulty is a number to beat to increase Successes. Combat Difficulties are the Stat that they target (typically Body). Other Conflicts will vary.
- Setup
  - Test - You only need a single Success to pass.
  - Task - You need multiple Successes to pass.
    - Set out a Task card and place Task Tokens on the top and Progress Tokens on the bottom each equal to the Difficulty.
    - Teamwork - IF applicable THEN multiple characters may work on the same Task either separately or together.
  - Combat - After Conflict the Resolution determines Damage.
- Fate Deck - Each player (including GMs if any) maintain a hand of cards from which to resolve Conflicts. The hand starts with 5 new cards at the beginning of a Scene. The number goes up and down during the Scene with a maximum of 10.
- Suits - The 4 suits correspond to the 4 tarot and playing card suits as well as the 4 unit stats. There are also 2 Wild cards that correspond to Jokers.
  - Rods/Clubs - Represents Body and problem solving using force.
  - Coins/Diamonds - Represents Mind and problem solving using clever ideas.
  - Cups/Hearts - Represents Will and problem solving using surprising action.
  - Swords/Spades - Represents Speed and problem solving using quick precision.
- Choose Fate - For each Unit in the Conflict, the controlling Player does the following:
  - Choose a Fate Card from Hand and place it face down. See the Fate section for the meaning of each card.
  - Choose either the Upper OR the Lower Player card and place it face down.
- Reveal Fate
  - Reveal/Stay - All Players Reveal their cards OR Stay by placing their hand over their cards. Non-Player Units don't have hands, so they always choose Stay.
    - Stay - Return your Fate card to your hand and Reveal a card from Shared Fate instead.
  - Upper/Lower - Each Player orients their Fate card based on their Upper or Lower card. Non-Player Units reveal a Shared Fate and Black means Upper and Red means Lower.
    - Upper - Orient Fate right side up.
    - Lower - Orient Fate upside down.

- ○ Advantage - IF you have Advantage THEN Reveal Shared Fate. Keep the best of the 2 Fate cards.
- ○ Disadvantage - IF you have Disadvantage THEN Reveal Shared Fate. Keep the worst of the 2 Fate cards.
- ● Compare Results
  - ○ Initiative - Compare Aspects to determine who wins. Only the Winner(s) get additional benefits.
    - ■ Fast vs. Fast - Tiebreaker. Draw:1.
    - ■ Fast vs. Strong - Fast wins. Draw:1.
    - ■ Fast vs. Evade - Fast wins. Draw:1.
    - ■ Fast vs. Red Wild - Fast wins. Draw:1.
    - ■ Strong vs. Strong - Tiebreaker
    - ■ Strong vs. Block - Focused wins.
    - ■ Strong vs. Counter - Focused wins.
    - ■ Strong vs. Black Wild - Focused wins.
    - ■ Block vs. Fast - Block wins. Draw:1. Keep. Overrun.
    - ■ Block vs. Wild - Block wins. Draw 1. Keep.
    - ■ Evade vs. Block - Evade wins. Move:1
    - ■ Evade vs. Counter - Evade wins. Move:1
    - ■ Evade vs. Focused - Evade wins. Move:1.
    - ■ Counter vs. Fast - Counter wins. Discard Counter. Play another Fate vs. No Fate.
    - ■ Counter vs. Wild - Counter wins. Discard Counter Play another Fate vs. No Fate.
    - ■ Counter vs. Block - Both lose.
    - ■ Wild (Black) vs. Fast - Wild wins. Gain any card from Discard.
    - ■ Wild (Red) vs. Strong - Wild wins. Gain any card from Discard.
  - ○ Overrun - IF Block vs. Fast
    - ■ IF the Block is Normal THEN Block chooses Hit Location and Armor:+1. Continue with Damage.
  - ○ Tiebreaker - IF Fast vs. Fast OR Strong vs. Strong
    - ■ A, J, Q, K - IF Both Same THEN Both Win ELSE A > J > Q > K. > Normal
    - ■ Normals -IF Both Normals
      - ● Initiative - Initiative:Level of the current Skill.
      - ● Modifiers
        - ○ Stat Penalties - IF the main Stat of the Skill has penalties THEN Initiative:+penalties.
        - ○ Cover - Initiative:+1/Cover:25%
        - ○ Flanking - IF you are within Arc:Rear of your Target THEN Initiative:+1.
        - ○ Blindspot - IF you are within Arc:Back of your Target THEN Initiative:+2. (Includes Flanking).
        - ○ Outnumbered - IF you are attacking a target that is on or adjacent to an Ally THEN Initiative:+1.
        - ○ Abilities - Some Abilities alter Initiative
    - ■ Resolve
      - ● Apply Initiative to Rival's Fate Rank
      - ● Lower is Faster - The lower ranked Fate number wins. IF tied THEN Both Win.
  - ○ Cinematic - Optional. The Player may use these card features to add narrative description to their action. This has no mechanical effect on the game.
    - ■ Rank
      - ● Aces and Face Cards represent spectacular feats.
      - ● Low numbers represent swift, weak feats.
        - ● High numbers represent slow, powerful feats.
    - ■ Odd/Even
      - ● Odd Numbers represent feats from the Left, from Below, or using a Hand.
      - ● Even Numbers represent feats from the Right, from Above, or using a Foot.
    - ■ Flourish - Optional. Use for more Roleplaying flavor.
      - ● Rods - Dominating
      - ● Coins - Clever
      - ● Cups - Unexpected
      - ● Swords - Precise
- ● Success
  - ○ Lose - Success:0
  - ○ Win - Success:1
    - ■ Bonus
      - ● 10, J, Q, K, A - Success:+1
      - ● Normal - IF Rank+Skill Level > Difficulty THEN Success:+1
    - ■ Combo - IF you Win with a Normal, Q, K, or A, you may increase your Successes by doing a Combo.
      - ● Normal - Reveal 2 Fate. IF they are the next 2 in rank sequence (e.g. 5 then 6, 7) THEN Gain:A and each may count toward the Win Bonus.
      - ● Q - Reveal Fate. IF Q THEN Success:+1.
      - ● K - Reveal 2 Fate. IF K THEN Success:+1 / K.
      - ● A - Reveal 3 Fate. IF A THEN Success:+1 / A.
  - ○ Both Win - Determine Success for both sides separately.
- ● Resolution - Discard the remaining revealed Fate cards and go to Resolution.

Resolution

- ● Resolution
  - ○ Test - The Conflict resolved with one side victorious. Success determines how much it passed or failed.
  - ○ Task
    - ■ Progress - IF Win THEN move a number of Task Tokens (top) to Progress (bottom). IF no Task remains then the Task is complete.
    - ■ Task - IF Lose THEN remove a number of Progress Tokens (bottom). IF no Progress remains then the Task fails.
  - ○ Combat
    - ■ Damage Deck - There are 4 Damage Decks. Use the deck corresponding to the Weapon used.
      - ● Wound - Physical Damage
      - ● Disorder - Mental Damage. Includes confusion, mental disabilities, dementia, and delusions.
      - ● Trauma - Psychological/Emotional Damage. Includes Fear, Rage.
      - ● Restraint - Movement Damage. Includes binding, limb locks.
    - ■ Damage -
      - ● Weapon Damage - Each weapon has a Damage value.
        - ○ Level - IF the Damage Level > Difficulty THEN Success:+1
        - ○ Scale - IF there is a difference between Damage Scale and Difficulty Scale THEN Success:+Difference.

- - - Hand to Hand Damage - IF no Weapon THEN use Hand to Hand which does Body as Damage.
      - Damage Types - Each Weapon has 1 or 2 Damage Types. Weapons with 1 type are less lethal.
  - Reveal Damage - Reveal Damage Cards equal to Success.
  - Match Types - Match the Damage Types of the Damage to those of the Weapon.
  - Hits - All mismatches are placed facedown.
  - Crits - All matches are placed faceup.
  - Hit Location
    - IF a Critical THEN move the top Critical is the Hit Location.
    - IF no Criticals THEN flip the top Hit to be the Hit Location.
  - Damage Reduction / Mitigation - Damage can be reduced before it is applied. When reducing you must reduce from Hits or Crits before Hit Location.
    - Wild Luck - Discarding a Wild Card cancels ALL Damage. IF reasonable THEN an adjacent Ally may do this instead.
    - Screens - Ablative, Active Armor, and Energy Shields are called Screens. A Screen reduces damage by that rating, but also reduces the Screen by the same amount. Screens are resolved before Armor.
    - Armor - Armor covers different locations and resists different damage types.
      - Armor Location - Match the Hit Location with any Armor on the location. IF there is any THEN reduce by the Armor value.
      - Shield - IF you have a Shield and it Shield covers that location THEN reduce by the Armor value.
    - Item Damage - IF you have 1 or more Items in the Hit Location THEN you may add Damaged:+1 to 1 Item to reduce by 1.
    - Luck - The Unit's Player (or an adjacent Unit's Player) may spend any number of Character Points to reduce the Damage by that amount.
  - Apply Damage - Apply any remaining Damage.
    - Mortal Wound - IF 4 or more Crits then the Unit has suffered a Mortal Wound and is Dying.
    - Crits - IF 3 or less Crits THEN Rotate the Hit Location equal to the number of Crits and discard the Crits.
    - Status Bar - Place the Hit Location and Hits above the Unit on the Status Bar.
    - Harm - Some Abilities are triggered when actual damage is dealt.

Events

Any triggered events happen here.
- Draw - Each Player draws a card
- Recover - Each Unit may remove a Fatigue, Stun, Stress, or Slow.
- Triggered Events - Any events that triggered during the Turn happen here. E.g. If a door was opened, it resolves now.
- Clock Ticks - Discard the top card of the Clock and resolve any Clock Events.
  - Task Clock - Any Tasks gain Progress:-1.

Conclusion

Rewards

- After completing a Milestone, a Character typically gains some reward. These include Status, Treasure, and Advancement
  - Status - You can gain or lose status among different Factions
  - Favor - You can gain or lose favor among different individuals
  - Treasure - You can gain currency and other useful items
  - Advancement - After completing a Milestone, a Character can gain Character Points (CP), Skill Points (SP), or Ability Points (AP).

Epilogue

- Advancement
  - At different Milestones, a Character can gain Character Points (CP), Skill Points (SP), or Ability Points (AP).
  - Character Points (CP)
    - Gain - Between Sessions: Gain 1 CP IF significant role playing happened toward Character Conception.
    - Spend - Conflict: Spend 1 CP and role play to increase or decrease a Success by 1. (e.g. increase Damage done or decrease Damage taken).
  - Skill Points (SP)
    - Gain - Major Milestone: Gain 1 SP. (e.g. Chapter End).
    - Respec - Downtime:Between Sessions you may reduce ONE Skill by one level and gain SP equal to the new level.
    - Spend - Downtime:2 Weeks. Train or Research and spend SP equal to your current Skill Level to raise a skill by one level.
  - Ability Points (AP) -
    - Gain - Minor Milestone: Gain 1 AP. (e.g. Significant Event)
    - Respec - Downtime:Between Sessions you may remove ONE Ability and an AP.
    - Spend - Downtime:1 Week. Train or Research and spend 1 AP to gain an Ability or Specialty one of your Skills OR add 1 to the Intensity one of your Powers..
      - Specialty - IF you gain an Ability in a Specialty that you already have THEN every third Ability costs 0 AP.
- Downtime - The Epilogue is also an opportunity for Downtime.
- Intentions - Gather the Players intentions for the next Scene.

Example

Combat #1

Setup
- Players
  - Player1
  - Player2

- Non Player
- Scene
  - Backstory - The Goblins have captured the Thief who is shackled. The Archer has tracked them down, but is closer than they would prefer.
  - Map - Personal Map
  - Factions
    - Adventurers
      - Archer - Player1
      - Thief - Player2
    - Goblins
      - Goblin Scout - Non-Player
      - Goblin Skirmisher - Non-Player
- Status Bar - Archer, Thief, Goblin Scout, and Goblin Skirmisher are laid out with their colored Unit# cards.

Turns
- Turn
  - Setup - Place 1 Token on each Unit on the Status Bar.
  - Engage - Both Goblins Engage the Archer by placing their Engage# cards on the Archer on the Status Bar. The Archer Engages the Scout and the Thief doesn't Engage.
  - Round1
    - Play/Pass - The Goblin Non-Player has 2 Units to activate and must Play. The Players only have 1 each, so the Players could pass but do not.
    - Activate - The Non-Player activates the Skirmisher, and the Players activate the Archer and Thief. They remove their Tokens from the Status Bar leaving only the Skirmisher with a Token.
    - Move1
      - Archer - Chooses to Move. He Moves 1 toward the rock and puts an Arrow in his offhand.
      - Archer - Attempts to Move 1 toward the rock but is interrupted. He takes Tokens to represent his remaining Move.
    - Action1
      - Skirmisher
        - Interrupt - Interrupts the Archer to attack.
        - Combat
          - Weapon - Javelin
          - Range
      - Thief
        - Interact - Attempts to escape his Shackles.
    - Move1
      - Archer - Discards his Move Tokens one by one and completes his move behind the Rock.
    - Move2
      - No One chooses to Move
    - Action2
      - Archer - Attacks the Scout.
      - Thief - Continues to work his Shackles.
- Events - Any triggered events happen here.
  - Draw - Each Player draws a card
  - Recover - Each Unit removes a Fatigue, Stun, Stress, or Slow.
  - Triggered Events - Any events that triggered during the Turn happen here. E.g. If a door was opened, it resolves now.

- Clock Ticks - Discard the top card of the Clock and resolve any Clock Events.

Reference

Fate

Fate Decks are semi-random replacements for dice rolling in most RPGs. Many dice chuckers will immediately long for their precious dice, but cards effectively allow you to save dice rolls for later and, of course, cards allow far more detail than a simple number.

- Suit
  - Rods (13) - Strong and Dominating OR Block
  - Coins (13) - Strong and Clever OR Counter
  - Cups (13) - Fast and Unexpected OR Block
  - Swords (13) - Fast Precise OR Evade
  - Wild (2) - Fast Black and Strong Red
- Rank
  - W - Wild/Wildcard/Joker/UR
  - A - Super/Super Rare/SR
  - J, Q, K - Special/Rare/R
  - 2-10 - Normal/Common/C
- Upper/Lower
  - Upper (Upright/Dignified) -
  - Lower (Inverted/Ill-dignified) -
- Aspect
  - Fast (26) - Win:40 Lose:40
  - Strong (26) - Win:40 Lose:40
  - Block (26) - Win:26 Lose:26 Tie:54
  - Evade (13) - Win:26 Lose:26 Tie:54
  - Counter (13) - Win:26 Lose:26 Tie:54
  - Wild (2) - Win:52 Lose:52 Tie:2
- Flourish
  - Dominating
  - Clever
  - Unexpected
  - Precise

Shared Fate

The Shared Fate deck is a special deck that can be used by all Players.
- Leave it to Fate - Any time you play a Fate card, you may choose to use the top of Shared Fate instead of using a card from your hand.
- High Card - dX. IF multiple players want to do conflicting things THEN each player plays Fate. Highest card (A-2, CDHS) may act or pass. The next highest may then act or pass. The last player may not pass. Continue in order until everyone has acted.
- Randomizing - Who needs dice? Discard a Shared Fate and review the result.
  - d2 - Coin Toss. Black is Heads. Red is Tails.

- d4 - Rods, Coins, Cups, Swords
- d8 - Same as d4 but IF Red THEN add 4.
- d10 - A, 2, 3, 4, 5, 6, 7, 8, 9, 10 (redraw others)
- d12 - Same as d10 plus J, Q
- d13 - Same as d10 plus J, Q, K
- d16 -Same as d8 but IF Lower THEN add 8.
- d40 - Same as d10 but IF Coins, Cups, Swords THEN add 10, 20, 30 respectively.
- d42 - Same as d40 plus W.
- d52 - Same as d13 but IF Coins, Cups, Swords THEN add 13, 26, 39 respectively.
- d54 - Same as d52 plus W.
- d80 - Same as d40 but IF Lower THEN add 40.
- d84 Same as d42 but IF Lower THEN add 40.
- d104 - Same as d52 but IF Lower THEN add 40.
- d108 - Same as d54 but IF Lower THEN add 40.

Damage

Units

A unit is any figure that can act on a game board. It can represent a person, vehicle, a group, an army, a fleet, or whatever.

- Stats - Body, Mind, Will, Speed, and others
  - Rating - Each stat has a rating. Each rating has 2 parts: Level and Scale.
    - Level - Level is an integer from 2-10. This is the number you will use most often.
      - Partial - IF there is a decimal value THEN the Level also has a fractional value. It is only used in rare circumstances.
    - Scale - Scale is an integer after the 'x' that can be positive or negative. It represents the number of zeros that follow the level. E.g. 8x1=80 and 8x2=800. Each Scale represents orders of magnitude greater power.
  - Types
    - Body -
      - Mass - Body is derived from mass.
      - Deadlift - Can life Mass x 1.5 very briefly.
      - Carry - Can carry Mass x 1 for short periods.
      - Load - Can carry a balanced pack with Mass / 2 for extended periods.
    - Mind -
    - Will -
    - Speed -
- Skills
- Powers
- Abilities
- Item - An item is any object that a Unit can interact with.
- Conditions -
  - Minor - Fatigue, Stun, Stress, Slow
  - Major - Bleeding, Blood Loss, Burning, Burns, Freezing, Frostbite, Disease, Poison, Acidic, Acid Burns, Corrosion, Numbness, Confusion, Corruption
- Damage

- Double-sized Units - These take up 2 Spaces. The front Space is used for Moves.

Items

- Condition - Damaged, Broken

Skills

- Perception
  - Alertness
    - Action: Stealth units within Spaces:2xPerception get Token:-1
- Investigation
  - Canvas the Area
  - Research
  - Shake the Trees
- Stealth
  - Tokens - The number of Tokens on Stealth represents how Hidden you are. Tokens may not be more than 2xStealth.
  - Forced: Maximum Move=Tokens. IF Tokens=0 THEN you Reveal immediately.
  - Reveal - Free: You may place your unit anywhere within Move:Tokens of your Stealth unit, but it must be on or next to a space out of sight of Rivals. Remove Tokens and Stealth Units.
  - Surprise - IF you reveal adjacent to a unit, you may give them Stress:+1.
  - Remain Hidden - Clock: Tokens+1
  - Hide
    - Action: IF you are out of sight THEN replace your unit with a Stealth unit, and place Tokens:Level onto Stealth.
    - Forced: You may only move between out of sight locations.
  - Sneak
    - Replace the Hide Forced with the following:
    - Forced: You must end at an out of sight location. IF you only moved between out of sight locations THEN Tokens:+1

Powers

Some things have incredible powers, able to harness the elements, turn water to wine, crack planets, or tear apart galaxies.

- Price of Power - Using any Power has a price. Normally, you must take a Minor Condition (Fatigue, Stun, Stress, Slow).
- Power Scaling - Describes the energy level of the Power. This can be distributed in the Power Budget
- Standard
  - Initiative:+Level
  - Range:Stat
  - Effect:Mind (+1 at Range:0-1)
- Power Exchange - You may divide Power Scaling points to gain additional bonuses.
  - Initiative:+1/point
  - Range:+0x(1/point)
  - Effect:+0x(1/point)
  - Area:+0x(1/point)

Magic

Magic is a particular set of Powers with some strengths and weaknesses from raw Power. Use Power rules with the following change.

- Power Exchange - During Power Exchange, you have the following modifiers..
  - Effect:+0x(1/point)
    - Vulgar Magic - IF
  - Armor Pierce:+0x(1/point)

Characters

- Character Creation
  - Character Conception - Pride, Success, Goal, Trigger, Fear, Humiliation
    - Pride - What gives your character a sense of self esteem?
    - Success - What would your character consider a success in life?
    - Goal - What is your personal long term goal?
    - Trigger - What event would set your character off? What would happen?
    - Fear - What social fear does your character have?
    - Humiliation - What event would be a humiliation for your character?
    - Idealist/Concrete - Are you an idealist or are you concrete.

Map and Scale

- Spaces - A space on a Map or Location marked with a Dot. When a Unit Moves 1 Space, it goes from one Dot to an adjacent Dot.
- Map Scale - Map Scale is the distance between each Space.
- Time Scale - Time Scale is the length of time of each Turn on the Map.
- Map Types
  - Personal Map
    - Map Scale:2 meters/Space
    - Time Scale:2 seconds/Turn
  - Narrative Map
    - Map Scale:Flexible
    - Time Scale:Flexible

Locations

Locations are colorful cards with a name and 2 spaces. They are placed on maps to quickly create a visual scene. The Scale of the spaces matches the Map. If needed, use Tokens as doors or openings.

- Buildings - Building, Corridor, Room, Stairs
- Cavern - Cavern, Cave, Crevasse, Tunnel
- Dungeon - Room, Corridor
- Road - Bridge, Cobblestone, Dirt, Gravel, Path, Stone, Street, Highway
- Wilderness - Desert, Field, Forest, Hill, Jungle, Mountain, Overgrowth, Plain, Swamp
- Water - Ocean, Lake, River, Waterfall

- Hazard - Acid, Cold, Gas, Electricity, Fire, Lava, Pit Trap, Rocks, Smoke, Spores
- Space - Asteroid, Asteroid Belt, Black Hole, Comet, Moon, Nebula, Neutron Star, Planet, Space Station, Star

Weather

- Wind
  - Direction - Reveal Fate d8 - N, S, E, W, NE, NW, SE, SW
  - Wind Speed - Reveal 3xFate. For each J, Q, K, or A revealed, add 10km/hr and draw again.

Story

- Story Components
  - Setting - The time and place in which the story unfolds, often providing context and atmosphere. Settings can be physical (e.g., a forest, a city) or abstract (e.g., a character's mind, a historical era).
    - Culture - Advanced, Agrarian, Civilized, Nomadic, Primitive
    - Community - Clubs, Cults, Guilds, Religions, Secret Societies, Tribes
    - Politics
  - Theme - The underlying message, idea, or commentary that the narrative conveys. Themes can be explicit or implicit, and they often emerge from the interactions between characters, plot, and setting.
  - Tone - Attitude or emotional tone, conveyed through language, imagery, and narrative perspective. Tone can be formal, informal, serious, humorous, or any combination of these.
  - Campaign - One or more Stories leading to an Ultimate Milestone. The world may be changed. Characters may die or retire. E.g. The Lord of the Rings.
  - Story - A series of Chapters leading to an Epic Milestone. E.g. The Two Towers.
  - Chapter - A series of Scenes leading to a Major Milestone.
  - Scene - An encounter leading toward a Minor Milestones.
- Story Creation
  - Duel, Contest, Fist Fight, Negotiation, Debate, Investigation
  - Mystery, Horror, Suspense, Pulp, Heroic, Political
  - Dirty, Gritty, Shiny, Bright
  - Five Room Dungeon
  - Foreshadowing - Chekhov's Gun
  - Payoff
  - Cost - Game Balance
- Running Stories
  - TUNIC - Time Before Next Impactful Choice

Glossary

- Ability -
- Ability Points (AP) -
- Arc -

- Arc:Above - The Top hemisphere above the Unit.
- Arc:Back - The cone behind the Unit.
- Arc:Forward - The hemisphere in front of the Unit.
- Arc:Front - The cone in front of the Unit.
- Arc:FrontLeft - Arc:Front and Arc:Left.
- Arc:FrontRight - Arc:Front and Arc:Right.
- Arc:Left - The cone to the left of the Unit.
- Arc:Rear - The hemisphere behind the Unit.
- Arc:Right - The cone to the right of the Unit.
- Arc:Under - The hemisphere below the Unit.
- Armor -
- Armor Pierce - Ignores Armor
- Armor Shred - Damages Armor
- Background -
- Beast -
- Bleeding - Event: Reveal Fate. IF Ace THEN Bleeding:-1. IF 2 THEN Blood Loss:+1.
- Blood Loss - Body:-1. Day: Blood Loss:-1.
- Body -
- Broken - Cannot use this Item or Body Part.
- Burning -
- Burns -
- Career -
- Character Points (CP) -
- Cinematic - These are optional rules that might help inspire a Player to describe the action.
- Coin Toss - Reveal a Shared Fate. Black means Heads. Red means Tails.
- Continuous - Powers can have a lasting effect. You may maintain only 1 Continuous effect at a time.
- Corrosion -
- Corruption - Shadow:+1
- Cost -
- Craft - Create an item
- Damaged -
- Dead -
- Demeanor -
- Detect - A Free Action to notice Hidden Units.
- Disabled -
- Disease - Body:-1. Event: Reveal Fate. IF Ace THEN Disease:-1. IF 2 THEN Poison:+1.
- Disorder -
- Draw:X - Draw X Fate cards.
- Drift - Move 1 Space left or right diagonally from the direction the Unit is pointing.
- Dying -
- Engage -
- Equip -
- Explore -
- Family -
- Fast -
- Fate -
- Fatigue -
- Focused -
- Forward - Move 1 Space in the direction the Unit is pointing.
- Freezing -
- Frenzy -
- Frostbite -
- Gain:A - Choose an A from Discard or search your Deck for an A and add it to your hand.
- Healing - This is done during Downtime.
- Height -
- Hidden - A Unit or Item that cannot automatically be noticed.
- Immobilized -
- Impaired Arm - IF Skill uses this Arm THEN Skill:-1
- Impaired Leg - IF this leg is used to Move THEN Move:-1
- Initiative -
- Intensity - Measure of the raw energy of a Power.
- Interrupt - Pause a Unit/Item movement until your Action is complete..
- Item -
- Keep - Return this card to your hand.
- Length -
- Location - A Location Card or an area of the Map.
- Magic -
- Magic Armor - Rated from +1 to +5. In Combat, they provide Armor:+1x1/point.
- Magic Weapon - Rated from +1 to +5. Intelligent with Mind:2x1/point. In Combat, they provide Initiative:+1/point and Target Armor:-1x-1/point.
- Map -
- Mass -
- Mind -
- Minor Condition - Fatigue, Stun, Stress, or Slow
- Mount -
- Move:X - Move X Spaces.
- Nature -
- Non-Player -
- Overrun - IF a Normal Block vs. Fast THEN
- Passive -
- Passions -
- Player -
- Power -
- Practice -
- Price - Price of Power. IF a Power is used THEN take a Condition. Normally it is the user's choice, but sometimes it is specific. (e.g. Blood Magic)
- Prone -
- Radiated - Body:-1. Can only be removed with Regeneration or Healing that repairs Corruption.
- Recover - Draw a Fate and remove 1 Minor Condition that was not applied this turn.
- Regeneration -
- Reputation -
- Research -
- Restraint -
- Rival - Your opponent during a Conflict. It could be a person, a group, an object, or even an idea.
- Round -
- Scale -
- Severed - This item or body part is cut off.
- Shadow -
- Shared Fate -
- Slide - Move 1 Space directly to the left or right of a Unit's facing.

- Skill -
- Skill Points (SP) -
- Slow -
- Social Class -
- Speed -
- Speed Air -
- Speed Land -
- Speed Space -
- Speed Water -
- Space - A space on a Map or Location marked with a Dot.
- Stat - Body, Mind, Will, and Speed
- Stress -
- Stun -
- Target -
- Trait -
- Train -
- Trauma -
- Turn -
- Uses -
- Vehicle -
- Width -
- Will -
- Wound -