

**GM Principles:** Begin and end with the fiction - Collaborate at all times, especially during conflict - Fill the world with life, wonder, and danger - Ask questions and incorporate the answers - Make every roll important - Play to find out what happens - Hold on gently

**GM Best Practices:** Cultivate a curious table - Gain your players' trust - Keep the story moving forward - Cut to the action - Help the players use the game - Create a meta conversation - Tell them what they would know - Ground the world in motive - Bring the game's mechanics to life - Reframe rather than reject - Work in moments and montages

## ACTION ROLLS

Call for an action roll when a character takes an action where the outcome is in question and the success or failure is interesting to the story.

1. Pick a character trait.
2. Decide on a Difficulty.
3. Establish the stakes of the roll with the player.
4. Assign advantage or disadvantage if applicable.
5. Tell the player to roll the Duality Dice.
6. Resolve the situation based on the result of their roll.

### ACTION ROLL RESULTS

- **Critical Success:** They get what they wanted and a little extra. They gain a Hope and clear a Stress.
- **Success with Hope:** They get what they wanted and they gain a Hope.
- **Success with Fear:** They get what they want, but it comes with a consequence. You gain a Fear.
- **Failure with Hope:** They probably don't get what they want and there are consequences, but they gain a Hope.
- **Failure with Fear:** They don't get what they wanted and things go very badly. You gain a Fear.

## CHARACTER TRAITS

- **AGILITY**  
Sprint, Leap, Maneuver
- **STRENGTH**  
Lift, Smash, Grapple
- **FINESSE**  
Control, Hide, Tinker
- **INSTINCT**  
Perceive, Sense, Navigate
- **PRESENCE**  
Charm, Perform, Deceive
- **KNOWLEDGE**  
Recall, Analyze, Comprehend

## DIFFICULTY



## HOPE & FEAR

On a roll with Hope, the player gains a Hope.

**They can spend Hope to:**

- Help an Ally
- Utilize an Experience
- Initiate a Tag Team Roll
- Activate a Hope Feature

On a roll with Fear, you gain a Fear.

**You can spend a Fear to:**

- Interrupt the players to make a move.
- Make an additional GM move.
- Spotlight an additional adversary during a battle.
- Use an adversary's Fear feature.
- Use an environment's Fear feature.
- Add an adversary's Experience to a roll.

## SPOTLIGHTING ADVERSARIES

**When you spotlight an adversary, you might have them:**

- Move within Close range and make a weapon attack
- Move within Close range and use an adversary action
- End a temporary condition or effect
- Sprint somewhere else on the battlefield

## GM MOVES

**Make a move whenever:**

- They roll with Fear on an action roll.
- They fail an action roll.
- They do something that would have consequences.
- They give you a golden opportunity.
- They look to you for what happens next.

### EXAMPLE GM MOVES

- **Show how the world reacts.**  
*"The kick shatters the door. Light spills in from the barracks as a half-dozen sleepy soldiers stumble to their feet, looking worried."*
- **Ask a question and build on the answer.**  
*"How is it that you notice the assassin lurking in the treetops?"*
- **Make an NPC act in accordance with their motive.**  
*"The Jagged Knife Bandit snips the gold purse off the merchant's hip and attempts to escape."*
- **Lean on the character's goals to drive them to action.**  
*"The relic you've been trying to recover for your people floats ominously in the center of the altar, surrounded by cultists preparing to drain its power."*
- **Signal an imminent off-screen threat.**  
*"You hear the crashing of falling trees and shattered branches as thundering steps approach. What do you do?"*
- **Reveal an unwelcome truth or unexpected danger.**  
*"He reaches into his cloak and produces the Orb of Vengeance as you realize that he was the necromancer the entire time."*
- **Force the group to split up.**  
*"The elementals are scattering—two heading for the town, three bearing down on the mill. What do you do?"*
- **Make a PC mark Stress as a consequence for their actions.**  
*"You can pull the baron to safety if you mark a Stress. Otherwise you can only get yourself out of the way. What do you do?"*
- **Make a move the characters don't see.**  
*"You brace for the alarm... but the door clicks open and everything seems fine... for now."*
- **Show the collateral damage.**  
*"The Minotaur Wrecker barrels into the street, shattering a vegetable cart, sending cabbages flying and knocking the merchant into the wall."*
- **Clear a temporary condition or effect.**  
*"The guard cuts through the vines that are holding her legs in place. She looks around to find her next target and raises her sword."*
- **Shift the environment.**  
*"As soon as you cross, the ancient rope bridge snaps, leaving you stranded."*
- **Spotlight an adversary.**  
*"As the Skeleton Dredge shambles forward to strike you, you see the two others on their flank turn their attention toward you as well."*
- **Capture someone or something important.**  
*"The thief slides past you and jumps into the cart, grabbing the idol from the seat and stuffing it into their pouch."*
- **Use a PC's backstory against them.**  
*"Your mentor sighs, drawing their blade. 'I wish it didn't come to this, child. But you still don't understand what sacrifices are required to maintain the peace.'"*
- **Take away an opportunity permanently.**  
*"The door slams shut, cutting you off from the vault as the temple continues to collapse. You'll need to find another exit if you want to make it out alive."*

# CHARACTER CREATION

## 1 CHOOSE A CLASS

Your class represents the kind of character you'll be playing and gives you access to certain abilities and spells during the game. Take the character sheet specific to this class.

Each class has a number of subclasses to choose from that help define what kind of focus you'd like your character to have. Take the foundation card for your chosen subclass.

## 2 CHOOSE A HERITAGE

Your character's heritage is made up of both an ancestry and a community card. These two cards establish your character's physical appearance and the environment they grew up in.

## 3 ASSIGN CHARACTER TRAITS

Distribute the values -1, 0, 0, +1, +1, +2 across your character traits. When rolling, you'll add the value of that character trait to the roll.

## 4 RECORD CHARACTER INFORMATION

Next, record your starting Evasion. Additionally, gain 2 Hope to start the game.

## 5 CHOOSE STARTING EQUIPMENT

Decide which weapons you want to start the game with and record their details in the appropriate spaces in the "Active Weapons" section.

Next, take one of the available options for starting armor and record its details in the appropriate spaces. Your armor comes with its own damage thresholds and base armor score. Record this alongside your selection under "Active Armor." Add your thresholds to your level and record those numbers under the "Damage & Health" section. Also record the Base Armor Score, plus modifiers from any features, in the large shield labeled "Armor" at the top of the sheet.

The starting inventory for your class is listed on your character guide. Record those items in the "Inventory" section of your character sheet.

## 6 CREATE YOUR BACKGROUND

Make description choices from the available options on your character guide (or create your own). This will help you start to build out your character's look and attitude.

Then use the background questions on your character guide as a jumping-off point to build out your character's history (or create your own questions).

Finally, name your character and choose which pronouns they use.

## 7 CREATE YOUR EXPERIENCES

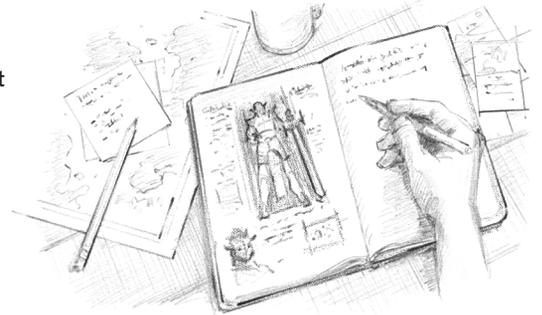
Use all the choices and backstory you've made about your character so far to generate their starting two Experiences, a set of narrative words or phrases that represent what they've learned or become on their journey so far. Assign both a modifier of +2.

## 8 CHOOSE DOMAIN DECK CARDS

Each class is made up of two different domains, which are listed below the class name on the character sheet. Choose two cards total from the level 1 cards in those domains. You can share these decks with other players. If you do, make sure to talk with them about which cards they're interested in.

## 9 CREATE CONNECTIONS

Ask any of the Connection questions on your character guide to the other players at the table (or generate your own questions). Use this as an opportunity to also discuss how your characters all met, what brought them together, and why they've decided to travel as a party.



### FIRST NAMES

Alucard, Ambrose, Ash, Bellamy, Calder, Calypso, Chartreuse, Clover, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gatlin, Gerard, Hadron, Harlow, Indigo, Isla, Jaden, Kai, Kismet, Leo, Mika, Moon, Nyx, Orna, Phaedra, Quill, Rani, Raphael, Reza, Roux, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yanelle, Zahara

### REGION NAMES

Alvyon, Bloomfare, Bonecross, Branishar, Cloud Isles, Daves Pass, End of Journeys, Fearhold, Ir'thandir, Mountains of Creation, Nocturne, Revenance, Shattered Peaks, South Choir, Sunbearer's Crescent, Watcher's Ravine, Wilting Valley, Xuria

### FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Grove, Hartley, Humfleet, Hyland, Ikeda, Jones, Jordon, Kaan, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Vasquez, Warren, Worth, York

### PLACE NAMES

Balking Tide, Black Willow, Crow's Nest, Dire Reach, Figero, Fool's Gold, Golden Goose, Hearthbreak, Hollow Keep, Idle Fiend, Kross, Limping Liar, Mettler's Make, Nero's Compass, Netherwell, Parting Gift, Quiet Magnitude, Roaming Way, Salute, Wicked Smile

### EXPERIENCES

**Backgrounds like:** Bodyguard, Con Artist, Merchant, Noble, Pirate

**Characteristics like:** Affable, Intimidating, Sticky Fingers, Survivor

**Specialties like:** Healer, Inventor, Navigator, Swashbuckler

**Skills like:** Barter, Quick Hands, Repair, Tracker

**Phrases like:** Catch Me If You Can, Hold the Line, Nature's Friend, This Is Not a Negotiation

## ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

### AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

### "21 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.



### CRITICAL SUCCESS!

If the Hope and Fear Die both land on the same number, it's a critical success.

## ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, or face another complication. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

## DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

## REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

## USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

## QUICK REFERENCE

**Advantage:** Add a d6 advantage die to your roll.

**Disadvantage:** Subtract a d6 disadvantage die from your roll.

**Help an Ally:** Spend a Hope and roll a d6 advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

**Group Action:** Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a -1 penalty for each reaction roll that fails.

**Tag Team Roll:** Once per session, each player can choose to spend 3 Hope and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

**Vulnerable:** When a creature has the *Vulnerable* condition, all rolls against them have advantage.

**Restrained:** When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

**Hidden:** While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

**Direct Damage:** Armor Slots can't be marked to reduce this damage.

Level 1 ▶ Tier 1

Levels 2-4 ▶ Tier 2

Levels 5-7 ▶ Tier 3

Levels 8-10 ▶ Tier 4

# DOWNTIME

*Downtime represents moments of respite within the perilous journey the characters are on together. It's not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.*

## SHORT REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

- **Tend to Wounds**  
Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.
- **Clear Stress**  
Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.
- **Repair Armor**  
Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.
- **Prepare**  
Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

## LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

- **Tend to All Wounds**  
Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.
- **Clear All Stress**  
Describe how you blow off steam or pull yourself together, then clear all Stress.
- **Repair All Armor**  
Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.
- **Prepare**  
Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.
- **Work on a Project**  
Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down the progress countdown.

# CHARACTER SHEET SIDECAR

This section denotes your **class**. Each class is made up of two **domains**. You choose your **abilities and spells** from these domains.

**Evasion** represents your ability to avoid an attack. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield).

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

**Experience** represents your character's particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend a Hope** before the action roll to add an Experience's value as a modifier. You earn more Experiences throughout a campaign.

This is where you keep track of your **gold** during a campaign. If you would mark your tenth handful, you instead mark a **bag** and erase all your handfuls. If you would mark your tenth bag, you instead mark a **chest** and erase your bags. **You start with one handful of gold.**

Each class starts with a unique **class feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. You use these as your primary modifiers on action rolls. The descriptions beneath each trait remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM tells you what range a target is at relative to your character. **Damage dice** are the kind of dice you roll when you make a successful attack, and the damage type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. A weapon's **feature** describes its special abilities or the requirements to use it.

Weapons are either one-handed or two-handed. Fill in the appropriate number of hands based on the weapons you take.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Your **inventory** is where you store **items** and **consumables**.

This is where you store **weapons** you want to carry but not have active. While a weapon is in your inventory, you can't benefit from its feature.



SLIDE THIS SIDE OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT OF YOUR CHARACTER SHEET.





## STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
<b>Broadsword</b>	Agility	Melee	d8 phy	One-Handed	<b>Reliable:</b> +1 to attack rolls
<b>Longsword</b>	Agility	Melee	d8+3 phy	Two-Handed	—
<b>Battleaxe</b>	Strength	Melee	d10+3 phy	Two-Handed	—
<b>Greatsword</b>	Strength	Melee	d10+3 phy	Two-Handed	<b>Massive:</b> –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
<b>Mace</b>	Strength	Melee	d8+1 phy	One-Handed	—
<b>Warhammer</b>	Strength	Melee	d12+3 phy	Two-Handed	<b>Heavy:</b> –1 to Evasion
<b>Dagger</b>	Finesse	Melee	d8+1 phy	One-Handed	—
<b>Quarterstaff</b>	Instinct	Melee	d10+3 phy	Two-Handed	—
<b>Cutlass</b>	Presence	Melee	d8+1 phy	One-Handed	—
<b>Rapier</b>	Presence	Melee	d8 phy	One-Handed	<b>Quick:</b> When you make an attack, you can mark a Stress to target another creature within range.
<b>Halberd</b>	Strength	Very Close	d10+2 phy	Two-Handed	<b>Cumbersome:</b> –1 to Finesse
<b>Spear</b>	Finesse	Very Close	d10+2 phy	Two-Handed	<b>Cumbersome:</b> –1 to Finesse
<b>Shortbow</b>	Agility	Far	d6+3 phy	Two-Handed	—
<b>Crossbow</b>	Finesse	Far	d6+1 phy	One-Handed	—
<b>Longbow</b>	Agility	Very Far	d8+3 phy	Two-Handed	<b>Cumbersome:</b> –1 to Finesse

## STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Damage	Burden	Feature
<b>Arcane Gauntlets</b>	Strength	Melee	d10+3 mag	Two-Handed	—
<b>Hallowed Axe</b>	Strength	Melee	d8+1 mag	One-Handed	—
<b>Glowing Rings</b>	Agility	Very Close	d10+1 mag	Two-Handed	—
<b>Hand Runes</b>	Instinct	Very Close	d10 mag	One-Handed	—
<b>Returning Blade</b>	Finesse	Close	d8 mag	One-Handed	<b>Returning:</b> When this weapon is thrown within its range, it appears in your hand immediately after the attack.
<b>Shortstaff</b>	Instinct	Close	d8+1 mag	One-Handed	—
<b>Dualstaff</b>	Instinct	Far	d6+3 mag	Two-Handed	—
<b>Scepter</b>	Presence	Far	d6 mag	Two-Handed	<b>Versatile:</b> This weapon can also be used with these statistics—Presence, Melee, d8.
<b>Wand</b>	Knowledge	Far	d6+1 mag	One-Handed	—
<b>Greatstaff</b>	Knowledge	Very Far	d6 mag	Two-Handed	<b>Powerful:</b> On a successful attack, roll an additional damage die and discard the lowest result.

## STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
<b>Shortsword</b>	Agility	Melee	d8 phy	One-Handed	<b>Paired:</b> +2 to primary weapon damage to targets within Melee range
<b>Round Shield</b>	Strength	Melee	d4 phy	One-Handed	<b>Protective:</b> +1 to Armor Score
<b>Tower Shield</b>	Strength	Melee	d6 phy	One-Handed	<b>Barrier:</b> +2 to Armor Score; –1 to Evasion
<b>Small Dagger</b>	Finesse	Melee	d8 phy	One-Handed	<b>Paired:</b> +2 to primary weapon damage to targets within Melee range
<b>Whip</b>	Presence	Very Close	d6 phy	One-Handed	<b>Startling:</b> Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
<b>Grappler</b>	Finesse	Close	d6 phy	One-Handed	<b>Hooked:</b> On a successful attack, you can pull the target into Melee range.
<b>Hand Crossbow</b>	Finesse	Far	d6+1 phy	One-Handed	—

## STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
<b>Gambeson Armor</b>	5 / 11	3	<b>Flexible:</b> +1 to Evasion
<b>Leather Armor</b>	6 / 13	3	—
<b>Chainmail Armor</b>	7 / 15	4	<b>Heavy:</b> –1 to Evasion
<b>Full Plate Armor</b>	8 / 17	4	<b>Very Heavy:</b> –2 to Evasion; –1 to Agility

**ANCESTRY:**

FEATURE

FEATURE

**DOMAIN CARD:**

DOMAIN

TYPE

RECALL

FEATURE

**COMMUNITY:**

FEATURE

**DOMAIN CARD:**

DOMAIN

TYPE

RECALL

FEATURE

**SUBCLASS:**

◆ FOUNDATION | ◆ SPECIALIZATION | ◆ MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

**DOMAIN CARD:**

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**SUBCLASS:**

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