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Creating the Hero (30)

- Starting with the Hero, each player chooses one Asset from the Hero card until you have nine (three Virtues, three Strengths, and three Allies).
- Choose a name.

Choosing Roles (32)

- Each other player takes one of the three Fate cards and a unique set of dice.

Scenes (32)

- The game consists of nine scenes. Each scene contains a Setup, a Threat, and a number of Elements.
- Each scene also has an Agent of Threat, who will act as the GM for that scene.
- Also note how many dice the Agent of Threat gets to roll.

The Agent of Threat (33)

- Narrate Scene Elements (from scene outline).
- Then, introduce Threat (organically, but forcefully). Set the stakes of the conflict: what happens if you win?
- Roll dice! Start with the Threat dice listed for the scene. Then, if you can invoke any negative Traits from the Hero's Assets, gain one die for each.

The Hero (35)

- Set your own stakes! (What happens if I win?)
- Roll dice! Start with three; add one for each Asset you invoke, plus one for each positive Trait on invoked Assets.

The Tempters (35)

- The other two Fates (not the Agent of Threat), acting primarily through an NPC, get to support whomever they want. Either **(a)** support the Agent of Threat, giving him three more dice, or **(b)** offer one to three dice to the Hero in the form of a bargain:
 - Subvert one of the Hero's Assets.
 - Add a negative Trait to a Hero's Asset.
 - Remove a positive Trait from a Hero's Asset.
- You can use any of these up to three times, but you cannot ask for anything not on this list. Both Tempters offer their bargains before the Hero accepts any. Any bargain rejected by the Hero result in an additional die to the Agent of Threat.

Resolving the Threat (38)

- Roll dice after bargains have been struck. Group your results together (6s, then 5s, etc.). The side with the most 6s gets to resolve the Threat; if tied, move on to 5s, and so on. Hero wins an absolute tie.
- If the Agent of Threat wins, he gets to narrate what happens and do one of the following:
 - Add a negative Trait to or remove a positive Trait (in any combination) from *each* risked Asset.
 - Subvert any one Asset.
- If the Hero wins, she gets to narrate what happens, and she can add a positive Trait to any one Asset that has not yet been subverted.

Assets and Traits (39)

- During bargaining and Threat resolution, Traits can be added or removed from the Hero's Assets. Positive Traits get a **+**, negative Traits get a **-**. A single Asset can have no more than five total Traits (in any combination). If an Asset ever has three Negative Traits on it, it is subverted.

Subverted Assets (40)

- When an Asset is subverted, the Fate who subverted it gets to change its name and decide how it now works against the Hero. The Hero can no longer invoke a subverted Asset and can gain no benefit from it. Each subverted Asset grants the Agent of Threat a bonus die, just like a negative Trait, provided he can narrate the subverted Asset into the Threat. Any Traits already on the subverted Asset simply go away.

Shooting the Moon (40)

- Hero: rolls only three dice, invokes no Assets, and accepts no bargains. If she succeeds, she gains back a subverted Asset, and crosses out a single negative Trait from that Asset (in addition to the positive Trait she gets to add to any Asset).
- Agent of Threat: no bonus dice from hero's negative Traits or subverted Assets, and no dice from the Tempters. If he wins, he subverts an Asset *and* adds a negative Trait or removes a positive Trait from each risked Asset.

Victory Tokens (41)

- Whenever a Fate adds a negative Trait, removes a positive Trait, or subverts an Asset, he gets a victory token.
 - For every negative Trait added to an Asset, take 1 victory token.
 - For every positive Trait removed from an Asset, take 2 victory tokens.
 - For every Asset subverted, take 4 victory tokens.
 - If you add a negative Trait that subverts an Asset, take 5 victory tokens total.
- The Hero also earns victory points, but earns them at a different rate.
 - 3 victory points for adding a positive Trait.
 - 2 victory points for removing a negative Trait.
 - 5 victory points for successfully shooting the moon.
 - 4 victory points for each remaining Asset at the end of the game.

Victory Conditions (41)

- Once the winner of the final Scene has resolved that Scene, everyone totals up their victory points. If the Hero loses her last Asset before the end of the final Scene, the game ends with the current Scene; skip the rest of the Scenes. The player with the most victory points overall wins, and gets to narrate the close of the story. If there's a tie, all tied players split narration, montage style.

Scenes and Timing (37)

1. Narration, roleplay, introduction of Tempter avatars
2. Presentation of the Threat
3. Hero gathers dice and invokes Assets
4. Agent of Threat gathers dice and invokes negative Traits and subverted Assets
5. Tempters present offers
6. Hero accepts or counters each offer
7. Offers that take effect immediately take place now
8. Agent of Threat and Hero may both invoke additional Traits/Assets
9. Roll dice, figure out who won the Threat
10. Agent of Threat or Hero claims their prize
11. Delayed offers take effect
12. Winner narrates resolution of Threat
13. If applicable, winner of game narrates resolution of the Quest

