

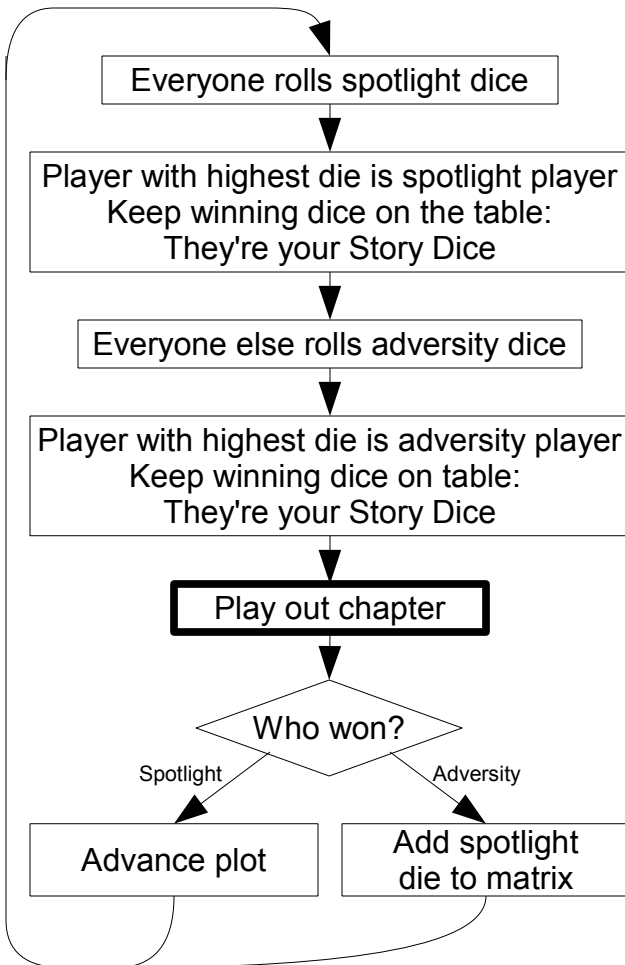
FINAL HOUR

OF A

STORIED AGE

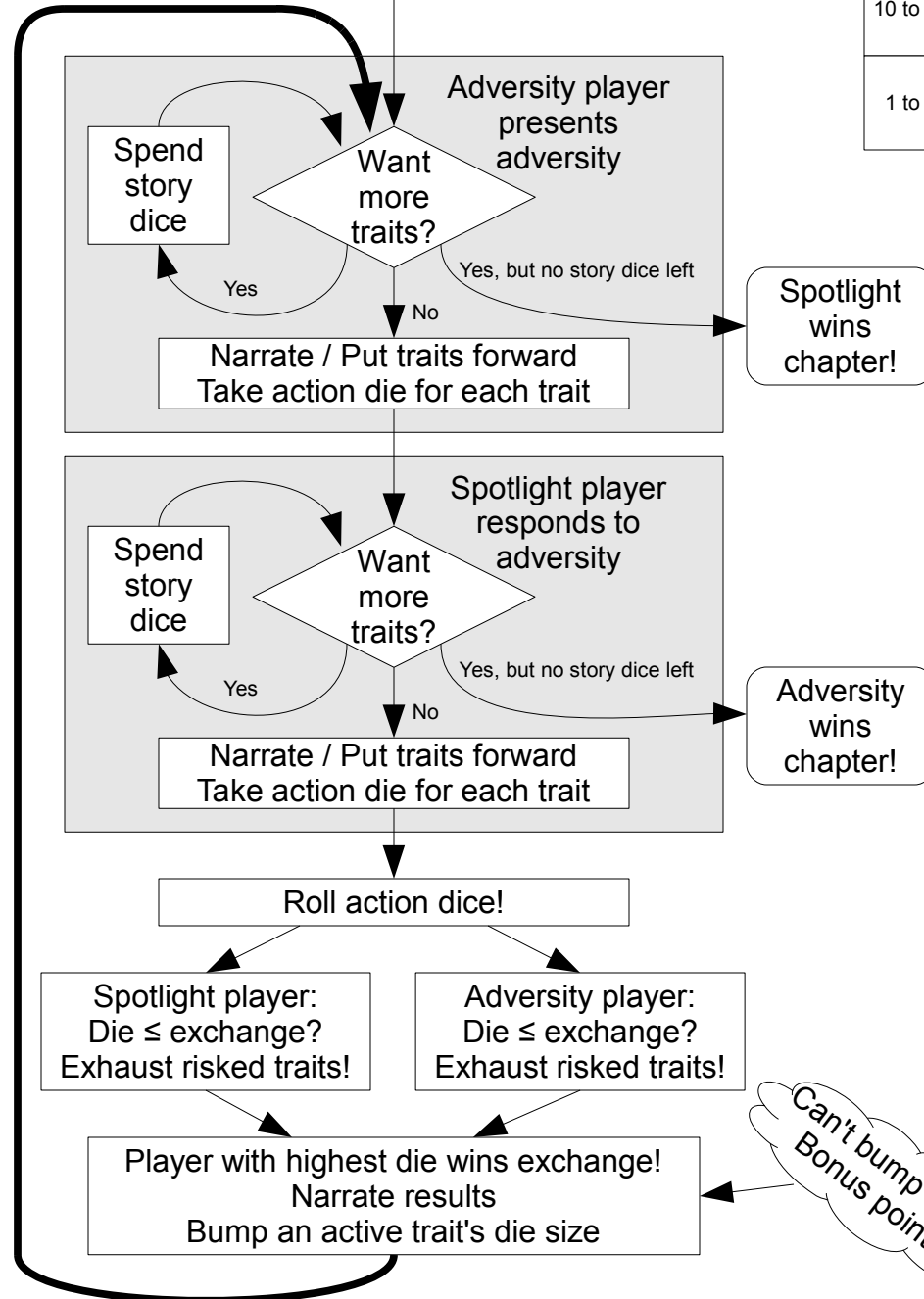
A ROLEPLAYING GAME OF EPIC FANTASY

Playing the Game



Playing Out a Chapter

Spotlight player sets chapter location
Spotlight player starts with no active traits
Adversity player starts with no active traits



Spend Story Dice

15 to 20	4 Character Traits
10 to 14	2 Character Traits OR Active Environment (d6)
1 to 9	1 Character Trait OR Passive Environment (d4)

Character Tax

Distance Tax	
0	Nearby
1	Short Journey
2	Long Journey

Plausibility Tax	
0	Reasonable and expected
1	Plausible but unexpected
2	Possible but surprising

NPC Creation Tax	
1	Mentioned on seed
2	Implied by seed or fiction
2	Dark Mirror
4	Whatever you want

Bonus Points

Player	Cost	Effect
Either	1	Alignment
Spotlight	1	Modify Traits
Spotlight	1	Impede NPC
Spotlight	2	Thwart NPC
Spotlight	3	Kill NPC

Can't bump trait?
Bonus point!