

## System Revisions 1/29/2011

- Your Light no longer provides additional dice, instead, the Light that leads the Challenge determines the amount of Fortune your character begins with.
- Speed is now called Risk.
- When you initiate a Challenge, that Challenge has a Victory Threshold equal to the totaled Stance of the party. To achieve the Victory threshold, you need to inflict a number of Traits against any Elements the Director brings in as opposed to your character throughout the course of the Challenge. These Traits do not have to stay relevant to the Challenge, they just have to be successfully applied.
- The amount of Risk you generate on a Defensive Action no longer creates Opportunity for the Director, instead, it creates Danger. Danger is used to determine how powerful, not how often, you can be threatened with negative traits.
- The Director cannot hold when his Opportunity exceeds your Guard. Instead he immediately spends Opportunity equal to your Guard and threatens you with a Trait with a value equal to his Edge + Danger. Once the Trait is resolved, his Danger drops to 0. If his Edge + Danger is greater than 6, he instead threatens you with two or more Traits, none of which can have a Strength greater than 6.
- The Strength of Traits no longer directly affects your Die Pool. Instead, you have three categories that your Move can be under: White, Grey and Black. Your Move is White if you possess more positive Qualities than negative Qualities. A positive Quality is any relevant Knack or Trait. A negative Quality is any relative Trait. A Move is Grey if it is equal (as many positive Qualities as Negative Qualities) and becomes Black if you possess more negative Qualities than positive Qualities.
  - Optionally, the Director can "burn" a potential Trait to activate an existing Trait with a value no greater than the burnt Trait's potential Strength. This activated Trait has its initial Strength increased by 1.
  - Optionally, the Director can choose to "burn" a potential Trait to increase his Edge by 1. To do this the potential Strength of the burnt Trait must be greater than his current Edge.
- Stunting no longer generates a variable amount of Fortune. Instead, you generate Fortune every time you make a Move. Successfully Stunting allows you to use the Achieve result on your Results table.
- You cannot possess more Fortune at the end of your turn or in between turns than the value of the Light that lead the Challenge.
- Instead of having one Results Table, you now have three. The Results Table you use is determined by which category/color your Move is under, White, Grey or Black.

	<b>White Result</b>	<b>Grey Result</b>	<b>Black Result</b>
<b>Roll</b>	<b>B. Pow/Rsk/Frtn</b>	<b>B. Pow/Rsk/Frtn</b>	<b>B. Pow/Rsk/Frtn</b>
Miss	01/03/01	01/06/01	01/06/01
1	07/01/01	01/01/01	01/03/01
2	08/01/02	02/02/02	01/04/02
3	09/02/03	03/03/03	02/04/03
4	10/02/03	04/04/03	02/05/03
5	11/03/02	05/05/02	03/05/02
6	12/03/01	06/06/01	03/06/01
Achieve	12/01/03	06/01/03	03/03/03

*To determine your final Power, add your Power (Passion) to the listed result. To determine your final Risk, subtract your Risk (Insight) from the listed result. To determine your final Fortune, add your Fortune (Hope) to the listed result.*

- First thing to do is state your action.
- Then the Director sets the Scope
  - Scope is increased by 0 to 3 based on the amount of time the Move will take to complete
    - 0. Instant
    - 1. Short
    - 2. Medium
    - 3. Long
  - Scope is increased by 0 to 3 based on the Elements affected by the Move.
    - 0. Just the Persona
    - 1. Small/Insignificant to the Challenge
    - 2. Medium/Significant to the Challenge
    - 3. Large/Vital to the Challenge
- If unhappy with the Scope, you can negotiate your action with the Director to get a lower Scope.
- If the Move is Leading (you initiated it), you gain dice equal to your Lead (Passion)
- If the Move is Defensive (the Director initiated it), you gain dice equal to your Defense (Honor)
- You gain one die for each relevant Knack or Philosophy you possess.
- You gain dice equal to the Strength of all Traits with the *affecting* tag that are relevant to your Move.
  - Traits are affecting if they were
    - a) Created as part of this Challenge.
    - b) If you spent a Fortune to give it affecting for the Challenge.
- You must spend a number of dice equal to the Move's Scope. If you cannot your Move is a Miss.
- You must spend a number of dice equal to the value of all Negative Traits relevant to the Move. If you cannot the Move is a Miss.
- You can also gain Aid dice from other Persona.
  - A Persona can give one Aid die if his Aid is equal to or less than the Scope of your Move.
  - A Persona can give a number of Aid dice equal to his Aid if his Aid is greater than the Scope of your Move.
- You may spend a number of dice indicated by your Hope to perform a Stunt.
- Roll all the dice and select a die out, this die determines your Power and Speed as indicated on the Results Table.
- (Power - Edge) is used to create or modify Traits.
- Speed is used to determine how much Opportunity the Move creates. It creates an amount of Opportunity equal to the Speed.
- The Actor can increase his Persona's Power or Decrease his Speed by Spending Fortune.
- Persona not acting in the Move gain 1 Opportunity if they did not Aid or 2 if they did.

You win a Challenge when the initiating character has met the requirements of his Investment as established by the outcome of the narrative.

You must surrender your current strategy and dissolve the challenge when you possesses a number of affecting Negative Traits equal to your Surrender Threshold.

**Dan's character: Lazare**

Philosopher

Deviation: 5

Faith: 1

Tradition: 1

Rebellion: 4

Brightness: 2

Compassion: 2 Guard 2

Equality: 1 Aid 1

Honor: 3 Defense 3

Hope: 6 Stunt Cost 1

Insight: 6 -

Liberty: 4 Surrender Threshold 4

Passion: 3 Lead 3

Purity: 2 Edge Modifier -2

Will: 7 -

Knacks: Genius, Ruthless

Philosophies: Grafts, Wands

Complications:

- Weakness - Creepy and Offputting 2
- Compulsion - Addicted to Grafting 2
- Superstition - Astrology 2

Signature Item: Philosophical laboratory, alchemist's wand, grafted left hand

Animal Soul: Rat

Flourish: Lecturing

Fortune Points: 1

Legend 2

Magic Strength 2

Leo's character: **Phillippe**

Knight

**Lights: (Brightness 2)**

Deviation: 1

Faith: 3

Tradition: 5

Rebellion: 2

**Characteristics:**

Compassion: 4 Guard 4

Equality: 3 Aid 3

Honor: 5 Defense 5

Hope: 3 Stunt Cost 3/Max. Fortune

Reward 3

Insight: 3 -

Liberty: 4 Surrender Threshold 4

Passion: 2 Lead 2

Purity: 2 Edge Modifier -2

Will: 4 -

**Knacks:** Athletic, Cool, Daring, Disciplined, Eloquent, Famous**Complications:**

Enemy [3]:

A Sherriff from whom he's stolen (repeatedly) to help peasants.

Obligation[1]:

Family. Has a wife and kids to care for.

Compulsion[2]:

Robin Hood complex. Needs to "redistribute" wealth (of others) to help the disadvantaged.

**Signature Items:** Knight's Swords (pair), Bow & arrows, hideout.**Animal Soul:** Weasel**Flourish:** Arrows

Legend 2

Magic Strength 2

**Stance 0: Rewarding** A Persona whose Stance against is 0 lives in a happy and nurturing world. People are nice, the weather is nice and when something is needed it or even just wanted it generally shows up. Even bad decisions have positive outcomes, as the Persona blunders his way towards success.

**Stance 1: Gentle** Not much worse than Stance 0, at Stance against 1 the Persona must work a little harder for positive gain. Things are no longer just handed to him, but the obstacles he faces are limited and attempts to do things, anything at all, go along as swimmingly as possible.

**Stance 2: Forgiving** When a Persona's Stance reaches this level, making gains and overcoming obstacles becomes as difficult as it would be in real life (or as standard for the setting, when addressing the fantastic), but the negative repercussions of things are as dulled down as possible so that wounds happen infrequently and heal easily and that getting sick is rare, people overlook *faux pas* and failure, generally, has limited and localized effects.

**Stance 3: Realistic** Sense is the primary guide to Directing at this Stance. At Stance against 3 a Persona should expect things to conform pretty closely to real world expectations: bad falls result in twisted ankles or broken bones, untreated wounds fester, if a crime is committed the authorities come snooping around, etc...

**Stance 4: Unforgiving** Like Stance 5 but failure is more common (the Persona should have to go to pains to establish favorable circumstances in order to assure success) and failures are always interpreted as harshly as is feasible.

**Stance 5: Harsh** At this point the world starts to turn itself against the Persona as unexpected complications begin to arise. Objects break, enemies appear and the weather goes south even when these things don't seem necessary within the fiction.

**Stance 6: Punishing** Everything becomes an enemy at this Stance. If something can go wrong, it does. Anyone who can be is an enemy and in general life sucks for the Persona.

**Stance 7(+): Torturous** Past Stance 6 and the relationship between the world and the Persona becomes almost comical. Walking across town becomes seriously hazardous. Allies turn against the Persona and no one, nowhere and nothing can be expected to be safe.

### Investment Returns

**Compassion:** If the pursuit of the Desire was complicated by stopping to account for the feelings and needs of others.

**Equality:** If the pursuit of the Desire was complicated by needing to treat with persons of different social, political or ideological affiliations.

**Faith:** If the pursuit of the Desire was interrupted in order to participate in religious observances or if it was made more easily achieved by an incident of remarkable good luck.

**Honor:** If the pursuit of the Desire was interrupted in order to fulfill one's social obligations or if it was complicated by refusing to deviate from group expectations or norms.

**Hope:** If the pursuit of the Desire ever seemed foolhardy or even idiotic, if the Persona would have far more easily surrendered.

**Innocence:** If the pursuit of the Desire could have been more easily achieved by performing or taking part in immoral or adult acts, but the option was ignored or declined by the Persona.

**Insight:** If the pursuit of the Desire required self-examination or reflection to fulfill. If the achieving the Desire required seeing through deception or illusion.

**Liberty:** If the pursuit of the Desire forced you to suffer socially by distancing you from members of your class or group.

**Passion:** If the during the pursuit of the Desire there were outbursts of strong emotion that complicated the pursuit.

**Will:** If other people had to be hurt in pursuit of the desire, either physically, emotionally or socially. If you had to compete in a contest of ability with someone in order to complete the desire.