

Campaign Prospectuses

Five Hundred Kingdoms

The Tradition is the ruling force of the 500 kingdoms. It's a force of nature, impersonal yet insidious, that tries to make individuals fall into the patterns of traditional fairy tales (and other tales too): the Wicked Stepmother, the Sleeping Beauty, the Traitorous Vizier, etc. Godmothers (they used to be fae, but there weren't enough fae, the original fae godmothers taught the secrets of the tradition to the humans) are charged into steering the Tradition towards favorable paths, because, as far as the Tradition is concerned, a Tragedy is just as good as a Happy Ending. Their agents are called Champions, individuals who were fated to become protagonists of their own fairy tales, only to have that fate averted. This makes them special, as they are more able to resist the Tradition.

Valid character concepts

Characters will be either Godmothers or Champions. High Concept should be related to that, and backstory should reflect what tale they were fated to be part of.

Rules tweaks

Lore skill will be used to manipulate the Tradition, either to Create an Advantage, or to Overcome an Obstacle, the effects must be subtle. Characters with Godmother or Wizard as part of their High Aspect can purchase the Spellcaster stunt, allowing them to attack, defend, and perform more blatant magical displays. Such uses inflict one point of mental stress on the caster, and if going against the Tradition, result in a Mental Attack equal to the caster's roll.

Issues

The Darkening Tradition is getting Stronger

For no explainable reason, the Tradition is getting stronger, and appears to favor darker results over happier ones. Will the characters manage to turn this around, and put the Tradition back into it's natural causeway?

Heralds of Valdemar

The realm of Valdemar was founded many years ago by King Valdemar, who asked the Gods to provide him, and his descendants with guidance in order to always be fair and just. The gods responded sending them the Companions, supernatural spirits in the shape of blue eyed white horses, who bond with those of pure heart and at least hint of psionic ability. Those individuals are called Heralds, and are tasked with keeping the kingdom running, acting as urgent messengers, travelling judges, envoys, and general troubleshooters.

Valid character concepts

All characters should be heralds. Magic is not available, only Gifts.

Rules tweaks

High Concept

All high concepts should indicate that the character is a herald

Companions

Companions will be modeled implicitly, as part of the High Concept. Most characters should have one aspect to take the form of

_____’s Chosen, the _____ companion

giving the companion a little personality. When reasonable, when the character takes a consequence, he can decide that it was the companion who got hurt, either mentally or physically.

Gifts

All heralds have at least 1 gift, represented by a Stunt and an Aspect. They are given an extra free stunt and an extra aspect to reflect this. Characters can have up to 3 Gifts, though. To do so, refine the Gift aspect to include all the gifts the character possesses, and take a new Gift stunt

Also, part of being a herald requires a minimum of telepathy towards the companion. This is implicit in the Herald’s High Concept.

How gifts work

All gifts are based on Will, and using them causes one point of mental stress on the user.

The stunts add new actions to Will. Shields are also represented by Will, those with weak shields should take it as an aspect, even as a trouble aspect, if it's that central for the character.

Most of the time, Gifts work, even if the rolls are failed. The Game Master should try to encourage successes at a cost instead of simple failures, on bad rolls.

New stunts and example gifts

The gifts presented here are only examples, they don't need to be modeled in this way

Strong shields

Requires at least one Gift

You get a +2 to Defend against mental attacks due to Gifts.

Mindspeech

Adds the following actions to Will:

Overcome: Mindspeech is not often used to Overcome, though it may be used in this way in social conflicts, to negate Aspects relating to knowledge a character does not know, but one other character does.

Create an Advantage: Mindspeech can be used to communicate messages silently and over long distances, to create obstacles related to distraction, to create Aspects related to coordination while in combat or doing complex tasks, etc etc

Attack: Mindspeech can be used to "mind blast" a foe, dealing mental stress.

Defend: as noted under "How Gifts Work", Will is already used to defend against attacks from Mindspeech and other mind affecting Gifts. This stunt is not necessary for it.

Firestarting

Adds the following actions to Will:

Overcome: Firestarting can be used to deal with obstacles that could be reasonably burnt, such as brambles acting as barriers, etc etc It can also be used to overcome obstacles due to fires, by dousing them.

Create an Advantage: The most obvious thing one can create with Firestarting is to create "On Fire" aspects, it can also be used to create obstacles relating to fire walls, or to destroyed bridges, etc etc

Attack: Firestarting can be used to inflict physical stress

Defend: Firestarting is only used to defend against other firestarters, and against fires.

Issues

Enemies Within and Without

Karse, the kingdom that borders Valdemar on the south, seems to be preparing for war. At the same time, the northern barbarians are launching their raids with increased frequency and ferocity. At the court, the Heir doesn't have the support of the nobles, and the king is old. Will the characters discover if these events are related?

Big Trouble in the Small Temple

For thousands of years, the Temple has been a refuge for those wishing to find enlightenment through the practice of martial arts. However, times are changing, and a new dynasty has obtained the Mandate of Heaven. The Temple has always remained neutral in such struggles, but the abbot is dying or a mysterious plague, and there's a schism in the temple, with some individuals wishing to have a more active place in the world's happenings. The new abbot will be chosen through a martial arts tournament, and both ascetics and worldly monks will compete in it.

Valid character concepts

The characters are either monks from the temple, or travelling Xia. They may be observers or they may want to participate in the tournament.

Rules tweaks

None

Issues

Internal Strife

Murmurs say that the abbot suffers no mundane illness, but that he is a victim of the Dim Mak. Is this true? if so, who did it? If not, who is sowing the seeds of discord?