

# A Practical Guide to Evil: The Unofficial Tabletop RPG



(Art by Sandara)

Scribe: Notziz

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## Sources used:

D&D 5th Edition - [dnd.wizards.com/articles/features/basicrules](https://dnd.wizards.com/articles/features/basicrules)

Fate Core System & Supplements - <https://fate-srd.com/fate-core/basics>

Star Wars: Force and Destiny

Practical Guide to Evil by ErraticErrata - [practicalguidetoevil.wordpress.com](https://practicalguidetoevil.wordpress.com)

<https://abridged-guide-to-evil.fandom.com>

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## Welcome to Calernia:



(Art by JHajek)

*"In the beginning, there were only the Gods.*

*Aeons untold passed as they drifted aimlessly through the Void, until they grew bored with this state of affairs. In their infinite wisdom they brought into existence Creation, but with Creation came discord. The Gods disagreed on the nature of things: some believed their children should be guided to greater things, while others believed that they must rule over the creatures they had made.*

*So, we are told, were born Good and Evil.*

*Ages passed in fruitless argument between them until finally a wager was agreed on: it would be the mortals that settled the matter, for strife between the gods would only result in the destruction of all. We know this wager as Fate, and thus Creation came to know war. Through the passing of the years grooves appeared in the workings of Fate, patterns repeated until they came into existence easier than not, and those grooves came to be called Roles. The Gods*

*gifted these Roles with Names, and with those came power. We are all born free, but for every man and woman comes a time where a Choice must be made.*

*It is, we are told, the only choice that ever really matters.*

*– First page of the Book of All Things”*

Calernia is one of several continents in Creation, with both native races and the descendents of former attempts at colonization by distant empires, which they have only infrequent contact at best with now. It has a history reaching back thousands of years from the inception of the Kingdom of the Dead to the invasion and occupation by the Miezens to the reign of Dread Empress Triumphant (may she never return) to the current era and the Tenth Crusade. The continent currently sports roughly medieval era technology, and cannot support higher levels due to orbital bombardment by gnomes if they attempt to.

Calernia is a varied continent with many races and polities, hosting the nations of various human races on the surface, as well as the Elves of the Golden Bloom, the Titans of the Titanomachy, the Ratlings in the Chain of Hunger, the Goblins in the Grey Eyries, the Orcs of the Steppe, and of course the dead in the Kingdom of the Dead. Below the continent lies vast empires, both modern and crumbling, with Dwarves and Drow. If this is starting to sound like your typical stereotype fantasy setting, that's because it is. The difference in Calernia, and all of Creation most likely, is Stories.

Stories are more than just tales of heroes and villains in Calernia. They're a force of nature all on their own. The grooves in reality that Stories wear by being told and enacted time and time again gives them real physical power. A kingdom that rises and falls cyclically will continue to, while a race with its culture forcibly wiped out may find themselves relegated to being faceless mooks. The power of a Story is much akin to the power of physics here. Create the right conditions for a certain Story and it will often handle the rest. People who fulfill the roles of particularly noteworthy figures are given Names. Much like Stories, Names are grooves worn in Creation that grant their bearer extra gifts in accordance to their Role. The Scribe might always have the exact scroll needed on hand, the Warlord can rally his people to raid another kingdom with supernatural charisma, the Witch of the Woods wields secrets no normal mage could learn. These figures, as long as they fulfill their roles, are granted powers to be the larger than life figures you see in Stories, to have the capability to pull off those death-defying stunts or work miracles.

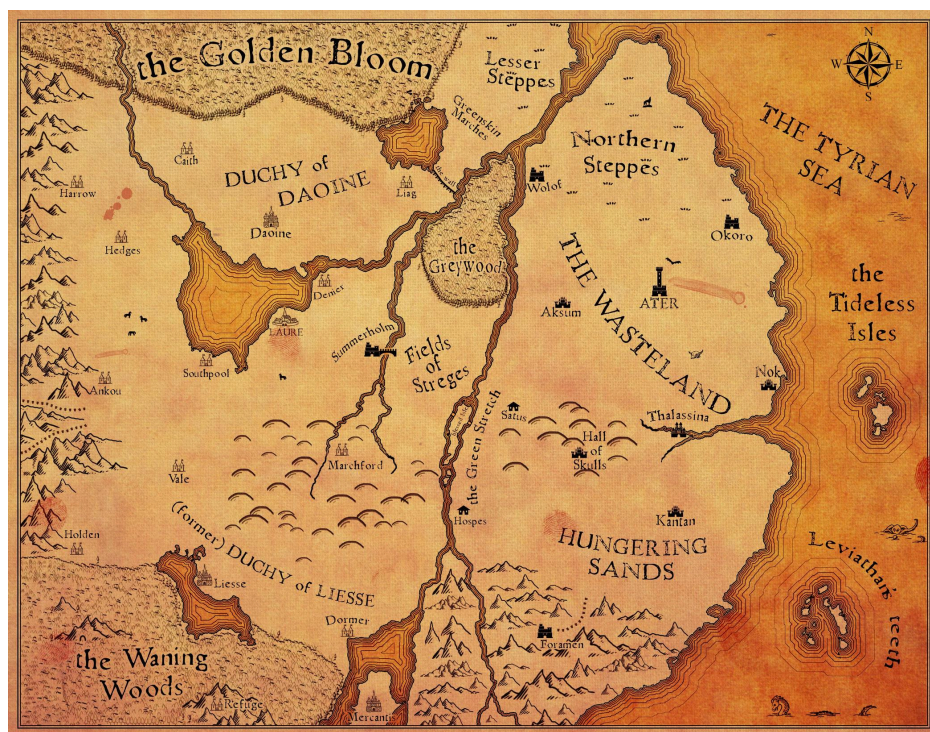
Named can be likened to figures like King Arthur, Gilgamesh, Sun Wukong, Hercules. Not all are warriors however. Every King has his Right Hand, every Knight has his or her Squire. Every Prince has a Page and every Warlock an Apprentice. The



helpful Scribe or the crafty Chancellor are just as prominent and necessary figures in Stories as the Black Knight they help or the Dread Emperor they betray. Named have many different talents, but all wield three Aspects, core powers that are identifying marks of their Name. The Aspects may vary between incarnations of the Name, but they always fit the theme.

Most Named, but not all, are tied to one of two groups of deities, known as the Gods Above and the Gods Below. Above governs Heroes, Below handles Villains. Some few Names exist in the space between, but for the most part you have to pick a side. As a result of major figures in history creating Names through leaving patterns in Creation, often the leaders of nations are Named, though not always. Nations tend to align themselves with either Good or Evil, such as The Principate and the Dread Empire of Praes respectively. One wonders why anyone would live in an Evil-aligned nation, but being Evil doesn't necessarily mean being evil. The central tenet of Evil is wielding power as the user sees fit, while for Good it's about supporting the community and following the rules. Both have their advantages and disadvantages. Heroes are capable of great monstrosities in the name of Above and stopping Evil, and Evil is capable of stabilizing a country and feeding its people.

There's a great deal of lore and a wealth of history that can be explored in regards to Calernia and how Stories work, and if you want to know more, it's recommended you read the web-serial this is based off of, linked on the title page.



(Art by nobodi12)



## Choose a race:

- Human
  - Size Medium. Speed 30.
  - Universal Trait: Versatile (Two ability scores +1)
  - Deoraithe - Good-aligned, dark-skinned and live almost exclusively in the Duchy of Daoine. They are noted to be isolationists and seem to have often been raided by orcs in the past. Hold a generations long grudge against the elves of the Golden Bloom.
    - Traits: Deoraithe Heritage (Longbow proficiency), Dexterity +1
  - Callowan - Good-aligned, fair-skinned and often blue or brown-eyed. Blond hair seems to be associated with southern Callowans, referred to as "Liessen".
    - Traits: Fairfax's Legacy (Advantage to saving will throws), Constitution +1
  - Soninke - Evil-aligned, Soninke tend to be dark-skinned, ranging from a medium brown to charcoal black. They are also frequently quite tall. They tend to have a distinctive sing-song accent. One of two races of the Dread Empire of Praes.
    - Traits: Praesi Breeding (Proficiency Arcana), Intelligence +1
  - Taghreb - Evil-aligned, tend to have lighter skin than Soninke, but darker than Southern Callowans. The Taghreb tend to be ruthless and arrogant, but have complex customs and rules of etiquette that few are willing to break lightly. One of two races of the Dread Empire of Praes.
    - Traits: Taghreb Customs (Proficiency Deception), Charisma +1
  - Lycanese - Good-aligned, one of the three dominant culture groups living in the Principality of Procer. They are the smallest of the three by population and only consist of four principalities of the 23 in Procer. They live in the northernmost part of Procer and form the frontier to the Chain of Hunger. They also have a frontier to the Kingdom of the Dead.
    - Traits: Stout Nature (Advantage resistance against poisons and cold), Strength +1
  - Alamans - Good-aligned, descendents of tribes of miners and raiders, they're the largest of the three ethnicities of Procer. They frequently make up the working class.
    - Traits: Hardworker (Proficiency General Tools), Strength +1
  - Arselites - Good-aligned, residents of southern Procer with a long culture of building fortress cities. Now typically comprising more of the upper class of Procer.
    - Traits: Elevated Education (Proficiency History), Wisdom +1
  - Levantine - Good-aligned, tanned skin and a stout, bulky sort of build. They tend to not shave their beards and keep their hair in long braids or cut short. There are two types of descendants: the descendants in Blood,

meaning being related to the past heroes and in Bestowal, which means obtaining a Name of the past heroes.

- Traits: Honor Duels (Proficiency to a melee weapon of choice), Constitution +1
- Mercantian - Neutral-aligned, residents of the City of Bought and Sold. The residents come from many places, as Mercantis is a city-state island that functions as a trade crossroads for most of the continent.
  - Traits: Lucrative (Proficiency Persuasion), Charisma +1
- Of the Free Cities - Good or Evil aligned, the people of the Free Cities have skin that is a pale tan and dark, full hair. They are known for wearing togas. The Free Cities are well known for their heavy phalanxes as well as being one of the only regions that prefers the use of polearms over swords.
  - Traits: League Culture (Polearm Proficiency), Wisdom +1
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- Half-elf
  - The illicit offspring of human and elf, these people often live short lives as the vaunted Emerald Guard hunt them for their mixed blood. Should they survive, however, they have the same long-livedness as elves and some of their preternatural skill.
    - Size Medium. Speed 35
    - Traits: Long-life, Enhanced Dexterity (+2) and Enhanced Charisma (+1), Keen senses (Proficiency Perception), Innately Magical (Advantage resistance on saving throws vs charms, magical sleep)
- Orc
  - Orcs look vaguely similar to humans, except that they tend to be much more muscular and that they have thicker, rougher skin that is usually grey or green. They also have large, sharp teeth. Teeth are a very important part of orc ideals of beauty, which is part of the reason that they find most other species unattractive. They are an extremely warlike people who originate from the Steppe, with strong cultural values around vengeance, strength, and cunning.
    - Size Medium. Speed 30.
    - Traits: Enhanced Strength (+3), Natural weapon - Teeth, Menacing (Proficiency Intimidation), Savage Attacks (When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit)
- Ogres
  - Not native to Calernia, having been brought by the Miezens centuries ago. Despite popular belief the ogres do possess a religion they mostly pray to death as it is the only thing certain for their kind. They are mainly

used in armies employed by Praes as heavy infantry. Low birth rates mean that they have begun to suffer serious population decline, as well as health issues due to unavoidable inbreeding.

- Size Large. Speed 35.
- Traits: Enhanced Constitution (+3), Proficiency Clubs/Maces, Relentless Endurance (When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest)

- Goblin

- A matriarchal society where women the beings who primarily raise children as the only one suitable to lead the Goblin tribes.
  - Size Small. Speed 25
  - Trait: Enhanced Dexterity (+1)
- Females - Matron bloodlines are treasured in this society only women control power and at the very pinnacle of this female controlled society are three matrons. Female goblins live significantly longer than male goblins, some as long as 30+ years.
  - Traits: Darkvision, Matron Education, Enhanced Intelligence (+2)
- Males - Men in the society are seen merely as labor or a means to expand the population. Praes population restrictions while containing Goblin numbers has also affected men damaging their standing in society. Many male goblins from a young age work as miners. Goblins ability to see in the dark is especially helpful, some never see the light of day. The only hope to rise in position is to join a military institution. Only the strongest are chosen. The selection process almost always results in candidates seeking to kill one another having only the very best be selected as well as members with weak blood being eliminated from the clan. Typical lifespan is ~14 years.
  - Traits: Darkvision, Goblin Combat Training (Proficiency knives, sharpeners, brightsticks), Very Enhanced Dexterity (+2), Stupidly Brave (Bonus against being feared), Naturally Stealthy



## Choose a Class:

devotees who share his faith. typical adventurers.

CLASSES					
Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Barbarian	A fierce warrior of primitive background who can enter a battle rage	d12	Strength	Strength & Constitution	Light and medium armor, shields, simple and martial weapons
Bard	An inspiring magician whose power echoes the music of creation	d8	Charisma	Dexterity & Charisma	Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
Cleric	A priestly champion who wields divine magic in service of a higher power	d8	Wisdom	Wisdom & Charisma	Light and medium armor, shields, simple weapons
Druid	A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms	d8	Wisdom	Intelligence & Wisdom	Light and medium armor (nonmetal), shields (nonmetal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears
Fighter	A master of martial combat, skilled with a variety of weapons and armor	d10	Strength or Dexterity	Strength & Constitution	All armor, shields, simple and martial weapons
Monk	An master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection	d8	Dexterity & Wisdom	Strength & Dexterity	Simple weapons, shortswords
Paladin	A holy warrior bound to a sacred oath	d10	Strength & Charisma	Wisdom & Charisma	All armor, shields, simple and martial weapons
Ranger	A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization	d10	Dexterity & Wisdom	Strength & Dexterity	Light and medium armor, shields, simple and martial weapons
Rogue	A scoundrel who uses stealth and trickery to overcome obstacles and enemies	d8	Dexterity	Dexterity & Intelligence	Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
Sorcerer	A spellcaster who draws on inherent magic from a gift or bloodline	d6	Charisma	Constitution & Charisma	Daggers, darts, slings, quarterstaves, light crossbows
Warlock	A wielder of magic that is derived from a bargain with an extraplanar entity	d8	Charisma	Wisdom & Charisma	Light armor, simple weapons
Wizard	A scholarly magic-user capable of manipulating the structures of reality	d6	Intelligence	Intelligence & Wisdom	Daggers, darts, slings, quarterstaves, light crossbows

Or any of the classes here, with GM approval: [https://www.dandwiki.com/wiki/5e\\_Classes](https://www.dandwiki.com/wiki/5e_Classes)

- Some classes require adjustment, such as warlock, in order to fit within the lore structure of Guideverse. Also just because you pick ranger as a class doesn't make you the Named Ranger.
- Classes will affect your possible Name. A Rogue is unlikely to become the Shining Prince, and a Monk won't become the Warlock or the Hedge Mage. Keep this in mind when picking your class.

## Choose Ability Scores:

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. Tally up any racial bonuses.

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

### Choose Equipment:

Your race and background determine your character's starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in chapter 5. Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold pieces (gp) to spend based on your starting race as seen below. Extensive lists of equipment, with prices, also appear in that chapter. If you wish, you can also have one trinket at no cost (see the trinket table at the end of chapter 5). Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. Chapter 7 has more information on carrying capacity.

#### Starting Wealth by Race:

- Human 2d4 x 10 gp, unless one of the below:
  - Deoraithe 3d4 x 10 gp
  - Soninke 3d4 x 10 gp
  - Taghreb 4d4 x 10 gp
  - Arseltie 4d4 x 10 gp
  - Mercantian 5d4 x 10 gp
- Half-Elf 3d4 x 10 gp
- Orc 1d4 x 10 gp
- Ogre 1d4 x 10 gp
- Goblin
  - Female 3d4 x 10gp
  - Male 2d4 x 10 gp



(Art by Nocturne)



## Your Concept:

1. High Concept (Formerly High Aspect):
  - a. Your high concept is a phrase that sums up what your character is about—who he is and what he does. It's a trait, one of the first and most important ones for your character.
2. Troubles (Formerly Trouble Aspect):
  - a. Trouble brings chaos into a character's life and drives him into interesting situations. Trouble traits are broken up into two types: personal struggles and problematic relationships.
3. Name:
4. The Phase Trio & Character Traits (Formerly Aspects but that's confusing):
  - a. They describe a near-infinite number of things that set the character apart, such as:
    - i. Significant personality traits or beliefs (Sucker for a Pretty Face, Never Leave a Man Behind, The Only Good Tsyntavian Is a Dead Tsyntavian).
    - ii. The character's background or profession (Educated at the Academy of Blades, Born a Spacer, Cybernetic Street Thief).
    - iii. An important possession or noticeable feature (My Father's Bloodstained Sword, Dressed to the Nines, Sharp Eyed Veteran).
    - iv. Relationships to people and organizations (In League with the Twisting Hand, The King's Favor, Proud Member of the Company of Lords).
    - v. Problems, goals, or issues the character is dealing with (A Price on My Head, The King Must Die, Fear of Heights).
    - vi. Titles, reputations, or obligations the character may have (Self-Important Merchant Guildmaster, Silver-Tongued Scoundrel, Honor-Bound to Avenge My Brother).
  - b. The **First** Phase: Establish an important event in your character's history and the Character Trait associated with it. This can be something like your noble heritage, a reputation you might have, people you know, a problem you've had for awhile, childhood trauma, a mentor that taught you everything, etc.
  - c. The **Second** Phase: The Complication. This should be some complicating factor in your life. Maybe you're a Sucker for a Sob Story or you Owe the Duke Your Life, perhaps you Fled Conscription or Won an Honor Duel. Whatever it is, be it good or bad, it should be part of an event that made your background more complicated.
  - d. The **Third** Phase: Why you're here. What's brought you to the current campaign? Is it Defending your Home, did you Want to See the World? Any number of reasons could've brought you to this point, but it had to have been something important and immediately relevant to your character.

## Core Mechanics of Named:

Named aren't like other people. They can do more, take more abuse, survive worse odds, and leave their mark more easily. The Fate mechanics below represent how being Named gives you both bonuses and penalties to reflect your Name. Named are people whose powers come from fulfilling a groove in Creation, a Story told over and over that its left a permanent mark in a culture.

### 5. Skills

- a. Upon getting a Name, you get just a bit better at everything. Maybe you're faster, able to follow movements you would've missed before. Maybe magic just flows more intuitively. Whatever it is, you get a +3 in three main Skills related to your name.

### 6. Aspects (Formerly Stunts but actually share nothing in common now)

- a. Every Named gains 3 Aspects. These are not gained all at once, but instead come over time, often determined by a mixture of the nature of the Name and the circumstances around the Named. A Squire who needs to rapidly catch up with their mentor might get Learn, for example, or a Warlock who specializes in translating one field of magic into another might get Imbricate. Whatever the Aspect, it is always a Verb. Aspects can be semi-passive bonuses, like Learn making you learn faster, active actions like Take allowing you to take the power used by another character temporarily, channeled such as Judging someone before the gods, or take many other forms.
- b. Aspects can have variable usage, but most Aspects can be used once per day. Passive ones are always on and some Aspects can be used multiple times. Generally, the more powerful the Aspect, the more exhausting it is to use and less frequently it can be used.
- c. Aspects can (almost) always be invoked as long as their circumstances are met. You can't Take without something to Take for example. They cost no resources to use, except in special scenarios with particularly powerful traits, such as Wish or Forgive.

### 7. Fate Points

- a. Fate points represent the power of Narrative, because in this world Narrative and Stories are physical forces, much like the laws of physics. Purposely creating Stories to your advantage will give you a nearly undeniable upperhand, whereas committing to the wrong Story can lead to your defeat. Fate itself will push in small, or large, ways to see a Story fulfilled if it's been set up properly. Fate points persist between scenes and sessions, though may be altered between campaigns if there has been a significant gap.
- b. Ways to Spend Points:
  - i. Power an Action: Named are able to channel their Name into nearly any action in order to enhance it. You may either reroll a single die or grant an

action a flat bonus for a single fate point. The flat bonus is a rolled 1d6. You may power an action multiple times, provided you have the Fate points for it.

- ii. Refuse a Compel: Once a compel is proposed, you can pay a fate point to avoid the complication associated with it.
- iii. Declare a Story Detail: To add something to the narrative based on your background, traits, actions, etc, spend a fate point. This can be anything that you could reasonably tie to the scene, such as declaring another character your rival or stating this is your last day before retirement. While less obviously tempting than powering an action, this is the most powerful use of Fate Points when used well.
- iv. Invoke a Trait: Either invoke a trait of your own, an environmental or situational trait, or the trait of someone else. This can be either beneficial or detrimental, depending on the trait and the context. Trait must be scene relevant. Invoking a Trait gives Advantage (if beneficial) or Disadvantage (if detrimental) to whatever contest or conflict is occurring or can be used to change the DC by +/-5. In the event of a fight this can instead be used to modify AC by +/-2 instead of altering DC. This can be to help another player, hinder an enemy, or aid yourself.
  - 1. You don't always have to pay a fate point to invoke a trait—sometimes it's free. When you succeed at creating an advantage, you "stick" a free invocation onto a trait. Free invocations work like normal ones except in two ways: no fate points are exchanged, and you can stack them with a normal invocation for a better bonus. So you can use a free invocation and pay a fate point on the same trait to get Advantage and -5 DC, for example. (See Creating an Advantage under Additional mechanics for more details)

c. Ways to Earn Points

- i. Accept a Compel: You get a fate point when you agree to the complication associated with a compel. As said above, this may sometimes happen retroactively if the circumstances warrant.
- ii. Invoking Your Aspects: Leaning into your Name gives you a point. The more you come to rely on it, the more you'll be able to influence the Story around you.
- iii. Concede in a Conflict: You receive one fate point for conceding in a conflict, as well as an additional fate point for each consequence that you've received in that conflict. (This isn't the same as being taken out in a conflict, by the way.)
- iv. Fulfill a Trope: You may earn a fate point for fulfilling any context appropriate fantasy Trope in a way that affects the scene.



- v. Long Term Roleplaying: If you're dedicated to maintaining your character in a certain way, be it reputation, mannerisms, or through something else, once per session the DM may choose to grant you a Fate point.
- vi. Be the Target of an Invoke: Whenever you invoke another character's traits against them—notably but not only consequences—that's a hostile invocation, and that character gets the fate point. But this doesn't just count for character traits! If there's a trait effectively attached to or controlled by a PC, like some trait-worthy gear they're holding or an advantage they created, and it's invoked against that character, that's a hostile invocation.
  - 1. The only rule regarding Hostile Invocations is that Fate points earned from them can't be used for the same scene and are awarded at the end of the scene.

d. Special Mechanics

- i. Hero's Last Stand/Villain's Last Laugh: Sometimes, there's nothing for it. You're outnumbered, outgunned, and you've run out of options. The only thing a Named can do is call in all their collective favors to either Above or Below and try to make a mark. When invoking this mechanic you gain unlimited Fate points for the duration of the scene. You also start a counter, starting at 20, with 3 points added per Fate point you use. At the end of the scene you roll a 1d100 against this counter for survival. Rolling under this DC results in the death of the character.
- ii. Flow of the Story: Leaning into your Name and the Story is the quickest way to power, but not without risk. Those who live in Stories may find themselves swept along without control. In any session where you earn more than 5 Fate points, the DM is granted a free compel to use against you.
- iii. Conservation of Ninjutsu: What happens when you break out too much overkill? Suddenly you've created an underdog narrative, a comeback story, where the formerly dead to rights Hero or Villain is now almost guaranteed to survive. If there's No Way He Can Survive This, you bet he's gonna survive it. If the Fate pool of one side in a Conflict is 5x or greater that of the other side, the pools are switched for the duration of the scene.
- iv. Rivalries: If you're fighting your Rival, be that a Villain antithetical to you or another Hero trying to claim the same glory, Fate Points are at stake. Whenever two Named come into conflict in this style, whoever loses gets bonus Fate points equal to the unspent Fate points of the winner. This is beneficial if your Rival is stronger in the Narrative than you, but dangerous if they're weaker.

8. Stress

- a. One of your options to mitigate the effect of a hit is to take stress. The best way to understand stress is that it represents all the various reasons why you just

barely avoid taking the full force of an attack. Maybe you twist away from the blow just right, or it looks bad but is really just a flesh wound, or you exhaust yourself diving out of the way at the last second. Narratively, stress could mean that you've just made a hard decision, done something that works against your Name, or ignored a directive from your gods. Stress boxes also represent a loss of momentum—you only have so many last-second saves in you before you've got to face the music.

- b. Every PC has two different stress tracks. The physical stress track deals with physical harm, and the narrative stress track mitigates narrative harm. The more boxes in a stress track, the more resilient the character is in that regard. By default, a character has two boxes in each stress track.
- c. Constitution helps with physical stress, and Charisma helps with narrative stress. Either skill grants one more stress box of the respective type (physical or mental) if rated at a bonus of +2-3, or two more stress boxes if rated at a bonus of +4. At +6 or higher, they also grant an additional mild consequence slot. Unlike the standard three, this consequence slot is specifically restricted to either physical harm (Constitution) or narrative harm (Charisma).
- d. Each box has a rising value. For Physical Stress the boxes start at 10% of your max HP and each subsequent box is 10% more. So 10%, 20%, 30%, and so on. A box cannot absorb partial damage, the damage must be equal to or less than its capacity. Likewise, Narrative Stress boxes do the same, but the math is different. So the first box absorbs 1 point of Morality hit, the second 2, the third 3, the fourth 5, and the sixth soaks 8 points.

## 9. Consequences

- a. The second option you have for mitigating a hit is taking a consequence. A consequence is more severe than stress—it represents some form of lasting injury or setback that you accrue from the conflict, something that's going to be a problem for your character after the conflict is over. Consequences come in three levels of severity—mild, moderate, and severe. Each one has a different shift value: two, four, and six, respectively.
- b. Every PC also has three consequence slots. One is mild, one is moderate, and the last one is severe. Unlike stress, these aren't classified as either physical or narrative—any of them can apply to any type of harm. As mentioned above, consequences are the injuries and traumas you can't just shake off after the dust settles.
- c. However, there's a penalty. The consequence written in the slot is a trait that represents the lasting effect incurred from the attack. The opponent who forced you to take a consequence gets a free Fate point, and the trait remains on your character sheet until you've recovered the consequence slot. While it's on your sheet, the consequence is treated like any other trait, except because the slant on it is so negative, it's far more likely to be used to your character's detriment.
- d. Unlike stress, a consequence slot may take a long time to recover after the conflict is over. Also unlike stress, you only have one set of consequences; there

aren't specific slots for physical versus narrative consequences (Except for +6s). This means that, if you have to take a mild consequence to reduce a narrative hit and your mild consequence slot is already filled with a physical consequence, you're out of luck! You have to use a moderate or severe box, or take the hit.

- i. Mild consequences don't require immediate medical attention. They hurt, and they may present an inconvenience, but they aren't going to force you into a lot of bed rest. On the Narrative side, mild consequences express things like doubting yourself or facing difficult emotions. Examples: Black Eye, Bruised Hand, Winded, Flustered, Cranky, Temporarily Blinded.
  - ii. Moderate consequences represent fairly serious impairments that require dedicated effort toward recovery (including medical attention). On the narrative side, they express things like damage to your reputation or emotional problems that you can't just shrug off with a good night's sleep. Examples: Deep Cut, First Degree Burn, Exhausted, Drunk, Terrified.
  - iii. Severe consequences go straight to the emergency room (or whatever the equivalent is in your game)—they're extremely nasty and prevent you from doing a lot of things, and will lay you out for a while. On the narrative side, they express things like serious trauma, relationship-changing harm, or severely breaching your Morales. Examples: Second-Degree Burn, Compound Fracture, Guts Hanging Out, Crippling Shame, Trauma-Induced Phobia.
- e. Recovering from a consequence: In order to regain the use of a consequence slot, you have to recover from the consequence. That requires two things—succeeding at an action that allows you to justify recovery, and then waiting an appropriate amount of game time for that recovery to take place.
- i. The action in question is an overcome action; the obstacle is the consequence that you took. If it's a physical injury, then the action is some kind of medical treatment or first aid. For narrative consequences, the action may involve therapy, redeeming yourself, or simply a night out with friends.
  - ii. The DC for recovery actions is as follows: Mild (5), Moderate (15), Severe (25). Increase the DC by 5 if you're performing the skill on yourself.
  - iii. If you succeed at the recovery action, or someone else succeeds on a recovery action for you, you get to rename the consequence trait to show that it's in recovery. So, for example, Broken Leg could become Stuck in a Cast, Heretic could become Penitent, and so on. This doesn't free up the consequence slot, but it serves as an indicator that you're recovering, and it changes the ways the trait's going to be used while it remains.
  - iv. For a mild consequence, you only have to wait one whole scene after the recovery action, and then you can remove the trait and clear the slot.
  - v. For a moderate consequence, you have to wait one whole session after the recovery action (which means if you do the recovery action in the



middle of a session, you should recover sometime in the middle of next session).

- vi. For a severe consequence, you have to wait one whole scenario after the recovery action.
- f. In addition to the normal set of mild, moderate, and severe consequences, every [PC] also gets one last-ditch option to stay in a fight—the extreme consequence. Between major milestones, you can only use this option once.
  - i. An extreme consequence will absorb up to 8-points of a hit (80% or 15 Morality), but at a very serious cost—you must replace one of your traits (except the high concept, that's off limits) with the extreme consequence. That's right, an extreme consequence is so serious that taking it literally changes who you are.
  - ii. Unlike other consequences, you can't make a recovery action to diminish an extreme consequence—you're stuck with it until your next major milestone. After that, you can rename the extreme consequence to reflect that you're no longer vulnerable to the worst of it, as long as you don't just switch it out for whatever your old trait was.

#### 10. Morality

- a. The two sides main factions lording over Creation are Above and Below. Below is typically associated with Villains and Evil, while Above is associated with Heroes and Good. This means that Named are generally either functioning on behalf of Above or Below. Named that don't fit their role however, such as a White Knight with a streak of sadism, may find their Names waning or even lose them.
- b. All characters start with 50 Morality, though this can be adjusted if you have a background leaning in one direction or another.
- c. To acquire a Good-aligned Name you must be above or equal to 70, to acquire an Evil-aligned Name you must be below or equal to 30.
  - i. Note: Neutral Names, though rare, do exist. They exist in the 30-70 range and suffer the same effects as other Names if they begin to stray outside this. They lose their name at passing 20 or 80, becoming too aligned to a single side.
- d. Named that pass outside their target area begin to experience waning of their Name. Their Aspects become less powerful and they are less likely to earn Fate points from their patrons or from the DM.
- e. Named that pass the 50 mark in the opposite direction lose their Name. They no longer qualify to hold the Name and return to being unnamed. They lose all bonuses associated with their Name, but notably do not lose levels or XP. They also may still qualify for other Names in the future, or may transition to a new Name if appropriate (e.g. Paladin falling and becoming a Death Knight).
- f. Morality is calculated by:
  - i. Actions that mesh with your Name and your selected alignment. Not every action generates morality, but large actions like killing someone, saving a town, destroying an orphanage, standing up against an opposing

Named, or following your deities' commands are all things that would generate Morality points. Morality is relative to your alignment, however. If you are Evil, you get points for Evil actions, such as beating a Hero or subverting a Good aligned authority. If you're Good, you get points for saving people or even for executing a Villain. The action's morality is determined by the side you take. The player keeps track of these and the DM will inform you if an action will generate significant Morality.

- ii. At the end of the session players roll a 1d10 and subtract it from the total. If the player was Evil and successful, say generating 7 points and roll a 5, they shift 2 points towards Below (50->48). If they came out as Good but weren't very Good that session, say generating 2 points and rolling a 6, they shift -4 points towards Below (50-> 46).
- iii. The DM should keep track of both the characters' alignment and that of major NPCs. The DM should then tally the victories or milestones of each side up at the end of a session and determine whether Above or Below came out ahead. This is used in the following section.

#### 11. Dice of the Gods

- a. Players aren't the only ones who can earn or use Fate Points or gain Names. At the start of every session Above and Below each gain Fate Points to distribute as they see fit. Most of these will never be relevant to your campaign, for example, a Named in the Titanomachy might be particularly successful and earn a share, but your party never goes that far south so it's not seen. This is up to DM fiat and is distributed based on how well particular Named are at pleasing their patrons.
  - i. The total number of Fate Points distributed is 200. Use the victories/losses determined from Morality to distribute these. If both sides tie and are 50:50, each side gains 100 points. If Evil wins 60% and Above 40%, then Above gets 120 points and Below gets 80. The ratio is switched for point distribution to favor the loser. Remember that this goes beyond the party's actions, so even if a Good aligned party is having a string of victories, if the continent as a whole is falling to Evil then Evil is still winning overall and should receive fewer points next session.
    - 1. Nota Bene: Remember to that the Gods work on large and long scales. Just because Evil is winning doesn't mean Good needs to react immediately. Fate points carry over between sessions and can be stockpiled.
  - ii. If the ratio ever falls beyond 80:20, the losing side is granted a special bonus for the next session. The Gods put a hand on the scales and grant double Fate point generation to Named of their alignment. Additionally Named may find their Aspects working better, the Story flowing their way more often, and so on. It's up to the DM to decide how much the Gods put a hand on the scales.

# Mechanics:

## Traits:

Every game has a few different kinds of traits: game traits, character traits, situation traits, consequences, and boosts. They mainly differ from one another in terms of what they're attached to and how long they last.

### Character traits

- Character traits are just as permanent, but smaller in scope, attached to an individual PC or NPC. They describe a near-infinite number of things that set the character apart, such as:
- Significant personality traits or beliefs (Sucker for a Pretty Face, Never Leave a Man Behind, The Only Good Tsytavian Is a Dead Tsytavian).
- The character's background or profession (Educated at the Academy of Blades, Born a Spacer, Cybernetic Street Thief).
- An important possession or noticeable feature (My Father's Bloodstained Sword, Dressed to the Nines, Sharp Eyed Veteran).
- Relationships to people and organizations (In League with the Twisting Hand, The King's Favor, Proud Member of the Company of Lords).
- Problems, goals, or issues the character is dealing with (A Price on My Head, The King Must Die, Fear of Heights).
- Titles, reputations, or obligations the character may have (Self-Important Merchant Guildmaster, Silver-Tongued Scoundrel, Honor-Bound to Avenge My Brother).
- You can invoke or call for a compel on any of your character traits whenever they're relevant. GMs, you can always propose compels to any PC. Players, you can suggest compels for other people's characters, but the GM is always going to get the final say on whether or not it's a valid suggestion.

### Situation traits

- A situation trait is temporary, intended to last only for a single scene or until it no longer makes sense (but no longer than a session, at most). Situation traits can be attached to the environment the scene takes place in—which affects everybody in the scene—but you can also attach them to specific characters by targeting them when you create an advantage.
- Situation traits describe significant features of the circumstances the characters are dealing with in a scene. That includes:
- Physical features of the environment (Dense Underbrush, Obscuring Snowdrifts, Low Gravity Planet).
- Positioning or placement (Sniper's Perch, In the Trees, Backyard).

- Immediate obstacles (Burning Barn, Tricky Lock, Yawning Chasm).
- Contextual details that are likely to come into play (Disgruntled Townsfolk, Security Cameras, Loud Machinery).
- Sudden changes in a character's status (Sand in the Eyes, Disarmed, Cornered, Covered in Slime).
- Who can use a situation trait depends a lot on narrative context—sometimes it'll be very clear, and sometimes you'll need to justify how you're using the trait to make sense based on what's happening in the scene. GMs, you're the final arbiter on what claims on a trait are valid.
- Sometimes situation traits become obstacles that characters need to overcome. Other times they give you justification to provide active opposition against someone else's action.

#### Consequences

- A consequence is more permanent than a situation trait, but not quite as permanent as a character trait. They're a special kind of trait you take in order to avoid getting taken out in a conflict, and they describe lasting injuries or problems that you take away from a conflict (Dislocated Shoulder, Bloody Nose, Social Pariah).
- Consequences stick around for a variable length of time, from a few scenes to a scenario or two, depending on how severe they are. Because of their negative phrasing, you're likely to get compelled a lot when you have them, and anyone who can justifiably benefit from the consequence can invoke it or create an advantage on it.

#### Boosts

- Boosts are a super-transient kind of trait. You get a boost when you're trying to create an advantage but don't succeed well enough, or as an added benefit to succeeding especially well at an action. You get to invoke them for free, but as soon as you do, the trait goes away.
- If you want, you can also allow another character to invoke your boost, if it's relevant and could help them out.

### **Invoking Traits:**

#### Invoking traits

- The primary way you're going to use traits in a game is to invoke them. If you're in a situation where a trait is beneficial to your character somehow, you can invoke it.
- In order to invoke a trait, explain why the trait is relevant, spend a fate point, and you can choose one of these benefits:
  - Gives Advantage (if beneficial) or Gives Disadvantage (if detrimental) to whatever contest or conflict is occurring. This can be to help another player, hinder an enemy, or aid yourself.
  - Change the DC by 5 in either direction.
- It doesn't matter when you invoke the trait, but usually it's best to wait until after you've rolled the dice to see if you're going to need the benefit. You can invoke multiple traits on a single roll, but you cannot invoke the same trait multiple times on a single roll. So if

your extra roll doesn't help you enough, you'll have to pick another trait (and spend another fate point) for a second advantage roll.

- The group has to buy into the relevance of a particular trait when you invoke it; [GM]s, you're the final arbiter on this one. The use of a trait should make sense, or you should be able to creatively narrate your way into ensuring it makes sense.
- Precisely how you do this is up to you. Sometimes, it makes so much sense to use a particular trait that you can just hold up the fate point and name it. Or you might need to embellish your character's action a little more so that everyone understands where you're coming from. (That's why it is recommended that you make sure that you're on the same page with the group as to what each of your traits means—it makes it easier to justify bringing it into play.)
- Landon is trying to win a contest of wits with a rival in a tavern, and the skill they're currently using is Performance, which they've described as "attempting to shame each other as politely as possible."
  - Lenny rolls badly on one of the contest exchanges, and says, "I want to invoke The Manners of a Goat." Amanda gives him a skeptical look and replies, "What happened to 'as politely as possible'?"
  - Lenny says, "Well, what I was thinking about doing was making some kind of ribald but not vulgar innuendo about the guy's parentage, in order to get the crowd at the bar to laugh at him, perhaps despite themselves. I figure that bawdy put-downs are precisely my cup of tea."
  - Amanda nods and says, "Okay, I'll take that."
  - Lenny spends the fate point.
- If the trait you invoke is on someone else's character sheet, including situation traits attached to them, and the invoke is to their disadvantage, you give them the fate point you spent. (Invoking a third party's trait is treated just like invoking an unattached situation trait.) They don't actually get to use it until after the end of the scene, though. This falls under Hostile Invocation.
- Examples of Trait use:
  - Lily says, "Okay, so I raise my sword up and..." (rolls dice, hates the result) "...and it looks like I'm going to miss at first, but it turns out to be a quick feint-and-slash, a classic move from the Infamous Girl with Sword" (spends the fate point).
  - Ryan says, "So I'm trying to decipher the runes in the book and..." (rolls the dice, hates the result) "...and If I Haven't Been There, I've Read About It..." (spends a fate point) "...and I easily start rambling about their origin."

#### Free Invocations

- You don't always have to pay a fate point to invoke a trait—sometimes it's free.
- When you succeed at creating an advantage, you "stick" a free invocation onto a trait. If you succeed with a crit, you get two invocations. Some of the other actions also give you free boosts.
- You also get to stick a free invocation on any consequences you inflict in a conflict.

- Free invocations work like normal ones except in two ways: no fate points are exchanged, and you can stack them with a normal invocation for a better bonus. So you can use a free invocation and pay a fate point on the same trait to advantage/disadvantage and alter the DC by +/-5. You can also stack multiple free invocations together.
- After you've used your free invocation, if the trait in question is still around, you can keep invoking it by spending fate points.
- If you want, you can pass your free invocation to another character. That allows you to get some teamwork going between you and a buddy. This is really useful in a conflict if you want to set someone up for a big blow—have everyone create an advantage and pass their free invocations onto one person, then that person stacks all of them up at once for a huge bonus.

#### Hostile Invocations

- Whenever you invoke another player character's traits against them—notably but not only consequences—that's a hostile invocation, and that character's player gets the fate point. This rule is an important part of Fate because it's a way to give a player fate points. But this doesn't just count for character traits! If there's a trait effectively attached to or controlled by a PC, like some trait-worthy gear they're holding or an advantage they created, and it's invoked against that character, that's a hostile invocation.
- If that trait isn't invoked directly against the character, but the action works against that character's interests (which is generally the only reason you could invoke someone else's trait), that player still gets the fate point. This rule is key to remember when one player hostilely invokes another's trait.
- Fate points from hostile invocations can't be spent on the situation where they're gained. They're available starting on the next scene. (Otherwise, you could just spend back and forth and draw a contest out by invoking and counter-invoking each other.)

#### **Compelling Traits:**

- The other way you use traits in the game is called a compel. If you're in a situation where having or being around a certain trait means your character's life is more dramatic or complicated, someone can compel the trait. That trait can be on your character, the scene, location, game, or anywhere else that's currently in play. We'll start with character traits, and then talk about situation traits in a bit.
- In order to compel a trait, explain why the trait is relevant, and then make an offer as to what the complication is. You can negotiate the terms of the complications a bit, until you reach a reasonable consensus. Whoever is getting compelled then has two options:
  - Accept the complication and receive a fate point
  - Pay a fate point to prevent the complication from happening
- The complication from a compel occurs regardless of anyone's efforts—once you've made a deal and taken the fate point, you can't use your skills or anything else to

mitigate the situation. You have to deal with the new story developments that arise from the complication.

- If you prevent the complication from happening, then you and the group describe how you avoid it. Sometimes it just means that you agree that the event never happened in the first place, and sometimes it means narrating your character doing something proactive. Whatever you need to do in order to make it make sense works fine, as long as the group is okay with it.
- [GM]s, you're the final arbiter here, as always—not just on how the result of a compel plays out, but on whether or not a compel is valid in the first place. Use the same judgment you apply to an invocation—it should make instinctive sense, or require only a small amount of explanation, that a complication might arise from the trait.
- Finally, and this is very important: if a player wants to compel another character, it costs a fate point to propose the complication.
- Types of Compels
- There are two major categories for what a compel looks like in the game: events and decisions. These are tools to help you figure out what a compel should look like and help break any mental blocks.
- Events
  - An event-based compel happens to the character in spite of herself, when the world around her responds to a certain trait in a certain way and creates a complicating circumstance. It looks like this:
  - You have \_\_\_\_ trait and are in \_\_\_\_ situation, so it makes sense that, unfortunately, \_\_\_\_ would happen to you. Damn your luck.
  - Here's one: Zird has Rivals in the Collegia Arcana and is attempting to get an audience with their Inner Council, so it makes sense that, unfortunately, his rivals force the Collegia to demand he provide a detailed account of his highly-coveted research to re-establish his relationship with the organization. Damn his luck.
- Decisions
  - A decision is a kind of compel that is internal to the character. It happens because of a decision he makes, hence the name. It looks like this:
  - You have \_\_\_\_ trait in \_\_\_\_ situation, so it makes sense that you'd decide to \_\_\_\_\_. This goes wrong when \_\_\_\_\_ happens.
  - Here's one: Landon has The Manners of a Goat while trying to impress a dignitary at a royal ball, so it makes sense that he'd decide to share some boorish, raunchy humor and/or commentary. This goes wrong when he discovers she's the princess of this country, and his offense is tantamount to a crime.
- Compelling with Situation Traits
  - Just like with every other kind of trait use, you can use situation traits (and by extension, game traits) for compels. Because situation traits are usually external to characters, you're almost always looking at event-based compels rather than decision-based ones. The character or characters affected get a fate point for the compel.
  - Here are a few examples:



- Because the warehouse is On Fire, and the player characters are trapped in the middle of it, it makes sense that, unfortunately, the ruffian they're chasing can get away in the confusion. Damn their luck.
- The manor house Cynere is searching through is Littered with Debris, so it makes sense that, unfortunately, the city guard is going to arrive there before she finds what she's looking for, which will leave her with a lot of explaining to do. Damn her luck.

### **Create an Advantage**

- Use the create an advantage action to make a situation trait that gives you a benefit, or to claim a benefit from any trait you have access to.
- The create an advantage action covers a broad range of endeavors, unified around the theme of using your skills to take advantage (hence the name) of the environment or situation you're in.
- Sometimes, that means you're doing something to actively change your circumstances (like throwing sand in an opponent's eyes or setting something on fire), but it could also mean that you're discovering new information that helps you (like learning the weakness of a monster through research), or taking advantage of something you've previously observed (like your opponent's predisposition to a bad temper).
- When you roll to create an advantage, you must specify whether you're creating a new situation trait or taking advantage of a trait that's already in place. If the former, are you attaching that situation trait to a character or to the environment?
- Opposition might be active or passive, depending on the circumstances. The roll will be given a DC and you will have to make a skill check for it. If your target is another character, their roll counts towards the DC.
- If you're using create an advantage to make a new trait ...
  - When you fail, you either don't create the trait, or you create it but someone else gets the free invoke—whatever you end up doing works to someone else's advantage instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment. You may have to reword the trait to show that the other character benefits instead—work it out with the recipient in whichever way makes the most sense.
  - When you tie, you get a boost instead of the situation trait you were going for. This might mean you have to rename the trait a bit to reflect its temporary nature (Rough Terrain becomes Rocks on the Path).
  - When you succeed, you create a situation trait with a free invocation.
  - When you crit succeed, you get a situation trait with two free invocations instead of one.
- Example: While deep in the Caverns of Yarzuruk, Cynere is in the unfortunate position of having to fight some animated temple golems.
  - Lily asks, "Can I knock some stuff over in order to trip these guys up a bit? I imagine if they're big, clodhopping golems, they aren't as agile as I am."

- She says, “Sounds fine to me. Sounds like you’re trying to create an advantage with Athletics. One of the golems gets to roll a defend action against you, just because it’s close enough to get in your way.”
  - Cynere has Athletics and rolls a Skill Check, with a crit success. Cynere succeeds with style! Lily places the trait Cluttered Floor on the scene and notes that she can invoke that trait twice for free.
  - Amanda describes the golems’ difficulty with their footing, and now Cynere’s got a little bit of an advantage in the coming exchange...
- If you’re using create an advantage on an existing trait...
  - When you fail, you give a free invoke on that trait to someone else instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment.
  - When you tie or succeed, you place a free invocation on the trait.
  - When you crit succeed, you place two free invocations on the trait.

### **Conceding the Conflict**

- When all else fails, you can also just give in. Maybe you’re worried that you can’t absorb another hit, or maybe you decide that continuing to fight is just not worth the punishment. Whatever the reason, you can interrupt any action at any time before the roll is made to declare that you concede the conflict. This is super-important—once dice hit the table, what happens happens, and you’re either taking more stress, suffering more consequences, or getting taken out.
- Concession gives the other person what they wanted from you, or in the case of more than two combatants, removes you as a concern for the opposing side. You’re out of the conflict, period.
- But it’s not all bad. First of all, you get a fate point for choosing to concede. On top of that, if you’ve sustained any consequences in this conflict, you get an additional fate point for each consequence. These fate points may be used once this conflict is over.
- Second of all, you get to avoid the worst parts of your fate. Yes, you lost, and the narration has to reflect that. But you can’t use this privilege to undermine the opponent’s victory, either—what you say happens has to pass muster with the group.
- That can make the difference between, say, being mistakenly left for dead and ending up in the enemy’s clutches, in shackles, without any of your stuff—the sort of thing that can happen if you’re taken out instead. That’s not nothing.

### **Getting Taken Out**

- If you don’t have any stress or consequences left to buy off all the damage of a hit, that means you’re taken out. This means hitting 0 HP or taking more than 20 points of Morality shift in a single session.
- Taken out is bad—it means not only that you can’t fight anymore, but that the person who took you out gets to decide what your loss looks like and what happens to you after the conflict. Obviously, they can’t narrate anything that’s out of scope for the conflict (like having you die from shame), but that still gives someone else a lot of power over your

character that you can't really do anything about. In the case of Morality, the DM is given the power to decide the consequences of you so severely shifting alignment.

## Advancement & Change:

There's two forms of advancement in this RPG. All leveling and core combat mechanics are handled under DnD 5e rules. XP for encounters and individual play sessions is also handled under 5e. This means, Named or not, Story relevant or not, you have an opportunity to grow stronger. Being without a Name doesn't make you unable to grow and while you are less able to use Fate Points, you are not entirely restricted from the Fate system as such. See the 5e rulebook for specifics on leveling.

### Experience Required to Level Up

Experience Points	Level	Proficiency Bonus <sup>1</sup>
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6

355,000

20

+6

Character advancement in Fate comes in one of two flavors: either you can change something on your sheet to something else that's equivalent, or you can add new things to your sheet. The opportunities you get to do this are collectively called milestones.

### **Defining Milestones**

A milestone is a moment during the game where you have the chance to change or advance your character. They are called milestones because they usually happen at significant “break points” in the action of a game—the end of a session, the end of a scenario, and the end of a story arc, respectively.

Usually, those break points immediately follow some significant event in the story that justifies your character changing in response to events. You might reveal a significant plot detail or have a cliffhanger at the end of a session. You might defeat a major villain or resolve a plotline at the end of a scenario. You might resolve a major storyline that shakes up the campaign world at the end of an arc.

Obviously, things won't always line up that nicely, so GMs, you have some discretion in deciding when a certain level of milestone occurs. If it seems satisfying to give out a milestone in the middle of a session, go ahead, but stick to the guidelines here to keep from handing out too many advancement opportunities too often.

### **Minor Milestones**

Minor milestones usually occur at the end of a session of play, or when one piece of a story has been resolved. These kinds of milestones are more about changing your character rather than making him or her more powerful, about adjusting in response to whatever's going on in the story if you need to. Sometimes it won't really make sense to take advantage of a minor milestone, but you always have the opportunity if you should need to. All changes must be backed by some kind of story, however. You can't make changes that there's been no story or context to support.

During a minor milestone, you can choose to do one (and only one) of the following:

- Switch the rank values of any two skills, or replace one Proficiency with a different one.
- Provide minor alterations for an Aspect, with DM approval. Such as narrowing an Aspect down to a more specific use, in exchange for being more powerful, or alternatively bargaining for more uses per scene in exchange for less flexibility or power. This is best supported if it changes the Aspect to fit your actual use of it better.
- Rename one character trait that isn't your high concept.
- Rename any moderate consequences you have, so that you can start them on the road to recovery, presuming you have not already done so.

This is a good way to make slight character adjustments, if it seems like something on your character isn't quite right—you don't end up using that stunt as often as you thought, or you resolved the Blood Feud with Edmund that you had and thus it's no longer appropriate, or any of those changes that keep your character consistent with the events of play.

### Significant Milestones

Significant milestones usually occur at the end of a scenario or the conclusion of a big plot event (or, when in doubt, at the end of every three or four sessions). Unlike minor milestones, which are primarily about change, significant milestones are about learning new things—dealing with problems and challenges has made your character generally more capable at what they do.

In addition to the benefit of a minor milestone, you also gain both of the following:

- One additional skill point, which you can spend to buy a new skill or increase an existing skill by one rank.
- If you have any severe consequences, you can rename them to begin the recovery process, if you haven't already.
- Receive the first or second Aspect for a Name.

### Major Milestones

A major milestone should only occur when something happens in the campaign that shakes it up a lot—the end of a story arc (or around three scenarios), the death of a main NPC villain, or any other large-scale change that reverberates around your game world.

These milestones are about gaining more power. The challenges of yesterday simply aren't sufficient to threaten these characters anymore, and the threats of tomorrow will need to be more adept, organized, and determined to stand against them in the future.

Achieving a major milestone confers the benefits of a significant milestone and a minor milestone, and all of the following additional options:

- If you have an extreme consequence, rename it to reflect that you've moved past its most debilitating effects. This allows you to take another extreme consequence in the future, if you desire.
- Increase the number of Fate Points you start the next campaign with by 20%
- Advance a skill beyond your current skill cap, thus showing you've grown to a greater skill level. This allows you to break the skill cap of most non-monstrous races which sits at 20.
- Rename your character's high concept if you desire.
- Receive a third and final Aspect, if you are not already capped at 3. If you are capped, you may choose to adjust an Aspect in a significant way to better fit your theme or its use.
- Alternatively, you may choose to apply for a new Name, if you think you meet the requirements. Names such as Squire, Apprentice, and Page are all transitional Names

that can become White Knight, Warlock, and Scribe, among others. A word of warning, with a new Name comes the process of getting new Aspects.

Most of all, a major milestone should signal that lots of things in the world of your game have changed. Some of that will probably be reflected in world advancement, but given the number of chances the PCs have had to revise their traits in response to the story, you could be looking at a group with a much different set of priorities and concerns than they had when they started.

### *Scribe's Note:*

So you may be wondering: why build it this way? The idea behind this particular blend of systems is to allow a party to start out without Names and in fact, even play an entire campaign Nameless if they want or it's appropriate, without being powerless and irrelevant. The 5e stats and levelling system provides an equal footing for all PCs and NPCs to exist in and grow. If a player loses their Name, they don't become dead weight to the party by necessity and they don't lose all their personal growth from when they had their Name. Practicing with a sword is still practicing, even if you lost your Name afterwards.

The Fate System is then layered on top to handle Story and Name elements. It gives you options for powering up characters beyond what 5e would allow typically and for creating and imposing Stories onto the world. It had to be modified a fair bit to mesh with 5e and if you find that it's not serving its purpose, feel free to play with re-balancing it. An alternative idea is to use a dice pool system layered over 5e if the point system isn't working for you.

Finally the Star Wars Morality system is there to provide a means of gaining and losing a side and a Name. Additionally, it functions to fulfill the zero-sum nature of Creation by balancing the scales on a larger scope. Individual scenes are not and should not be zero sum engagements, otherwise it will quickly discourage players from being invested and will reveal the nature of Roles far quicker than is seen in the source material. Therefore the zero sum has to work on a scale much larger than a party sees, but have a mechanical basis so it's not seen as DM bullshit.