

Like Flies in the Web

Expanded Rules for *Sorte Strega*

<Insert Opening Fiction>

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<Clever Title for Opening Fiction>

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Learning to Read the Strands

The strands of fate look little more than a slight glimmer to the untrained eye, like a spider's web glistening in the morning sun. A young *strega* catching a glimpse from the corner of her eye will quickly turn, only to find nothing there, as if the light was playing tricks on her eyes.

As her training begins, she learns to *look* at the world around her, revealing auras - brightly gleaming and deeply foreboding, mysterious ghostly halos, and the tapestry of fate interweaving between the people in her life: hundreds of tiny strands glistening, twisting, fraying, knotting, and interweaving between the people flitting in and out of her parents' home. Initially it's almost too much information bombarding her to bare - the arcana and the tangled shimmering strands are

blindingly bright - forcing the strega to avert her eyes. Now that she's learned to *look*, she needs to learn to filter out the distractions and focus on what's most important.

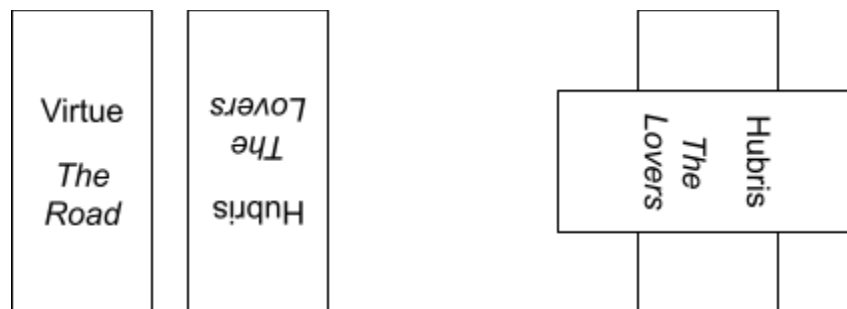
Arcana

Fate only bestows Arcana onto a gifted few. Some claim that it's those Fate has selected to move and shake the world, while others argue that it's those who insist on shaking the world around them. Regardless, once a strega has learned to *look*, she immediately begins the next step of focusing on and learning to read the Arcana of those around her. This serves three purposes: 1) since few people have Arcana, it gives her something specific to focus her attentions on, 2) it trains her to quickly identify who around her will play a role of particular importance in the web of Fate, and 3) she learns to quickly discover a man or woman's greatest strengths - Virtues - and greatest weaknesses - Hubris - so that she may exploit them.

For many *strega*, learning to Read Arcana takes years of practice, and she often finds herself surprised and perplexed when encountering an Arcana she's never seen before.

When performing the Read Tessere, Arcana appears as a ghostly halo of vibrating colors encircling a Character's head. The more powerful the personality of the person the more prominently their Arcana glows, and it is not uncommon for the Arcana of kings, queens, and Heroes to glow so brightly that it drowns out the presence of anyone else in the room.

When describing a person's Arcana, the strega usually does so using two of the 22 Greater Arcana she keeps in her Sorte deck: She places the first of the Greater Arcana before her right-side up - in it's 'proper aspect'; this is the person's Virtue. To the right of the Virtue, she places a second Greater Arcana upside-down - in it's 'inverted aspect'; this is the person's Hubris. Some strega choose to place the Hubris across the Virtue, like a cross; describing a person's Arcana as their Virtue "crossed with" their Hubris.



Marco di Numano, a merchant for the Bernoulli family, is known for his ability to make friends wherever he goes, but has a habit of falling in love with dangerous men and women. His Virtue, Friendly, is represented by The Road, and his Hubris, Star-Crossed, is represented by The Lovers. When Alessandra, a Sorte Strega and Marco's current infatuation, reads his Arcana, she would describe it as "The Road crossed with The Lovers."

Clever *strega* make a point to memorize the Arcana of those they meet, because, while it happens rarely, Arcana CAN change, and this usually means that something very important is about to happen.

Auras

Having learned to focus on and interpret Arcana, her teacher begins guiding the young *strega* to look at a man or woman as a whole. She takes the tiny muscles at the corners of her eyes and flexes them over and over again - tightening them to focus in on a person's Arcana and then relaxing them. She starts to notice that everyone she meets has a faint aura, as if Fate is folding itself around them, enveloping them in an undulating cloak of light and shadow that shifts and changes with every action that person makes. Some auras feel bright and joyful like sunshine on a clear summer day while others feel cold, haunting, and terrifying. "Careful," her tutor warns her, "do not blindly trust the auras you see; as much as a man or woman's aura is shaped by fate, it is shaped by your emotions and what you feel towards them."

Reading someone's aura is a snap judgement. By looking at the man or woman as a whole rather than at their individual strands and Arcana, she is able to quickly size them up. The aura around someone is influenced by many different things including their past deeds, their Arcana, their Reputation, and what Fate has planned for them, but it is also heavily influenced by the *strega*'s own emotions. If she has heard many stories about a man's generosity, she may unknowingly reflect these thoughts into the aura she sees; no two *strega* see an aura in the same way.

When describing a person's Aura, it can usually be summarized into a single word, such as "noble," "joyful," "enchanting," "sneaky," "malicious," or "wicked," and while a Character's aura may align closely with their Reputation, it is usually distinct, better representing that Character as a whole.

"That woman there," Alessandra's grandmother hissed, gesturing subtly to the Montaigne dignitary currently pouring her father a glass of wine, "what sort of woman do you take her for?" Alessandra took a quick glance before turning back to her grandmother. The woman's aura had felt bright and fluffy as if the Montaigne mademoiselle didn't have a single care in the world. "She seems rather 'cheerful,'" Alessandra finally replied. Her grandmother grimaced, "Careful, child. You're letting your father's biases get the better of you; she's much cleverer than she lets on."

Strands

Before beginning her training on how to read and interpret the shimmering strands of Fate connecting the people in her life, most *strega* have already noticed patterns in the way they seem to move and shift. If she's precocious, she'll try assigning meaning to them. She may try using her dolls to tell stories about two people connected by a strand, or she may try drawing

designs in the sand to see if she can express how one strand “feels” different from another. It’s clear to her that the strand between her and her brother is different from the strand between her mother and the servant girl. She can even sense that her brother’s desire to protect her differs from that same desire in the strands between her and her father’s guards.

With the help of her teacher, she finds the means of describing the strands: creeping, twisting, fraying, gold, red, green, and blue. The secrets in the strands reveal themselves to her. She knows that the bright golden strands between her father and the man waiting in his parlor means they are conducting business together, and that the deep red strand between her brother and the tailor’s daughter is evidence of a secret dalliance. She also learns that strands often carry multiple meanings and that the twisting red, green, and gold strand between her father and her mother expresses a complicated relationship tied to love, her father’s authority, and their reliance on one another in manipulating the Great Game.

While there are many ways to interpret the strands of fate, most *strega* learn to do so using a sorte deck, a personalized set of playing cards, associating the strands and the relationships they represent to one of the four colors and four suits within the deck: Coins, Swords, Wands, and Cups.

Coins (Gold)

The strega sees strands that represent relationships based on temporal concerns, such as money, business, and commerce as bright golden strands, often seeming to drip droplets of gold. The stronger and more important the relationship is, the brighter the strand shines. These strands are represented by the suit of Coins.

Swords (Red)

The most volatile and varied of the strands, red strands connect relationships based on strong and explosive emotions, such as love, anger, hate, and jealousy. These strands range in numerous shades from the deep wine red strand between two lovers or the shimmering ruby strands between parents and their children to the explosive fiery red between two rivals. These strands are represented by the suit of Swords.

Wands (Green)

Strands of shimmering emerald green link relationships based on authority, respect, and the passing of knowledge. The relationship can be formal, such as a master and their servant or a teacher and their student, or informal, such as a parents to their children or old rivals who have since declared a truce and now view each other as equals. These strands are represented by the suit of Wands.

Cups (Blue)

The bright sapphire blues strands represented by the suit of Cups are often the rarest and most difficult to understand. Relationships marked by the suit of cups represent close friendships where at least one of the two parties feel as though they can speak openly and seek guidance from the other for spiritual or personal matters. These are relationships between two people linked by the soul. They are usually the oldest and most stable relationships in a person's life and usually have a high degree of trust.

The Suit of Skulls (Black)

Strega have a very carefully guarded secret, one they reveal only to those who have proven themselves worth: there is a fifth *sorte* suit - the suit of Skulls.

Unlike normal strands, black strands never have knots and the strega never sees them forming, twisting, fraying, or snapped. Black strands appear a single spider-web thin strand of thread, and the strega never knows who will be the death of the other.

<Black Strands>

Strands of Many Colors

Relationships are usually more complex than can be described by any single suit or color. A soldier may feel deep loyalty to her lieutenant, but may also feel that her livelihood is tied to her ability to stay in her lieutenant's good graces, and she may feel frustrated or angry with her lieutenant when their unit fails in battle. Strega see relationships that span multiple *sorte* suits as a twisted multicolored strand, constantly shifting and changing as the nature within the relationship changes. When looking at the strand between a soldier and her general, the strega might usually see a brilliant shimmering strand of emerald flecked with flashes of gold, but after a traumatic loss, she may see the emerald beginning to fray with a hot fiery red winding itself around and slowly engulfing and swallowing the other colors beneath it.

Interpreting the Strands

Reading strands is an art, and in addition to color, the strega looks for many telltale signs to interpret the strand's meaning. When training young strega, her mother uses a number of terms to describe the strand's condition:

Creeping

The strand is slithering and snaking its way across the floor like a vine creeping up a garden trellis. If the relationship is one-sided or imbalanced, such as one man becoming hopelessly smitten of another gentleman at court, the strand slithers outward from one person until it latches onto and wraps itself around the other. If the relationship is mutual, such as two merchants entering into a business agreement, the strand stretches out from both of them, merging in the middle. Experienced *strega* take great care to watch for and remember creeping

strands, as this is the only time she has the opportunity of seeing the underlying nature of the relationship.

Twisting

A strand wrapping, winding, and tightening around itself indicates a strand that is growing stronger and more powerful, further binding those connected by the strand together.

Fraying

When a strand weakens, the thread begins to fray. The strand loses some of its luster, the edges begin to blur, and small gaps begin to appear like someone unwinding a thread of yarn. If a thread frays enough it will fade away entirely, indicating that the relationship has been lost.

Snapped

An important event in the lives between these two stressed and strained the strand to the point that it snapped, cutting the relationship abruptly to an end. Over time the individual halves of the snapped strand will fray and fade away, but they may linger for years. The way each strand snaps is unique, and if both individuals are in the same room, a strega can easily identify both ends of the strand. A snapped strand is relatively rare and usually indicates that the strand was tampered with using a Fate Knot (see page XX.)

Court Strands

<Add details later. Court strands work the same way as they do from 1st Edition. They are old and stable strands that cannot be modified.>

Just One Way of Viewing the World

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Throughout the ages Strega have attempted many different ways of interpreting the meaning behind the strands of Fate, including tea leaves, bones, animal migrations, weather, dice, ripples in pools, and ink.

While there are many different ways the strands could be grounded and perceived, using the suites of a sorte deck are most common, associating the how two people are fated to be intertwined with one another. The fate of these two people are intertwined within these relationships.

The technique of using the sorte deck to perceive the strands of fate means strega train themselves in seeing the connections between people, but this is simply one a means of taking the complex tapestry of fate and simplifying it into a way that a strega can easily understand and interpret. In reality fate connects everything together including people, animals, objects, places, and time, and myths abound of particularly powerful strega that have learned to warp the very fate of existence. This is particularly dangerous, and these stories are usually cautionary tales emphasizing the complete destruction of the strega and those around her.

A strega knows better than to assume that the sorte suits represent the full range of human emotions and relationships. The suits are merely a useful tool

The Destiny Spread

Reading the strands can only tell a *strega* so much, and once she's learned all she can by examining the strands themselves, she learns to use her *sorte* deck to further unlock the secrets a person's past and future. Every strand that has ever connected one person to another, even if it has faded from memory, leaves an imprint on Fate itself.

<Needs more background; this feels incomplete.>

Conducting the Destiny Spread

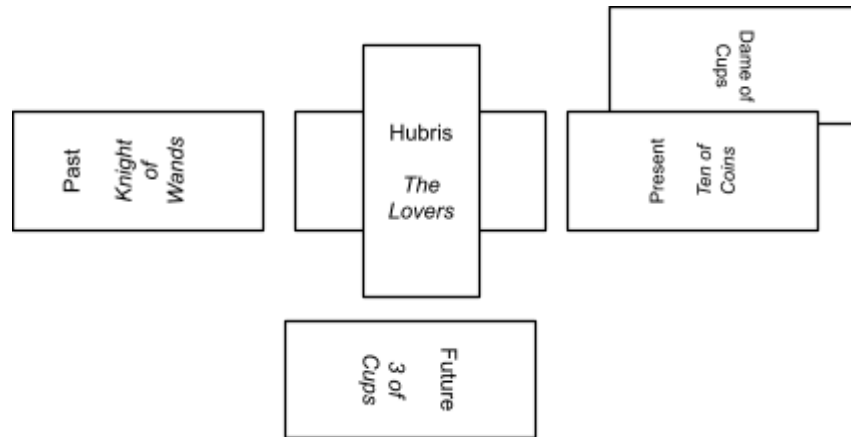
It takes immense concentration to conduct a Destiny Spread. The *strega* sits across from the subject of her examination in a darkened room leaving enough space for her to see clearly see all of her subject's Arcana, Aura, and Strands and enough space to arrange the cards from her *sorte* deck. She cuts her *sorte* deck, places the 22 Greater Arcana to her left and, after shuffling them, places the 56 Lesser Arcana to her right. Then, the *strega* *Reads* her subject and begins the spread:

1. The *strega* begins by examining her subject's Arcana. She finds and places the Greater Arcana card representing her subject's Virtue and places it in its proper aspect at the center of the table. Then, she finds and places the Greater Arcana card representing her subject's Hubris and places it in its inverse aspect either to the right or across her subject's Virtue. If her subject does not have an Arcana she skips this step.
2. Next, she examines her subject's past. She runs her fingers over each of her subject's strands, searching for one that jumps out at her. Sometimes she gets lucky and finds a snapped strand. More often, however, she needs focus on the space around the strands looking for the imprint left behind by a strand that has long since faded into oblivion. Once she's found it, she picks the top card from the Minor Arcana and places it above her subject's Arcana in the aspect she drew in.

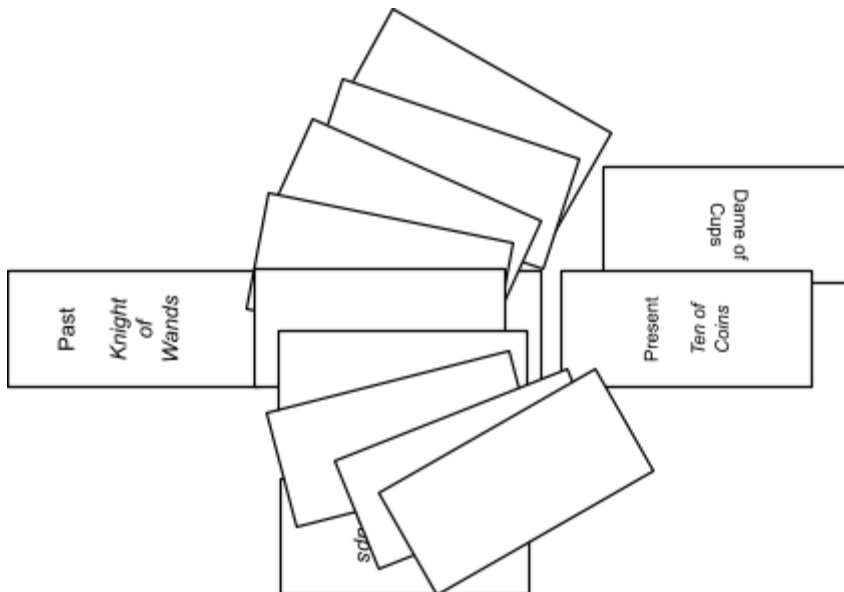
Each card in the *Sorte* deck carries a specific meaning in both its proper and inverse aspect (see page XX). While it's still unknown exactly how, the *strega* knows that the strands of Fate will always give her the card she's looking for. She explains the card's meaning to her subject.

Sometimes the *strega* can feel that despite having uncovered her subject's past, there's more, lurking hidden beneath the surface. If she feels the need to investigate further, she'll draw another card from either the Greater or Minor Arcana and slide it behind the subject's Past in the same aspect she drew it in. She explains the meaning to her subject.

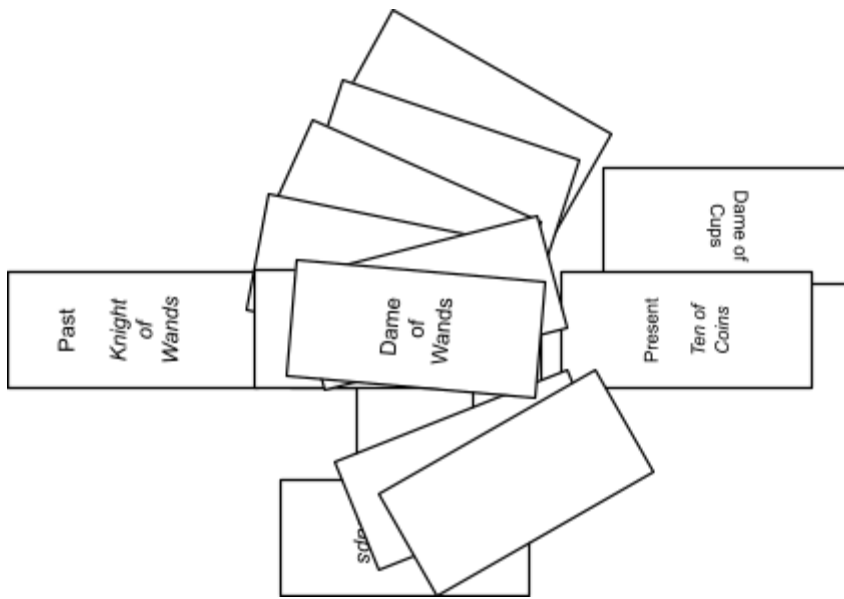
3. With the reading of the Past complete, the Strega repeats the process for her subject's Present and Future.



4. The Strega finishes the Spread by taking one final look, picking up the strand of her Subject's future and feeling the cold razor sharp thread carefully. When ready, she shuffles the remaining Greater and Minor Arcana together and spreads them upside down across the rest of the spread.



She asks her subject to pick one of the cards and flip it over. She then explains the significance of the card her subject revealed. If the subject is a Hero, they note the revealed card for either the current GM Story or their current Hero Story.



Anything uncovered during a Destiny Spread becomes an established fact that either has already happened, or must happen before the story it is associated to may end. When allowing a Player Character that has learned the Destiny Spread weave (page XX) to conduct or manipulate the Destiny Spread, the Game Master is free to interject as much as they wish. When a Destiny Spread is conducted for another Player's Hero, that player may override any of the interpretations given by the Destiny Spread with an interpretation they feel more properly reflects their Hero with the exception of the final step of the Future interpretation. No one may override the interpretation of the Destiny Spread's final card. Additional tips are provided to the for facilitating Destiny Spreads on page XX.

Fate Knots

Powerful *Sorte strega* have learned out to twist and warp the fabric of Fate itself. This meddling creates tangled, knotted snarls, creating a fixed point in the strands that binds the fate of two people, sending them down an inevitable path of declarations of love, dramatic rescues, and cruel betrayals.

All *strega* can see when another *strega* has tied a Fate Knot onto a strand, but it takes skill to decipher its meaning. When a *strega* uses *Read*, she can readily see which strands have knots tied into them, but she is unable to determine any additional meaning behind them.

Examining Fate Knots

Strega who have learned the Fate Know minor weave can examine and inspect a Fate Knots on strands matching the suit they purchased the weave for. By spending a Hero Point and taking a Lash the strega may determine the contents of the knot. For this reason, strega often make their knots cryptic, like a riddle, to keep nosey strega learning and trying to thwart the

Creating a Fate Knot

Strega who learn the major weave of the Fate Knots Tessa have mastered the ability to create these snarls of Fate for at least one of the sorte suits. Learning to create Fate Knots takes years of intense study, and it is extremely rare for a strega to be able to create Fate Knots of more than one suit. To create a Fate Knot, the Strega must first Read her target's strands and grab hold of the strand to which she wants to tie the knot; the strand must match the suit she selected at the time she learned the major Fate Knot weave.

While gripping the strand, the strega declares an event that is fated to happen to the two people connected by that strand; the declaration is bound to pass and the established fact WILL happen.

When the Strega creates a Fate Knot she takes on a Debt of Fate. The size of the debt increases the more specific she is with how and when the Fate Knot will come to pass. Most strega choose to keep the knots small and non-specific, poking and prodding at fate - only taking on debts that are easy for them to pay off.

To Create a Fate Knot, the strega spends a Hero Point and take a Lash. She picks a strand from her intended target and states a fact about what will befall the the relationship connected by that strand. The fact must be vague, it may not specify the time, place, or who will specifically initiate the moment described by the Knot. The strega takes on a 1-Step Debt of Fate.

Example Fate Knots:

- Swords: A dangerous trick will be used in an attempt to win an important duel.
- Cups:
- Wands: In a moment of peril, unyielding loyalty will be sworn.
- Coins:

Adding Details

When creating a Fate Knot, the strega is able to further refine the details of the Knot in exchange for increasing her Debt of Fate. For each additional 1-Step she adds to her Debt of Fate, she may do one of the following:

- Specify who will set off the events that will initiate the moment described by the Knot.
- Establish which of the two is responsible for the event in the knot.
- Specify the location that the moment described by the Fate Knot will take place..
- Specify when or how far in the future the moment described by the Fate Knot will take place.

The Game Master makes the final decision on how large the Debt of Fate required for the Strega's declared Fate Knot and whether or not the strega could earn Corruption for her declaration.

For Example, Alessandra has learned the Fate Knot major weave for the Swords strand, she declares, "Paulo will use a dangerous trick and win his duel against Marco at the spring festival." In addition to creating the Fate Knot, Alessandra has specified who will perform the trick, the outcome of the duel, and when it will take place. She takes a 4-Step Debt of Fate.

A Debt of Fate

Fiddling with Fate is a dangerous and fickle business, and when you meddle with the fate of another, Fate demands a price. When a strega creates a Fate Knot she takes on a Debt of Fate Story a number of Steps equal to the size of the debt she incurred. She may not progress on her personal Hero Story, nor may she gain the rewards from the Game Master's Stories until her Debt has been paid; she is still able to purchase the reward from the Game Master's Stories, but she may not get any mechanical benefit from them until she has paid her debt.

What can Knots not do?

- You cannot specify that anyone will die with a Fate Knot.
- You cannot force a change on another Player's Character Sheet without their approval.
- You cannot specify that a permanent disfigurement or impairment will befall another Character

Villains and Fate Knots

Yes, Villains can create Knots for heroes. To do so, the Villain must spend an amount of Influence equal to the amount of Fate Debt they would incur.

New Tesse

Aura

Some Strega choose to hone their ability to make snap judgements of those around them, suppressing the interference their emotional bias has when reading a person's Aura. Particularly talented strega have started playing with and manipulating these Auras, altering the way others see a person in question. To use this Weave, you must first Read your target to determine their Aura.

Minor

You may spend 1 Hero Point and take a Lash to see the true Aura of a specific target. The GM must reveal your target's Reputations and any secret or hidden nature masked by the

perceptions of the strega and others in the room; this hidden nature must be summarized in a single word, such as “sneaky” or “nervous.” If your target does not have a Reputation or does not have a hidden nature, the GM must return the Hero Point to you and you do not take a Lash.

Major

You may spend 1 Hero Point and take a Lash to temporarily grant your target a Reputation of your choice. To do so, you must first hold unbroken eye contact with your target for a full minute (they do not have to see you while you do this.) The Reputation granted to your target lasts for the remainder of the Session, and will present itself as the Aura seen by other *strega* that *Read* their Aura without also using this *Tessere's* Minor Weave. You may use this major weave on the same target multiple times within the same Session.

Suit of Skulls

Strega who take the time to learn the Suit of Skulls can see the shadow of death in the strands, revealing those linked together by imminent death.

Minor

You do need to take an action to use this weave. When you use the *Read* weave, if you have learned the Suit of Skulls minor weave, you may see all black strands in the scene.

Destiny Spread

Looking at the strands themselves will only tell a *strega* so much about someone. Strega who learn this weave know how to use their Sorte deck to unlock the secrets of someone's past as well as their future. The Destiny Spread requires immense concentration and must be conducted in a place with minimal distractions and where you have a flat surface that you can spread sorte cards across, such as a table. You must use first *Read* your target so that you may see their Arcana and Strands before you may conduct the Destiny Spread.

Minor

Spend 1 Hero Point and take a Lash to read your target's Destiny Spread. Once you have performed this Tesse on a character, you may not perform this Tesse again until the conditions of the Future and Outcome cards for that character's Destiny Spread have been met. See page XX for details on conducting the Destiny Spread.

Major

When you learn the Destiny Spread Major Weave you automatically learn the Minor Weave as well. If you already know the Destiny Spread Minor Weave, when you learn this Major Weave you may also choose the Minor Weave from another Tessere to learn as well.

While conducting a Destiny Spread, you may change, modify, and manipulate the cards as they are laid out before you, altering your target's role in the fabric of fate. While conducting a

Destiny Spread you may spend 1 Hero Point and take a Lash to manipulate the outcome of the spread to do one of the following:

- Grant Arcana, a Virtue and Hubris, to her target
- Turn one of the Cards not used for the target's Arcana to its Proper or Inverted State
- Add a Greater Card at random to your target's Past, Present, or Future
- Increase or reduce the value of a Minor Arcana card by 1
(e.g. Reduce change the 8 of Swords to the 9 of Swords)

There is no limit to the number of manipulations you may make to your target's Destiny Spread, but you must pay 1 Hero Point and take a Lash for each manipulation you make.

Fate Knot

Strega can see and create Fate Knots, fixed moments in the fate linking two people. To use this Weave, you must first Read your target to determine if any of their strands have Fate Knots.

Minor

When purchasing this weave, pick one of the four suits: Staves, Cups, Swords, Coins

Spend a Hero Point and take a Lash to inspect a Fate knot on a strand matching your selected suit. You are able to determine the full nature of the knot at the time it was tied into that strand. Only one of the characters linked by the knotted strand needs to be in the same room for you to inspect a Fate Knot.

You may purchase this weave multiple times, once for each suit.

Major

When purchasing this weave, pick one of the four suits: Staves, Cups, Swords, Coins

Spend a Hero Point and take a Lash to create a Fate Knot on any strand connecting your intended target to another character matching your selected suit; you may create the Fate Knot even if only one of the characters connected to that strand are in the same room. When creating a Fate Knot, you establish a fact about the fated future of the characters connected to your selected strand and take on a Debt of Faith. The established fact WILL happen, although you may not know exactly how or when it will unfold. You may only create a Fate Knot on a strand that does not already have one. See page xx for details on creating Fate Knots.

You may purchase this weave multiple times, once for each suit.

Misdirection

Most people have dozens or even hundreds of strands linking them to the people in the world around them. The sheer amount of information weaving its way in and out across the strega's eyes is overwhelming, and strega rely on their intuition to quickly identify the most important strands around them at any given time.

Minor

You may spend 1 Hero Point and take 1 or more Lashes to select one of your target's strands and either hide it or make it appear as if it were a different suit (e.g. make a Cups strand appear as if it were a Wands strand.) When anyone, including yourself, *Reads* either Character connected to the misdirected strand, they must spend an additional number of raises equal to the number of Lashes you took in order to reveal the true nature of the strand. Once the misdirection is discovered, the spell on the strand has been broken, and that strand is readily visible again to all strega. If a strega attempts to create a Fate Knot on a strand that's had its suit misdirected, she finds herself unable to, as if that strand were a Court Card.

Major

You may spend 1 Hero Point and take 1 or more Lashes to create the illusion of a strand between your target and another Character. You may choose to make this strand illusion appear as any combination of the four major suits (Cups, Wands, Coins, Swords.) When anyone, including yourself, *Reads* either Character connected to the misdirected strand, they must spend an additional number of raises equal to the number of Lashes you took in order to see through the illusion. Once the misdirection is discovered, the spell is broken, and the strand illusion disappears. If a strega attempts to create a Fate Knot on a strand illusion, she finds herself unable to, as if that strand were a Court Card.

Misdirection and the Sorte Deck (Optional)

A strega may also break through a misdirected strand using their Sorte Deck; the deck, uninfluenced by the strega's personal perspective..."cuts through the interference".

Instead of spending raises to reveal a hidden strand, uncover a strand's true suit, or see through a strand illusion, the strega may use her sorte deck to do so. She must draw a card from her sorte deck and hold it in front of her so that she can see both the card and one of the Characters connected to the misdirected strand at the same time.

If the strand is hidden or its suit has been changed, if the drawn matches the strand's true suit and the number of lashes used to create the misdirection, the spell is broken.

If the strand is an illusion, if the drawn card matches the strand's

When she comes across the card in her deck that matches the suit and number of lashes used to misdirect the strand, the spell is broken and the strand is readily visible again.

It does not cost a strega Raises to riffle through her deck, but she must use both hands to do so, and it is obvious to everyone around her. During an Action scene, a strega is able to riffle through her sorte deck at a rate of 1 card per raise spent by all participants within the scene, and many Strega will purposely sort their deck in an order that is most advantageous to her.

Alessandra suspects that the Coins strand linking Marco and Rebecca is an illusion created by another strega to make her jealous. She

Tugging on the Strands

What does Sorte Taste Like?

<This section will include a summary for GMs to add “flavor” to the game, describing what Sorte feels like>

The strands of fate are constantly shifting, forming, strengthening, weakening, and dissolving. The strands of fate indicate a connection, but.

The Taming of the Strega

<Some of these new rules can get out of hand very easily. This section provides some guidance on letting a strega be cool while still finding interesting ways to use Sorte to take her by surprise. The first section will focus on “Reading” and keeping her surprised. Sorte Stregas have the biggest possible impact on changing the story compared to other player characters, and GMs need to be ready to improvise.>

A Review of the Tesse

<A brief look at each of the Sorte Tesse summarizing how the GM can help a strega use the Tesse effectively, and also how the GM can use the Tesse to keep the player on their toes.>

Creating Good Fate Knots

<Tips on GMs for creating intriguing Fate Knots and helping their Strega PCs create Fate Knots that add flavor to the game>

Put together some tips for making knots. Good knots provide should provide a poignant moment, but not be too specific. Fate witches purposely try to make their knots specific without being explicit, often trying to direct fate in a certain direction. They need to be careful though, after all, , necessarily give away specific details. More information on creating knots is described under Knotting below.

Debts of Fate

<Creating Debts of Fate stories is an art, but is super important for making Sorte interesting.>

The Destiny Spread: A game of Give and Take

The Destiny Spread Tessere at first glance may seem extremely powerful - and it is - but remember most Theans are terrified of Fate Witches and would sooner be caught dead than alone in a room with one.

<Letting the Strega help you write your campaign for you is a brilliant way to let your players HELP YOU by telling you what they are interested in. It takes a lot of the effort of creating NPCs off of your shoulders. You also don't want to just hand the reigns over to them completely. It's a game of give and take, learning how much to give and let your Player run free, how much to pull back and take ownership of, and how much.

New Advantage

Unbound 5 (Vodacce Only)

Innate

You are immune to all effects of Sorte. Strega are unable to read or influence your Arcana or Strands in any way. When they try, they see a strange golden shimmer radiating from you. Your presence makes Strega extremely uncomfortable, and many of them will actively avoid you while targeting those closest to you from the shadows.

New Heroes, Villains, and Monsters

Sophia

Playing Sophia

Advantages

Virtue:

Hubris:

Monster Qualities

Servants and Underlings

Redemption

Roleplaying Tips

Alessandra

Playing Alessandra

Marco

Playing Marco

Schemes

(1) Scheme Name

The Unraveled

Strength:

Influence:

Advantages

The unraveled is considered undead.

The best way to create an Unraveled is to create her as she was alive and then kill her.

Fearsome

Tentacled

Powerful

Destructive

When an Unraveled deals a Wound to a Hero using their strands, the unraveled can leave a Knot on one of the Hero's strands. The GM may spend a Danger Point

Appendix

Meanings of the Sorte Deck

Major Arcana

Minor Arcana

Ace of Coins

Proper

A new or important opportunity, usually Financial. It also represents abundance in your life and that you may need to do something new instead of letting things remain the way they are.

Inverted

An opportunity Lost or Failed, usually financial. It often indicates corruption or greed. When drawn for the Future, it indicates that there is significant risk on a new venture.

2 of Coins

Proper

Balancing many things at once, but must still remain agile, alert, and vigilant, that the is likely change in the coming future.

Inverted

Struggling to manage everything that life is throwing, particularly with managing money and paying bills. Hard up for cash and will likely find cash hard to come by in the near future.

3 of Coins
Proper

Inverted

4 of Coins
Proper

Inverted

5 of Coins
6 of Coins
7 of Coins
8 of Coins
9 of Coins
10 of Coins
Dame of Coins
Knight of Coins
Queen of Coins
King of Coins

1 of Swords
2 of Swords
3 of Swords
4 of Swords
5 of Swords
6 of Swords
7 of Swords
8 of Swords
9 of Swords
10 of Swords
Dame of Swords
Knight of Swords
Queen of Swords
King of Swords

1 of Wands
2 of Wands
3 of Wands
4 of Wands

5 of Wands
6 of Wands
7 of Wands
8 of Wands
9 of Wands
10 of Wands
Dame of Wands
Knight of Wands
Queen of Wands
King of Wands
1 of Cups
2 of Cups
3 of Cups
4 of Cups
5 of Cups
6 of Cups
7 of Cups
8 of Cups
9 of Cups
10 of Cups
Dame of Cups
Knight of Cups
Queen of Cups
King of Cups