

To Do

- *Rethink Inspiration* (awarding Advantage charge for that sweet arr pee)
 - Something like Traits in Torchbearer or MG? Use them against yourself to charge Inspo, use inspo later to get advantage
- *Rethink Bonds / Tarot mechanisms* vis-a-vis how they award advantage on rolls or whatever - how does fate award you for playing along with its plans?
- *GM Stuff* - formalize and collect Fronts and Countdown clocks and whatever

Races and Classes

- Genasi
- Some of the races from Volos
- No Elves "Farang"
- No Warlocks

Goal-Based Experience

No more encounter based XP - if you fight something for no reason, you're not rewarded for it.

Goal and Quest based XP - a goal is a player-set objective, a quest is an NPC or Faction-set objective. Goals apply to individual PCs, Quests apply to the entire group.

Each character has three Goal Slots, which can be filled with a Goal to be achieved. Such as;

- "I will discover an artifact proving that the farang exist."
- "I will convince the local police captain that the House of the Falcon was haunted by a vampire."
- "I will free myself from my bonds of slavery."
- "I will kill the Dragon that Lurks in Darkness."

The GM assesses the difficulty of the goal, and assigns it a category; "Easy, Medium, Hard, Deadly" based on narrative likelihood they'll succeed, obstacles in the way, etc.

Category of the goal is equated to an XP value. Achieving the goal means getting the XP.

GOALS: XP values are Encounter Difficulty*3 in XP value

QUESTS: XP values are Encounter Difficulty*4 in XP value

Same goes for Quests the difficulty is similarly adjusted and the source is external.

- "Go to the Tower of Hell's Fury and Kick the Wizard in his Butt"

Attempting to accomplish a goal or quest and failing means no XP, too bad, you failed. This is not an XP for failing model. However, taking a meaningful risk in pursuit of the goal (usually a roll is involved) nets a player 50 x their level in XP for ongoing pursuit.

Goals can be changed at the start of the session or abandoned at any time.

If a goal is resolved during a session, you don't just get to write a new one.

THE POINT: the players now have a method for telling ME what they want in the game and mechanically invest the players via their characters in the game itself

ROLLS 4 GOALS

Alignment

- standard alignment is removed and replaced with one of five alternatives
- Your alignment is the sign under which you were born, and is a known cultural element of the dominant cultures of the world, though not all
- Fire (Tejas)
 - Direction: South
 - Associations: Anger, Will, Passion, Lust, Destruction, Desire, Purification, Protection, Strength
 - Colours: Red, Orange, Gold, Yellow
- Air (Vayu)
 - Direction: East
 - Associations: Thought, mental power, communication, travel, intellect, abstract thinking, teaching, divination, freedom, happiness, laughter, beginnings
 - Colours: Blue, Pastels
- Water (Apas)
 - Direction: West
 - Associations: Emotions, dreams, compassion, love, sadness, healing, rest, cleansing, dissolution, rebirth
 - Colours: Green, Silver, Purple
- Earth (Prithivi)
 - Direction: North
 - Associations: Stability, prosperity, food, money, wealth, crops, animals, home, mountains, strength, grounding, protection
 - Colours: Brown, Black, Green
- Void (Sunya)
 - Directions: None

- Association: rejection of authority, individualism, selfishness, endings, nihilism, hopelessness, the present, temptation, solitude
- Colours: White

Inspiration

- Remove all the bullshit for inspiration that exists there now
- Add "Drive" and "History"
- When you do something to further your Drive, charge your Inspiration
- When you do something to illustrate your History, charge your Inspiration
- Discharge inspiration for Advantage

Bonds

- Each character has a Bond with each other character
- A Bond is defined by a single Tarot card + a timeframe
- Draw a card and note your Bond with that person
- When you act in accordance to / in exploration of your Bond, roll with Advantage
- Your Bonds themes remain, but the details are up to you to work out
- The characters can visit an NPC in the universe, a special oracle who can retell their fortune at a cost

Factions & Influence

- The party can earn influence with a number of powerful organizations, for example
 - The Court of Cups (Water)
 - The Court of Swords (Air)
 - The Court of Wands (Fire)
 - The Court of Coins (Earth)
 - Servants of the Void
- Influence is gained by specific acts and by completing missions
- Influence unlocks special abilities, access to NPCS, etc

Critical Fail on a Save

Rolling a 1 on a save means you failed. Tough luck.

Economy & Investment

In The Nightmares Underneath, there are subsystems for inflation based on PC spend, as well as options to boost NPC-driven businesses and organizations, use those, more or less.

Hold Action Multiattack

When you hold your action for an attack, you can take all the attacks you're normally entitled to.

Grenades

When a grenade-type weapon is used (oil flask, drug bomb, etc) the attack is made against the square the target is in, not the target themselves. The attack is made using the Dexterity modifier of the character and is considered an improvised weapon. Advantage from things like sight, being hidden, etc are not applied, nor are Disadvantages granted by the target (from things like Displacement or the Dodge action).

If the attack hits, the grenade shatters at the feet of the character and all effects are applied as usual. If the attack misses, roll a d8 to determine which direction the grenade lands. It will land 1d3 squares away in that direction, having its usual effect in that square and adjacent squares as appropriate.