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Welcome to the Time of the Great Decay

The world is dead.

The ancient cities of man are vast graveyards, covered in ruined buildings, rusting skeletons and toppled skyscrapers. The animals of old that once filled the forests and wilds are long-forgotten. Once-human Necros, now trapped in decaying bodies, are the dominant species. They roam the Wastelands in packs, devouring anything that moves.

It is the Decay Time.

The sea is the only place full of life, as the oceans were the sole remaining shelter when the earth began to die. On its shores, the last remnants of humanity survive in walled keeps and towns where they live a single-minded existence of religiosity and war against the Necros. On the borders of the land, an old, unseen menace awakens again. It is a world in stasis, and mankind is without hopes and dreams, lost in decay.

While most of humanity surrendered to the decay, there are still a few extraordinary individuals that dwell on the fringes of society. They wander the wastes and dead cities, carrying with them the spark of a dream; a burning desire to change the world. They are the ones that will shape the fate of the Man. They are the agents of change, driven by their dreams, traveling forever, unable to settle down, unwilling to decay.

Game Laws

This game has a few formal rules that should be followed. These "Laws" are:

The Law of Beginnings

At least one character must be of the Bondsman type. If three players and one GM are involved (the optimum number of players per session), it is recommended that each player portrays a different character type. Not only does this give your group a balance of character abilities, it also enables you to see Decay through the eyes of very different characters.

The Law of Drama

Conflicts should mean something. This is the "Golden Rule" of Decay. If the outcome should clearly go one way or the other, just do that. If you and the other players

think that either outcome provides interesting potential for roleplaying and storytelling, let the system decide which outcome takes place.

The Law of Telling

In every conflict in Decay, there are always two possible outcomes: a positive or a negative one. The usual way to handle the telling would be that the player narrates the resolution of the conflict if fortune favored the positive outcome, and the GM narrates the event if the negative outcome occurs.

However, this is by no means the only option. The players could enjoy narrating the negative outcomes instead, in which case the GM would narrate the positive ones. Or, if your group likes to experiment, you could for example decide that the player with the currently highest amount of Dream points gets to narrate positive and the player with the highest amount of Decay gets to narrate the negative outcomes, or come up with your own method.

The Law of Telling determines that the players and GM must agree on how they want to handle narration of conflicts before the game starts.

The Law of Endings

Each game session should encompass a complete "story." That is, a conflict should be introduced and resolved each time the game is played. Loose ends are allowed to exist and multiple game sessions may share the same storyline, but these should work as a collection of short stories rather than as a series of chapters.

Conflict Resolution

Decay uses what is called a conflict resolution system. That is to say, rather than gauge the success of individual actions, one die roll determines the outcome of an entire event. In a traditional roleplaying game, the player rolls the dice when a punch is thrown. The die result determines whether or not the punch landed. In Decay, the dice are rolled to determine the outcome of the entire fight.

In case of a sizable conflict and if it suits the story, it can be split into several sub-events (e.g. a battle with multiple opponents on both sides, a siege, etc.).

Dream vs. Decay

Whenever dice are rolled, it's always a battle between what the player most desires and what the player most fears. To do this, announce both outcomes (the positive one and the negative one), then roll a black die and a white die at the same time (it is recommended that ten-sided dice are used). The black die represents the fear of decay and ruin. The white die represents the dream of hope and salvation.

If the black die is higher, then Decay wins out. The feared outcome comes to pass and the player must deal with the consequences. If the white die is higher, then the Dream holds strong and the positive outcome comes to light.

The initial description of the positive and negative outcomes of a conflict should be short and can then be narrated in detail after the roll has favored one or the other. If fate favored Dream, the positive outcome of the conflict should be narrated by the player, and if Decay won, the negative outcome should be narrated by the GM. (This is just the default setup. Whoever narrates what is governed by the Law of Telling and should be decided at the beginning of the game.) Keep in mind that the opposite outcomes of conflict resolution should never be just a matter of "this happens"

versus "this doesn't happen" - instead the player should always think along the lines of "*this* happens" or "*something else* happens."

Bonus Dice

In appropriate situations, the character's Histories and Qualities add bonus dice to a roll. The Virtue Quality grants one additional Dream die, while the Flaw will result in one additional Decay die. Histories can grant a bonus Dream die once.

When rolling multiple dice of the same color in this fashion, simply use the result of the highest die.

Drawing Dream and Decay

The characters are not totally at the mercy of chance. The players and the GM can influence fate with the character's Dream and Decay pools. Using Dream or Decay in this way is called "drawing" Dream or Decay.

Before any die roll, the player may elect to call upon their Dream to increase the chance for a positive outcome. On the other hand, the GM can draw from that player's Decay to increase chances that the negative outcome comes to pass.

When Dream or Decay are used, a +1 modifier is added to the result of the appropriate-colored die per point spent (reduce the pool totals accordingly). For example, if 2 Dream and 1 Decay are drawn for a roll, add 2 to the result of the white die and 1 to the result of the black die.

However, there is a requirement involved: the player or GM must somehow justify the use of Dream or Decay through the use of narration. For example, a warrior caught up in a terrible fight might call upon Dream for aid. To warrant such assistance, the player subtracts one point of Dream and announces that the warrior races up a steep incline, affording a superior vantage point.

The GM may always draw Decay for a conflict to represent certain hardships faced by your character. This could include a disadvantageous position during a fight, fighting against superior numbers, trying to deal with a suspicious villager or attempting to scale an icy wall. Just like Dream, Decay drawn from a player's pool by the GM is subtracted from that pool.

Dream or Decay can only be spent before the dice are rolled. Players may opt to use additional points as the nature of the conflict changes (i.e. the GM announces the use of Decay), but always before the roll is made.

If characters are bonded, they may spend Dream and Decay from each other's pools. In effect, one character may take upon misfortune on behalf of another. This can also be used if the characters work together to accomplish something. Likewise, the GM may draw Decay from from a bonded character, if the bond proves to be disadvantageous in the current situation. If Dream or Decay are drawn from a bonded character's pools, this has to be woven into the narration. Also remember that a player can also draw one Dream per bonded NPC per game, but a Bond to an NPC may on the other hand result in any amount of Decay.

Gaining Dream and Decay

The result of a die roll affects how fortune will look upon the character in the future. If Dream won, add the amount of Dream points drawn for this roll to the Decay pool

total (if no Dream was drawn, nothing happens). If Decay won, add the amount of Decay drawn for this conflict to the Dream pool total.

As already mentioned, Dream and Decay reset to 6 points each (+1 for appropriate Trades) if they both equal 0 after a roll. In this case, the character loses one point of Destiny.

Channeling Decay

If need be, the player can choose to "channel" Decay during a conflict. By doing so, the player calls upon Decay to assist the character in achieving the positive result. Every point of channeled Decay adds a +1 modifier to the white die. As always, changing fortune in such a way cannot simply happen, but must be justified through the use of narration. When channeling Decay, the character must act in a way that allows Decay to manifest itself in the world: lies, deceit, dirty fighting techniques, corruption, torture, cruelty, inducing fear, jealousy or hatred are all examples of channeling Decay.

However, doing so is neither without peril nor consequences to both the character and the fate of the world. The character gains one point of Decay for every +1 modifier the player wishes to add to the white die (remember that the Decay pool can hold a maximum number of 12 points). When channeling Decay, the characters also put the World Destiny at risk. Such a die roll can never result in increasing the Fate pool. Even if the white die wins and the positive outcome occurs, 1 Fate token is removed from the pool. If the black die wins, the fate of the world is tainted even more and 2 tokens are lost. Channeling Decay may help the character in the short run, but at what cost?

Note that a player is not allowed to draw Dream and channel Decay at the same time for one roll. The GM, on the other hand, is free to draw Decay for a bonus on the black die as normal. Actually, he may even use the Decay points generated by channeling Decay against the player. As customary, any modifications have to be made before the dice are rolled.

Ties

In case of a tie, compare the current pool totals of the character to see which way the scales will tip. If the Decay pool total is higher, declare the negative result. If the amount of Dream points is higher, declare the positive result. If Dream and Decay are in balance, then the GM may choose (however arbitrary) how the conflict is resolved. Fortune is fickle in this regard.

Cutting the Thread (Losing Destiny)

Whenever the dice are rolled and Decay wins out, the character is at risk. If the announced negative outcome could result in injury to the character, the player loses one or more points from his or her Destiny. Also, if Decay wins out on a roll where the character's Virtue Quality has been used, Destiny will also be lost. The number of lost Destiny in either case equals one plus the total amount of Decay drawn for this roll.

Players can also spend Destiny to change the outcome of any one die roll. This ability may only be used once per session by each player! If the player wants to change a negative outcome into a positive one, compare the current Dream and Decay totals: If Dream is higher; one point of Destiny has to be spent. If Decay is higher, two

points of Destiny have to be spent. When doing this, both Dream and Decay reset to 6 points (forego the gaining Dream and Decay step for this conflict).

If a character runs out of Destiny, that character is out of the game. You may wish to stall the character's demise until a special game session can be held or, if the player wishes the character to die immediately, the scene may be played out then and there. Instead of death there is also another option: Although not mandatory, you may wish to have your character fall into Decay. Listed below is an example for each character type that describes how the character could end up if their Destiny is lost. Use that as a guide for roleplaying your character's exit. It could make for a powerful scene - and set up future events by establishing an antagonist that might appear in games farther down the road.

World Destiny

The characters in Decay embody the force of change in this world and as the character's actions and destinies affect the world around them, the destiny of the whole world itself changes.

At the beginning of a session, the GM puts 10 Fate tokens into the middle of the playing area. Every time a die roll favors Dream (see below), one Fate token is added to the pool. Every time a die roll favors Decay, one token is taken away from the Fate pool. If, at the end of the game session, there are more than 10 tokens in the Fate pool, add one point to the World Destiny. If Fate is lower than 10, subtract one from the World Destiny. If the Fate pool equals 10, the World Destiny does not change.

This World Destiny scale reflects changes in the world (sometimes directly influenced by the characters, sometimes completely unrelated from the setting's point of view). Conditions and effects will vary from game to game, but use the following as a rough guide:

World Destiny	Effects
10	Humanity is reawakened
9	New discoveries are made, knowledge expands
8	Leaders rise up to offer inspiration and hope
7	Towns are growing, people are flourishing
6	The world is beginning to renew itself
5	This is the starting point of the World Destiny
4	The world is continuing to decline
3	Towns are falling into ruin, people are sick and hungry
2	Despots and warlords rise to power
1	The world sinks into a time of darkness
0	Humanity is forever lost; men become like animals or die out

Of course, these are very broad strokes. World Destiny can be (and should be) tailored from game to game, with key events being triggered when Destiny rises or falls to certain numbers. If the characters meet a dying woman at World Destiny 4, perhaps she will recover if World Destiny reaches 6? Or she'll die a painful death if World Destiny hits 3? Using World Destiny, you can show how the characters' actions are shaping the world around them either directly (through action or inaction) or indirectly (in which case the characters' lives mirror the world around them).

Bondsmen

*"One should die proudly when it is no longer possible to live proudly."
- Friedrich Nietzsche*

Background

The Bondsmen are human wasteland warriors following the legacy of an ancient order dating back to the Time of Wonders, the age before the Great Decay that lives only in ancient tales passed on from generation to generation. Clad in robes and cloaks, wearing masks to shroud their humanity, and bearing the swords of their ancestors, they live outside human society, as hermits, sages and brave, honorable fighters all in one. Nothing can escape the eye of the Bondsman. Nothing can escape the killer's blade.

Bondsmen are men and women, exiled to the Wastelands and initiated into the Order of the Bondsmen by a mentor. Apprentices are trained in warfare, survival, tracking and stealth. Their minds and bodies are tempered and honed as sharp as the blades they carry. Because they spend so much time alone, walking the lands of the dead and facing unimaginable horror, the Bondsman must become something less than human.

Despite their pledge to aid humanity and fight against the rising tides of darkness, they are mistrusted by most people and are called upon for aid only in times of dire need. The mistrust is not always unwarranted - every Bondsman has a dark secret, a reason for being out there, instead of being in the company of fellow humans. They may have been exiled for malefactions or fled punishment for a crime (guilt or innocence notwithstanding). Some were stolen away by a childless Doll, or even drawn into the wastes through the love to a Doll. Every story is different, but none are pleasant.

Bondsmen wear cloaks and masks as part of their traditional garb. When a Bondsman dons her mask, she leaves behind her name, her identity and her humanity. It is a sacrifice, but not one without purpose, for the Bondsmen are dispassionate killers; without fear or remorse. On the practical side, their garb helps to protect them from the unforgiving environment where they make their home.

Physical Nature

Bondsmen are agile and strong human warriors. They travel light, carrying only what is vital to their survival. Most Bondsmen wear some kind of heavy cloak or layers of robes to protect them from injury, others wear ancient, decaying suits of armor given to them by a Mentor. As dictated by their code, all Bondsmen wear the Mask and Sword as part of their uniform. Bondsmen may be male or female (although their dust-scoured voices and concealed features often make it impossible to tell if the Bondsman is male, female or even *human*).

Bondsmen Qualities

All Bondsmen have the following Qualities, which may be custom tailored to the player's imagination.

Strength (Honor): Bondsmen follow a strict code, handed down from generation to generation and originating with the mythical Bondsmen. Bondsman characters gain a Bonus die whenever they adhere to the tenets of their code.

Custom Signifier: All Bondsmen wear the Mask and Sword as symbols of their profession. Decide on the appearance of the Bondsman's mask and sword. Bondsmen are immune to Doll witchery while wearing their masks.

The Code of the Bondsman

Safeguard all life entrusted to self

Defend honor of self and other Bondsmen

Assist fellow Bondsmen when assistance is required

Ensure continued self-existence until all options have expired

If mission is failed, initiate self-termination

Ability (Survivalist): Eschewing human settlements, the Bondsmen inhabit the dark places of the wild. They can build fires, build shelters, track prey and survive in the harshest environments. Bondsman characters do not suffer Decay when practicing their survival skills. (They are immune to losing Destiny due to environmental hazards.)

Custom Signifier: Bondsmen wear heavy, layered cloaks, robes and pieces of armor in order to protect themselves from the environment and from injuries. What kinds of clothing does the Bondsman wear? Does it bear clan markings or any other personal details?

Flaw (Exile): Bondsman characters exist on the periphery of human society, either because of banishment or because the Bondsman prefers a life of solitude. Bondsman characters cannot Bond with NPC's, nor can they take up permanent residence in a human settlement.

Custom Signifier: Decide why the Bondsman has been exiled.

Decay Time: When a Bondsman reaches Decay Time, it's because he has dishonored himself and the legacy of the Bondsmen. If possible, the Bondsman will try to regain his honor and then commit suicide. If not, the Bondsman will simply wander into a fight which he knows he cannot win.

Ronin Trades

Arbiter: Arbiter Bondsmen are often called in to hear and resolve disputes between two or more parties. Such Bondsmen are wise, contemplative, even-tempered and diplomatic and they're mostly viewed with great respect by people in the community. If you choose this Trade, add +1 to Dream.

Tracker: Trackers are woodsmen and guides, able to follow the movements of beasts and men and survive in harsh conditions. Their services can sometimes be bought by those needing to travel long distances through hazardous terrain.

Killer: All Bondsmen kill, but Killers do so for profit rather than necessity. Some hire their swords out for mercenary purposes; others become assassins and opt for a more secretive approach. The more sedentary Bondsmen sell their services to towns as executioners. If you choose this Trade, add +1 to Decay.

Doll

"Sorrow is knowledge, those that know the most must mourn the deepest, the tree of knowledge is not the tree of life."

- Lord Byron

Background

As beautiful as their brothers are bestial, Dolls are the female offspring of necrotic unions. These gaunt women possess subtle powers of the mind and use these abilities or take on human lovers to gain access to the otherwise necrophobic settlements. Dolls are natural communicators and often make their way as courtesans and confidants. They feel no physical pain (or appear not to) but are each possessed of an indescribable melancholy, as if bearing the weight of the world on their shoulders.

Physical Nature

Dolls resemble pale human females with blue or blue-green-tinted skin. There are gaunt and wraithlike, with fine silken and brittle-looking features. Some bear strange markings, as if tattooed. Others look less human and more like strange apparitions, graceful and serene. The eyes of a Doll are her most unusual feature. Some have transparent eyes that flicker with cold light. Others appear to have eyes that let you look directly into a star-filled night sky. As Dolls feel no discomfort from the cold, their dress tends to be sparse, simple and delicate.

Doll Qualities

All Dolls have the following Qualities, which may be custom tailored to the player's imagination.

Strength (Witchery): Be it through seduction or intimidation, Dolls are capable of bending the wills of others to their own. Doll characters gain a Bonus die when using their powers of persuasion.

Custom Signifier: Dolls have decidedly inhuman eyes - unnatural colors are common, and some Dolls have truly bizarre appearances. Choose what your character's eyes look like.

Ability (Sensitive): Dolls are mysterious, sensual creatures with extraordinary awareness of time and space.

Custom Signifier: Choose something that the Doll is able to detect using extra-sensory perception: Living beings, Necros, Exceptions, thoughts or emotions. If you wish to create your own, talk with your Game Moderator.

Flaw (Hunger): For all their acute senses and witchcraft, all Dolls are blind to one aspect of the heart. They seek out this raw emotion and draw nourishment from it - but can never give back what they take.

Custom Signifier: Choose an emotion the Doll feeds upon. This emotion is something the Doll can never feel herself.

Decay Time: A Doll that has fallen into Decay becomes a Shadow Witch, a cold, cruel and dispassionate wraith. The Shadow Witch walks the land like a ghost - and woe to those who meet her cruel gaze.

Doll Trades

Muse: In these times, a gentle song can ease the most troubled mind and lift the saddest spirit. Muses make their living as highly skilled entertainers and companions. These women are treated with the utmost reverence and respect. If you choose this Trade, add +1 to Dream.

Sibyl: Sibyls are the "wise women" and prophetesses who live alone in the wilderness or at the edge of the community. They know the secrets of the plants and herbs that can ease pain and cure sickness. Though somewhat feared, their skills are quite valuable to small, poor communities without access to traditional healers and surgeons. As midwives, they can also help in delivering children... and it is not unheard of for the mother of a malformed child to leave it in the care of the midwife who assisted in the birth.

Shadow-Witch: The Shadow Witch represents the dark side of herbal lore. She too resides on the periphery of society but instead of life and healing, she brings death and pain. They harvest plants, roots and herbs for their mind-altering and life-taking properties. Some fools may go to the Witch for a glimpse into the future, but the price for such knowledge is often too great. If you choose this Trade, add +1 to Decay.

Ferrant

"Nature is not human hearted."
- Lao Tzu

Background

Ferrants are grotesque hybrids, the male offspring of necrotic unions. Malformed giants, often barely resembling human beings, the Ferrants live apart from the realms of man. Some seek shelter in human communities; others turn their fiery rage against those that shun them.

Physical Nature

Above all, Ferrant physiology is truly extreme and individualistic - no two are exactly alike in form or temperament. All Ferrants share certain traits: all are male; all possess grotesque deformities and mutations, bestial characteristics, an elevated body temperature and incredible strength and stamina. Ferrants seldom need human trappings such as clothing or tools and tend not to possess much in the way of personal belongings.

Ferrant Names

Ferrant have primitive, guttural names that reflect their wild, untamed natures. Some that have been adopted into human settlements are given real names. Others (the mysterious hermits often feared by human villagers) are given strange names by others, as if to exert some power over the shapeless, faceless beast that haunts the wild places and the dreams of sleeping children.

Ferrant Qualities

All Ferrants have the following Qualities, which may be custom tailored to the player's imagination.

Strength (Destruction): Ferrants are hot-blooded machines of war, bristling with unnatural-looking weaponry. Ferrant characters gain a Bonus die whenever they unleash their destructive capabilities on something (or someone).

Custom Signifier: Choose how the Ferrant destroys his opponents. Razor-sharp claws, a great maw of crushing teeth, venomous spittle, strange gun-like projections that fire goutts of flame or bone and teeth - or talk to the GM to create your own unique weapon.

Ability (Animal Nature): Ferrants have regressed to a bestial state and their mutations have given them the ability to mentally communicate with wild beasts. Ferrant bodies have also changed shape to allow them to move through the wilderness with ease.

Custom Signifier: Choose a form of locomotion: climbing, gliding, swimming, burrowing, brachiation, leaping or running. Your Ferrant character will possess the necessary bodily mutations to perform this kind of rapid movement.

Flaw (Deformity): Ferrant bodies are malformed and twisted, almost beyond recognition. Whenever their deformity comes into play unfavorably (this also includes nearly all social interaction with humans that is not intimidation), the Ferrant character will be hindered by its bestial appearance.

Custom Signifier: Create a deformity that affects the Ferrant in some way. This could be a hunched spine, a lack of eyes or ears or an undulating mass of tentacles in place of the Ferrant's normal limbs.

Decay Time: When a Ferrant reaches Decay, it regresses into a brute; a mindless, primal monster - all bone and sinew and fury.

Ferrant Trades

Guardian: Wherever something has to be guarded, someone has to be protected or a secret has to be kept from prying eyes, these Ferrants prove to be the best option for those that can meet their price (which includes keeping them well fed). The Guardians are renowned as keepers of mystic places, bodyguards, sentinels or guards for caravans travelling the wilderness. If you choose this Trade, add +1 to Dream.

Hermit: For the Ferrant, sometimes a life of solitude is the only way to keep sane. Ferrants that choose this life can be found living simple lives in ramshackle huts or warm, dry caves. Their natural strength and stamina enables them to survive in harsh environments and their senses are sharp enough for them to evade predators. Some Hermits possess great wisdom and for those without hope, these fierce yet gentle creatures may offer some.

Barbarian: Those Ferrants that are mainly driven by their animalistic nature and bestial instincts are brutes who are often useful for one thing only: fighting. Some of these killing machines do so for the entertainment of others as pit-fighters and gladiators in the blood-pits and arenas of the more uncultured settlements. Despite

their questionable manners, most would agree that it's more desirable to have such a Ferrant as a companion rather than an enemy, although captured and enslaved Barbarians are not unheard of. If you choose this Trade, add +1 to Decay.

Destiny, Dream and Decay

Destiny

All characters begin the each session of the game with a pool of 12 Destiny. If a character runs out of Destiny, that character is out of the game (which often means death, but can also mean that the character simply leaves the story or becomes an antagonist that is no longer under player control).

Dream and Decay

Every character starts each session with 6 points of Dream and Decay each (don't forget to add one point to Dream or Decay if you have chosen an appropriate Trade). Dream and Decay are the forces that influence the character's fate. Both the Dream and the Decay pool can hold a maximum of 12 points and a minimum of 0 points. These points fluctuate during the game and in this way represent how the fortunes of the character change. If both the Dream and Decay pools are empty at any time during the game, they are reset to 6 points each and the character loses 1 point of Destiny.

It is important to note that Dream and Decay do not map onto the character's sense of morality. Dream is not "good," Decay is not "evil." Characters in the game are caught up in something larger than them and are merely agents of change.

Resetting

At the beginning of a new game session and thus at the beginning of a new story, each character's Destiny, Dream and Decay are reset to their original starting totals, i.e. 12 points of Destiny, 6 points of Dream and 6 points of Decay.

Bonds

Bonds describe how and why the characters are involved with one another. These Bonds can be emotional (love, hate), social (mentor, student, lover), familial (husband, sister, grandfather) or practical in nature (slave, mercenary, debtor). The key to Bonds is that they must be compelling - a mere traveling companion doesn't warrant a Bond. Save that companion from death or fall in love with him - that is a Bond. Mechanically, a strong Bond is no better than a tenuous or shallow Bond, but weak Bonds tend not to last that long, especially when the Bond is tested.

Bonds can be written down before the game starts or they can be saved for when a relationship is formed. Characters may only be tied to one another by one Bond; replace the existing Bond if the current relationship is changed. Keep in mind that relationships are rarely equitable. One character may suffer an unrequited love for another - only to have that person's Bond be much more practical in nature. Bonds may be broken at any time, by either party. If a Bond is broken only by one of the parties, the other person's Bond remains.

Bonds between player characters allow those characters to draw from each other's Dream (see the conflict resolution section below). This effect may only be used when the characters are either physically or emotionally close. "Emotionally close" means

that the Bonded characters are drawing upon their relationship as a source of inner-strength (for example, two characters who share a Bond of Friendship are separated. Later, one of the characters is tortured into revealing the location of the other).

If a character has Bonded with an NPC (a fairly common occurrence), the player character may use that relationship to gain a Dream modifier (see conflict resolution section) when the relationship benefits him. If the benefit proves to be harmful in some way, the player could gain Decay instead. Players may only receive one Dream modifier per NPC Bond per game. There is no limit to the amount of Decay that may be gained from an NPC Bond (which can make it hazardous to create and maintain Bonds with NPC's).

Histories

Histories are built every game session during play. At the end of every game session, each player should write down one event from another character's life - either something that happened before the game has started, something from a prior game session or something based on current happenings. The player writing down the History may even make up the particulars of an event that never actually happened during the game. Make sure that the other player is comfortable with having you tinker with her character.

These events are called Histories. Histories should always specify the name of the character and the event being recorded. When a History has been written down, the player who recorded the History is free to grant a bonus during conflict resolution (see below) to the subject of that History at any time the History is called into play. A History may only be used in this manner once - after that, it cannot grant any more advantages.

Future Histories are special. They are events that have not happened but may happen to another player's character in the future. A Future History can be written down by any player before or after the game session. The affected player is not obligated to enact that future, but the GM is free to incorporate any Future Histories into upcoming stories. If a Future History does come to pass, that character gains an advantage during conflict resolution as with normal Histories. Likewise, a Future History can only be used once. Unlike normal Histories, a player may only have one unfulfilled Future History "in effect" at a time (when and if that History is fulfilled, then an additional Future History may be added at any time by the player who wrote that History).

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