

# What to Expect

A quick overview of my style of GMing and my plans for the game, so nobody gets caught by surprise!

## **1. The story will never be locked behind specific skill rolls.**

To quote the FATE rulebook:

The worst, worst thing you can do is have a failed roll that means nothing happens [...] That is totally boring

What does that mean for *this* game is that, whenever there's something you need to learn or find something in order to progress, I'm *not* going to make you roll for it. I'll make you figure out (IC and OOC) where to look, or who to talk to. I'll make you roll to get useful details that will speed things along. But the absolute worst that'll happen on a failed roll is you'll close off *one approach* to reaching your goal - and I'll make sure you still get something, story-wise, out of trying.

## **2. There will never be only one valid approach to a problem.**

A lot of times in a TTRPG when presented with a problem or a puzzle, there's only one intended solution, and your GM will either tell you what to do or let you stumble around blindly until you figure out the one way to get past the obstacle.

I'm not going to do that.

I make it a point to plan for multiple different approaches for overcoming an obstacle, and to leave flexibility for myself for the inevitable situation where the players come up with solutions I didn't plan for. As a result, you can all go wild on coming up with creative IC plans and back-up plans. If one approach falls through, try another! Creativity and teamwork will be rewarded!

## **3. There won't be a linear storyline, but a collection of discoveries or events that add up to a story.**

This is sort of the culmination of points 1 and 2. I'm designing my adventures less as a single narrative story, more as a chessmaster-y collection of characters, obstacles and goals. Progressing through the adventure means, in essence, "unlocking" new directions, characters or information, until you have enough to reach the finale goal.

At the same time, the approaches, successes and failures of the characters will

influence how not-yet encountered NPCs and obstacles might eventually appear. Ultimately, the party's decisions will shape, not only *how* the finale goal is reached, but *what it looks like* when they get there.

# Posting Rules

**Minimum** requirement is to post once per week. This doesn't strictly mean once every seven days, but rather once at some point during the Sun-Sat week.

**Maximum limit** is once per day, with two exceptions. The "per day" limit, again, doesn't strictly mean once every 24 hours, but once during a single day. If you post at 10pm your time and again at 10am your time the next day, that's fine, but then you can't post again alllll dayyyy that second day.

First exception: if all of the other players, and the GM, have posted *since your last post*, you can make another post if you want to.

Second exception: if the GM specifically requests that you post again, such as to make a skill roll or while resolving a split party situation, you may post again to fulfill the request.

## Split Parties

It happens. I expect it's going to happen here too. In general, a split party situation will be handled via **scene cuts**. The GM will announce who the play is going to follow, and the player(s) listed will be considered *all of the players* for purposes of posting limits. At an appropriate point, the GM will announce a *scene cut* and announce a new list of who the play is going to follow.

This will continue until the party has recombined.

## Absent Players

In the case of an expected or planned absence from the game - by which I mean you'll be unable to participate for multiple weeks, not just "I'll be away this weekend" - you are expected to inform the GM and work out an agreement for what your character will be up to while you're away.

In the case of an unexpected absence, please give the GM as much advance notice as possible, or at least a quick note that you'll be away. If you don't have time to work out an agreement on what your character's up to, the GM will come up with something to temporarily remove them from the party IC that won't cause any lasting harm but is

appropriate to the in-game situation.

In the case of an AWOL player, the GM will temporarily remove them from play via some in-game events after two weeks of no posts or contact.

### **New Players**

If anyone else wants to join the game later on, that's totally fine! Ideally you'll join the party during the set-up for the next adventure, but in the case of very long adventures, we'll find a good transition point for you to join in. You'll need to make a character at whatever level the party is at.

# Multi-Action Mode

## Multi-Action Mode

I expect most of the game to run in Narrative Mode with a sprinkling of Smooth Action Mode, but I also foresee situations that are too big or too complex to be resolved with just a single move per player, things that would normally fall into Strategic Action Mode - except Strategic Action Mode would be absolutely awful to run in a slow forum game.

For those situations, I'm going to use **Multi-Action Mode**, which is essentially Smooth Action but you get multiple actions.

## How It Works

When I call for everyone to queue up, I'll also add on a number of turns. e.g. "Queue up for 3 turns". Queueing works the same as any other action mode.

Once everyone's queued, each player makes their post in order. However, instead of being limited to just one action, you can chain your actions together, up to however many actions I declared at the queue-up. You don't have to "use up" all 3 turns; if you just want to do one thing, just roll it like a normal Smooth Action post.

(PRO TIP: You *can* use conditionals, but only simple ones. e.g. you use a move, then say "if it has this effect, I do *this* next, otherwise I do this *other* thing".)

**You can't combine AP for turns.** If you have 1 AP, you can still only use actions that cost 1 AP. You can't say "I use 2 turns to cast this spell that costs 2 AP". But you can cast the same 1 AP spell twice.

After everyone (including me as the NPCs) has posted their turn chains, I'll do all the work of resolving the actions and conditionals and write up the outcomes.

# Reshuffle

## Reshuffles

Along with the standard party-wide Level Ups, I'll be offering **Reshuffles**. These are single-character rather than group-wide and will allow you to adjust your character in response to meaningful character developments.

## How It Works

If I give you a Reshuffle, you'll have the option to change your character in two ways:

- **Reshuffle a Skill** - You can take a point from one of your skills and move it to any other skill in the same stat category.
- **Reshuffle a Proficiency** - You can rewrite the situational conditions or effects of a single Proficiency. The GM (me) will have to approve the change to make sure it stays balanced.

You can choose to do one, the other, or both.

I'll ask for a brief explanation of why you're making each change in terms of what's happened in the game or how playing your character has been working out. Something like "the influences of yadda yadda are showing in my martial arts so i do more kicking and less punching" or "it never really feels IC to use this skill after all so I want to move that point to this one I use a lot".

# Permanent Conditions

## Permanent Conditions

### What They Are

There are two "flavors" of Permanent Conditions. The simplest is an addition to an existing Trait or Proficiency your character has, which adds a **situational penalty**. The other is getting a new Trait entirely, which *may* have a small positive use but is primarily a penalty.

For an example of the first, let's say you have the spell *Illumination*. It could have a Permanent Condition of "Fear Of The Dark", which says that when in darkness and trying to hide or otherwise avoid detection, you have to roll Mind in order to *not* cast Illumination.

For an example of the second, you may have a Permanent Condition trait, "Cloaked With Shadows". It might have a normal ability, costing EP etc., which gives you a small bonus towards hiding in shadows, while the primary penalty is that you roll one skill level lower on any actions attempting to draw attention.

But! If you have a penalty from a Permanent Condition on a roll and it results in a failed roll, **you earn 1 Luck** to use later.

### How To Get One

The only way to get a Permanent Condition is for the GM (me) to **offer** one to you, and you to **accept** it. There is no penalty whatsoever to refusing a condition.

Permanent Conditions will only be offered as a direct result of some in-game events and are really just a way to tie roleplaying into the mechanics. You'll never be offered a Permanent Condition that doesn't reflect the narrative or that will interfere with your development of your character.

#### *Example One*

Take the character with Illumination from earlier. Maybe the party just got

through an adventure involving a dangerous, unnaturally shadowed dungeon, where you could only light up Close range, and something attacked and nearly took you out from the shadows.

I noticed your character was really struggling with not being able to Illuminate properly and was more shaken by it than the rest, so at the end of the adventure, I offer you the "Fear of the Dark" Permanent Condition on your Illumination spell. If you think that sounds like a fun addition and it's in line with how you were playing the aftermath, you can take it - or if you think it's too much, would be OOC, or just don't like the idea, you can say no.

### *Example Two*

Another character, let's say Feykin, in the party was captured by the Void Dungeon in the same adventure. (Obviously this was a pretty rough adventure!)

As a result of their capture and imprisonment in somewhere so deeply and strongly filled with the influences of the Void, I offer them the "Cloaked with Shadows" Permanent Condition trait, to represent the Void exposure changing them. If they like the idea, they can take it; if not, everything continues as normal.



# Alchemy

First, acquiring ingredients.

You can find new or unfamiliar rare alchemical ingredients in the wild with a Nature or Alchemy check

You can buy existing (i.e. I have information written up on them) rare alchemical ingredients from some shops, but I'll be rolling shop inventories from a table so they might not have what you want, and you might not be able to afford it if they do.

Next, creating recipes. (All the usual requirements for creating potions apply.)

When attempting to make a new recipe (i.e. I do not have a writeup for it), you have to declare what you want the effects to be and what key ingredient you're using.

I'll determine the difficulty and crit effects behind the scenes, then ask you to roll.

Unlike normal skill checks, there are three possible outcomes (besides crits). First, you succeed completely, making the potion you want. Two, partial success - it's a viable potion, but it turns out the effects aren't what you expected. And third, normal failure, the potion just doesn't work.

# Proficiencies

## Proficiencies Add-On

This section includes various custom proficiency rules I've come up with. You're free to use or ignore them as you wish.

### **Soul Share** (Spell)

*You form a temporary mystical conduit between yourself and another, then channel some of your energy through it to them. Spend 2 EP to create the conduit, then spend however many of your remaining EP you want to share and roll a Fate die. On critical success, the recipient receives twice the EP you shared. On critical failure, the recipient receives nothing.*

**Range:** Long

**EP:** 2+ (see description)

**AP:** 2 per use

**Stat Req:** Soul 5, Mind 1

### **Soothing Mist** (Spell)

*You conjure a slowly expanding magical mist at your location, imbued with magical healing energies. The mist can heal 1 Wound on any creature you consider an ally within it on each turn the spell is active, and expands every round.*

*1 point: The mist lasts for 1 round and touches yourself and anyone Close. 3 EP per use.*

*2 points: The mist lasts for an additional round, during which it expands to Nearby range, for a total of 2 rounds. 4 EP per use.*

*3 points: The mist lasts an additional round, for a total of 3 rounds. 5 EP per use.*

*4 points: The mist lasts an additional round, during which it expands to Long range, for a total of 4 rounds. 7 EP per use.*

*5 points: The mist lasts an additional round, for a total of 5 rounds. 8 EP per use.*

*Note: you may use this proficiency at a lower power level and it will cost the same*

*and have the same duration as it would at the lower level.*

**Range:** (see description)

**EP:** (see description)

**AP:** 1 per round

**Stat Req:** 2 Soul, 2 Mind (+1 Soul per additional point)

### **Motivational Speaker** (Play)

*You bolster your allies with words, boosting their confidence in their own abilities. This proficiency may be taken multiple times. This proficiency does not stack; each point applies to a different situation.*

*1 point: You excel at one-on-one encouragement. Spend 5 EP to give a single ally +3 on their next skill roll.*

*2 points: You know how to rally a group. Spend 5 EP to give all allies within hearing range +1 on their next skill roll.*

*Note: This proficiency may only be used once per full rest, and your listeners must understand the language you're speaking for it to have any effect.*

**Stat Req:** Soul 5

**AP per use:** 1