The Sword and The Skull

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Setting: Arathess, The Mystic Kingdom

What this game is about:

This game is about exploring the three-way pull of Destiny, Duty, and Fate- our individual desires vs. our corporate responsibilities. The tug that we feel from our families, our jobs, our friends, and our supervisors is often compatible with the tug we feel from our ambitions, desires, dreams, and aspirations...and sometimes they are not.

In those moments, when we are faced with a choice, which gets priority? Our desires or our duty? The Knights of Arathess are faced with this choice over and over as they fight for their king and fight for their yearnings.

What the characters do:

There are three main types of characters- Lords, Knights, and Freefolk. There are two Lords. They set the laws and beliefs for their kingdoms. The Knights enforce these beliefs through questing and aiding the helpless, and the Freefolk get caught in the middle.

What the players do:

Most players will play a Knight. One player, though, will play all the Freefolk and the two Lords- the Sword and the Skull. Each is a king, vying for control of Arathess. The Sword represents goodness, kindness, and self-sacrifice. The Skull represents corruption, greed, and self-indulgence. The GM will create these characters and give them a set of values. The Sword and the Skull will set the tone for play.

The rest of the players will create and play a Knight of the Sword. Knights of the Sword enforce their lord's values while completing his quests. The Sword is very ill. He is near death, but before he can rest in peace, he must be cleansed of the influence of the Skull. This cleansing process is done through quests that help the Freefolk and recover lost relics. The GM-as the Sword- will create simple quests for the Knights and as the Skull, oppose those Knights. It sounds simple enough. There is one thing complicating all this, however, and that is the fact that the Knights have their own ambitions as well. Players will create a Destiny for their Knights. While on the quests given by the Sword, the Knights will have opportunities to advance toward their Destinies. If a Knight achieves his Destiny, he is no longer bound to the Sword. He may continue to serve the Sword if that is his wish, but he may choose his own path going forward. This is explained in more detail in the Endgame section of this text.

What you need in order to play:

In order to play this game, you will need some friends. This game can be played with just two people, but I recommend three to five. You will also need some multi-sided dice- d4's up through d12's and the record sheets.

The Situation:

The Sword is dying. He has been fatally corrupted by the Skull and will not recover. Before he can rest in peace, however, he must be purified. This purification requires holy relics which have been stolen and scattered all over the realm. The Knights of the Sword ride out in search of these objects and on a mission to help whatever Freefolk they meet as they go. Completion of these quests brings the King closer to purity and closer to his death. Failure brings the Knights closer to their own destruction.

Character Creation:

The first person who should create his or her characters is the GM. The GM creates both the Sword and the Skull. The Sword is so named because he was given a sword from an apparatus known as The Gears of God in a remote place in the realm called The Ruins of God. He is the only person in the realms who owns a sword. The construction of such a weapon has proven too complex for weaponsmiths to copy. The Sword has three beliefs he values. The GM gets to decide what they are. Those beliefs could be kindness, generosity, patience, charity, romance, labor, etc. Generally, the Sword has values that are more positive. As mentioned the Sword is corrupted and dying, so he begins with a number of Deterioration Points equal to twice the number of players- including the GM. So if there are three players, he begins with six Deterioration Points.

The Skull is the spiritual opposite of the Sword. He is so named because he holds a magic talisman in the shape of a silver skull with bejeweled eyes. It too is unique as every mystic who has tried to copy its design has utterly failed. Like the Sword, the Skull has three values. These tend to be more negative things such as selfishness, hatred, vindictiveness, lust, or destruction. The GM is not limited to these and can be as creative as he or she wants in the creation of the Sword and the Skull. The Skull opposes everything the Knights try to accomplish. Therefore he starts with a number of Challenge Points equal to the number of Deterioration Points the Sword begins with. Spending Challenge Points is covered later in the Resolution section of this game. The creation of important Freefolk should wait until the other players finish their Knights.

Use the GM Sheet included in this game to record the values of the Sword and the Skull along with the Deterioration and Challenge Points for each. This will make an easy reference item for you during play.

Creating a Knight is fairly simple. There are three main parts to a Knight- Arenas, Resources, and Destiny/Fate. Arenas are how the enemies of the Knight will engage him in conflicts. They are Faith, Loyalty, and Honor. Conflicts of Faith involve the Knight's personal beliefs. Conflicts of Loyalty involve his relationship to the Sword. Conflicts of Honor involve the Knight's conduct including but not limited to combat. The player creating a Knight assigns 1d6 to one

of these Arenas, 2d6 to another, and 3d6 to the last- in order of importance to him or her.

The second part of the Knight is his Resources. Each Knight of the Sword automatically gets as Weapon, a Signet that has a picture of the king's Sword on it, and a religious Icon. The player must assign 1d6 to one of these, 2d6 to another, and 3d6 to the last, again in order of importance to him or her. The players may also give each of their Knights three additional resources. Each of these gets 1d6. Resources are not limited to objects. They can be a Knight's heritage, relationships, beliefs, experiences, or whatever you want the Knight's story to be about. Don't be limited to just adventuring gear. A Knight of the Sword is much more than just that.

The final part of a Knight is his Destiny and Fate. A Knight's Destiny is tied to the Sword's Values. They must be related to at least one of them in some way, but that relationship can be pretty thin. For instance, if one of the Sword's values is "Generosity" then the Knight can have a Destiny of "Becoming a wealthy noble who can then give away a portion of his fortune to help the poor." A Knight's Fate is the opposite of his Destiny. It is tied to the values of the Skull. So if the Skull has a Value of "Destruction" the Knight's Fate may be something like, "The Knight will betray a fellow Knight in the middle of a conflict."

At this point, the Players and the GM should decide how long they want the Knights to last during the campaign. This is done by setting a target number for the Destiny and Fate points. If the Players want to change Knights frequently during the campaign, the number of required points should be set at something low like 3. For a longer stay, setting the target number at 7 or so will keep most Knights in the campaign for the duration but still keep achieving a Destiny or Fate feasible. If the players desire a longer or more epic story, the choosing a high target number like 12 will make reaching a Knight's Destiny quite a feat. If everyone agrees to it, each Knight may have a different target number according to what that Knight's Player wishes to express during play.

Write down all of this information on the Character Sheet provided with this game. The "die number" blanks next to the different Arenas and Resources is where you write the amount of dice you get to roll if you use that item in a conflict. "Die size" refers to the type

of die you use. Shade in the triangle for a d4, the square for a d6, the regular diamond for a d8, the irregular diamond for a d10, and the pentagon for a d12. There is also a space provided for you to describe your Knight's Destiny and Fate and keep track of their respective points.

What is important to note is that the character creation process is actually a conversation. The GM comes to the other players with the Sword and the Skull and basically is saying, "Here is what I would like to have a story about." The values he or she wrote down are the themes that will be explored during play. When the players rank the Arenas and Resources for their Knights and fill out the Destinies and Fates of their Knights, they are tell the GM, "Here's how we'd like to tell that story." In order for this game to work for everyone, the players must take cues from the GM and the GM must take cues from the players.

How to use the resolution system:

The resolution system for The Sword and The Skull is fairly simple. Every player involved in a conflict will generate a pool of dice, roll them, then go through a process of "placing and matching" to see who wins the conflict. The important part of the resolution system is the narration that accompanies each step along the way.

Initiating a conflict is straightforward. Any time two characters come into contact with different goals that are incompatible, a conflict arises. The GM or the Player may declare at any time they are initiating a conflict with another character or with a setting element. That conflict can either be accepted or declined. Characters that decline leave the scene entirely and cannot be pursued. If a conflict is accepted, then everyone involved will make a Declaration what their characters want as a result of the conflict and then generate their dice pools. IMPORTANT: all Declarations must not exceed the scope of the people and places involved in the conflict. So, a Player or GM cannot say their character "slices the world in half" unless there is some means of slicing a planet in twain at hand in the game's fiction. As a rule of thumb, keep the conflicts local and focused on who and/or what has already been introduced in the scene. The Declarations phase is a negotiation process and

all those involved must agree to the terms before proceeding to the generation of the dice pools. Therefore, no character can be killed unless that character's player explicitly agrees to it before hand.

The GM and the other players generate their pools differently. The GM, while playing the Skull and his Knights will generate his pool based on two resources: the setting and the Skull's Challenge Points. In the Setting section of this game, you will find that each major area has a number associated with it. That number is its Challenge Value. It represents the inherent danger or difficulty that land possesses. The Skull and/or his Knights get a number of d8's equal to that Challenge Value. So if the Enchanted Forest has a Challenge Value of 4, the GM will get 4d8 as the foundation for his pool. Also, the GM may add an additional 1d8 by spending one of the Skull's Challenge Points. Any number of points may be spent each conflict, but once a point is spent it is gone for good. The Skull can gain additional Challenge Points, but that is covered in the Advancement portion of this game. Just remember, the Skull and/or his Knights get their pools by adding the Challenge Value + the number of Challenge Points that are spent.

Players of the Knights of the Sword generate their pools from the Knight's Arenas and Resources. Whenever the Knight is engaged in a conflict, he or she chooses which Arena (Faith, Loyalty, Honor) that conflict best relates to. He or she also chooses which of his Resources would help him the most. He or she then adds the dice gained from each together and that forms the pool. Just remember, a Knight's dice pool comes from Arena + Resource.

Once pools are formed, everyone rolls their dice. Whoever initiated the conflict then describes what his or her character tries to do and then "Places" one die in in the middle of the table for everyone to see. The value of that die describes how determined the character is to succeed. A low number communicates a lack of interest, a high number communicates a high amount of interest. The other participants who have characters in the conflict then try to "Match" that value by putting one or two dice from their pools next to the original person's die. Matching means that the sum of all dice used to respond to the initial Place must be equal to or higher than the initial die's value. If they do, then the original participant may respond with one or two dice that meet or beat the Match. This

goes back and forth until one or more players in unable to continue. Anyone unable to put forth dice that can meet or beat the last Place or Match is considered to have lost the conflict.

Here is an example. Blackguard, Knight of the Skull is in conflict with Lustigg, Knight of the Sword. The GM rolls a 13477 on his dice. The player rolls a 344356. The GM declared that Blackguard started the conflict, so he says that "Blackguard swings his mighty mace at Lustigg" and then Places a 7. Lustigg's player replies, "But I block it with my axe" and then Matches with an 8 using his 3 and 5. The GM retorts, "I kick at you with my boot" and then Places an 8 using his 1 and remaining 7. The Player replies, "and I block that with my shield" and Matches with a 10 using his 4 and 6. The GM is unable to meet or beat a 10, so Blackguard loses the conflict.

After a conflict is over, several things happen. First, in the example above, you'll notice that there are several dice left over that are unused. They do not go to waste. For each die the GM did not use, the Skull gains one Challenge Point. For each die the Player did not use, his Knight gains one Advancement Die of the same type. So if he does not use 1d4, 1d6, and 2d8 from his Pool during a conflict, he gains 1d4, 1d6, and 2d8 to roll on the Advancement Table later. The effects of Advancement Dice are covered in the Advancement part of this game.

Aside from unused dice, there is the issue of narrating the results of the conflict. The winner of the conflict can get what he/she Declared at the beginning of the conflict.

At any time a Player or GM may Flee. Fleeing a conflict means the character gives up whatever was at stake and then leaves the scene entirely sans pursuit. If a character controlled by the GM Flees, then no Challenge Points or Advancement Dice are generated from unused dice in the conflict. However, if a Knight of the Sword Flees, then all the GM's unused dice are converted into Challenge Points and all the Knight's unused dice are converted into Advancement Dice.

Sometimes, there may be more than just two people involved in a conflict. The typical image of a knight in folklore is that he engages foes in one on one combat. This is not necessarily true of the Knights of the Sword. The Skull possesses many formidable minions

and therefore the Knights of the Sword work more cooperatively when necessary.

If you are in a conflict with uneven sides, then the side with the fewest characters automatically Places. The other side Matches. A character loses a conflict when he is unable to meet or beat one of his opponents.

Designer Note: I had considered making it so that a character only loses if he is unable to meet or beat all of his opponents, but it turns out that I believe such a rule provides a disincentive for the cooperation of characters in conflicts.

The GM generates his pool as normal, but his pool must be divided among all characters he is controlling that are involved in the conflict. Knights generate their pools as normal.

If the sides are even, then characters should be paired up and treated as separate conflicts. That is unless all the Players of the Knights of the Sword announce that they want to work together on a single foe and "ignore" the actions of the rest of the characters in the conflict before Declarations are made. In this case, treat this as a conflict with uneven sides. All dice belonging to characters who are being "ignored" immediately have all their dice converted into Challenge Points for the Skull after the conflict is over. Declarations are not made for those characters prior to the generation of dice pools.

Advancement:

All characters change. This is an inalienable truth. Each Character in The Sword and The Skull advances in a slightly different way.

The Sword advances by losing his Deterioration Points. Each time his Knights complete a quest, one point is erased forever. Creating quests is covered in its own section later in the text. What to do when all Deterioration Points are gone is covered in the Endgame section.

The Skull advances by gaining Challenge Points. Each time the Sword starts his Knights on a new quest, the Skull automatically gains six Challenge Points. As covered in the Resolution section, the

Skull also gets one Challenge Point for each die he does not use during a conflict.

Knights advance according to an advancement table (see below). At the end of a Quest each Player rolls all the Advancement Dice he has hitherto accumulated for his or her Knight and compares the results on the table.

-Advancement Table-

1-3: +1 die size (max d12) to any Arena OR gain 1 new Resource at 1d6.

4-6: +1 die number to any Arena and -1 die size (min d4) to any Resource.

7-12: +1 die number to any Arena and any Resource and -1 die size (min d4) to any Resource OR erase one old Resource and gain two new Resources at 1d6.

13-17: +1 die number and size (max d12) to any Arena and erase one Resource form your sheet.

18-20: Gain 1 new Resource at 1d8.

21-25: +2 die number and size (max d12) to any Arena and erase two Resources from your sheet.

26-29: +1 die number and size (max d12) to one Arena, -1 die number and size (min d4) to another Arena, +2 die number and size (d12 max) to any Resource, and -1 die number and size to another Resource.

30+: +2 die number and size (max d12) to one Arena, -1 die number and size (min d4) to another Arena, erase one old Resource from your sheet, and add two new Resources to your sheet at 1d10.

Designer's Note: I'm not really all that happy with this advancement table. I want there to be both positive and negative consequences for Advancement Dice so characters do not become stale or have a smooth, upward trajectory of advancement like so many other games. In a revision, I may have two tables. One with negative consequences based on the physical number of dice the player rolls and a second with positive consequences based on the sum total of

all the dice the player rolled. This may be a more elegant solution to what I have above.

Knights also advance by gaining Destiny and Fate Points. During any conflict, a player may declare that it is a Destiny Moment. This means that this conflict relates in some direct or indirect way to the Knight's Destiny. Everyone (including the GM) in the conflict gains an additional 2d8 to add to their pool. If the player who declared the Destiny Moment wins the conflict, he gains a Destiny Point. If he loses, he gains a Fate point. The player must then describe how the victory relates to the Knight's Destiny or how the loss relates to his Fate. Achieving a character's Destiny or Fate is covered in the Endgame portion of this text.

How to play:

There are several parts to playing The Sword and The Skull. The first is the quest. A quest is a way to kick the Knights out of the castle and get them acting in the setting. There are six questions that must be answered when creating a quest. Four are answered by the Sword, two are answered by the Knights. The GM's job is to supply the What, Who, Where, and Why. The Players' job is to provide the How and When. Consult the table below for a further explanation of each question.

-The GM's Responsibility-

What: (what object are the Knights to retrieve?)

Who: (who currently has that object?)

Why: (how will the item be used in the Sword's purification process?)

Where: (in what part of that setting is the person who has the object?)

-The Players' Responsibility-

How: (on what terms will the Knights engage the Who in order to get the What?)

When: (will the Knights go straight to the Where or explore their Destinies first?)

It is recomended that the initial Where be in a location with a Challenge Value of 4 or less. Also, the same Where can not be used twice in a row. The Who cannot be the Skull unless it is the very last quest the Sword needs for his purification. Keep in mind it is not at all required that the Skull be used as a Who whatsoever. If the GM does choose to employ the Skull as a Who, it should be considered and epic and memorable Quest.

The quest puts at tension the Knights' individual ambitions and the Sword's commands. The Knights can proceed however they like. There is no deadline for retrieving the What. However, the Knights do not gain any Advancement Dice until they do. If the Knights choose to pursue their Destinies instead of the mission, that is perfectly acceptable. The Players set the pace and direction of the quest.

While on the Quest (whether directly pursuing the What or not), the GM should ask leading questions of the players. For instance, after explaining the answers to the four questions the GM is responsible for, the he or she should ask, "Okay, what do you do? Where do you go?" When the players answer, the GM should ask, "Okay, how do you get there? Do you meet anyone along the way? What do you find?" And so on. The GM should not direct the Players, but instead elicit action out of them.

Players are allowed to add content to the game's fiction at any time. They can introduce people, places, items, conflicts, legends, and so on in order to fit the story they want to tell. The GM is at liberty to do the same. All participants are on an even footing in this regard. If the Players want to happen upon a village, they need only state that they come to a village. If the GM wants there to be a troll guarding the road, he only needs to state that there is one. Everyone should react to the contributions of everyone else while actively and openly negotiating whether or not that contribution fits the fiction of the moment. For the most part, contributions will go uncontested.

At some point, characters will come into conflict with each other or, perhaps, they will come into conflict with the very land itself. In

these instances you will roll the dice. Knowing when to roll dice is important. Only roll when all verbal negotiations within the game's fiction cannot settle a conflict of interest among the characters or challenge posed by the setting. If a problem can be solved verbally, then solve it through dialogue.

Not everything a Knight of the Sword does will be fighting an enemy. Knights can heal the sick, judge legal cases, restore withered crops, tell stories, sing, and offer guidance to the Freefolk. The GM and the Players can introduce Freefolk and their problems, conflicts, and histories as needed. The GM can introduce them as complications to the Knights' Destinies. The Players can introduce them in order to have a Destiny Moment or to earn Advancement Dice. Regardless of the situation whether it is acting as a judge, climbing a mountain, fighting a duel, or tracking a beast, dice pools are generated as normal. The GM draws his from the setting's Challenge Value and the Skull's Challenge Points; the Players draw theirs from their Knights' Arenas and Resources.

In some cases, a Player might want to have his Knight choose to Flee a conflict in order to earn Advancement Dice later on. That is perfectly fine. It is not an act of cowardice, but instead it is an act of planning and foresight.

The Setting:

There are seventeen major locations in the setting of Arathess. These locations are what the GM should use to answer the Where question when creating a quest. Each location has a Challenge Value. This value determines the number of d8's the Skull and/or his followers get in any conflict that is initiated in that location. The Players and the GM are free to introduce new locations if necessary. The default Challenge Value for any new location is 5. The GM may spend a Challenge Point to increase this value by 1 or gain a Challenge Point by decreasing it by 1. Below is the list of the seventeen standard locations and their values in parentheses.

City of Light (2)

City of Shadows (8)

Enchanted Forest (4)

Freeport (4)

Holy Summit (3)

Mountain of Fire (5)

Plains of Elenor (3)

River of Tears (5)

Ruins of God (7)

The Deathly Swamps (6)

The Field of Dismay (6)

The Obelisk (7)

The Petrified Wood (6)

The Skull's Keep (9)

The Sword's Keep (1)

Town of Owin (5)

Town of Smalok (2)

Designer's Note: In a version of this game not limited so much by the 24 hour design period, I would include an evocative description of each location- perhaps a paragraph for each. These descriptions would utilize a great deal of imagery but be light on specifics so the GM and Players could personalize the conflicts and stories they wish to have in these locations.

The Endgame:

There are several endgame scenarios for The Sword and The Skull: purification of the Sword, achieving a Knight's Destiny, and achieving a Knight's Fate. I'll describe these in reverse order.

A Knight's Fate is achieved when he has accumulated enough Fate Points to equal the target number that was set during character creation. As a reminder, Fate Points come only from failing to win a

conflict during a Destiny Moment. Once the target number is achieved, the player then gets to narrate how his or her Knight meets his Fate. Sometimes that Fate may require proper timing (such as a Knight betraying one of his fellows during combat). It is okay to wait to describe his Fate until conditions are right in the game's fiction, but that wait should not be long. After the Fate is resolved the Knight is retired from the game. The player should create a new Knight to play.

The results of achieving a Knight's Destiny are somewhat different. The Knight is not necessarily retired, but can be. A Knight achieves his Destiny when he has accumulated enough Destiny Points to match his target number that was set during character creation. Like Fate, the Destiny should be narrated as soon as possible by the Player after the Knight earns the last required point. At that moment, the Player has a choice. The Knight may continue in the Sword's service or retire. If retirement is chosen, the player should immediately create a new Knight and join play as soon as the character can be introduced.

The third endgame is the purification of the Sword. Once all Deterioration Points have been erased from the Sword's sheet, the Sword is ready to pass on to the next life. He has one last command: destroy his magical sword so it does not fall into evil hands nor bring its curse on a new owner. The Knight with the highest number of Destiny Points is given the sword (GM chooses if there's a tie). That Knight must then travel to the Ruins of God and place the sword back into the Gears of God which is located there. The sword is then destroyed forever.

It's not as easy as that, however. In order to place the sword in the machine, the Knight must overcome the temptation to keep it. The sword is a powerful weapon, one of a kind. It can help its wielder achieve any Destiny. When the Knight arrives at the Gears of God, he enters into a conflict. The GM generates his dice pool as normal but receives a bonus 2d8. The Player generates his pool as normal, except the sword itself may not be used as a Resource for this conflict; instead, it is what's at stake.

Designer's Note: I'm unsure about that last line. Perhaps I should allow the Player to use the sword as a Resource. The thing is, using the sword would decrease a lot of the uncertainty about the conflict

unless the Skull poured a ton of Challenge Points into it. Which is something he could always do, I guess.

This conflict is internal; therefore, all phrasing during the Place and Match portion of the resolution should reference the Knight, his feelings, and his actions. Failure means that he keeps the sword. Success means the sword is destroyed. A Knight is always free to Flee, even in this conflict. Regardless of the outcome, once the conflict is resolved, the Sword (the king) fades into the afterlife.

If the sword is destroyed as a result of the conflict, the game is over and the story ends. If the sword is not destroyed, the Knight may use it as a Resource for the rest of the session to achieve his Destiny or accomplish any other task he desires. However, at the beginning of the next session, the Knight's Player becomes the new GM. He or she should create a new Sword based off his or her Knight with a number of Deterioration Points equal to the number of participants still at the table (the original GM makes a Knight and becomes a Player). That Player may also create a new Skull or continue with the original Skull with all his remaining Challenge Points still in tact. The quests then begin anew.

The Sword's sword and the Skull's skull:

The two items that lend their names to the two kings are powerful artifacts. If used, either one makes its wielder quite formidable in battle. The sword has a dice number and size equal to 7d12. The skull is worth 6d8. The sword can only be used by a Knight after all quests are finished as described in the Endgame section. The sword has been forever cursed by the Skull, however, and makes the wielder mortally ill. Only by accruing holy relics can he cleanse himself and pass on to the afterlife. The skull can be used any time by the Skull himself any time he comes into direct conflict with one or more Knights. These are bonus dice in addition to the normal dice the GM gets from the setting and Challenge Points.

Starting Play:

Play begins with character creation. The GM should have the Sword and the Skull fleshed out and ready to go. The other participants

should then create their Knights. Once that is done, you're ready to begin the first quest.

The GM should look over the Knights' sheets and from that generate the What, Who, Why, and Where for the first Quest. The Players are then free to explore the world as they desire.

Final Advice:

The best advice I can give is to listen to your fellow participants and glean from them what they want to see in-game. Build on the contributions of others and do not hold back your own contributions. You are empowered to write your story.

Special Thanks:

A big thank you goes out to Ron Edwards for his 2011 Ronny Awards contest for which this game was submitted. Also I must thank Matt Snyder, Vincent Baker, and Emily Care Boss for writing great games that inspired many of the mechanics you find here in The Sword and The Skull.

Character Name: _____   Destiny Pts: _____

Player Name: _____   Fate Pts: _____

Arenas   Die Number: Die Type:

Faith: _____ △ □ ◇ ◇ ⬠

Loyalty: _____ △ □ ◇ ◇ ⬠

Honor: _____ △ □ ◇ ◇ ⬠

Resources	Die #:	Die Type:		Die #:	Die Type:
_____	____	△ □ ◇ ◇ ⬠	_____	____	△ □ ◇ ◇ ⬠
_____	____	△ □ ◇ ◇ ⬠	_____	____	△ □ ◇ ◇ ⬠
_____	____	△ □ ◇ ◇ ⬠	_____	____	△ □ ◇ ◇ ⬠
_____	____	△ □ ◇ ◇ ⬠	_____	____	△ □ ◇ ◇ ⬠
_____	____	△ □ ◇ ◇ ⬠			△ □ ◇ ◇ ⬠

Destiny: _____

_____

_____

Fate: _____

_____

_____

Sword's Name:

GM's Name: Deterioration Points:

Three Values:

1: _____

_____

2: _____

_____

3: _____

_____

Skulls Name:

GM's Name: Challenge Points:

Three Values:

1: _____

_____

2: _____

_____

3: _____

_____