

<p>Character creation:</p> <p>Note three things that define your character. It doesn't have to be an ability, it can be an item or anything that tells something important about your character.</p> <p>One must be a supernatural thing. It should be something subtle.</p> <p>Influencing flames is better than throwing fire balls.</p> <p>One must be a mundane thing, often this will be your job, but it can be anything not supernatural.</p> <p>The third descriptor is not restricted, choose whatever you like.</p>	<p>Playing the Game:</p> <p>You will need a deck of tarot cards and two kind of tokens, two different collors of glass beads should be fine. Each player and the GM get three of each kind.</p> <p>The two kind of tokens represent success and failiure. Whenever you want to achive something you need a descriptor and a token. Hand the token over to the person you are acting against and describe how you succeed or loose by this descriptor. Most times you will hand it to the GM or vice versa. The other player may object before you describe the action. In this case you have to take one of both kind of tokens and place</p>	<p>them in your fists. The other player chooses a hand and you describe the result as if you had choosen this token yourself normaly. You can only use the tokens you have. If you only have failure tokens you can only win if another person chooses to fail by giving you a failure token. So be carefull.</p>	<p>The prophecy</p> <p>There are may things that are not covered by the descriptors you chose. They can only achived by your prophecy.</p> <p>At the beginning of the game every player gets a random tarot card and places it befor him or her.</p> <p>Read the meaning of the card and think about how this prophecy can influence the story. You can choose the prophecy the same way you use a descriptor. The only differece is that the token is not handed over to the other player, but is placed on the tarot card.</p>
<p>Prophecy</p> <p>"The future can not be altered."</p> <p>explained Keeton to people who where now sitting at his table.</p> <p>"There are people who can see a glimpse of that future. Maybe you dream about it, maybe you draw cards or read the stars. It is not important how you do it. The only thing that matters is what you are going to do with your abilities." He took a sip of his cup of tea. "Always remember that you might be able to see the future without understanding it. And remember that the future can not be cheated. Oh, and be carefull when you meet a dragon."</p>		<p>GM rules</p> <p>Normal NPCs don't have descriptors. The GM chooses the result by handing over a token but only if no player wants to play a token.</p> <p>Therefore the players will allways be more influental than the normal NPCs.</p> <p>The antogonist has three descriptors, like a player and these descriptors are more powerfull than the descriptors of a player. If the GM chooses a descriptor the player can not overcome it like he can with normal NPCs.</p> <p>The only way to overcome a descriptor is by using a prophecy. This counts for both, PVP and PVE.</p>	<p>Fulfilling a prophecy</p> <p>When there are five tokens on a prophecy the prophecy is fulfilled. You get your tokens back hand the card over to the GM and draw a new one. The fulfilled prophecy will be a plothook in the story. Check how many of each kind of tokens are placed on the cards. If the failure tokens outweigh the success tokens the plothook will be positive and vice versa. So if you failed often you will be rewarded and if you succeeded often you will now have to pay. The more one kind of tokens outweighs the other the more grave the result.</p>