

## DESCRIPTION

## ASPECTS

*main concept*

*what sets you apart, the dark threat*

*something a little special? a problem?*

*a power?*

*a weapon or tool? an organization? roots?*

## STRESS & CONSEQUENCES

2	2	2
---	---	---

2 *mild*

4 *moderate*

6 *severe*

## APPROACHES

POWERFUL

CAREFUL

SWIFT

SMART

SNEAKY

CHARMING

## NOTES

## GEAR

## REFRESH

FATE  
POINTS



NAME

*the wise*

## WISE MOVES

Take one at the start of the game.  
Take another when you hit a personal milestone, but not more than one per session:

- I was left for dead or disappeared
- I gained military or political influence

---

○ VOICE OF A WIZARD - when I speak with wizards or Wisemen I gain a +2

○ JUST THINK ABOUT IT - when I reason about something and do it careful or smart, I get a +2 once per session

○ LISTEN TO ME - when I give advice, if a character does as I say, they get a +2 to do it, once per session

○ BOOKS OF LORE - when I can consult one of the books I always carry with me, I get a +2 to do something careful or smart or magical

○ PROTECTION FROM MAGIC - when I resist magic or some supernatural power, I take a +2, once per session

○ SPHERES OF MAGIC - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Wise Move, you can also (pick one):

- \* Switch the score of two approaches
- \* Change an aspect that is not the main one
- \* Change one Wise Move for another Wise Move
- \* Take a new Wise Move but reduce your refresh of one

## MISSION MOVES

Take one at the start of the game.  
Take another when you hit a milestone for your mission, not more than one per session:

- I helped the hero to accomplish ...
- I mentored the hero to ...

---

○ TROUBLES FOR A WIZARD - when I get in trouble because of my powers, I can make up a boost for free, once per session

○ COMFORT WORDS - when I give comfort to a character, I can remove them a spiritual mild or moderate conseq., once per session

○ HEALING - once per session I can heal a consequence of someone else by taking it on me, of the same level

○ RETREAT - when I suggest a retreat, all actions to do it gain a +2, once per session

○ I'LL DISTRACT THEM - once per session, when I create a diversion, others gain a +2 to their next action

○ SPHERES OF MAGIC II - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Wise Moves
- \* Clear a consequence that you had for at least an entire session, and describe how
- \* Take another Mission Move but reduce your refresh by one

## DARK THREAT MOVES

Take one at the start of the game.  
Take another when you hit a milestone against the dark threat, not more than one per session:

- I abused my powers or renounced some
- I was seriously hurt (consequence of 4+)

---

○ WITH THE HERO - when fighting alongside the hero, I inflict 1 shift more of harm

○ AGAINST THE DARK - once per session, when I create an advantage against the dark threat or its emissaries, it counts as +3

○ I KNOW WHAT TO DO - when I take the lead, I create an aspect, but without free invoc.

○ NOT GIVING UP - when I suffer harm from the dark threat or its emissaries, I can mark it here as a stress box of 3. It clears only at the end of the session, though

○ MAGIC REACTION - when I react with magic without being careful, I take a +2 once per session

○ SPHERES OF MAGIC III - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Dark Threat Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Wise Moves
- \* Increase your refresh by one (you can spend it, but only now, for a Move of any group)
- \* Take another Dark Threat Move but reduce your refresh by one

## DESCRIPTION

## ASPECTS

*main concept*

*what sets you apart, the dark threat*

*something a little special? a problem?*

*a power?*

*a weapon or tool? an organization? roots?*

## STRESS & CONSEQUENCES

2	2	2
---	---	---

2	<i>mild</i>
4	<i>moderate</i>
6	<i>severe</i>

## APPROACHES

POWERFUL

CAREFUL

SWIFT

SMART

SNEAKY

CHARMING

## NOTES

## GEAR

## REFRESH

FATE  
POINTS



NAME

*the wise*

## WISE MOVES

Take one at the start of the game.  
Take another when you hit a personal milestone, but not more than one per session:

- I was left for dead or disappeared
- I gained military or political influence

---

○ VOICE OF A WIZARD - when I speak with wizards or Wisemen I gain a +2

○ JUST THINK ABOUT IT - when I reason about something and do it careful or smart, I get a +2 once per session

○ LISTEN TO ME - when I give advice, if a character does as I say, they get a +2 to do it, once per session

○ BOOKS OF LORE - when I can consult one of the books I always carry with me, I get a +2 to do something careful or smart or magical

○ PROTECTION FROM MAGIC - when I resist magic or some supernatural power, I take a +2, once per session

○ SPHERES OF MAGIC - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Wise Move, you can also (pick one):

- \* Switch the score of two approaches
- \* Change an aspect that is not the main one
- \* Change one Wise Move for another Wise Move
- \* Take a new Wise Move but reduce your refresh of one

## MISSION MOVES

Take one at the start of the game.  
Take another when you hit a milestone for your mission, not more than one per session:

- I helped the hero to accomplish ...
- I mentored the hero to ...

---

○ TROUBLES FOR A WIZARD - when I get in trouble because of my powers, I can make up a boost for free, once per session

○ COMFORT WORDS - when I give comfort to a character, I can remove them a spiritual mild or moderate conseq., once per session

○ HEALING - once per session I can heal a consequence of someone else by taking it on me, of the same level

○ RETREAT - when I suggest a retreat, all actions to do it gain a +2, once per session

○ I'LL DISTRACT THEM - once per session, when I create a diversion, others gain a +2 to their next action

○ SPHERES OF MAGIC II - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Wise Moves
- \* Clear a consequence that you had for at least an entire session, and describe how
- \* Take another Mission Move but reduce your refresh by one

## DARK THREAT MOVES

Take one at the start of the game.  
Take another when you hit a milestone against the dark threat, not more than one per session:

- I abused my powers or renounced some
- I was seriously hurt (consequence of 4+)

---

○ WITH THE HERO - when fighting alongside the hero, I inflict 1 shift more of harm

○ AGAINST THE DARK - once per session, when I create an advantage against the dark threat or its emissaries, it counts as +3

○ I KNOW WHAT TO DO - when I take the lead, I create an aspect, but without free invoc.

○ NOT GIVING UP - when I suffer harm from the dark threat or its emissaries, I can mark it here as a stress box of 3. It clears only at the end of the session, though

○ MAGIC REACTION - when I react with magic without being careful, I take a +2 once per session

○ SPHERES OF MAGIC III - take two magic spheres and enough True Gold for 3 spells per session or Wicked Silver for 4 (mark now which one)

Sphere:                      Sphere:  
Uses this session:

---

## ADVANCEMENTS

When you fulfill a requirement and take a new Dark Threat Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Wise Moves
- \* Increase your refresh by one (you can spend it, but only now, for a Move of any group)
- \* Take another Dark Threat Move but reduce your refresh by one

## MAKE YOUR WISE

As the Wise, you will be the one clarifying their purpose to the Hero, and supporting and guiding them in their fight against the Dark Threat. If you keep playing after the first campaign, you might tune your character to move forward, beyond the defeated Dark Threat.

But right now, you're going to be the one that keeps the other characters together, the one that supports and guides them, the one with the wisdom and the magic necessary for this fight.

Select your playbook (female or male, they're the same, just with a different illustration) and begin the creation process.

ASPECTS: when you pick **your first aspect** (the main concept of your character) you should give it a clearly magical, wizard feel. For example, valid aspects would be:

- \* the best apprentice of Ghruhalf the Grey
- \* a wandering wizard with great talents
- \* a wizard who doesn't follow the rules
- \* outlaw wizard with no respect for authority
- \* an old wizard looking for a new enemy

When you select **your second aspect**, here is where you make a twist. This aspect contains not just something about your wise, but also something about the dark threat that you will oppose.

It is important that this aspect sets you apart from any other wizard: you are the one with the responsibility to guide the battle against the dark threat, to support the hero, to keep the group together. Note that this aspect can evolve later on, if your quest demands it. Use rules for advancements for that.

Examples for the second aspect:

- \* chosen to restore the balance
- \* can see the Shadows at work
- \* custodian of the Lost Order of the Blade
- \* dreams about a dark future
- \* scarred by the evil Dark Threat

This aspect, even if you don't decline it as a problem, **will nevertheless be a problem**. This is the cause for your interest in the Dark Threat, the root of your knowledge, what will force you to leave your previous, wizardry life.

For your third, fourth and fifth aspect you can basically select rather freely, **but you must** (if you didn't already) give a minimum of a background to your character (for example if he lived in the Eternal City, or wandering in the territory of the Seven Nations, connections to guilds, orders of wizards, and so on).

If you think the first and second aspect do not give the GM enough to work with **to compel your character**, go ahead and select now as your third aspect something a little special, that sets you apart from those like you; a problem, something that doesn't quite fit (and that would be an issue even without the dark threat and your destiny to fight against it). If you give nothing to the GM to compel, you reduce your chances of gaining fate points.

For the fourth and fifth aspects consider some special power (or a sphere of magic) your character has, or maybe a special piece of gear, a magic staff, or also a connection to an organization, or something about your roots.

At the start, though, you must define the first and second aspect, and you can freely add the other three **during the game**.

Give your APPROACHES the following values (distribute them as you want but smart and careful must be at +1 or more):

**+3, +2, +1, +1, -1, -1**

You can give the scores now, or define them freely **during the game** when you use them. At the start, select one move for each of the sections.

You start with a standard REFRESH of three, and with three MOVES.

Moves, as described also in the playbook, are taken one from each of the three columns. As for the aspects, you can make up your own moves (stunts), as long as the GM approves them, not just stick to the suggestions.

And as for aspects and scores of approaches, you can decide what to take also **during the game** if you didn't pick all three at the start.

ADVANCEMENTS: during the game, but **not more than once per session**, you can add a new Move, if you have fulfilled one of the requirements.

- \* Read the requirements as quite restrictive, not as an fast way to empower your character
- \* If you fulfill more than one per session, pick the one less likely to repeat, and mark that one
- \* You can mark only one per session, not one for every group
- \* You can take one and only one new move per session, not more
- \* Finally, when you take a new move, you also make also one **and only one** of the other advancements that are available in the given section

## ONE PAGE RULES SUMMARY

For EVERY ACTION, such as: Create an advantage, Overcome, Attack and/or defend, roll 2D6, a white one and a black one.

SUBTRACT BLACK FROM WHITE for a result between -5 and +5.

Add the score of the RELEVANT APPROACH.

Add the score of all RELEVANT MOVES (stunts) if applicable.

TARGET NUMBERS are typically:

- 1 for trivial
- +1 for fair
- +3 for serious
- +5 for hard
- +7 for epic

To improve your result:

- \* INVOKE AN ASPECT (of your character, of the situation, etc.) for one fate point: add +2

- \* THE SAME ASPECT can be invoked only once per roll, unless from a success with style

- \* GET SOME HELP: +1 for every character helping

- \* CREATE AN ADVANTAGE with a separate action before the main roll, or use a previously created advantage: +2 for every advantage

### FATE POINTS

---

Start every session with a number of Fate Points equal to your Refresh. If you had more from the previous session, keep that number.

- \* spend a fate point to invoke an aspect
- \* spend a fate point to determine a fact in fiction, at your advantage
- \* gain a fate point for accepting a compel for an aspect at your disadvantage
- \* gain a fate point for conceding a conflict, and a fate point for each consequence suffered

### CREATE AN ADVANTAGE

---

FAIL: create or discover no aspect; the GM creates an aspect against you with a free invoc.; an existing aspect turns against you with a free invoc.; success at hard price

TIE: create or discover the aspect, but it's just a boost; or an existing aspect get a free invoc.

SUCCESS: create or discover the aspect with a free invoc.; add a free invoc. to an existing one

WITH STYLE: create or discover the aspect with two free invoc.; add two free invoc. to an existing one. Invoke twice in the same roll

### OVERCOME

---

FAIL: success at hard price; or just fail

TIE: success at minor cost

SUCCESS: accomplish your goal

WITH STYLE: accomplish and gain a boost

### ATTACK/DEFEND

---

FAIL: suffer harm for missing shifts; if only defending the GM also gains a boost

TIE: inflict one harm or gain a boost, and the same for the GM against you

SUCCESS: inflict your harm for shifts or defend completely

WITH STYLE: inflict your harm for shifts or one less to gain a boost or two less to create an aspect with a free invoc.; if defending only you create a boost

An ASPECT remains and can be invoked again by paying a fate point.

A BOOST goes away after its invocation.

A SUCCESS WITH STYLE is 3 shifts or more.

A TIE is like 0 shifts.

### CHALLENGES

---

Proceed roll by roll. On a tie or success, move to the next step. On a success with style, take a boost (+2) to the next step.

A failure might compromise the full challenge.

### CONTESTS

---

Compete but not in a conflict; without harm.

In every turn, each one rolls the appropriate overcome action. The highest result gets one victory; two victories if it was a success with style - with three or more shifts. A tie will cause a twist to be introduced by the GM.

The contest ends at three victories.

### CONFLICTS

---

Action order:

- \* physical: Swift; tie-break w/Sneaky, Powerful
- \* non-physical: Smart; Charming, Careful
- \* characters go before NPCs and monsters if they attack first; otherwise the GM goes first

In your turn:

- \* Move of one zone without obstacles for free
- \* Take one or two simple actions
- \* Make an action that requires a roll
- \* Defend once for free (without bonus)

In your turn you can make one action w/roll:

- \* Create an advantage
- \* Overcome an obstacle; incl. moving of more than one Zone or to a near Zone w/obstacles
- \* Attack one, or go full defense (+2)