DECLAN L’ESTRANGE
MYTHOS-1 • LOGOS-3

LIVING IN A DREAM

ADAPTATION
Mystery: “WHO IS GUIDING THE DREAM?”

The world around Declan changes like a dream, he can open a door at home and find himself in a marketplace or suddenly become invisible without warning.

POWER TAGS
Mysterious reality, bending Subconscious reaction speed Promonitions

NEW POWER TAG OPTIONS
Astral projection Mold physical objects Enter someone else’s dreams

WEAKNESS TAGS
No conscious control of dreams

DUBIOUS ANTIQUES DEALER

ADAPTATION
Occupation: Dwarf

IDENTITY:
“The ancients knew something and I’m going to find out what.”

Declan searches after ancient artifacts or texts that will explain the mysterious force that guides him. To do so, he has set up a thriving antiquities dealership.

POWER TAGS
Archaeologist Smuggling Business connections

NEW POWER TAG OPTIONS
History Muggle Navigating Disabling security systems

WEAKNESS TAGS
Black market heat

GUNSLINGER

ADAPTATION
Training:

Identity:
“I CAN’T LET DANGER RUIN ME ON MY SEARCH FOR THE TRUTH.”

Declan’s line of work has put him in some sticky situations before, so he always packs a pistol or two, with custom ammo created by a talented associate.

POWER TAGS
A good shot Adhesive foam ammo Gunfighting stunts

NEW POWER TAG OPTIONS
Explosive ammo Quad-gun extention Tactical coordination

WEAKNESS TAGS
Weapon jam

BEEN AROUND

ADAPTATION
Personality:

Identity:
“IN THE END, I CAN ONLY RELY ON MYSELF.”

Declan has learned to survive in a world of horror and danger. He needs others but he keeps a close look on those few he works with.

POWER TAGS
Rugged Authoritative Good Judge of character

NEW POWER TAG OPTIONS
Light sleeper Leadership Common sense

WEAKNESS TAGS
Distrustful

HOW TO PLAY

TAKING ACTIONS
1. Imagine: what your character is doing.
2. Choose a move: Moves determine the outcome of your character’s actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
   • to seek answers to burning questions or gain information, you Investigate.
   • to talk, threaten, or soothe someone into doing something, you Convince.
   • to avoid a hit, endure harm, or resist an influence, you Face Danger.
   • to make a clear shot at something, you Hit With All Your Marbles.
   • to overcome someone or something in a struggle for control, you Go Toe to Toe.
   • to do something discretely or deceptively, you Sneak Around.
   • to perform a feat of daring, you Take a Risk.
3. Count tags: Tags improve or impede your actions. Count the power tags which directly support your action. Subtract weaknesses tags which directly interfere with your action (the MC can also Name them). The result is your POWER.
   (For every weakness tag you get a -1 point, mark Attraction on the battle counter which is styled this helps you play better)
4. Apply statuses: Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status sheets. To resolve status that directly supports your action, add the highest tier among those in your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.
5. Roll: Roll two six-sided dice (2d6) and add your Power. If the result is:
   • 10 or more (10-12) - It’s a great success!
   • 7 - 9 (3-6) - You succeed, but with complications.
   • 6 or less (1-2) - You fail and the MC makes a move.
   Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS
When you mark three Attraction on a theme, reset it to zero and choose one improvement for that theme:
   • Choose a new power tag
   • Remove a weaknesses tag
   • Remove one Crack or Fade
   • Reduce the theme’s Identity or Mystery (within the theme)
   (In the full version) I choose a special move from your Themerbook
   (In the full version) Gain Evolution points for more dramatic improvements.

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