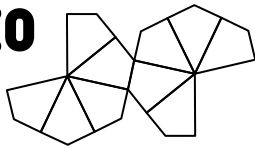


DIE ARCHETYPE SHEETS (Full Versions)

Print if you want to use the full range of archetypes' powers.

THE NEO

CLASS DICE: D10

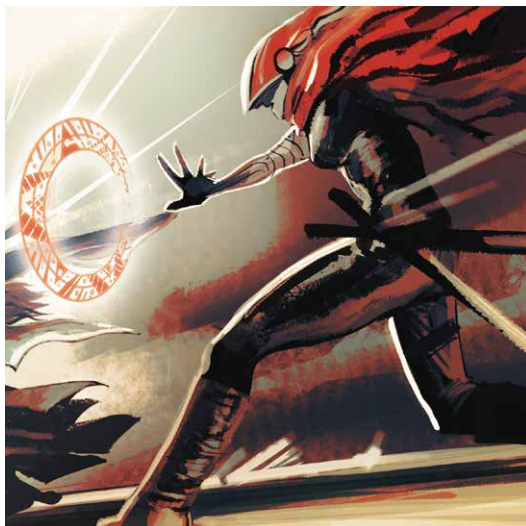


Adventurers' lust for gold makes them all thieves, which makes the prejudice against rogues a little odd. They *all* do it. But everyone knows why people are suspicious about Neo...

The Neo's magical technology needs to be activated by Fair Gold every day. It disappears every dawn. If they can't find enough then all their gifts means nothing. They chase it. Some practically, some obsessively, most selfishly.

Adventurers all want gold but only Neo need it.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc. 	<u>DEXTERITY</u> Dodging, ranged combat, initiative, etc. 	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, willpower, etc. 	<u>INTELLIGENCE</u> Specific knowledge, perception, etc. 	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

You start with all the following:

- A Dagger (or any pointy thing which stabs)
- Another Close Weapon (short sword, a second dagger or _____)
- A Ranged Weapon (shortbow, crossbow, pistol or _____)
- Leather Armour (Defence 1)

YOUR LOOK

Choose **one** of the following:

- Black Leather, studs and chrome
- White leather, bleach and catsuits
- Billowing black cloak and sinister scarlet eyes
- Exposed metallic exoskeleton and vat grown muscle
- Your own idea: _____


DEFENSIVE STATS

GUARD (Guard = Dexterity) RESETS AT START OF COMBAT	HEALTH (Health = Constitution) LOSE GUARD BEFORE HEALTH
DEFENCE (Set from Equipment) DIFFICULTY TO BE HIT	WILLPOWER (Wisdom x2) EMOTIONAL RESILIENCE

GIFTS OF THE FAIR

You always have an **AI system** and ability to access the Fair Field.


In addition, select **three** cybernetic gifts. Each is a tool which, as with other stated abilities, allows you to do anything that the gift would logically let you do. However, each must be activated with Fair Gold before it can be used.

Gun Active 
(Replaces Ranged Weapon from Equipment. As in, can be fired as a normal gun before being activated.)
You are in possession of an arcane gun, gifted to you from the Fair.

Define its appearance: -----

Choose one of the below. When activated, you gain this special ability on its attacks.


- Explosive (Special:** apply individual hit – not whole attack – to another target in the vicinity.)
- Homing (Special:** this individual hit – not the whole attack – bypasses Guard.)
- AI-Aided Targeting (Never** has any disadvantages on a hit roll.)

Energy Blade Active 
(Replaces close combat weapon from Equipment. As in, can be used as a normal blade before being activated.)
You have a searing energy blade, Luke Skywalker. You may use Dexterity for its dice pool instead of Strength.


Define its appearance: -----

Choose one of the below. When activated, you gain this special ability on its attacks.


- Intangible (Special:** this individual hit – not the whole attack – bypasses Guard.)
- Searing: (Special:** if hit wounds, ignites target causing 1 wound per round until extinguished.)
- Neurosleep: (Special:** target is hit by a sedative. If number of times they are hit by a sedative ever equals their constitution, they fall into a natural sleep.)

Stealth Field Active 
You can become virtually invisible at will. You will not be noticed unless someone is actively searching for you, and possibly not even then. You're basically the Predator.

When activated:
It's hard to hit someone you can't see. Gain +1 defence.

Teleporter Active 
You can make short scale teleport jumps - 1-5m. These can be chained. Yes, you're Nightcrawler from the X-Men.

When activated:
It's hard to hit a teleporter. Add one disadvantage to any attempt to hit you.

Pet Active 
You have an awesome cybernetic pet.

Choose what animal it is: -----

Choose what its personality is like: -----

When activated:
Gain advantage on any task the animal could feasibly help with. It is also autonomous, capable of following instructions. Its defence value is the same as yours. If it suffers a wound it dematerialises, and reappears beside you. The wounds are transferred to the Neo.

THE GOLD OF THE FAIR

Each of your three cybernetic gifts start the game deactivated, unable to use their special abilities. A single piece of Fair Gold is required to activate each one for the rest of the day. You'll find a slot, likely in the back of your neck, where you can insert the coin.

What's "Fair Gold"? You'll know it when you see it. Ask your AI if you get stuck.

You will be passed tokens to keep track of how many pieces of Fair Gold you possess.

FAIR FIELD

As a core part of your enhancements, you're able TO access the magical Fair Field which connects many technological magics in the world of Die. You are able to interact with and subvert it. Imagine being a hacker in a fantasy world. Look for places where you can interact with the arcane technology.

The dice pool is based on your **Intelligence**. If you succeed against the difficulty, you bypass the problem. The dice pool has a **Special**: subvert the system according to your will for one action.

For example, the Neo faces a Fallen - a being which they can interact with via the Fair Field. The GM sets a difficulty of 2 to try and hack it. The Neo rolls three successes, one of which is a 6. The Fallen freezes and, with the 6, the player activates the Special, causing the Fallen to turn on its allies.

Once more, do feel free to ask your AI questions.

THE D10

Add the D10 to any dice pool when trying to achieve a task an active Gift would be of use in achieving.

As well as the normal meaning of the number (as in, a 4+ is a success, a 6+ can activate a special) if the result is a 0 (or, if the D10 you're using has a 10 rather than a 0, a 10), the Gift uses up its charge. It deactivates and will require another Fair Gold to reactivate.

OVERCHARGE

All the Fair Gifts are capable of higher performance if fueled with extra gold. This is called Overcharge. A gift must be activated before it can be overcharged.

Say what you wish your equipment to do. The GM will set a cost in gold to achieve the task. On average, a single gold is enough to change one of the limitations.

For example, using the Teleporter to teleport the whole group a short distance would be one gold. Using the teleporter to transport yourself a long distance would be one gold.

If you wish to proceed with the task, you spend the gold, and take one coin and flip it.

If it's Heads, it works. If it's Tails, something goes amiss.

THE DICTATOR

CLASS DICE: D4



You read a sad story. You cry. Do you think that's sinister, as if someone has taken over your emotions? Of course not. That's just what art is. Anyone who's ever met a Dictator would disagree.

By performing, they alter other people's emotional states. Dictators play people like a musician plays a harp. They can pluck the strings. They can snap them.

In D&D terms, they are like Bards, if everyone was fucking petrified of bards.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc. 	DEXTERITY Dodging, ranged combat, initiative, etc. 	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, willpower, etc. 	INTELLIGENCE Specific knowledge, perception, etc. 	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

You start with the following:

- The Dictator's Clothes (Defence 1)

In addition, choose one of the following options:

- A Rapier (Use Dexterity instead of Strength for its dice pool. **Special:** recover one Guard.)
- A Dagger and a Ranged Weapon (bow, pistol) including ammunition
- Magical Death Touch (May use Dexterity instead of Strength for its dice pool. This weapon is concealed and cannot be disarmed.)

YOUR LOOK

Choose one of the following:

- Austere, severe angular outfits
- Flamboyant, straight out of a stage show
- Spectacular eveningwear
- Your own idea: _____

DEFENSIVE STATS

GUARD (Guard = Dexterity) RESETS AT START OF COMBAT	HEALTH (Health = Constitution) LOSE GUARD BEFORE HEALTH
DEFENCE (Set from Equipment) DIFFICULTY TO BE HIT	WILLPOWER (Wisdom x2) EMOTIONAL RESILIENCE

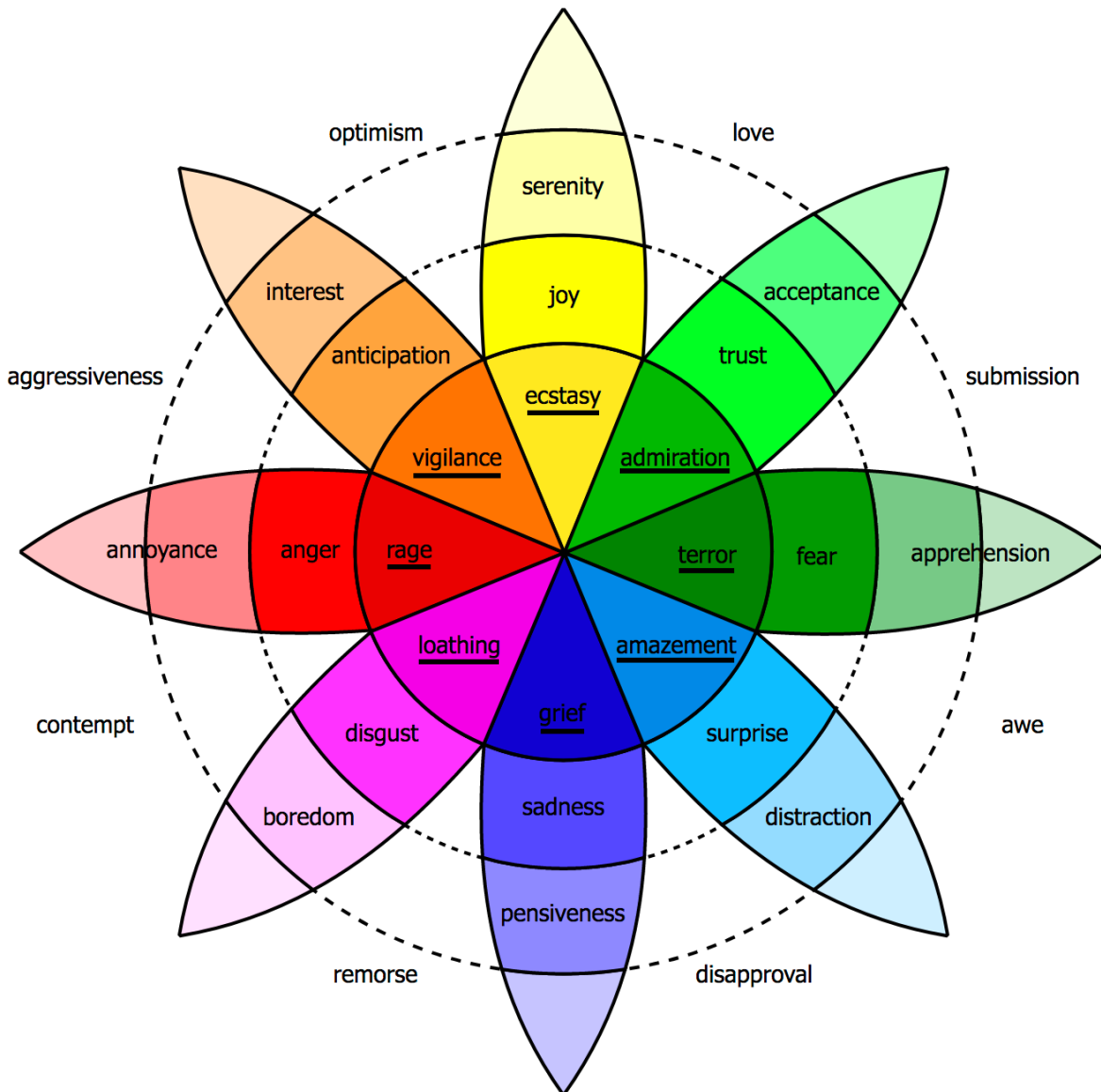
BUILDING YOUR EMOTIONAL PALETTE

This is a character class that has questions of consent buried right in the heart of it. You're the character class who is most likely to prompt an X card, especially if you start to use your emotional control abilities on an unwilling player (assuming a thing is even possible in your game). Read the room.

Every artist has their favourite themes. Look at the Emotion Wheel below. Choose four of the spokes.

Write your four choices below (each spoke's core emotion is shown underlined, and that's what you should write below):

- 1) _____
- 2) _____
- 3) _____
- 4) _____



(The Wheel of Emotions was created by Professor Robert Plutchik in 1980. This Wheel is from Wikipedia's entry on the Wheel of Emotions, which is public domain. Hurrah for Wikipedia! We're working on our own version at the moment.)

THE VOICE

When you control emotions, you merely speak commands aloud. But something gives you away and people know exactly what you are. What is it?

- Strange facial scars (possible to whisper, visibly obvious)
- Demonic, loud voice (impossible to whisper, not visibly obvious)
- Strange smells emerge from your mouth (not visible, scent lingers)
- Something else: _____

PERFORMING WITH YOUR D4

If you want to try and influence another character, you roll a dice pool including your D4 (see next section). Note the results solemnly, and ceremonially pass the D4 to the affected player. Their character is now being influenced by your abilities.

If you want to use your powers on someone else, you must first reclaim the D4. You can do this instantly, and doing so ends that previous compulsion.

The Dictator is left to think of clever uses of all these emotions - the useful formula is choosing an emotion and a target.

For example, "Fear" and "me" could lead to someone running away from you. Or it could lead to their heart exploding in sheer terror. Go read the Emotion Scale section opposite and see what you're getting into.

To create a compound emotion - as in, an emotion that lies between two of the spokes - you must possess and use the two emotions beside them. So, to actually make someone fall in love, you must have Joy and Trust emotions.

These emotions, while magically created, are real. While the target is likely aware that you have done this to them, it doesn't make the emotion any less real.

THE EMOTION CONTROL DICE POOL

The Dictator is incredibly powerful. That's the problem. While other characters struggle to gain enough successes, the Dictator's problem is ensuring their powers actually do what they want them to do.

While your Emotional Control is a Charisma dice pool, it is NOT calculated like normal. The number on the D4 is the number of successes. Each other success you roll in the dice pool allows you to modify that, with each success allowing you to increase or decrease by one. You don't need to use all your successes.

RESISTING YOU

Someone's emotional resistance is measured by their Willpower. Willpower is double a character's Wisdom, so an average character has 4. In a combat situation, you'll need to match their Willpower to permanently remove them from the combat, one way or another.

A character with high Willpower will not be entirely overcome unless you match or exceed their Willpower in successes, but they will certainly be influenced by the emotion. The stronger the emotion, the bigger the effect.

EMOTIONAL SCALE

The final number of successes is intensity. It's rated on this scale. You may note the Emotion Knight player also uses this scale.

- 1 - You feel it enough to influence you.
- 2 - You feel it intensely. It's hard to do anything not related to it.
- 3 - Feeling it as intensely as most people ever feel it, except in extremis. Active compulsions.
- 4 - If we're talking love, more than you love your partner.
- 5 - All consuming obsession. Often the further reaches of madness.
- 6+ - Supernaturally intense emotions beyond anything in reality.

If it matches or exceeds a target's Willpower, in terms of effect, anything beyond 6 is very much in the GM's control. Expect fireworks. Like all creators, while you can aim to have a certain effect on an audience, the audience will respond in their own way.

CRITICAL FAILURE

If you roll a critical failure, you are unable to remove this emotional state. It's permanent. You've broken someone. Oh dear.

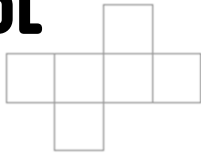
A LITTLE EMOTIONAL NUDGE

If a Dictator has possession of their D4, and is in a situation where any subtle emotional manipulation may give them an edge, they may roll the D4 as part of their dice pool. The D4, rather than counting as a dice, can be used to increase any one dice in the dice pool by the amount the D4 rolls. It's cute to put the D4 on top of the Dice you're boosting, like a little hat.

There's not much cute about your character, so enjoy it while it lasts.

THE FOOL

CLASS DICE: D6



Always look on the bright side of life.
 Always look on the bright side of life.
 Always look on the bright side of life.
 Always look on the bright side of life.
 And if I don't things will be worse.

Fools rush in... and their friends have to deal with the consequences.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

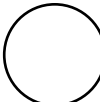
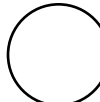
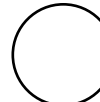
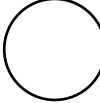
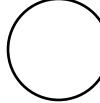
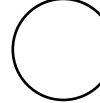
For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

<p>STRENGTH Physicality, hand-to-hand combat, etc.</p> 	<p><u>DEXTERITY</u> Dodging, ranged combat, initiative, etc.</p> 	<p>CONSTITUTION Health, amount of damage you take, etc.</p> 
<p>WISDOM Understanding, willpower, etc</p> 	<p>INTELLIGENCE Specific knowledge, perception, etc.</p> 	<p><u>CHARISMA</u> Personal skills, attractiveness, etc.</p> 

EQUIPMENT

Whatever you wish to wear, it always counts as Defence 2. In addition, choose two of the following options:

- A fine and noble Longsword (Advantage when talking with regal sorts and those impressed by regal sorts.)
- A Rapier (Use Dexterity instead of Strength for its dice pool. **Special:** recover one Guard.)
- A Cutlass (Advantage when talking to with Underworld sorts and impressionable romantic sorts.)
- Martial Arts (May use Dexterity instead of Strength while fighting with no weapons.)
- A Pistol or other Ranged Weapon
- Concealed Throwing Weapons (knives, throwing stars)

YOUR LOOK

This can either be the same or different from "Your Style" over the page... Choose one of the following:

- Light fabrics, exposed skin, a big grin
- Black leather, a deck of cards and fast fingers
- A long cloak balanced between elegantly-wasted and scruffy
- Your own idea: _____

DEFENSIVE STATS

<p>GUARD (Guard = Dexterity)</p> <p>RESETS AT START OF COMBAT</p>	<p>HEALTH (Health = Constitution)</p> <p>LOSE GUARD BEFORE HEALTH</p>
<p>DEFENCE (Set from Equipment)</p> <p>DIFFICULTY TO BE HIT</p>	<p>WILLPOWER (Wisdom x2)</p> <p>EMOTIONAL RESILIENCE</p>

THE FOOL'S SIX

Choose one side of your D6. Draw one symbol from the list below on it.

This symbol counts as a six, no matter what the actual number beneath it. It can **either** activate any relevant Special, or activate the corresponding ability below:

- X: Disarm a foe
- O: Knock a Foe Over (Makes Them Lose All Guard)
- V: Inspire all allies to get advantage next round

These actions make it appear that the Fool has simply been lucky, or that the opponent has been unlucky. Anyone watching the fight will not assume the Fool is any good at all.

THE FOOL'S D6

If your D6 is in your possession, it is added to a dice pool any time when the character is acting in a cavalier fashion. In any dice pool where the Fool's D6 has been added, you gain...

Special: roll another D6 and add it to the present dice pool.

Yes, if you roll a six, this Special can be activated again.

IF ALL ELSE FAILS

If you're in a dire situation you wish to escape, hand your GM your D6. You (and possibly your friends) will get out of the situation via a piece of unfeasibly good luck.

The GM may return your D6 at any point, to create an entirely unfair event on a similar scale of awfulness.

If at any point before then you deliberately cause a plan to fail in a spectacular or amusing fashion, retrieve the D6 from the GM.

YOUR STYLE

Fools are, above all things, fools - charming or otherwise. However, as much as any other class, they also have their own approach and skills, and can appear to be something more like a traditional adventurer than the rest of the party. What style of fool are you?

Swashbuckler
(Example Archetype: Han Solo, Errol Flynn)
Advantage on Romantic Hero tasks (Leaping things, charming people, one-liners. No, not fighting.). Choose another option from your equipment list.

A Trickster Wizard (Example Archetype: Rincewind, John Constantine)
Can cast a small magical attack zap him. Can cast minor magical spells (Max difficulty of 1). See what you can talk the GM into.

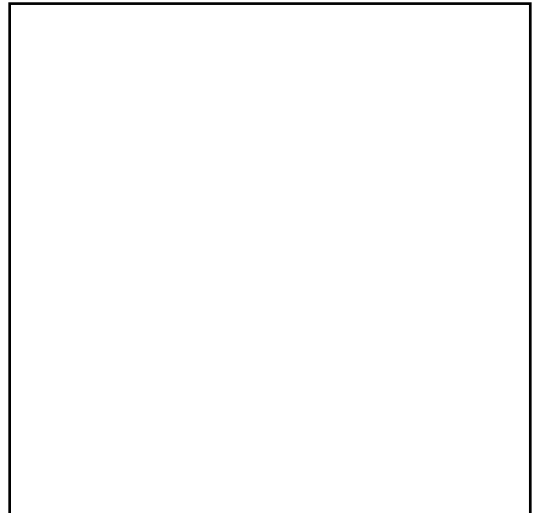
A Rogue (Grey Mouser. Garret from Thief.)
Thief Skills (Gain an advantage on skills such as Picking Pockets, Hiding, etc). Add the Concealed Throwing Weapons to your equipment.

WHAT DO YOU LOVE?

Write a mark out of ten for each of the following, depending on how much you like them:

- Bunny Rabbits
- The Concept of Forgiveness
- Tulips
- That weird guy who you see in the supermarket
- Jazz
- The Eiffel Tower
- Alien3
- Multiple Choice Quizzes
- Dancing
- Pyramids
- Card Games Taught By Grandparents
- Objectivity
- The End of Game of Thrones
- Cats
- Dogs

DRAW A PICTURE



What does this picture make you feel? Please write your answer below:

THE ----- KNIGHT



CLASS DICE: D8

These eight orders of Knights are the world's greatest warriors, each devoted to a single emotion. Whether it be love, hate, or fear: if they feel it, they can use it to fuel the power of their sentient, arcane weapons.

When consumed by their sacred sensation, they are incomparable warriors, capable of miraculous feats. Nothing can stand against their blades - armies, mountains, even ideas. They can defeat anything.

Except the passion which drives them.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined> statistics are the ones most associated with this class.

<p>STRENGTH Physicality, hand-to-hand combat, etc.</p>	<p>DEXTERITY Dodging, ranged combat, initiative, etc.</p>	<p>CONSTITUTION Health, amount of damage you take, etc.</p>
<p>WISDOM Understanding, willpower, etc.</p>	<p>INTELLIGENCE Specific knowledge, perception, etc.</p>	<p>CHARISMA Personal skills, attractiveness, etc.</p>

EQUIPMENT

You start with:

Your Arcane weapon (see next page).

In addition, choose one of the following:

- Chainmail (Defence 2)
- Leather Armour (Armour 1), and a normal, non-magical Ranged Weapon of your choice (bow, crossbow, throwing knives). The latter includes ammunition.

YOUR LOOK

Choose one of the following:

- Worn leather, a long cloak and a scowl
- Gladiator gear, all skin, spikes and black leather
- Covered head to foot, with a full helm showing only your eyes
- Your own idea: _____

DEFENSIVE STATS

<p>GUARD (Guard = Dexterity)</p> <p>RESETS AT START OF COMBAT</p>	<p>HEALTH (Health = Constitution)</p> <p>LOSE GUARD BEFORE HEALTH</p>
<p>DEFENCE (Set from Equipment)</p> <p>DIFFICULTY TO BE HIT</p>	<p>WILLPOWER (Wisdom x2)</p> <p>EMOTIONAL RESILIENCE</p>

YOUR SACRED EMOTION

Your powers are driven by you feeling an emotion. Look at the Emotion Wheel on the third page.

Select the word that best fits your emotion (from the main coloured spokes only). It can be the one most related to your persona, or the one you think is most interesting to explore. Talk to your GM if you want to know more about what "interesting" may mean.

Now write that emotion into the blank space at the top of p1, to denote what the type of Knight you will be.

Now you've picked, fill in the other blanks on the third sheet. All three of these words are aspects of your **Sacred Emotion**.

If you are unsure what emotion to pick, "Rage" is a simple one to play.

THE ARCANE WEAPON

All the Emotion Knight's special abilities are channeled via their arcane weapon. All arcane weapons, whatever their form, are sentient and can communicate with its owner (both audibly or with short range telepathy) and share a bond with its owner. It is also able to sense strong sources of its emotion in its vicinity.

Your weapon is... (choose one of the following):

- Sword**
- Hammer**
- Trident**
- Your idea: _____

Your weapon's main attribute is... (choose one):

- Brutal (Special:** if this removes a Health from your opponent, remove two Health instead.)
- Fast (Special:** when removing a Guard from your opponent, remove two Guard instead of one.)
- Incredibly Elegant** (Uses Dexterity instead of Strength for its dice pool. **Special:** recover two Guard.)

Your weapon's personality is... (choose one):

- Aggressive**
- Sarcastic**
- Cutsie**
- Your idea: _____

THE EMOTIONAL SCALE

Look at the Emotional Scale on the third page. Place your D8 at zero. Depending how intensely your character is feeling this emotion, the D8 will move up or down the scale. The further up the scale it is, the more intensely a character feels this, and the more likely it will be nearly impossible to do something unconnected to this emotion.

To stress: the emotion is generated from events in the fiction. For example, if you are a Terror Knight surprised by a monster, you are likely to be scared, which means your D8 will move up the scale.

EMOTIONALLY ENGAGED

When your d8 is above zero on the Emotional Scale, you gain **Advantage** on any attack the weapon makes. Your **Lesser Ability** is also activated. Your **Lesser Ability** is... (choose one):

- Defensive Bonus** (+1 Defence.)
- Ranged Attack** (You can attack with your magical weapon at a range equivalent to a Bow.)
- Riposte** (Any opponent whose attack fails to hit you gives you a free attack back at them.)

If you activate your **Greater Ability** your D8 moves one step down the emotional scale. Your **Greater Ability** is (choose one):

- Decapitation Strike** (This attack bypasses Guard. This attack can only target one individual.)
- Combat Frenzy** (Apply the results of this attack to all enemies within arm's reach.)
- Duel** (Choose one opponent. They cannot attack anyone else until you choose.)

Feel free to describe how these abilities manifest.

CREATIVE VIOLENCE

If a player has two or more of an emotion they can expend it all to achieve an incredible feat. They pick up the D8 and hold it towards the centre of the table. Describe what you're trying to do. You can defeat anything which fits one of the nouns on your current level, or below. (So for example, if you are level 3 you can defeat an army.) You are encouraged to interpret "defeat" poetically. This ability is about **creative** violence.

Then roll the D8. If you roll your emotion level or beneath, you suffer that number of wounds in achieving your goal. Replace the dice at the zero point on the scale.

EMOTION DRAINING

Emotion Knights can siphon their Sacred Emotion from a target character. If the character resists, this requires a Charisma roll with a target's Wisdom as a difficulty level. If the character does not resist, the difficulty is zero. For a success, and each success above it, a level of emotion is transferred from the target to the Knight. NB: if a player is not experiencing that emotion, an Emotion Knight cannot siphon it.

A critical failure means the target can never feel emotion towards that source ever again. (For example, a peasant is petrified of a dragon. A Fear Knight tries to drain the peasant's fear, but critically fails. The Peasant will never be scared of dragons again.) However, the Knight gets all the emotion the target feels.

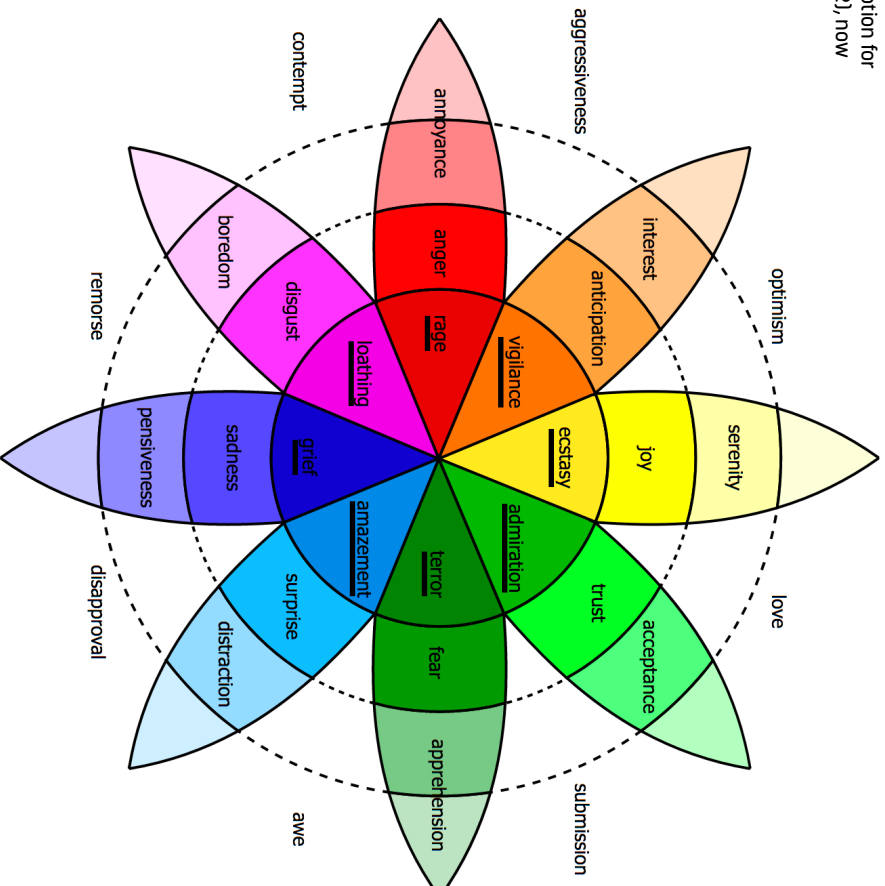
THE EMOTION WHEEL

Once you have chosen the core emotion for your Knight (as described on page 2), now fill in the following:

Great: -----
(The closest to the center)

Medium: -----
(The middle one in the spoke)

Minor: -----
(The furthest from the center)



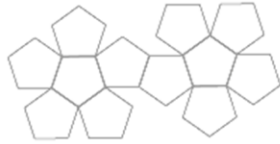
THE KNIGHT'S EMOTIONAL SCALE

Level 6++: Inhuman You can defeat: a god, hope, yourself.	
Level 5: Consumed You can defeat: a country, a religion.	
Level 4: Lost You can defeat: a city, despair, someone you truly love.	
Level 3: ----- You could defeat: an army, a mountain range, a town.	
Level 2: ----- You could defeat: a mob, a blockade, a village, a weakness.	
Level 1: ----- Greater and lesser abilities available. Gain advantage on attacks with your weapon.	
Level 0: Nothing	

(The Wheel of Emotions was created by Professor Robert Plutchik in 1980. This wheel is from Wikipedia's entry on the Wheel of Emotions, which is public domain. Hurrh for Wikipedia! We're working on our own version at the moment.)

THE GODBINDER

CLASS DICE: D12



You don't believe in gods.

I mean, they exist. *Obviously.* You owe the Fire God for that time he burned that fortress, and you've got that favour from the God of the Wild when you saved her rainforest... but *believe?* That's a strong word.

Really, no, you don't really believe in gods. You believe in tools. Useful tools.

The Godbinder is the D&D Cleric as demonologist.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

<p>STRENGTH Physicality, hand-to-hand combat, etc.</p>	<p>DEXTERITY Dodging, ranged combat, initiative, etc.</p>	<p>CONSTITUTION Health, amount of damage you take, etc.</p>
<p>WISDOM Understanding, willpower, etc.</p>	<p>INTELLIGENCE Specific knowledge, perception, etc.</p>	<p>CHARISMA Personal skills, attractiveness, etc.</p>

EQUIPMENT

Choose one of the following:

- Holy Warrior:** Two-handed Hammer (**Special:** if a hit wounds, it does 2 against metal armoured opponents), heavy protection (Defence 2)
- Holy Man:** Quarterstaff (**Special:** recover 1 Guard), robes or loincloth (Defence 1)
- Not Holy At All:** Worn leather gear (Defence 1) - Dagger or Knuckledusters, Cigarettes or Pipe, Playing Cards, Advantage to sleight of hand tricks

YOUR LOOK

Choose one of the following:

- Heavy-metal holy crusader, likely looking for trouble
- Beatific holy person, looking for peace, probably
- Wild tattoos, frenzied eyes, likely looking for drugs
- Urbane street magician, likely looking for the gold in your pocket
- Your own idea: _____

DEFENSIVE STATS

<p>GUARD (Guard = Dexterity)</p> <p>RESETS AT START OF COMBAT</p>	<p>HEALTH (Health = Constitution)</p> <p>LOSE GUARD BEFORE HEALTH</p>
<p>DEFENCE (Set from Equipment)</p> <p>DIFFICULTY TO BE HIT</p>	<p>WILLPOWER (Wisdom x2)</p> <p>EMOTIONAL RESILIENCE</p>

CONTRACT WITH GOD

Choose a total of three levels from any of the gods below, and tick the box next to each one. (You have to choose level 1 in a god before level 2, and level 2 before level 3.) This defines how close your relationship is to the god. The higher, the closer you are (or at least the more leverage you have).

Each level also comes with a free **Minor Miracle**. Handy.

A Minor Miracle's level is also its difficulty to cast. You will roll your Wisdom dice pool to do so, including your D12. (The D12 is added to your dice pool any time a miracle is influencing you. So if you have turned into a bear, you can include your D12 in your dice pool for bear tasks.)

-----, THE FIRE GOD

The Fire God is a god of destruction and creation, and often of fiery passion.

debt

LEVEL ONE

Minor Miracle: Fireblast (Ranged attack with fire - **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)

LEVEL TWO

Minor Miracle: Fireball (Ranged Area Attack - **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)

LEVEL THREE

Minor Miracle: Fire Armour (+1 to your Defence, a failed attack on you does 1 Wound to your opposition)

-----, THE GOD OF LIGHT

The God of Light is one of illumination, healing and inspiration.

debt

LEVEL ONE

Minor Miracle: Heal (Can heal a character within a short distance. Max 1 Wound healed.)

LEVEL TWO

Minor Miracle: Bless (Add 1 armour to all allies nearby. Add to all attacks: **Special**: Double Wounds Against Undead.)

LEVEL THREE

Minor Miracle: Divine Light (Ranged Attack, single target. **Special**: blind opponent. **Special**: double Wounds on this hit.)

-----, THE GOD OF THE WILD

Nature's protector and the wild's vengeance.

debt

LEVEL ONE

Minor Miracle: Animal Summon (Summon a single wolf-sized or smaller wild animal who'll obey you for an encounter.)

LEVEL TWO

Minor Miracle: Furious Briars (Attack all enemies in close area to caster. Add **Special**: immobilize target. Requires a strength test to break free.)

LEVEL THREE

Minor Miracle: Transform into Beast (Change into a Bear or smaller beast. Your Constitution and Strength are increased to the level of your Wisdom.)

-----, THE GOD OF -----

debt

LEVEL ONE

LEVEL TWO

LEVEL THREE

GOD HAGGLING

At any point, you may hold your D12 to talk to one of the gods. You can then request an effect.

For effects akin to spells in a classical RPG, the GM will give you a difficulty for the **Minor Miracle** and you will roll a dice pool. These will be a little harder than the free Minor Miracles. You can only request Minor Miracles from gods that you have a level in.

Major Miracles can be anything a specific god could conceivably do, with the payment demanded proportionate to the difficulty. You can talk to gods you have no relationship with, but you're effectively someone they met at a party once calling up to ask a favour. It always helps if it's on a subject they care about.

You will roleplay a short scene with the god, and a cost will be agreed. This normally leads to a quest, an objective and/or **God Debt**.

God Debt? Glad you asked.

GOD DEBT

If you fail a roll to cast a Minor Miracle, you have the option of accepting **God Debt** to succeed at one point of debt per success required. Each point of **God Debt** is held by the GM for each god, who can choose to call in the debt at any time.

The god will request an action and, if the player refuses, the player will suffer one Wound for every point of Debt.

Debt can also be removed if the player acts in a manner according to the god's desires.

You should keep track of which gods you have Debts to in the box provided to the right of their names.

MORE FRIENDS IN HIGH PLACES

Welcome to the third page, Godbinder, where we introduce another nine (count 'em!) gods to use. As the GM has decided to pass you this, they've decided that they trust you - our friend the Godbinder - not to spend eight hours chewing over your three choices.

This is also a useful reference for the sorts of Minor Miracles which may be possible. The difficulty will be one higher if it's not already one of your free miracles. This is directed at both player and GM.

-----, THE SEA GOD

God of the ocean, in both its stillness and rage.

debt

- LEVEL ONE**
Minor Miracle: Sinking Sands (All enemies nearby are slowed, suffering a disadvantage on active tasks. **Special:** a character is stunned, sinking into the mud.)
- LEVEL TWO**
Minor Miracle: Wall of Water (Summon a wall of water, shaped according to your will. Whatever number of successes you roll is the difficulty to cross it.)
- LEVEL THREE**
Minor Miracle: Drowning. (Any nearby enemies' lungs start to fill with water. Counts as an attack with **Special:** bypasses guard.)

-----, THE ELDRITCH GOD

Gods beyond human imaginations, wrapping their cold tentacles around existence.

debt

- LEVEL ONE**
Minor Miracle: Sacrificial Knife (Summon an unholy blade. It can be used once to attack someone. Gain advantage on attack, and **Special:** if wounds it does one hit per round until dispelled.)
- LEVEL TWO**
Minor Miracle: Horrifying visions. (If you can make eye contact with someone, you reduce their Willpower by two for the length of a combat.)
- LEVEL THREE**
Minor Miracle: Summon Horror (Summon an abomination. It has 2 stats of 4, and abilities suiting its form. You do not control it.)

-----, THE FORGE GOD

God of craft, technology and all those who work by their hands and their mind.

debt

- LEVEL ONE**
Minor Miracle: Little Robot Friend (Summon a little robot friend who can perform tasks. He cannot fight. He has constitution 3 and defence 2.)
- LEVEL TWO**
Minor Miracle: Divine Hammer (Summon a magical hammer for length of combat. Uses Strength, but can attack at bow-range. **Special:** Knocks over target.)
- LEVEL THREE**
Minor Miracle: Big Robot Friend (Summons a larger robot friend who can perform tasks, including fighting. He has Strength 4 and Defence 2.)

-----, THE FATE GOD

What will be, will be.

debt

- LEVEL ONE**
Minor Miracle: Forewarned (Can see imminent threats. Use Wisdom to generate your Guard instead of Dexterity. Reset Guard to maximum.)
- LEVEL TWO**
Minor Miracle: Our Destiny (Fate provides Wisdom. For this combat, all characters nearby at the moment of casting gain **Special:** this hit bypasses Guard.)
- LEVEL THREE**
Minor Miracle: Their Fate (You reveal an awful truth to one individual nearby. It counts as an attack, automatically stuns them for a round and has **Special:** suffers a disadvantage for rest of combat due to existential horror.)

-----, THE UNDERWORLD GOD

Some death gods are loving. Some are hateful. All have a place for us all.

debt

- LEVEL ONE**
Minor Miracle: Heal (Can heal a character within a short distance. Max 1 Wound healed.)
- LEVEL TWO**
Minor Miracle: Death Beam (Medium ranged attack. Has **Special:** lose one strength for length of this combat.)
- LEVEL THREE**
Minor Miracle: Skeleton Mob (Summon 10 awesomely stop-motion skeletons for a combat. They have no Guard and 2 Strength.)

-----, THE WAR GOD

The god of all those who fight for right. But might makes right, so...

debt

- LEVEL ONE**
Minor Miracle: Enchanted Weapon (Choose one weapon. It gains advantage in attacks until the end of the combat and **Special:** target suffers a disadvantage on next task.)
- LEVEL TWO**
Minor Miracle: Godly Frenzy (Swap your Wisdom and your Strength for the combat. Gain **Special:** opponent is overwhelmed by your fury, and is stunned for an action.)
- LEVEL THREE**
Minor Miracle: Heroic Leadership (All friends near you gain advantage in attacks until the end of the combat and **Special:** regain one Guard.)

-----, THE GOD OF EXCESS

God of one-more-drink-at-3am-on-a-school-night.

debt

- LEVEL ONE**
Minor Miracle: Party Hard (All individuals within arm's reach all gain advantage on Dexterity tasks for a combat.)
- LEVEL TWO**
Minor Miracle: Sleep (Make **all** individuals in an area fall asleep. You need to match or exceed each target's Wisdom in successes to affect them. They can be awoken.)
- LEVEL THREE**
Minor Miracle: Higher State of Consciousness (Become intangible for length of combat. Invulnerable to physical attacks. Can attack with psychic power, using Wisdom for the dice pool. Use target's Wisdom as their defence.)

-----, THE STORM GOD

The angry paternal god of lightning. The elements unleashed and hostile.

debt

- LEVEL ONE**
Minor Miracle: Lightning Blast (Ranged attack. **Special:** does a 1-hit damage to anyone within arm's reach of target.)
- LEVEL TWO**
Minor Miracle: Chain Lightning (Lightning bursts from the caster, attacking any close enemies. **Special:** does a 1-hit damage to anyone within arm's reach of target.)
- LEVEL THREE**
Minor Miracle: Summon Storm (A room-sized storm persists for a combat. Every round, it attacks a random character in the space. **Special:** does a 1-hit damage to anyone within arm's reach of target.)

-----, THE TRICKSTER GOD

I should be so lucky. Lucky, lucky, lucky in role-playing games.

debt

- LEVEL ONE**
Minor Miracle: Disguise (You can appear to be anyone you wish. You do not gain any of their abilities.)
- LEVEL TWO**
Minor Miracle: Distraction (A burst of light makes everyone in a room-sized area be startled. One disadvantage on all tasks. Adds **Special:** this attack blinds the target for a combat round.)
- LEVEL THREE**
Minor Miracle: Disappearing Trick (Teleport yourself to any place within sight.)

DIE GAMEMASTER SHEETS

Print out all the following to run the game.

Players, you'd be best not to read the following.

THE MASTER

CLASS DICE: D20



Who rules?

The Master is the magic user as a reality manipulator. Sometimes you change the laws of physics. Sometimes you change the laws of probability. Sometimes you change the laws of the game.

The rules rule.

And you rule the rules.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can activate any relevant Special.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

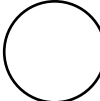
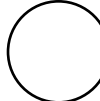
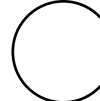
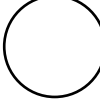
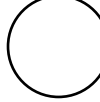
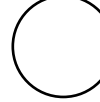
For more see Cheat Sheet or ask GM.

YOUR NAME: _____

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

<p>STRENGTH Physicality, hand-to-hand combat, etc.</p> 	<p>DEXTERITY Dodging, ranged combat, initiative, etc.</p> 	<p>CONSTITUTION Health, amount of damage you take, etc.</p> 
<p>WISDOM Understanding, willpower, etc.</p> 	<p>INTELLIGENCE Specific knowledge, perception, etc.</p> 	<p>CHARISMA Personal skills, attractiveness, etc.</p> 

EQUIPMENT

You start with both of the following:

- Quarterstaff (**Special**: recover one Guard)
- Robes (Defence 1)

YOUR LOOK

Choose one of the following:

- Weird robes
- Your own idea: _____

DEFENSIVE STATS

<p>GUARD (Guard = Dexterity)</p> <p>RESETS AT START OF COMBAT</p>	<p>HEALTH (Health = Constitution)</p> <p>LOSE GUARD BEFORE HEALTH</p>
<p>DEFENCE (Set from Equipment)</p> <p>DIFFICULTY TO BE HIT</p>	<p>WILLPOWER (Wisdom x2)</p> <p>EMOTIONAL RESILIENCE</p>

D20

Can be added to all dice pools inside your dimension.

As the whole game happens inside your dimension, this means all rolls unless the narrative changes - for example, if the master loses their dice, if the dimension is secured by someone else, and so on.

CHEATING

The Master is in control of this dimension, to a lesser or greater degree. They have a limited ability to warp it during play.

The Master gets a number of **Cheat Tokens** equal to the number of other players.

As an action, the Master character can expend a token to do any one of the actions on the list. A Master must be present, observing or aware to use a cheat token.

- Escape enemies
- Summon allies
- Entirely negate an attack
- Change laws of physics in a given area
- Offer temptation
- Change a major rule in the game for the duration of an encounter

The Cheat Tokens should be hidden from the players, but as the tokens are spent, pass them across the table so the players know your resources are being expended.

A Cheat Token spent offensively is an action. A cheat token spent defensively is not an action, and can be done in response to a situation.

RULES LAWYERING

Choose one of the sets of rules below. Alternatively, you can select one of the gods on the Godbinder profile and use all three of their Minor Miracles. (The Rules of Fire are identical to the God of Fire's Miracles, for example.)

You can cast other spells which seem remotely aesthetically in line with your chosen area of expertise. For the present Beta, use any reasonably appropriate Godbinder Minor Miracle but increase the casting difficulty by one.

A Master uses an Intelligence Dice pool to try to cast these abilities. The number by each spell is the difficulty to cast them.

If in doubt just grab **The Rules of Evil**, as subtlety is an overrated virtue.

THE RULES OF EVIL

If you're going to be an evil overlord, you may as well really go for it. For all your bargain-shop-Sauron needs.

1) The Evil Eye

Curse an individual to have one less strength than usual for the remainder of the combat.

2) Torture Beam

Ranged attack (adds **Special**: disadvantage due to pain on all actions).

3) Summon Lesser Demon

Summons a great monster for the length of an encounter. It has Strength 3, Constitution 3, and all other stats are 2. It has flaming attacks.

THE RULES OF FIRE

The Creative Spark turned brutally literal - some Masters turn to the elemental powers to attack their foes.

1) Fireblast

Ranged attack with fire. Adds **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished.

2) Fireball

Ranged Area Attack. Adds **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)

3) Fire Armour

+1 to your Defence, a failed attack on you does 1 Wound to your opposition.

THE RULES OF DREAMS

Dreams are famously reluctant to obey rules at all. But dreams are fantasy in their purest state, so of interest to a Master...

1) Mimic

Change your appearance to that of any individual. You gain no abilities of that individual.

2) Sleep

Make **all** individuals in an area fall asleep. You need to match or exceed each target's wisdom in successes to affect them. They can be awoken.

3) Terrify

Torment an individual with horrifying visions which cause real injuries. **Special**: Mistake a friend for a foe and attack them.

THE RULES OF RULES

Some Masters have embraced the game they're in, and choose to concentrate on tweaking the system. So Meta.

1) Cheeky Buff/Nerf

All people armed with a weapon of the Master's choice in the area get an advantage (or disadvantage) when attacking with that weapon until the end of the combat.

2) Banhammer

Beam of meta-magic that damages a target. Attack has **Special**: for each wound dice removed for rest of combat, remove two wound dice.

3) Blatant Cheating

A person at touch range gets two actions a turn for the length of the combat.

THE FALLEN

THE FALLEN

You have died in the realm of DIE. You are a monster, perhaps similar to one of the ones you've been fighting. You thought they were little more than undead zombies. Now you know better.

This may give you a new insight into their nature, and perhaps yours.

You are different from some of them in one key way: you are sentient, holding onto your consciousness and your free will.

For now.

You still have all the abilities on your front sheet.

You lose all your abilities on your second sheet.



FALLEN CLAWS

While it may appear to be your old weaponry, it's changed. Whether you stab or shoot, it always works with these rules.

Many abandon the pretence, lose their weapons, and attack with claws sprouting from their body.

You now attack with this profile...

Claws

Special: if this attack causes a Wound the target is poisoned. (Lose one Wound per round until a character succeeds a Constitution test.)

If you provide the killing wound with your fallen claws to another persona-controlled character, you immediately come to life and regain all your abilities on your second sheet.

Pass the Fallen sheet to the player you've just killed. They're Fallen now.

You instinctively know this to be true.

You are hungry for and jealous of what your peers possess.

This is the only certain way a Fallen can return to their living status.

Perhaps there's other less murderous ones? You don't know.

SECOND DEATH?

You're dead. You have no idea what happens if you die now.

When you think of it, there is a certain dread.

You know it's not good.

CORE RULES CHEAT SHEET

THE CORE MECHANIC

1. Say what you're trying to do. If it may fail, the GM sets a **Difficulty**. 1 is normal. 2 is hard. 3 is impossible for an average human.
2. Collect a **Dice Pool**. This is a number of D6 equal to your relevant statistic. In some situations you may also add your **Class Dice**.
3. Determine if there's anything which may make the task easier. For each **Advantage** add one six-sided dice to the dice pool.
4. Determine if there's anything which may make the task harder. For every two **Disadvantages** add one to the difficulty. If there's a disadvantage left, add one **Bad Dice** to the dice pool.
5. Any dice that is 4+ counts as a success. If the Bad Dice is 4+ one success is negated. If the number of successes equals or exceeds the difficulty, you fully succeed.
6. For each 6+ you can activate a single relevant **Special** a character may have.
7. If you roll no successes and at least one dice rolls a 1, it's a **Critical Failure**.

COMBAT

1. Generate **Guard** (If not surprised, all characters set their Guard to maximum.)
2. Determine **Initiative Order** (Roll your Dexterity dice pool. The characters with most successes go first, the characters with least successes go last.)
3. The **Combat Round** (In Initiative order, everyone takes an action. An action is anything that can be reasonably completed in 5-10 seconds, understood cinematically. An action can normally be accompanied by moving a short distance. You can save your action for later in the round.)
4. Repeat Step 3 until combat is over.

ATTACK

1. Roll relevant dice pool, as per core mechanic. For close combat, this is usually Strength. For Ranged, this is normally Dexterity. For spells, it varies depending on what sort of magician you are.
2. The difficulty is equal to the **Defence** of the target.
3. If you match the difficulty, you score one **Hit**. For every further success, you score an additional **Hit**.

DAMAGE AND DEATH

- Every Hit causes a character to lose either a Guard or a Health.
- Unless otherwise stated, Guard is lost before Health.
- If a Hit causes a character to lose Health it is called a Wound.
- If you have lost Health, and have two Health left, you have a disadvantage on all rolls. If you have one Health left, you suffer two disadvantages on all rolls.
- If a character reaches zero Health, they will fall unconscious and die at the end of a combat.
- If a character would ever be at less than zero Health, they die. Erk.

GM SESSION CHECKLIST

PRE-SESSION CHAT

- Explain concept of *DIE* the RPG.
- Ask what sort of characters they like to play in other games.
- Discuss tone of game. Adventure? Horror? What rating?
- Discuss possible themes and players' reservations.
- Introduce X-card.

PERSONA GENERATION

- Explain setup (i.e. group of old RPG friends getting together down the line)
- Ask questions to players to generate personas' identities. Make notes.
- Continuing asking questions until the group seems defined.
- Look for the Core Drive of each persona.
- Be sure to ask for name of the Fantasy World they used to play in.
- When satisfied, tell everyone to leave the table. When they come back, they will be playing their personas.

BEFORE CHARACTER GENERATION

- Given all you know, decide which archetype you want to give to each player.
- You have the Master.
- If you have reservations, check in with players about your idea.

CHARACTER GENERATION

- Have a general chat then start the game.
- Distribute the dice and character sheets.
- As you give to each player bar the Fool say: *"This is your die. There is no other die like this in this whole game. This is special. This is yours."*
- To the Fool say: *"This is your die. This is exactly the same as every other die in the game. There's nothing special about this die at all."*
- The Master keeps the D20. *"And this one is mine."*
- Get each player to read the introduction text to their character sheet aloud.
- Go through the steps on the sheet, getting them to fill in the details.
- Ask all the players to pick up their dice, close their eyes, then lower their dice to the table.
- Tell them to open their eyes and say they're somewhere else...

INTO THE DUNGEON

- Describe situation – players are in a dark fantasy version of the room they're in. They are still their real human selves. The dice are in front of them.
- The Master's persona grabs the D20, and transforms into their character.
- Use a Cheat Token to teleport away.
- At any point, if a persona grabs their dice, they transform into their character.
- Shortly afterwards, Fallen arrive. (1 Lesser Fallen per player, plus a greater Fallen.)
- After the Fallen encounter, the players leave the area... and outside is their teenage Fantasy world. Say its name. End session.

LATER SESSIONS

- Previously On: ask the players to recap their personas. If they don't say information required for the adventure, remind them.
- Ask questions about their teenage fantasy world and then use (and subvert) their answers in the game.
- Continue to ask questions about the personas' real lives, as and when relevant. Use them in the game.
- Halfway through session decide if the game needs to be extended to further sessions or not.
- An hour before the end of the final session, remind the players the game is going to end.
- Always leave time before people have to leave to decompress together after the game.

THE FINAL ENCOUNTER

- Voting process: ask each player if they want to end the game. The second one doesn't, stop.
- If everyone agrees to go home, they go home.
- If everyone agrees to stay, they stay.
- Dead people don't get a vote.
- If they don't come to an agreement, the fantasy world is destroyed.
- If group is at an impasse, start the world ending.
- When the world is about to end, tell the players and let them have one more action.
- Before you destroy the world, give the players one last chance to end the game.

LEAVING THE DUNGEON

- All living players are back in the room they came from. Describe the scene.
- Ask each living player who went home how their experience with Die changed their life. Add a note to add weirdness to their choice afterwards.
- Ask each dead player how them being not at home changed their life. Also subvert.
- Ask each player who stayed what their life is like there. Add note about what happened at home when they're away.
- Applaud everyone and have handshakes and high fives. Decompress and practise Aftercare.

GM CHEAT SHEET FOR CLASSES

FOOL (D6)

Swashbuckling hero

- Adds class D6 to rolls when acting cavalierly.
- Draws symbol on D6 (e.g. X, O, V). The symbol counts as a 6, and can be used to activate a Fool's special ability.
- To get out of any trouble, gives D6 to GM.
- GM can later return D6 to put the group in trouble.
- By deliberately messing up a plan, the Fool forces the return of the D6.

EMOTION KNIGHT (D8)

Emotion-powered fighter

- Sentient weapon.
- Chooses an emotion and then tracks how strongly they feel it on their scale.
- If greater than zero, has advantage on attacks with weapon and their lesser ability is activated.
- If uses greater ability, move the D8 one place down the scale.
- If 2+ emotion can use Creative Violence. Expend all emotions. It can "defeat" any of the words on the chart or below. Note: interpret creatively, but accurately. A mob is not an individual.
- Emotion Drain: siphon emotion from target if they are feeling it. If they choose to resist, it's Knight's Charisma versus Target's Wisdom.
- A critical fail means that the target no longer can feel the emotion (at least, re: the same source) that was being drained. Knight takes all emotion though.

NEO (D10)

Cybernetic rogues

- Has sentient AI and Fair Field Hacking (allowing you to influence Fallen). Roll Intelligence vs Wisdom to succeed. A Special to take control of the target for an action.
- Has 3 Gifts of the Fair. Each must be activated with Fair Gold. You need coin tokens to give the Neo.
- Each Gift must be activated each day.
- Adds D10 to pool when making rolls using the Neo's active abilities. If roll a 0, the Gift deactivates.
- Overcharge: GM sets gold cost to achieve set task. If paid, flip coin. If heads, it works. If tails, the GM gets to narrate what goes wrong. Note: does not mean fail.

GODBINDER (D12)

Cleric, but bossier

- Holds D12 aloft to speak to any of the gods.
- Godbinder chooses 3 points of relationships with gods. Each point gives a Minor Miracle.
- Barter with each god to do Major Miracles. Major Miracles can do anything that god could do, but each will set a price.
- To cast Minor Miracle role against difficulty. If has target, simultaneously roll against their defences.
- D12 added to any dice pool where a Miracle is affecting it.
- Other Minor Miracles may be available if GM agrees god could do it. Difficulty is one higher than on the sheet.
- If you fail a Minor Miracle roll, you can instead take on god debt to the god.
- A god can request a player action. If player refuses, they take one Wound for every point of God Debt to the god.

THE DICTATOR (D4)

The Bard as horror character

- Dictator chooses 4 emotions to form a palette.
- Each Dictator has something which gives them away when using their Voice.
- Dice pool for using Voice has own mechanic. You roll D4 which sets number of successes, while the Charisma determines how many points you get to make higher or lower.
- Number of successes is the level of Emotion they suffer (see Emotion Scale).
- A Critical Fail will mean the effect is permanent.
- You pass D4 to GM (or other player) when using it. You can't use the Voice while someone else has your D4. You can recall D4 at any time.
- The D4 can be added to any normal dice pool where emotional control could feasibly give the character an edge. If so, the D4's results can be added to any dice.

EMOTION SCALE (Dictator/Emotion Knight)

- 1-3: normal human emotions
- 4-5: beyond normal human emotion
- 6: intensity beyond all human experience
- For each level of emotion a character has, they suffer one disadvantage when doing something contrary to that emotion.
- At level 3 or above, they have powerful impulses. To resist, they must roll Wisdom against the level of emotion divided by 2.
- If Emotional Intensity is greater than a target's Willpower (Wisdom x2) then they are overwhelmed and could even pass out (level 4) or die (level 5) or worse (6 and above).

THE MASTER (D20)

The GM's reality-controlling mage

- D20 can be added to any dice pool.
- Has number of Cheat Tokens equal to number of other players. The number resets at the start of every session.
- You spend one token to cheat. Options: entirely negate an attack, escape enemies, summon allies, change laws of physics in a given area, offer temptation, change a major rule in the game for the duration of an encounter.
- If used offensively, this is an action. If used defensively, it can be used at will.
- Master has to be present or watching to cheat.
- Uses Intelligence to cast their spells. Level of the spell is its difficulty.

THE FALLEN

- A persona's character becomes Fallen when they die.
- Keep all stats and abilities on first sheet, lose all on the second sheet.
- If a Fallen kills another persona's character the Fallen comes back to life.
- 1st death while Fallen = -1 stat. 2nd death = -2 stat. And so on.
- Any stat reaching 1 or 0 remains true if they return to real world.

DIE ARCHETYPE SHEETS

(Light Versions)

Print to play with reduced abilities, suitable for shorter games or groups who wish fewer complications. These replace the second (and third, where relevant) sheet for each of the archetypes.

GIFTS OF THE FAIR

You always have an **AI system**. Feel free to ask it questions.

In addition, select **three** cybernetic gifts. Each is a tool which, as with other stated abilities, allows you to do anything that the gift would logically let you do. However, each must be activated with Fair Gold before it can be used.



Gun

Active



(Replaces Ranged Weapon from Equipment. As in, can be fired as a normal gun before being activated.)

You are in possession of an arcane gun, gifted to you from the Fair.

When activated:

Explosive (Special): apply individual hit – not whole attack – to another target in the vicinity.



Energy Blade

Active



(Replaces close combat weapon from Equipment. As in, can be used as a normal blade before being activated.)

You have a searing energy blade, Luke Skywalker. You may use Dexterity for its dice pool instead of Strength.

When activated:

Intangible (Special): this individual hit – not the whole attack – bypasses Guard.



Stealth Field

Active



You can become virtually invisible at will. You will not be noticed unless someone is actively searching for you, and possibly not even then. You're basically the Predator.

When activated:

It's hard to hit someone you can't see. Gain +1 defence.



Teleporter

Active



You can make short scale teleport jumps – 1-5m. These can be chained. Yes, you're Nightcrawler from the X-Men.

When activated:

It's hard to hit a teleporter. Add one disadvantage to any attempt to hit you.



Pet

Active



You have an awesome cybernetic pet.

Choose what animal it is: _____

Choose what its personality is like: _____

When activated:

Gain advantage on any task the animal could feasibly help with. It is also autonomous, capable of following instructions. Its defence value is the same as yours. If it suffers a wound it dematerialises, and reappears beside you. The wounds are transferred to the Neo.

THE GOLD OF THE FAIR

Each of your three cybernetic gifts start the game deactivated, unable to use their special abilities. A single piece of Fair Gold is required to activate each one for the rest of the day. You'll find a slot, likely in the back of your neck, where you can insert the coin.

What's "Fair Gold"? You'll know it when you see it. Ask your AI if you get stuck.

You will be passed tokens to keep track of how many pieces of Fair Gold you possess.

THE D10

Add the D10 to any dice pool when trying to achieve a task an active Gift would be of use in achieving.

As well as the normal meaning of the number (as in, a 4+ is a success, a 6+ can activate a special) if the result is a 0 (or, if the D10 you're using has a 10 rather than a 0, a 10), the Gift uses up its charge. It deactivates and will require another Fair Gold to reactivate.

OVERCHARGE

All the Fair Gifts are capable of higher performance if fueled with extra gold. This is called Overcharge. A gift must be activated before it can be overcharged.

Say what you wish your equipment to do. The GM will set a cost in gold to achieve the task. On average, a single gold is enough to change one of the limitations.

For example, using the Teleporter to teleport the whole group a short distance would be one gold. Using the teleporter to transport yourself a long distance would be one gold.

If you wish to proceed with the task, you spend the gold, and take one coin and flip it.

If it's Heads, it works. If it's Tails, something goes amiss.

THE VOICE

When you control emotions, you merely speak commands aloud. But something gives you away and people know exactly what you are. What is it?

- Strange facial scars (possible to whisper, visibly obvious)
- Demonic, loud voice (impossible to whisper, not visibly obvious)
- Strange smells emerge from your mouth (not visible, scent lingers)
- Something else: _____

PERFORMING WITH YOUR D4

If you want to try and influence another character, you roll a dice pool including your D4 (see next section). Note the results solemnly, and ceremonially pass the D4 to the affected player. Their character is now being influenced by your abilities.

If you want to use your powers on someone else, you must first reclaim the D4. You can do this instantly, and doing so ends that previous compulsion.

The Dictator is left to think of clever uses of all these emotions - the useful formula is choosing an emotion and a target.

For example, "Fear" and "me" could lead to someone running away from you. Or it could lead to their heart exploding in sheer terror. Go read the Emotion Scale section opposite and see what you're getting into.

To create a compound emotion - as in, an emotion that lies between two of the spokes - you must possess and use the two emotions beside them. So, to actually make someone fall in love, you must have Joy and Trust emotions.

These emotions, while magically created, are real. While the target is likely aware that you have done this to them, it doesn't make the emotion any less real.

THE EMOTION CONTROL DICE POOL

The Dictator is incredibly powerful. That's the problem. While other characters struggle to gain enough successes, the Dictator's problem is ensuring their powers actually do what they want them to do.

While your Emotional Control is a Charisma dice pool, it is NOT calculated like normal. The number on the D4 is the number of successes. Each other success you roll in the dice pool allows you to modify that, with each success allowing you to increase or decrease by one. You don't need to use all your successes.

RESISTING YOU

Someone's emotional resistance is measured by their Willpower. Willpower is double a character's Wisdom, so an average character has 4. In a combat situation, you'll need to match their Willpower to permanently remove them from the combat, one way or another.

A character with high Willpower will not be entirely overcome unless you match or exceed their Willpower in successes, but they will certainly be influenced by the emotion. The stronger the emotion, the bigger the effect.

EMOTIONAL SCALE

The final number of successes is intensity. It's rated on this scale. You may note the Emotion Knight player also uses this scale.

- 1 - You feel it enough to influence you.
- 2 - You feel it intensely. It's hard to do anything not related to it.
- 3 - Feeling it as intensely as most people ever feel it, except in extremis. Active compulsions.
- 4 - If we're talking love, more than you love your partner.
- 5 - All consuming obsession. Often the further reaches of madness.
- 6+ - Supernaturally intense emotions beyond anything in reality.

If it matches or exceeds a target's Willpower, in terms of effect, anything beyond 6 is very much in the GM's control. Expect fireworks. Like all creators, while you can aim to have a certain effect on an audience, the audience will respond in their own way.

CRITICAL FAILURE

If you roll a critical failure, you are unable to remove this emotional state. It's permanent. You've broken someone. Oh dear.

THE FOOL'S SIX

Choose one side of your D6. Draw one symbol from the list below on it.

This symbol counts as a six, no matter what the actual number beneath it. It can **either** activate any relevant Special, or activate the corresponding ability below:

- X:** Disarm a foe
- O:** Knock a Foe Over (Makes Them Lose All Guard)
- V:** Inspire all allies to get advantage next round

These actions make it appear that the Fool has simply been lucky, or that the opponent has been unlucky. Anyone watching the fight will not assume the Fool is any good at all.

THE FOOL'S D6

If your D6 is in your possession, it is added to a dice pool any time when the character is acting in a cavalier fashion. In any dice pool where the Fool's D6 has been added, you gain...

Special: roll another D6 and add it to the present dice pool.

Yes, if you roll a six, this Special can be activated again.

IF ALL ELSE FAILS

If you're in a dire situation you wish to escape, hand your GM your D6. You (and possibly your friends) will get out of the situation via a piece of unfeasibly good luck.

The GM may return your D6 at any point, to create an entirely unfair event on a similar scale of awfulness.

If at any point before then you deliberately cause a plan to fail in a spectacular or amusing fashion, retrieve the D6 from the GM.

YOUR STYLE

Oh geesh. Everyone is still reading and you've already gone through all your stuff.

Use this blank space to doodle and amuse yourself until everyone else is done. Be sure to show it to the GM, who will be very impressed. We're all very impressed. You are a two thumbs up human being.

YOUR SACRED EMOTION

Your powers are driven by you feeling an emotion. Look at the Emotion Wheel on the third page.

Select the word that best fits your emotion (from the main coloured spokes only). It can be the one most related to your persona, or the one you think is most interesting to explore. Talk to your GM if you want to know more about what "interesting" may mean.

Now write that emotion into the blank space at the top of p1, to denote what the type of Knight you will be.

Now you've picked, fill in the other blanks on the third sheet. All three of these words are aspects of your **Sacred Emotion**.

If you are unsure what emotion to pick, "Rage" is a simple one to play.

THE ARCANE WEAPON

All the Emotion Knight's special abilities are channeled via their arcane weapon. All arcane weapons, whatever their form, are sentient and can communicate with its owner (both audibly or with short range telepathy) and share a bond with its owner. It is also able to sense strong sources of its emotion in its vicinity.

Your weapon is:

Fast (Special: when removing a Guard from your opponent, remove two Guard instead of one.)

Your weapon is a... (choose one of the following):

- Sword**
- Hammer**
- Trident**
- Your idea: _____

Your weapon's personality is... (choose one):

- Aggressive**
- Sarcastic**
- Cutsie**
- Your idea: _____

THE EMOTIONAL SCALE

Look at the Emotional Scale on the third page. Place your D8 at zero. Depending how intensely your character is feeling this emotion, the D8 will move up or down the scale. The further up the scale it is, the more intensely a character feels this, and the more likely it will be nearly impossible to do something unconnected to this emotion.

To stress: the emotion is generated from events in the fiction. For example, if you are a Terror Knight surprised by a monster, you are likely to be scared, which means your D8 will move up the scale.

EMOTIONALLY ENGAGED

When your d8 is above zero on the Emotional Scale, you gain **Advantage** on any attack the weapon makes. Your **Lesser Ability** is also activated.

Your **Lesser Ability** is...:

Ranged Attack (You can attack with your magical weapon at a range equivalent to a Bow.)

If you activate your **Greater Ability** your D8 moves one step down the emotional scale.

Your **Greater Ability** is:

Decapitation Strike (This attack bypasses Guard. This attack can only target one individual.)

Feel free to describe how these abilities manifest.

CREATIVE VIOLENCE

If a player has two or more of an emotion they can expend it all to achieve an incredible feat. They pick up the D8 and hold it towards the centre of the table. Describe what you're trying to do. You can defeat anything which fits one of the nouns on your current level, or below. (So for example, if you are level 3 you can defeat an army.) You are encouraged to interpret "defeat" poetically. This ability is about **creative** violence.

Then roll the D8. If you roll your emotion level or beneath, you suffer that number of wounds in achieving your goal. Replace the dice at the zero point on the scale.

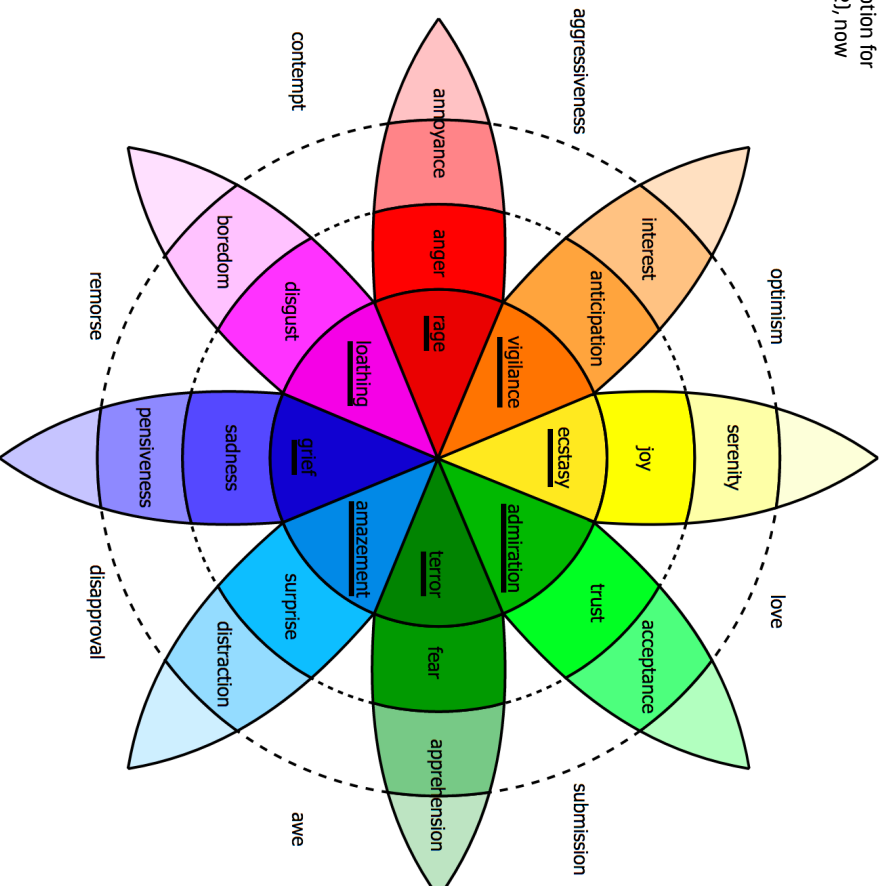
THE EMOTION WHEEL

Once you have chosen the core emotion for your Knight (as described on page 2), now fill in the following:

Great: -----
(The closest to the center)

Medium: -----
(The middle one in the spoke)

Minor: -----
(The furthest from the center)



(The Wheel of Emotions was created by Professor Robert Plutchik in 1980. This Wheel is from Wikipedia's entry on the Wheel of Emotions, which is public domain. Hurrh for Wikipedia! We're working on our own version at the moment.)

Emotion Knight Light Version

THE KNIGHT'S EMOTIONAL SCALE

Level 6++: Inhuman You can defeat: a god, hope, yourself.	
Level 5: Consumed You can defeat: a country, a religion.	
Level 4: Lost You can defeat: a city, despair, someone you truly love.	
Level 3: You could defeat: an army, a mountain range, a town.	
Level 2: You could defeat: a mob, a blockade, a village, a weakness.	
Level 1: Greater and lesser abilities available. Gain advantage on attacks with your weapon.	
Level 0: Nothing	

CONTRACT WITH GOD

Choose one of the gods below.

Each god comes with three **Minor Miracles**. Handy.

A Minor Miracle's level is also its difficulty to cast. You will roll your Wisdom dice pool to do so, including your D12. (The D12 is added to your dice pool any time a miracle is influencing you. So if you have turned into a bear, you can include your D12 in your dice pool for bear tasks.)

-----, THE FIRE GOD

The Fire God is a god of destruction and creation, and often of fiery passion.

debt

LEVEL ONE

Minor Miracle: Fireblast (Ranged attack with fire - **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)

LEVEL TWO

Minor Miracle: Fireball (Ranged Area Attack - **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)

LEVEL THREE

Minor Miracle: Fire Armour (+1 to your Defence, a failed attack on you does 1 Wound to your opposition)

-----, THE GOD OF LIGHT

The God of Light is one of illumination, healing and inspiration.

debt

LEVEL ONE

Minor Miracle: Heal (Can heal a character within a short distance. Max 1 Wound healed.)

LEVEL TWO

Minor Miracle: Bless (Add 1 armour to all allies nearby. Add to all attacks: **Special**: Double Wounds Against Undead.)

LEVEL THREE

Minor Miracle: Divine Light (Ranged Attack, single target. **Special**: blind opponent. **Special**: double Wounds on this hit.)

-----, THE GOD OF THE WILD

Nature's protector and the wild's vengeance.

debt

LEVEL ONE

Minor Miracle: Animal Summon (Summon a single wolf-sized or smaller wild animal who'll obey you for an encounter.)

LEVEL TWO

Minor Miracle: Furious Briars (Attack all enemies in close area to caster. Add **Special**: immobilize target. Requires a strength test to break free.)

LEVEL THREE

Minor Miracle: Transform into Beast (Change into a Bear or smaller beast. Your Constitution and Strength are increased to the level of your Wisdom.)

GOD HAGGLING

At any point, you may hold your D12 to talk to one of the gods. You can then request an effect.

For effects akin to spells in a classical RPG, the GM will give you a difficulty for the **Minor Miracle** and you will roll a dice pool. These will be a little harder than the free **Minor Miracles**. You can only request **Minor Miracles** from gods that you have a level in.

Major Miracles can be anything a specific god could conceivably do, with the payment demanded proportionate to the difficulty. You can talk to gods you have no relationship with, but you're effectively someone they met at a party once calling up to ask a favour. It always helps if it's on a subject they care about.

You will roleplay a short scene with the god, and a cost will be agreed. This normally leads to a quest, an objective and/or **God Debt**.

God Debt? Glad you asked.

GOD DEBT

If you fail a roll to cast a **Minor Miracle**, you have the option of accepting **God Debt** to succeed at one point of debt per success required. Each point of **God Debt** is held by the GM for each god, who can choose to call in the debt at any time.

The god will request an action and, if the player refuses, the player will suffer one Wound for every point of Debt.

Debt can also be removed if the player acts in a manner according to the god's desires.

You should keep track of which gods you have Debts to in the box provided to the right of their names.