

Tone Setting

~~Never
bring
this up~~

~~Don't
go into
detail~~

Include
this in
our
story

sex incest romance torture
blood murder child marriage execution gore
plague real-world religions arranged marriage
distressing medical practices crusades
Catholicism classism xenophobia slavery
racism homophobia
holy war cruelty proto-capitalism
capitalism verbal abuse transphobia
physical abuse sexual abuse
modern day emotional abuse
weird beasts misogyny
alcohol corporal punishment
patriarchy magic dragons historical misogyny
science fiction casteism child abuse

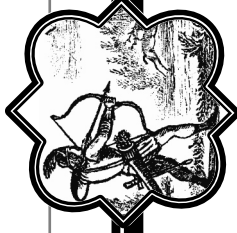
Non-Peer Characters

Non-Holding Locations



The Public Record

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THE SHAKE UP	



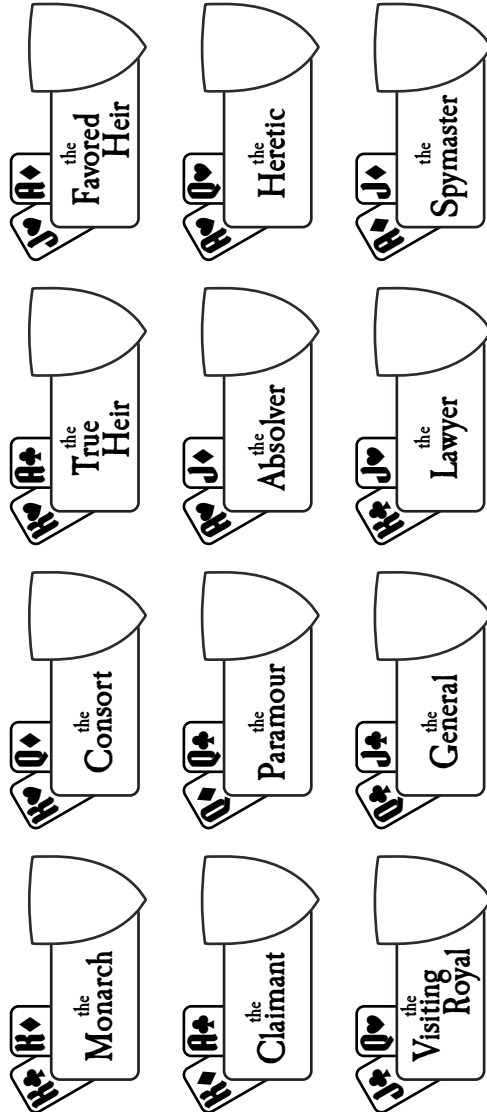
LAWS

RUMORS



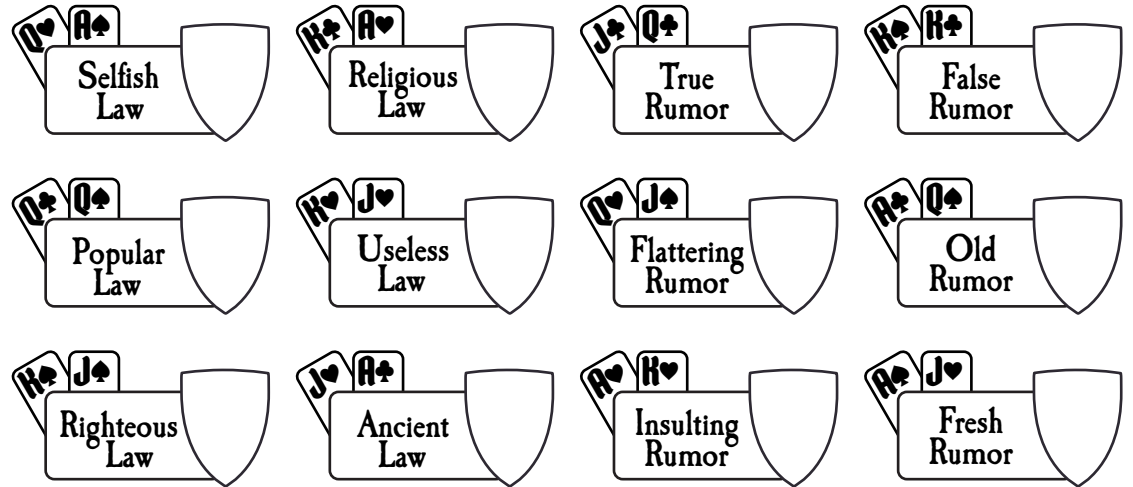
Titles

1. Add the title to your main character's asset.
2. Create an artifact that represents your title.
3. Make or take assets for the listed playing cards.



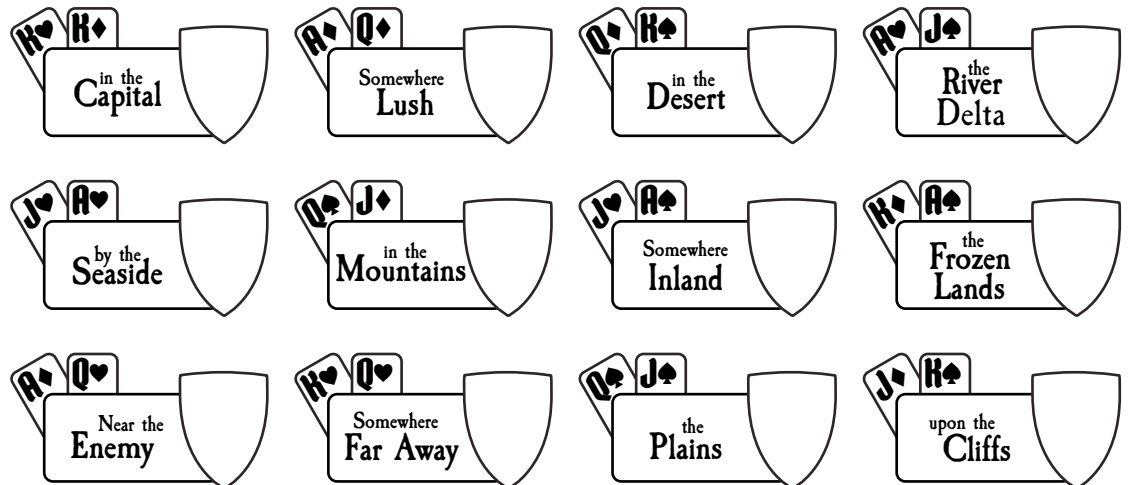
Laws & Rumors

1. Write the law/rumor on the public record.
2. Create an resource given to you by the law/rumor.
3. Make or take assets for the listed playing cards.



Hailing From

1. Describe the region that you hail from.
2. Create a holding in that region.
3. Make or take assets for the listed playing cards.





Peers are the characters that make up our story. Each player has a peer asset to represent their main character. The other peers at the table are important side characters.

Prologue Reference

Example Peers

- ☞ My father, the deposed king
- ☞ Helena, bishop to the court
- ☞ John, son of Lord John
- ☞ Genevieve La Mond, my friend
- ☞ Sharpe, the Ear
- ☞ Roger Gromhard, Squire
- ☞ Khata, Queen of Ice
- ☞ Lady Joan, Duchess of Crafton
- ☞ Charles of Terrytown
- ☞ Thom, High King
- ☞ Selene, Titan of the Steppes

Example Marginalia

- ☞ Well-connected
- ☞ Often tells the truth
- ☞ Built like a brick house
- ☞ The king's privy boy
- ☞ Champion of Brightmark
- ☞ Crucial To The Goings On
- ☞ Bishop of the Parish of Lowlands
- ☞ Counts as a small gang
- ☞ Polyglot
- ☞ Remarkably Unscrupulous
- ☞ Always keeps you guessing

Holding

Holdings represent the lands, castles, manors, and towns under the lordship of our characters. They offer locations for the scenes where we'll see the schemes of our peers.

Example Peers

- ☞ Longcliff Keep
- ☞ The Wychwood Monastery
- ☞ The Dragon's Tail
- ☞ The Highland Manor
- ☞ Briggs' Bludgeonry & Co.
- ☞ The City of Dunsbury upon Wye
- ☞ Northumberland Forest
- ☞ The Pod of the Envoy
- ☞ Sothclyfe
- ☞ Yuthnia Forest of the Frozen Lands
- ☞ Kingshold Castle

Example Marginalia

- ☞ An Ancient Wonder
- ☞ Under Construction
- ☞ Impenetrable
- ☞ Surprisingly Easy to Conquer
- ☞ Well-staffed
- ☞ An absolute eyesore
- ☞ Strategically unusable
- ☞ Lavish, Lush, Luxurious
- ☞ Built of a living tree
- ☞ Festering wound of history
- ☞ A budding industrial powerhouse

Artifact

Artifacts are tangible manifestations of history. These are the crowns, thrones, circlets, swords, emblems, statues, relics, and anything else that prove the power and importance of each of our peers.

Example Artifacts

- ☞ Hammer of Dust and Heaven
- ☞ The Crown of the True Heir
- ☞ The Greatsword of All Kings
- ☞ Pelvis of the Mythical Wizard
- ☞ The Balwick Signet Ring
- ☞ The First Iron Ingot
- ☞ The Whirling Cypher
- ☞ Statue of John II
- ☞ The Damaged Royal Dagger
- ☞ The Usurper's Gorget
- ☞ The Emblem of Magnificence

Example Marginalia

- ☞ Forged in the Flames of the Gods
- ☞ Anathema to the Pretenders
- ☞ Sharp as Hell
- ☞ A Most Coveted Relic
- ☞ Passed Down Through Generations
- ☞ Historic and Meaningful
- ☞ Contains the Secrets of All
- ☞ Homage to All Who Came Before
- ☞ In Dire Need of Repair
- ☞ Strikes Fear in the King's Heart
- ☞ Possibly a Forgery

◆ Resource

Resources are things our characters use for their own gain. They might be caches of tangible goods, logistical supply lines, groups of people, or concepts.

Example Peers

- ☞ The Flock
- ☞ Cultural Reverence of the People
- ☞ Claim for the Seat of Baloria
- ☞ The People's Fear
- ☞ The Monarch's Illicit Love
- ☞ Coldblood Ward
- ☞ Blood of Kings
- ☞ The Council of Fortune
- ☞ Endless Fields of Wheat
- ☞ Laws, customs, & decorum
- ☞ The Staff of Castle Moon

Example Marginalia

- ☞ Thousands Strong
- ☞ O the songs they sing
- ☞ The Undeniable Weight of All Law
- ☞ Untouchable, Unquestionable
- ☞ Much to do behind closed doors
- ☞ Immune to the frost
- ☞ Last Link in an Unbroken Chain
- ☞ They see many futures
- ☞ Nobody Goes Hungry
- ☞ The Inertia of History
- ☞ Unparalleled hospitality

Prologue Reference

Player Reference

Dice Rolls

1. Determine the difficulty.
2. (Optional) Vote to adjust difficulty.
3. Start with 2 dice.
4. Leverage assets to get dice.
5. Roll dice. Interference dice cancel one matching die each.
6. Result is the number of different die faces now showing.
7. Result $\geq$ difficulty: make. Otherwise, mar.

Scenes

1. If following a plan, use its prompt
2. Choose a holding as the location of your scene.
3. Invite main characters you want to see in the scene. Cast other players as peers.
4. Describe the scene and roleplay.
5. (Optional) resolve an in-scene dice roll, if desired.
6. Finish the scene, then prepare a plan or refresh assets.

Asset

A notecard that represents the peers, holdings, resources, and artifacts important to our characters.

Marginalia

Traits, descriptions, or other phrases that make up the margins of an asset. Each asset can have up to four.

Take

Take another player's asset as your own.

Break

Tear off a marginalia to change an asset.

Rank

Used as difficulty in rolls that don't target main characters.

Status

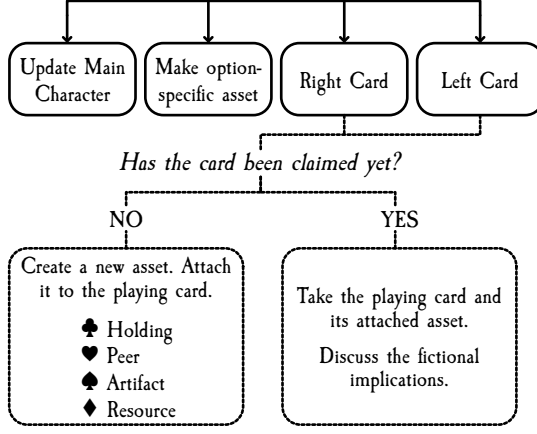
Used as difficulty in rolls that target other main characters.

Conducting the Prologue

Take Three Turns Each

Select one option from any prologue sheet

In Any Order



Setting the Rankings

Sort players by their number of cards in each suit.

Resolve suits in order. Set aside players with 0 cards.

The player with the highest card wins ties, then:

☞ If high cards are tied, check next highest card.

☞ If all cards are tied, highest ♥ loses.



Wild. *Each wild can be used once. Decide before moving to the next suit*



Power.



Knowledge.



Esteem.

Once done, the player at the top of each track decides that track's order for the set aside players.



Power

Make Demands



Demand control of the resolution of another player's plan.

Propose Decree



Bring a new law to the royal council to enact sweeping legal change.

Exchange Courtiers

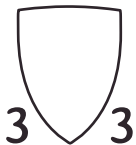


Take another player's peer into your retinue.

Make War



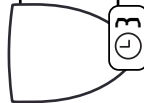
Declare war. Agree to peace terms, or break assets every round.



Rank Status

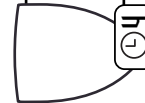
Knowledge

Make Introductions



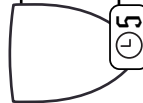
Introduce new peers to court. Add them to your retinue.

Seek Answers



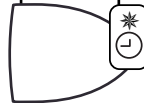
Investigate truths and ask questions of the other players.

Chronicle Histories

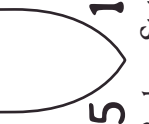
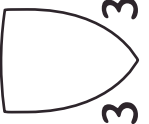
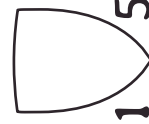


Explore a situation from history. Connect it to the present.

Clandestinely Liaise



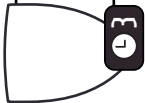
Meet in secret and share a moment with another character.



Rank Status

Esteem

Spread Propaganda



Distribute a pamphlet to spread new thought throughout the realm.

Spread Rumors



Spread rumors to damage the reputation of assets at the table.

Propose Duel

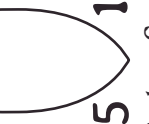
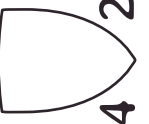
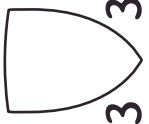


Go on-on-one in a battle of arms or wits to prove a point.

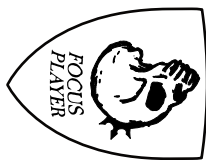
Host Festivity



Convene socially: throw a ball, host a dinner, go on a hunt.



Rank Status



CURRENT ROW



Player Reference

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