A THOUSAND FACES
of
ADVENTURE

Contents

A Thousand Faces of Adventure: Player's Guide

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Like board games? Get a kick out of those online Dungeons & Dragons videos? Want to try improv? Welcome to A Thousand Faces of Adventure!

Welcome to Roleplaying

A Thousand Faces of Adventure is a framework for telling a story. The authors of the story are you and your friends, sitting around a table.

This story is improvisational, interactive, and collaborative.

The rewards for playing are laughter and excitement while you play, followed up with years of warm conversations that start with *"Remember that time we were playing A Thousand Faces of Adventure and..."*

Skip me to character creation!

If you are an experienced RPG player you might want to jump ahead past this indroductory hulabaloo and rules reference, and start playing with the first activity available to you. Typically in RPGs, this means "character creation", which is often done

as a solo, "homework" activity before the whole table comes together to play.

A Thousand Faces of Adventure is designed to be played by a group of friends the moment everyone's together at the table. Character creation will be an interactive activity that requires your friends. Open the GM Guide and look under the **Begin a Campaign** section for more details.

This Player's Guide is a manual of all the procedures a non-GM player might need during play.

This game is a in the category of games called ***conversation***. It may seem weird to think of ***conversation*** as a "game", but it's also convenient. Accepting that this game is a conversation lets you rely on your existing knowledge and expertise at conversation "games". You've already learned about things like taking turns, interruption protocols, and listening, so you're already an expert at the foundational rules of this game.

How to make a great story

Imagine the audience for this story is the inner children of all the players. What evokes the feelings we had when we were children playing pretend? Can you remember being 11 years old and watching a spectacular Steven Spielberg movie? Or maybe a cheap-but-awesome Sam Raimi movie?

You are going to collaborate with all the other players to make this story, so when it's your turn to narrate, think of what will give your friends around the table a thrill, put them in suspense, ratchet up their feelings of tension, or make their jaws drop with awe.

Sometimes inner children get a big kick out of blood and guts. Your inner child might giggle at the "adult" scenes in an HBO series. If you don't know what topics your friends consider "off-limits", it is a good idea to ask and tell before you start playing.

The story that emerges is not a precisely crafted

thing. That's ok. It doesn't have to be high art or even a cartoon on Adult Swim. It gets shaped by each player, and when your turn comes, you adapt, do your best improvisational "Yes, and" , and see where it goes from there. **It might sound like chaos, but with some faith in your friends, you will delight at how the plot solidifies, and how real the characters become**.

Specifically, What to do

To play the game, one person will take on the role of the Game Master, or "GM". The other people will be called simply "Players".

The GM

The GM's job is to help everyone follow the rules of the game, and say stuff. Occasionally they will write notes and scribble some quick numerical facts.

The imagined world and its inhabitants will be narrated mainly by the GM.

The Players

Player, your narrative contribution will mainly be your character.

Most of your time will be spent saying stuff. You are part of a conversation. Ask questions, use your imagination, chime in when someone inspires you. Think about your character like a hero of a movie, and try playing as the writer of the movie, or the director, or immerse yourself like a method actor standing in the character's boots and seeing with their eyes.

A Thousand Faces of Adventure invites you to:

- Describe your character and their actions
- Act out their dialogue
- Describe *how* they act
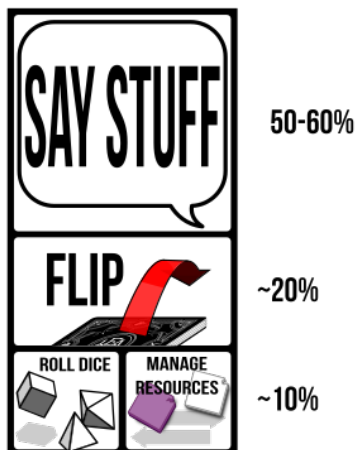
Figure 1: The player's job

- – flourishes and stunts
    - – their facial expressions, voice, and body language
- Tell what they say / hear / see / smell / taste / feel
- Describe their thoughts & memories
- Chime in when they interact with or support the other characters
- Tell parts of the story
- Tell your character's backstory
- Contribute ideas and assert facts when the GM asks questions
- Refer to your **moves** to generate more ideas and see what boundaries you can push

As the conversation unfolds, the rules will chime in as well. When that happens you will be called do things beyond just "saying stuff":

- Flip cards from your Deckahedron
- Move tokens around
- Roll dice

This guide will teach you how to do those things.

Your Character: A Scrappy Adventurer

A Thousand Faces of Adventure is a game about your character growing from humble beginnings as a **scrappy adventurer** into someone who will have an epic impact on their world.

Figure 2: Your Character Sheet

During character creation, you will get to determine

all aspects of your character's history, social and economic circumstances, and personality. These are fictional aspects of the character. You will use the game's rules to determine all the *mechanical* aspects of the character.

The terms *mechanical* and *mechanism* describe aspects of the game that concern rules, numbers, and procedures.

Mechanically, characters start out just a little bit more powerful than a common villager. Your character will have 10 Stamina points versus a townsperson's 2-5, and will start with three special moves, but that's all that separates them from Michel the stable-hand and Constance the librarian.

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TODO: fluff with one-sentence example char-
acters
```

You can invent any backstory you like, but you may need to answer questions about how the backstory fits the character's game limitations. Nothing stops you from creating a hulking, 7 foot tall barbarian,

with a rich history of warring and slaughtering enemies, but at the very beginning of the game, with a couple unlucky flips, that barbarian may suffer a sound drubbing at the hands of a farmer and his overprotective goat.

This doesn't mean you shouldn't create the barbarian character. You should. That sounds awesome! But if you do, be prepared to find some narrative justification (drunkard? battle-worn? magically cursed?) that the character begins at a "scrappy adventurer" level.

As your character adventures in the world, they will gain experience and equipment making them worthy of the title "hero". See Character advancement for more details.

Figure 3: Your Deckahedron

The Deckahedron

The main activity in the game is "saying stuff", mostly stuff about your character. Often, you'll say something that **triggers a move**, and that move will be resolved using your Deckahedron.

(If you do not have a physical copy of this game, you can find a digital Deckahedron at 1kFA.com/table)

Every player except the GM gets a Deckahedron. Inspect your Deckahedron. You should have 20 cards. There are 4 symbols, or "suits", on the fronts and

backs of the cards:

Name	suit	odds	color	rank
Anvil		the weakest odds	red	rank 1
Blade		below average odds	blue	rank 2
Crown		above average odds	yellow	rank 3
Dragon		the best odds	green	rank 4

Shuffle your Deckahedron and place it face-down in front of you.

Whenever your character attempts something risky, where the outcome is not certain, the GM will call for you to take your Deckahedron and "flip".

In conversation with GM and the rest of the table, you'll decide what move your character is triggering

and which of your character's attributes – Str, Dex, or Int – will be used to resolve the flip. There is a move card or a page in your base moves booklet for every move, so have that move card or page in your booklet ready.

GM Note: *The attributes used to resolve a move are listed at the top of each move card. A card may give the option of several attributes, so you may need to ask the player for more detail about their action before calling for a flip.*

Take the top card of your Deckahedron and flip it face up. Next, find the suit (Anvil, Blades, Crown, or Dragon) of the chosen attribute on your character sheet.

On the face side of the Deckahedron card, find that suit symbol. The result of the move is the ✖ or ✔ symbols next to that suit. When you flip, keep in mind that the GM may need to read the result. Being consistent with how you orient the card will help simplify the GM's bookkeeping and keep up the
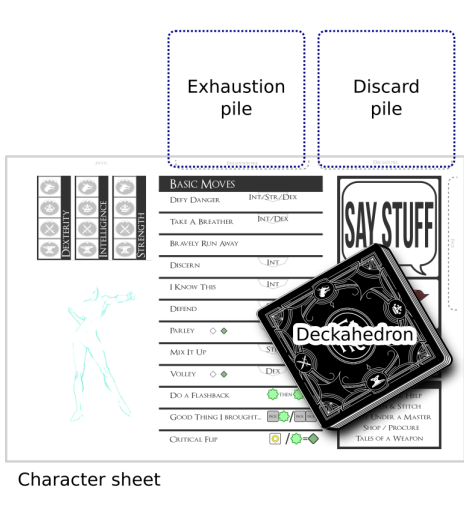
Character sheet

Figure 4: Your Deckahedron and Character Sheet
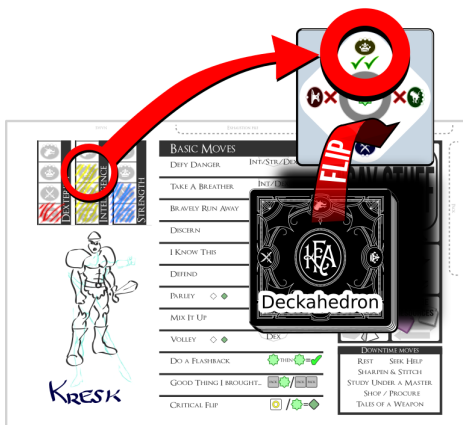
Figure 5: Flipping a card

pace of the game.
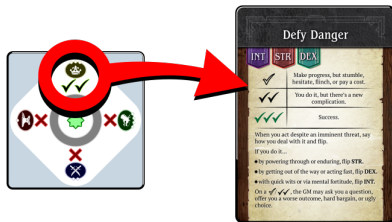
Figure 6: Resolving a move

Finally, read the instructions on your move card. It tells you and the GM how to interpret the ✖s and ✔s.

For example,

You're playing a character named Kresk. You say:

> Kresk sees the pit of spikes in front of him, but isn't scared. He just takes a

> running start and mightily leaps over
> the pit, landing safely on the other side.

The GM interjects:

> Ok, sounds good, but let's see if Kresk's
> legs are strong enough. Please flip Defy
> Danger with your Strength.

Ready the Defy Danger page in your booklet (it's the first page). Next, on the character sheet, see that Kresk has rank 3 (Crown) Str. Flip over the top card of your Deckahedron and look for that Crown suit.

Let's say the Deckahedron card shows ✓✓ next to the Crown. The Defy Danger move reads "You do it, but there's a new complication". When you look to the GM to interpret this outcome, they begin to improvise:

> You leap through the air, landing with
> a thud on the other side of the pit, kick-
> ing up a cloud of dust on this forgotten
> jungle trail. Rising to your feet, you no-

tice that more than dust has been stirred. The sounds of movement and a threatening rattle alerts you to something approaching from inside the pit. What do you do?

Reshuffling

After every flip, any face-up Deckahedron card is placed, face-up, in a *discard pile*. (Later, you will start another pile of cards called an *Exhaustion pile*. Keep them separate.)

At any time other than during a flip, you may take your *discard pile* and shuffle it back into your Deckahedron.

Whenever your Deckahedron has 5 or fewer cards, you **must** take your *discard pile* and shuffle it back into your Deckahedron.

Interpreting the result of a flip

When a player's character performs a move, the player executes a flip, and the GM leads the table interpreting the narrative result, based on the text of the move card.
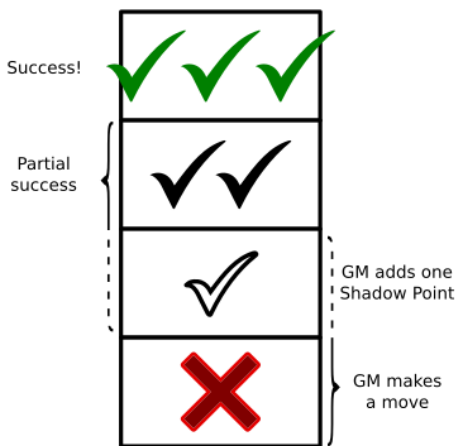
Figure 7: flip results

Usually ✓✓✓ means an unfettered success, and ✓✓ means success, but with complication.

When the result is a single ✓, it sometimes means the same as a ✓✓, but often it is slightly worse.

As you read this section it may help to lay out the move cards in front of you.

GM Note: *Any time a flip results in a single ✓ the GM gains a* **Shadow point** *– even when the move card says it has the same narrative effect as a ✓✓.*

Note: some move cards give choices between several options. If one of the options is impossible (fictionally or mechanically), it may not be chosen. Choose one of the other options instead.

When the result is ✗, it is the GM's turn to make a move. The GM narrates the consequences of the move the player just attempted and has license to take the narrative where they like.

See the GM Guide for explanations of *Shadow points* and for a list of moves the GM is allowed to make.

Exceptions on ✓ and ✗ flips

Sometimes a card does not say how a ✓ should be interpreted. In that case, the GM gets to make a move, just like ✗.

Rarely, a card will have instructions for how to interpret a ✗ result. These instructions should be executed, but might only be *part* of the GM's move – the GM gets to decide if they have more to add.

When the card is a **– Fast –** move, the GM does not get to make a move on a ✗. Instead, the GM just gains 2 *Shadow points*.

Cards tagged ➝ Fast ➝

Some move cards have the ➝ **Fast** ➝ symbol. This indicates they can be used in conjunction with another move during your character's moment in the spotlight.

As the conversation moves around the table, players will have informal "turns" where they talk about what actions their character is taking. The game works best when this "spotlight" is moved around fairly so each player can contribute. The spotlight typically follows a single character's actions until they trigger, then resolve a move.

➝ **Fast** ➝ moves are like "bonus" moves that augment, or quickly follow the initially triggered move.

Characters will trigger **at most one** ➝ **Fast** ➝ move during their moment in the spotlight. Otherwise the pace of the game can slow down, and other

players may feel like they aren't getting a fair share.

Figure 8: Cards tagged FAST

Examples of cards tagged **Fast** include Unknown Benefactor, Where It Hurts, and Shield.

A moment in the spotlight might see your swordsman character triggering the move Mix It Up, causing damage to a foe, and then also triggering Where It Hurts as you describe the sword delivering a stun-

ning blow, clanging loud and hard against the foe's helmet.

Or, your professor of alchemy character might trigger Defy Danger as they jump out of the way of a toppling bookcase. After you flip an ✖, the GM may start enumerating the attack power your character must suffer, to which you could respond by invoking Unknown Benefactor to cancel the attack's effects.

Other ways to flip: Advantage / Disadvantage

Some flips are a little more complicated. There are moves that instruct you to "take +1 advantage" or "flip with advantage". Sometimes you are given the opposite instruction "flip with disadvantage" or "your foe gets advantage".

Advantage

With an advantage, flip over your top card as usual, and then flip over the next card as well. Compare the results (the number of ✖s or ✔s next to the relevant suit) and *resolve the flip* with the card that has the **best** result.

If it's a tie, you may choose whichever card to be the card that *resolves the flip*.

After, all flipped cards go face-up in your *discard pile*.

Complete Flip Rule

You must flip over all the cards you were instructed to, even if the first card shows ✔✔✔.

Disadvantage

With a disadvantage, do the same thing, but use the **worst** result.

Acting against a foe that has advantage is mechanically identical to your character having disadvantage.

Multiple Advantages / Disadvantages

Advantage or disadvantage can stack. Flips can accumulate up to 2 advantage or 2 disadvantage, meaning that you flip **3 cards in total** and take the **best** or **worst**, respectively.

No flip may use more than 3 cards in total, so stacking advantage beyond 2 is just ignored.

It is possible a situation might arise where you are instructed to both "flip with advantage" and "flip with disadvantage". If this happens, simply add up all the

advantages, and then subtract all the disadvantages to arrive at a "net advantage" or "net disadvantage". The maximum number of cards per flip is still 3, so even if the "net disadvantage" is -3, you only flip 3 cards and take the worst.

XP cards

Experience point symbol

Figure 9: An XP card

Resolving flips is how players acquire experience points (XP). XP are a player's most important mechanical currency in the game.

Some Deckahedron cards show an experience point

symbol in the middle. These are XP cards. After a flip is *resolved* by an XP card, take one XP from the supply.

You may only do this when the card *resolves* a flip. (ie, when flipping multiple cards, only if the *XP card* was the one from which the ✖ or ✓ symbols were used to interpret the result of the move)

XP are a currency you spend to activate "meta" parts of the game. See below for moves that let you "break" or "bend" rules, or partially take control of the narrative.

Blessing cards

Some move cards will instruct you to take Blessing cards. When instructed to do so, draw one Blessing card at random from the supply, and place it in your discard pile.

Blessing cards improve your Deckahedron by giving
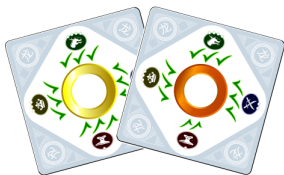
Figure 10: blessing cards

you better chances to succeed at moves.

Whenever a move is ***resolved*** by a Blessing card, return the Blessing card to the supply rather than keeping it in your discard pile.

Wound cards

Sometimes you flip over a wound card and must lose a Stamina point. See the Combat chapter.

Teamwork Flips

Before a flip is executed, if other players have characters in the same scene as the character taking action, and there is nothing in the fiction preventing it, those other players may choose to have their characters *aid* the spotlighted character. They just chime in before the flip and say how their character helps out.

Another time the Teamwork Flip is triggered is when the characters are all bound together in success or failure. (eg, Defying Danger in a canoe traveling over whitewater) In that case, the GM asks the players "who is taking the lead?". That player is the spotlighted player, and the other players are supporting.

The spotlighted player flips as they normally would, the supporting players say how they are helping and flip one Anvil.

The players choose the best result to resolve the flip.

Only the card that resolved the flip can generate XP, and only for the player who played it.

If there are any negative consequences (damage, danger, etc) from the result, all the participating characters must suffer them.

Supporting players may not Do a Flashback on Teamwork Flips.

Flips only happen when the situation is uncertain or risky

A GM only calls for a flip when the situation is uncertain or risky for the character. If the outcome is certain, the GM may just narrate what happens. Or they may ask clarifying questions.

This game is a conversation between people, so there is variability in how it plays out. Different GMs will draw their line of certainty at different places.

Consider a situation where the GM has described your character, Kresk, waking up after making camp in a forest. Beside Kresk is a squirrel, nibbling an acorn.

You might respond by saying,

"Kresk wants that acorn! I Mix It Up with the squirrel!"

It would be bizarre, but completely within the rules for the GM to write up some stats for the squirrel (1 Stamina, 1 attack power), and begin a melee combat between Kresk and the squirrel, and ask you to flip Str to resolve the Mix It Up move.

But the GM will more likely interpret your action, as described, as having a *certain* outcome. Perhaps the GM will respond:

- "As you raise your fist to smash the squirrel, it darts off into the forest, never to be seen again."
- "How is Kresk going to overcome the squir-

rel's natural speed and reflexes?"

- "You smash your fist down and flatten the rodent. Strangely, it didn't even flinch. Does this odd behaviour remind Kresk of the rumors he heard about this forest being enchanted?"

Pushing buttons or staying in character

The GM doesn't always have to invoke a move and call for a flip. But in this example, the player literally names a move ("I Mix It Up..."). That's a strong signal to the GM, and the GM is likely to follow strong signals.

If you enjoy playing in a style where things flow like a narrated story, from question to answer, from description to dialogue and naturally back around again, rather than pushing a limited set of buttons laid out in front of you, try playing without *naming* the moves. Just describe what your character does

in a natural way.

"Kresk wants that acorn! I slam my fist down on the squirrel!"

Moves Depend On the Fiction

Because uncertainty is a key requirement before a flip is called for, the fiction that you and your friends establish *matters*.

If a character threatens a towering Mountain Giant with a punch (that would only reach the Giant's lower shin), the GM will not call for a Parley flip. A wound to the arm or hand might be described in such a way that would clearly make using a bow for Volley or Called Shot impossible. Or successful application of an Amulet of Amiability might mean that Pick Pockets can be skipped - the affected NPC might just offer to share their precious items.

Combat - Stamina and Wounds

Your character will confront violent foes and dangerous obstacles. Will they endure exertion and injury to keep venturing forward, or will they be disfavoured by fate and end up completely spent and collapsed in a heap?

Your time in this game will mostly be spent saying stuff and flipping cards from your Deckahedron. When combat begins, however, it's time to reach for your dice and remember to keep a close eye on your tokens.

In a fight, a character is running, dodging, striking, and being struck by their foe. All of this action is scary and exhausting. A character gets weaker as this exchange goes on, even if they dodge every blow.

This weakening is represented by cards from your Deckahedron being lost into your *Exhaustion pile*.

Have you ever watched a boxing or martial arts match? During the later rounds, the athletes are worn down, their footwork is less animated, and they drop their guard more frequently. The contest is not always decided with a knockout punch, it often comes down to who can better endure the exertion.

Every PC has 10 Stamina points. When a PC loses all 10, they are incapacitated. After that, their fate is up to the game rules and the GM.

The Four Ds

When your character gets attacked or falls victim to some other danger, you have choices about exactly how they are affected. They may dodge, and just lose Stamina, they may stand stubbornly against a blow, perhaps absorbing it with their armour, or they may be wounded by it.

The procedure for making these decisions is called

"The Four Ds":

1. Dice - roll them!
2. Decide whether to lose Stamina or take a Wound
3. Distribute tokens
4. Describe the outcomes in the fiction

Dice

When your character suffers the consequences of violence, you roll dice or read instructions from a move card to get a number. This number is called the **attack power**.

Decide

After the **attack power** is known, you have a choice: either take that many Exhaustion tokens or take a Wound token.

You can always choose to absorb the **entire** amount of *attack power* by taking a single Wound.

Let's say your character was attacked with a sword and the dice were rolled and summed up to 7. You can either take 7 Exhaustion tokens (thus losing 7 Stamina points), or choose to take one *Wound token* (see below) instead.

Let's further say your character had lost 3 Stamina points earlier in the battle. With only 7 Stamina points left, it's a wise time to take a Wound.

Distribute

In the **third step** you take Exhaustion or Wound tokens from the supply and either:

- "Absorb" them by placing them on relevant move cards or item cards, or
- Lose Stamina by putting that many cards from your Deckahedron into your Exhaustion

pile, then placing the tokens on top (and, in the case of a Wound, putting a Wound card in your Discard pile)

To absorb Exhaustion and Wounds, you can use *item cards* like your character's armour and shield, or *move cards* like Good Cardio, Mystic Breathwork, Like A Second Skin, and Sangfroid.

PCs start with 10 Stamina points. To win at combat, a character's foes must be subdued or pacified before 10 cards are lost from the Deckahedron.

Losing or Expending Stamina

When you are instructed to lose or expend a Stamina point:

1. Take a card off the top of your Deckahedron, do not look at the face side.
2. Put that card face-down on your *Exhaustion pile*

3. Place an Exhaustion token on your ***Exhaustion pile***

Character sheet
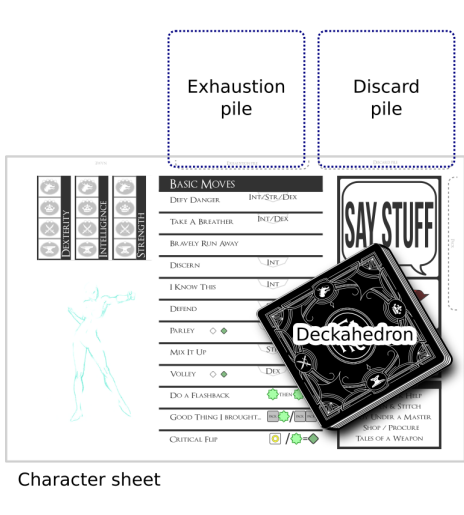
Figure 11: Component layout

(So, if you were instructed to lose 3 Stamina points, you add 3 cards from the top of your Deckahedron onto your Exhaustion pile, then you put 3 Exhaus-

These cards are lost Stamina points

Discard pile

Exhaustion token

BASIC MOVES

DEFY DANGER — INT/STR/DEX

TAKE A BREATHER — INT/DEX

BRAVELY RUN AWAY

DISCERN — INT

I KNOW THIS — INT

DEFEND

PARLEY

MIX IT UP

VOLLEY — DEX

DO A FLASHBACK

GOOD THING I BROUGHT...

CRITICAL FLIP

SAY STUFF
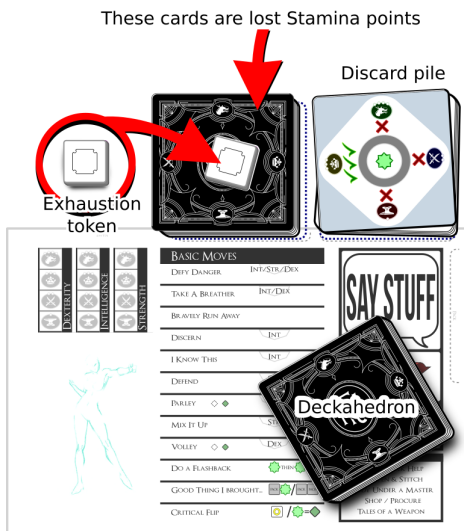
Deckahedron

Figure 12: Exhaustion token

tion tokens on top of it as well.)

If your Deckahedron does not contain enough cards, you **must** reshuffle your *discard pile* into the Deckahedron and continue.

Note: you *may* choose to reshuffle their *discard pile* back into the Deckahedron **before** moving cards onto their *Exhaustion pile*.

Once the *Exhaustion pile* grows to 10 cards, the character is *incapacitated* and can take no further actions. It is up to the GM to decide what this incapacitation means - whether the character is dead, unconscious, or just unable to stand or move.

Taking Wounds

Wounds are a long-term source of trouble for your charcter. When wounded, all intelligent creatures seek to cure their condition as a high priority.

When you are instructed to take a Wound:
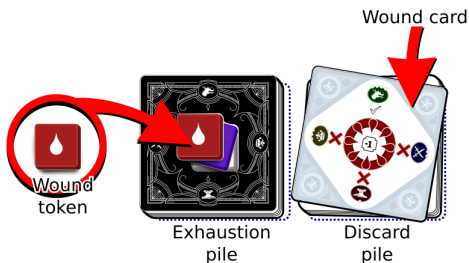
Figure 13: Wound token

- **If you already have 2 wounds**:
    - your character is incapacitated
- **Otherwise**:
    1. The GM describes how your character was wounded
    2. Place a **Wound token** on your **Exhaustion pile**
    3. Randomly draw a **wound card** from the supply and place it in your **discard pile**. It will now start cycling between your Deckahedron and your **discard pile**.

A Wound Card

Figure 14: A wound card

Having a *wound card* in your Deckahedron causes some nasty effects.

Whenever you **flip** and reveal a wound card, follow these rules:

- (Optional) Say or act out the guttural noise emitted by your character
- You must immediately stop flipping (eg, if you were instructed you to "flip 3", you stop short once you hit the wound card - resolve the move with only the card(s) you flipped. This overrides the **Complete Flip Rule**)

- Lose a Stamina point

Wound cards can be used to represent different fictional aspects. They usually represent literal wounds, but may also be used for the effects of disease, poison, or other effects inflicted by monsters or the environment.

Describe

Finally, the **fourth step**: you interpret those results into the narrative. Did your character dive into the dirt? Did they take a punch to the jaw and respond with a bloodied grin? Did the spear bounce right off their steel breastplate?

The act of taking a risk, deciding how to get hurt, and then later, deciding when and how to heal, with each stage having its sacrifices and benefits, is a miniature echo of the overall structure of the Hero's Journey campaign. Starting in comfort, choosing to

*cross a threshold, deciding which fork to take
in a road of trials, then returning.*

Equipment

During character creation, you receive two Pack cards and take some Item cards. These cards represent equipment carried by your character that interacts with mechanisms of the game.

Daily-use amounts of money and food are not tracked. It is assumed your character will always be able to scrounge a meal somehow. Unless it is relevant to the drama of the fictional situation or inspired by the Touchstone List (see the GM Guide), small monetary transactions may be abridged or assumed.

It is also not necessary to exactly measure movement speed or the sizes of all the gear carried or to track the body part to which the gear is strapped.

Your character has a movement speed, a certain lightness-of-foot, they carry a certain amount of equipment and items, and perhaps even a certain amount of wealth or treasure.

There are some moves that are affected by how much *stuff* a character carries. These moves have a "Encumbrance Penalty" section, and describe how carried equipment affects their outcomes.

At any time that makes sense in the fiction, a character can drop items and equipment.

Pack - Precious and regular

Throughout the game, your character will gain, lose, and trade equipment and supplies that are worth tracking. These items don't need to be specified until they actually get used. Instead they are tracked with anonymous Pack cards.

White-side green cards represent "regular" Pack

Figure 15: Pack cards

and black-side green cards represent "precious" Pack. Precious Pack is something that is found precious by *someone*. It may be something made of a rare metal like gold, or it may be simply a full waterskin offered to a parched NPC in the desert.

If the specifics of a Pack card get concretely established in the fiction, and the card is not immediately spent, the Pack card should be returned to the supply and a blank Item card should be taken to replace it, with the name or details of the item written on it.

Your character starts off with 2 Pack cards, enabling

the move Good Thing I Brought…

Good Thing I Brought…

Figure 16: Good Thing I Brought card

Adventurers are always finding themselves in tricky situations. Luckily, they come prepared with adventuring gear. They have been known to carry 50 feet of rope, smelling salts, books of racy poems, some-

times even a 3-day-old pork chop to distract hounds or hungry goblins.

It's a fact. You know this and A Thousand Faces of Adventure knows this, so you won't be asked to keep fine-grained notes of every candle and spare button in your character's inventory.

Reasonable daily-use items are presumed to be in your character's pack. If you're unsure, remember this game is a conversation, so just ask the table.

But sometimes you will be in a situation where having that 50 feet of rope or an old pork chop would really *solve a problem* for your character.

When your character reaches into their pack and produces the item that solves their current problem or helps them overcome a challenge, just say what it is and execute the "Good Thing I Brought…" move.

The Pack cards represent the adventuring gear a character has brought along. But you do not need to declare exactly what that gear is until you're in a

situation where you need something specific.

If the "Good Thing I Brought..." move is executed and the newly "declared" equipment is something that can be returned to the backpack after use, write its name down on a blank card and exchange that card for the "anonymous" Pack card(s) that were the cost of "Good Thing I Brought...".

If 2 Pack cards are spent, and the character ends up with one card returning to their backpack, future Encumberance Penalty calculations will change. Use the fiction to justify that. Maybe they didn't have *exactly* what they needed, so one piece of equipment had to be consumed to create the necessary tool, in a MacGuyver-esque fashion.

If the equipment is something that gets consumed immediately when used, the 1 or 2 Pack cards just get returned back to the supply.

Item Damage

Figure 17: Item damage

Damage to items is represented as black-side red cards.

The "1-2-bust" mechanism is used to represent damage.

The first two times an item is damaged, place a red card on the Item card, black-side-up.

If an item already has 2 red cards on it, and it is damaged again, it is destroyed. Return it and the red cards to the supply.

All mundane (non-magical) items can be damaged. Usually this happens as the result of a GM move.

To repair items, see the move Sharpen and Stitch

Magic

Magic is an element that pervades stories of fantasy. It can be obscure and stemming from nature like in Lord of the Rings, it can be elemental and allegorical like in The Wheel of Time, and it can be linguistic and self-aware like in The Invisibles.

To avoid presuming too much about the narrative, the rules do not dictate the nature of magic or the

"how" of magic. That's for you to decide during play. The rules provide a mechanical foundation and some optional narrative paths. You are invited to take this well-tested framework, play with it, and expand into it.

Is magic woven from subtle threads that pervade the universe? Is it based on words of power? Is it high technology hidden in the planet's crust by alien benefactors? Is it copied exactly from a concept in your Touchstone List? You decide.

The rules give you a way to have scrappy adventurers begin with magic items. These artifacts have 3 charges, and are rechargeable during Rest. Your character can eventually build themselves up in power to a point where they can cast magic spells without needing the items.

The rules also give names for two sources of magical power, "The Living Light" and "The Blood-Bound". It's up to you to give these names narrative meaning, if you want.

One thing to keep in mind is that characters may attempt any move that resolves with Str / Dex / Int. (See Move Levels So even if moves like Use a Magic Item or Fundamental Magic were not chosen at character creation or gained via Study Under a Master, any character may attempt them.

That said, using magic invokes some of the more complicated rules. Players are challenged with managing and balancing charges, capacity, stamina, requirements, and narrative effect. This kind of play is ideal for players excited by complexity and the potential of explorable branches.

The ONGOING tag

Upon triggering the Use a Magic Item move, a character "flows magical energy" into the item. Then the magical effects happen.

Some magic effects happen immediately.

Some magic effects persist even after the flow of

magical energy into the item has ceased. (eg, _ of
Sensation)

Some magic items have the ONGOING tag, and their
effects persist only as long as magical energy flows
into the item. It is up to the player to declare when
their character ceases the flow of magical energy. If
the flow of magical energy continues, they are not
considered *idle* for the purposes of the Rest and Seek
Help moves.

Charges and Capacity

By default, magic items have capacity for 3 charges.
An item is considered "depleted" when all its charges
are used. The term used for a card's maximum num-
ber of charges is "capacity" or "charge capacity".

The number of charges a magic item *currently* has
is tracked by keeping green cards underneath it.

When a magic item loses a charge, take one of the
green cards and place it back in the supply. When

Figure 18: Magic item with 3 charges

there are no more green cards underneath it, it is
depleted and cannot be used.

Figure 19: Capacity gauge

Charge capacity can be gained and lost. Every time
it changes, players should mark the new capacity on
the Magic Item card

If the charge capacity decreases below 1, all the
bonds that held the item together dissipate, includ-
ing the bonds of matter. Return the card to the
supply.

Use a Magic Item

Figure 20: Use a Magic Item

When a character holds a magic item and flows energy into it, the player flips Int, and on any result other than ✖, the item activates and the effects described on the magic item card happen.

Using a magic item causes it to lose a charge. This loss can be avoided with moves like Entreat the Blood-Bound and Channel the Living Light.

Following that, results of ✅ and ✅✅ cause a further cost to be incurred, as chosen from the list by the GM or the player, respectively.

Note: if the magic item being used is a magical weapon, another choice is available: "the weapon is damaged".

The RECEIVE CARDS tag: when a player chooses this card during character creation or Study Under a Master, they also receive 1 magic item of their choice.

Entreat the Blood-Bound

If it has not yet been established, when a player first uses this move, it's a great time for the GM to ask them a question: "Who or what is the Blood-Bound?"

GM Note: *this is a great way to stretch your improv muscles. Say "Yes, and…" no matter if*

Entreat The Blood-Bound

Carefully sacrifice your blood. Take a **Wound** card (but not a Wound token). Until the **Wound** is healed, using magical items does not cost the usual 1 charge (though charges may be lost via other effects).

Blade of Echoes does not count for your Encumbrance Penalty.

What does it sound or smell like when you do this?

9/30

B. | RECEIVE CARDS
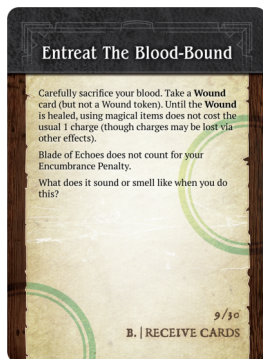
Figure 21: Entreat the Blood-Bound

they identify the Blood-Bound as tiny, parasitic insects or as monstrous, extra-dimensional dark gods.

When a player chooses this card during character creation or Study Under a Master, they also receive the item Blade of Echoes.

Channel the Living Light

If it has not yet been established, when a player first uses this move, it's a great time for the GM to ask them: "Who or what is the Living Light?"

When a player chooses this card during character creation or Study Under a Master, they also receive the item Sigil of the Living Light.

Channel The Living Light

INT ◆◆◆◆

✓ Expend 3 **Stamina**.

✓✓ Expend 2 **Stamina**.

✓✓✓ Expend 2 **Stamina**, take a **Blessing Card**.

Use this instead of *Use A Magic Item*.

Instead of losing charges, expend **Stamina** due to mental exhaustion.

Say what it looks like when you channel.

Sigil Of The Living Light does not count for your Encumbrance Penalty.

B. | RECEIVE CARDS
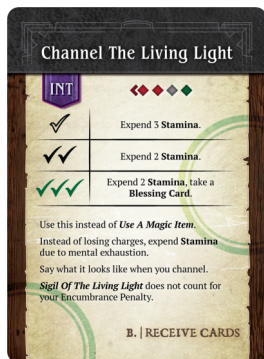
Figure 22: Channel the Living Light

Notes on Moves

Do a Flashback

Figure 23: Do a Flashback card

Sometimes you plan out something really great, and then you resolve a flip, and don't get the results you need.

A Flashback serves as sort of a "mulligan" in those

situations, but it also provides a way to develop your character's backstory and personality.

After a player makes a flip, and before the GM describes the consequence of the flip, the player can declare they're going to `do a flashback`.

The player spends 1 XP. Then they describe how something that happened in the past particularly prepared their character for this situation.

Then the original flip is ignored, and a new flip is executed, using the same advantage or disadvantage as the original flip.

The player may then spend additional XP to "bump up" the result. Each XP spent increases the result, from ✗ to ✓ to ✓✓ to ✓✓✓.

Technically, this flip is *resolved* only after the XP are spent, so if the new card was an *XP card*, the player should take an XP from the supply only *after* they finished spending their XP to "bump up" the results.

Mercy Flashbacks

Players may find themselves in a situation where they forgot to do something when they had the chance, like use healing magic while they were resting, or leveling up a move before they left a town, or getting some key information from an NPC before that NPC died.

As long as the player and the GM both agree that the player had the necessary resources when the action was available, the GM may allow the player to spend those resources and effect that action now, as a "Mercy Flashback".

The player must spend one XP, in addition to whatever cost the action incurs.

Even the most conscientious of us sometimes loses track of small details, so the cost is kept "cheap" at only one XP. But there must be a cost. It is necessary to keep the flow of the game going. This is a game of improv storytelling, and improv means rolling with

the punches sometimes.

Critical Success
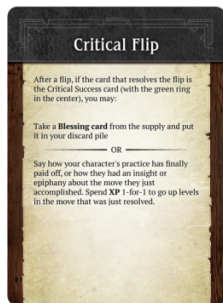
Figure 24: Critical Success card

One of the 20 cards in your Deckahedron is the "Critical Success card". It has a ✓✓✓ symbol on every edge and a circular green symbol in the middle.

If you *resolve a flip* with the Critical Success card, you can do one of two things:

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- Say how your character's practice has finally paid off, or how they had an insight or epiphany about the move they just accomplished. Spend XP 1-for-1 to go up levels in the move that was just resolved.
- Take a Blessing card from the supply and put it in your discard pile.

Taking a Breather

Taking a Breather is a move that a character can take during combat. This action allows a character to regain up to 4 Stamina points.

The player may use either Intelligence or Dexterity to perform the **Take a Breather** action.

If they use Intelligence, they say how they execute a tactic or recognize a favourable position that lets them gather their breath and their wits.

If they use Dexterity, they say how they maneuver

Take a Breather

INT **DEX**

✓	New complication (see below). Recover 1 **Stamina**.
✓✓ ✓✓✓	Find a strategic safe spot / avoid attention. Recover 1d4 **Stamina**.

Spend an uninterrupted moment to catch your breath. You can't *Take a Breather* twice in a row.

Flip **INT** to find a strategic safe spot. On a failure: There's something wrong with the spot.

Flip **DEX** to avoid attention. On failure: Foe moves to a spot where you're disadvantaged.

At the moment you're safe and exit the action (combat is over, pursuit ends), you can flip **STR** and *Take a Breather* as an **FAST** move.

Figure 25: Take a Breather card

into a safe position that offers some temporary safety.

Regaining Stamina may be done either by taking cards from the *Exhaustion pile* and putting them into the *discard pile*, or by returning Exhaustion tokens to the supply.

When recovering cards from the *Exhaustion pile*, the player may choose any cards they want, but may not flip them face-up if they are face-down.

When combat or a pursuit ends, and it is appropriate for the narrative (e.g. when there's a scene transition and the characters reasonably have a few minutes to catch their breath), the players may **Take a Breather** using Str as a ⚊ Fast ⚊ move (ie, no GM move triggers if the result is ✖ or ✓).

Figure 26: Good Cardio card

Good Cardio

This card makes a character an especially resilient fighter and athlete.

In a combat encounter, a player will usually trigger an aggressive move like Mix It Up or Volley. During their turn in the spotlight, the player can also trigger one more move, as long as it has the — **Fast** — tag. Good Cardio is one such card, and allows the character to regain some of their lost Stamina points, and stay in the action longer.

Good Cardio has an additional effect that passively prevents a character from losing Stamina in the first place. Instead of losing a point of Stamina, an Exhaustion token can be placed in the first "slot" of the card. If the character goes up *move levels* (see below), a new slot opens up for each level the move is increased. Only one token can be placed in a slot.

SESSION 2 RULES

The Session Opener

Every session after the first session, there is a special move to execute at the very beginning, **The Session Opener**. It is a player's opportunity to generate an extra XP.

Your GM will lead you through a story recap and pose some questions about your character. Then you will be given the opportunity to **Ask for notes** and **Give notes** to your fellow players.

After this exercise, all participating players will receive an XP.

The details of the Session Opener are described in the GM Guide.
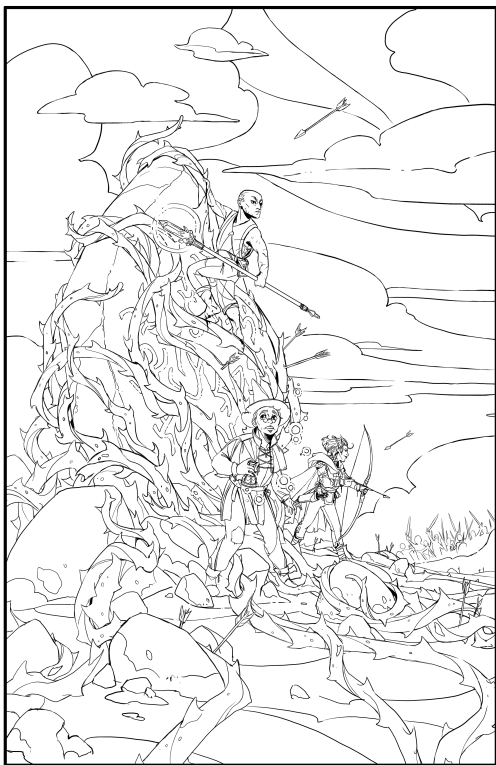
Figure 27: Illustration

Equipment: acquisition, upgrade, and repair

Sharpen and Stitch

Figure 28: Sharpen and Stitch card

Sharpen and Stitch is a way to repair damaged items by spending Pack cards.

This move must be executed alongside the Rest

move.

Shop / Procure
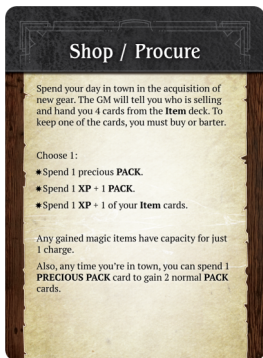
Figure 29: Shop / Procure card

When the Shop / Procure move is used, the scene can be described as an everyday shopping trip or a thieving and bribery escapade, or anything else that makes sense in the narrative, so long as the mechanical outcome would be certain.

The GM presents to the player 4 cards of any mix of items: mundane, magical, a special commodity established in the narrative, or even something purely decorative. It is ok for the GM and player to discuss the items beforehand to any level of detail, and it is also ok for the player to outright say what they want to go shopping for.

The GM should be honest with the narrative, stay true to their goals and try to provide the kind of fun the player has signaled they want to have.

The GM shouldn't present a player a card the character is unable to use.

Mundane Items: Armor, weapons, etc

There are mundane items in A Thousand Faces of Adventure, as well as magical ones. This text includes rules for weapons, shields, and armour. But characters may have other items as well. Those other items may just be decorative or they may have narrative

value (carrying around a small barrel of brandy may earn you a welcome from the thirsty dwarves you meet).

Weapons

Weapons cards describe what the character has armed themself with. These cards might describe "weaponry" rather than a single item, as the Many Knives card demonstrates.

Weapons have "power": d4, d6, or d10. This determines what die to roll when you roll attack power. Generally players can increase weapon power with the Tales of a Weapon move.

The GM should decide if the weaponry incurs any additional costs when calculating encumbrance penalties. Is the item particularly heavy or large?

Here are the default weapons available to characters:

Name	notes
_ Sword	
Many Knives	At close range, can be thrown. Maximun
_ Bow	Long range, not usable at melee range

Armour

When an armour-clad character would normally take Harm or a Wound, the player may put the Harm or Wound token into an appropriate empty slot on their Armour card. This represents the character getting lucky, and their armour absorbing the attack instead of their body. Better armour has more chances to protect its wearer.

The armour available to characters during character creation is the weakest kind. This kind of armour has 1 slot that can absorb a Harm or a Wound.

When a character goes shopping, goes a-thieving, discovers treasure, or loots a battlefield, the GM

Figure 30: Slots

may offer new, more useful armour with more slots drawn on it.

The GM should take a blank card from the supply, and draw up to 3 slots on the card. A slot shall be designated to receive either:

- 1 Harm token
- or 1 Harm *or* Wound token

The table should decide if the armour incurs any ad-

ditional costs when calculating encumbrance penalties – better armour tends to be heavier. Any increased encumbrance penalty should be written on the card.

The player should write a descriptive name for the armour like "Padded" or "Chainmail" or "Full plate" and write that at the top of a card. The description will impact the narrative – it's hard to sneak or swim in full plate armour.

Here are some example armours:

Suggested Name	slots	encumbrar
Leather Armour	1 Harm/Wound	
Padded Armour	2 Harm, 1 Harm/Wound	counts as 2
Full Plate	3 Harm/Wound	counts as 4

Shields

Shields provide a way to avoid Harm and Wound tokens, but they test a character's Dex to do so.

To make a Shield card, first the GM chooses the ✓✓✓, ✓✓, and ✓ effects by choosing 3 sequential effects from this list:

- Avoid the *x*
- Avoid the *x*, but choose to lose 1 Stamina or this item takes 1 damage
- Avoid the *x*, lose 1 Stamina
- Avoid the *x*, lose 1 Stamina and this item takes 1 damage

The *x* can be either:

- Harm
- Harm or Wound

Then the GM and player come up with a name for this kind of shield together, using the same rules as the Armour name-creation above.

The fictional description of the "shield" has mechanical consequences. For example, the edge of steel shield could reasonably be used to attack a foe, so the character would have 1d4 attack power with Mix

It Up. But a character with no weapon and only leather bracers on their wrists, the character would be "unarmed", doing just 1 attack power.

Blocking attack power with a shield is a – **Fast** – move, and players may not make more than one – **Fast** – move per turn in the spotlight.

More Power

Some cards show a "power gauge" that indicates whether the *attack power* (in the case of a weapon) or *effect* (in the case of a magic item) will use a d4, d6, or d10.

After character creation, an armed PC will be rolling 1d4 for their attack power. This can be increased later on in the game via the moves Tales of a Weapon and Obsessive Contemplation.

Figure 31: Power gauge

Tales of a Weapon

The GM should decide whether the weapon will incur any extra cost when calculating an encumbrance penalty. Is the item particularly heavy or large? The GM should weigh that cost against the weapon's other features.

Tales Of A Weapon

Spend 2 XP

Together with the GM, make a new weapon card with **More Power** than your current weapon. The GM will offer it to you as one of the Item cards at your next *Shop / Procure* or make it available as loot in your next adventure.

Spend 1 more **XP** to add a magical power (capacity: 1 charge) to the weapon, and the GM will add a weakness or downside.
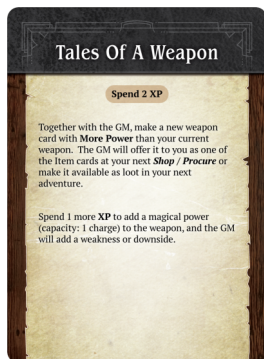
Figure 32: Tales of a Weapon card

Obsessive Contemplation

In town, spend up to 3 XP and a full day doing nothing but investigating or experimenting on your items. For each **XP** spent, choose a new option.

Magic Item	• It is augmented with a new magical effect from an item you've seen before. • It gains capacity for an additional charge. • It gains More Power.
Precious Item	• It is imbued with a new magical effect from an item you've seen before, with one charge capacity.
Weapon	• It gains More Power. • Its appearance has magically changed. • It is imbued with a magical effect from an item you possess, with one charge capacity.

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Figure 33: Obsessive Contemplation card

Obsessive Contemplation

When using a Precious Item that is just represented by a Pack card, swap the Pack card with a new blank Magic Item card and write a description and charge capacity on the new card.

Character preservation and recovery

Bravely Run Away

When players find themselves on the losing side of a battle, or want to avoid a daunting threat, they may choose to run away. If their characters are positioned in a way that their escape is possible, according to the established fiction, use this move. The players temporarily lose narrative control and the GM will say where the characters end up.

Bravely Run Away

As long as you're not cornered or surrounded, escape your foes.

ENCUMBRANCE PENALTY: expend **Stamina** from mental exhaustion. Count up all your **Item** and **Pack** cards…

- If you have fewer than 3, regain 2 **Stamina.**
- If you have 3-4, expend 1 **Stamina.**
- If you have 5-6, expend 2 **Stamina.**
- If you have more than 6, expend 3 **Stamina.**

The GM will tell you where you end up, or declare the start of a Pursuit mini game.

Figure 34: Bravely Run Away card

There may also be a Stamina cost (or Stamina gain) depending on how weighed down the characters were by their equipment.

The GM can resolve this move by:

- putting the characters somewhere completely safe
- putting the characters in a place where some (new or old) danger exists, but is, for the moment, not directly threatening the characters
- spending a *Shadow point* and starting the Pursuit Mini-game
- spending a *Shadow point* and landing the characters in a place where they must directly confront or defy a new danger

Healing

Throughout the game, players are asked to decide how their characters get hurt, how they respond to being hurt, and how they recover from their injuries.

This is a small-scale echo of the whole story - the Hero's Journey itself. At the center of the Hero's Journey is a moment of pain that the hero must fully endure before finding relief - either through their own action or with the help of their friends. The Hero's Journey is a myth that teaches us how to take care of ourselves, and so this game holds a puzzle where the players to learn how to take care of their characters.

Resting

Resting is an action that a character may take when they are out of combat, not traveling, and have several hours to devote to rest (sleeping qualifies).

- Step 1: Return all *Exhaustion* tokens to the supply
- Step 2: Count the *Harm* and *Wound* tokens on your *Exhaustion pile*
- Step 3: Keep that many cards (player chooses

Rest

When not travelling, with a day to devote to rest, do the following:

Step 1: Return all **Exhaustion** tokens to the supply.

Step 2: Count the **Harm** and **Wound** tokens on your exhaustion pile.

Step 3: Keep that many cards in your exhaustion pile, put the rest into your discard.

Step 4: Return one **Harm** token to the supply.

Step 5: Say who you blame for your injuries.

Magic items left idle regain their charges up to their capacity (remove all white-side red cards).

Gird all your armour (remove **Harm** and **Wound** tokens from it).

Learning skills, studying, or any action that takes mental or physical efforts not available when *Resting*.

Figure 35: Rest card

which ones) in your *Exhaustion pile*, put the rest into your *discard pile*

- Step 4: Return one *Harm* token to the supply
- Step 5: Say who you blame for your injuries

When resting, magic items that are not being used regain all charges, up to their charge capacity. Take green cards from the supply to represent the charges.

You may gird all your armour, where applicable. Remove all Harm and Wound tokens from your armour cards and from move cards that represent armour effectiveness (eg, Like A Second Skin).

Time devoted to *Resting* cannot also be devoted to learning skills, studying with a teacher, or any other action that takes mental or physical effort.

The Harm token returned to the supply in Step 4 may come from your *Exhaustion pile* or from a slot on a move card (eg, Bloody But Unbowed).

It is possible that the object of blame named in step
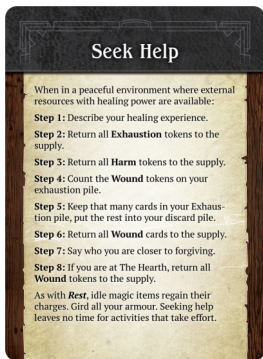
5 is the character themself.

Seek Help

Figure 36: Seek Help card

Seeking Help is an action that a character may take when they are in a peaceful environment where external resources with healing powers are available.

Eg, if they are in a primitive camp possessing

medicine men or a contemporary city with doctors and hospitals or a tranquil oasis infused with healing magic.

That the healing powers are *external* is important. Seek Help is a move where players acknowledge their characters' limits and cannot do everything on their own.

When you spend a day healing:

- Step 1: Describe your character's healing experience
- Step 2: Return all *Exhaustion* tokens to the supply
- Step 3: Return all *Harm* tokens to the supply
- Step 4: Count the *Wound* tokens on your *Exhaustion pile*
- Step 5: Keep that many cards (player chooses which ones) in your *Exhaustion pile*, put the rest into your *discard pile*
- Step 6: Return all *wound cards* to the supply (but not *Wound* tokens)

- Step 7: Say who you are closer to forgiving
- Step 8: If you are at The Hearth, return all ***Wound*** tokens to the supply

As with ***Resting***, time spent ***Seeking Help*** cannot also be used in activities that take effort.

Magic items that are not being used regain all charges, up to their capacity.

You may gird all your armour, where applicable. Remove all Harm and Wound tokens from your armour cards.

Character advancement

Study Under a Master

This move steps your character towards becoming a powerful force in the world.

When your character is in a town (a village, city,

Study Under a Master

Spend 2 XP

Spend your day in town learning new skills.

Tell a story with the GM about how you found a teacher who helped you improve your skills.

Choose:

● Level up in a move: place a green card on it.

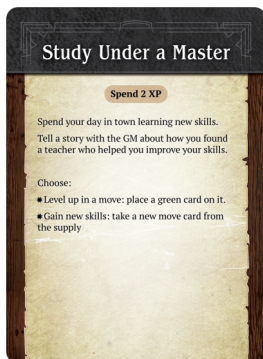● Gain new skills: take a new move card from the supply

Figure 37: SUaM card

etc. – any safe place where resources and commerce present themselves), you can spend 2 XP to either:

- Increase the level of a move you already have (See Move Levels
- Take a new move card from the supply

If you want to take a move card that another player already has or one that was scribbled over in a previous campaign, or just has been ruined by spilled beer, you can copy the text onto a new card.

Move Levels

Some Move cards have icons on them that indicate "levels". These levels represent how good your character is at that skill. For example, the move Pick Pockets has 5 icons.

These are the "move levels" for Pick Pockets. From left to right, these icons are called:

Figure 38: Move levels

- ◆◆ wild or "2 red"
- ◆ novice or "1 red"
- ◆ "studied" or "base level"
- ◆ expert or "1 green"
- ◆◆ master or "2 green"

If you chose Pick Pockets during character creation, you would receive the card and your character would be "studied" in the skill.

Increased Move Levels

Later, you can go up a level in Pick Pockets. (Either by using the Study Under a Master move, or when you resolve a Pick Pockets flip and happen to get a **Critical Success card** See Critical Success)

With a pencil, circle or underline the expert, or "1 green" symbol on the Pick Pockets card.

Figure 39: Marking a move levels

With Pick Pockets leveled up, any time you perform that move in the future, you will add an advantage card when you flip.

Because the Pick Pockets card shows the "2 green" icon, you can repeat this process again later, which would let you add 2 advantage cards when you flip.

Decreased Move Levels

But what about the "red" levels?

Any PC can attempt any move that is performed by flipping Str, Dex, or Int – even if the player doesn't have that move card!

For any such moves, all characters start at the lowest level shown on the card. This will be either the "wild" or "novice" level.

For Example, every character, at any time, can attempt to hit two opponents in combat (via Goreography). Every character can attempt to cast a spell (via Fundamental Magic). But, their odds are very low.

You can attempt moves even if you don't meet the

requirements shown.

Just as the "expert" and "master" levels cause the flip to be done with advantage, the "wild" and "novice" levels cause the flip to be done with disadvantage.

- ◆◆ flip with 2 levels of disadvantage
- ◆ flip with 1 level of disadvantage

If you perform a "wild" level move, and you resolve that flip with a *Critical Success card*, you can spend 1 XP to graduate to "novice" level.

If you choose to do so, take the move card and underline or circle the "1 red" symbol on it.

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Advanced and Optional Rules

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Combat in the 9-hour and 30-hour Campaigns

If you are playing the One-Shot Campaign, you can skip this section. The Harm token rules are for the longer campaign formats.

In the 3-hour campaign, the second phase is a choice between just 2 things: losing Stamina or taking a Wound. In longer campaigns, the choice is more granular.

Second Phase, "Decide"

During the second phase of resolving a combat action, players have the choice between losing Stamina or taking a Wound as explained before, and also a third choice: to turn any 3 *attack power* into Harm tokens instead.

For example, there are 4 ways to handle an *attack*

power of 7:

- 7 Exhaustion tokens
- 4 Exhaustion tokens & 1 Harm token
- 1 Exhaustion token & 2 Harm tokens
- 1 Wound token

Third Phase, "Distribute"

Think of that boxing match again. If Stamina represents dancing, ducking, and dodging, then Harm represents landing a blow. These rules are also for representing mental strain that is so significant that the negative effects last for a while.

Attack power turns into Harm tokens at *exactly* a rate of 3-to-1. You cannot choose a Harm token when facing an attack power of 2.

When you are instructed to take a Harm token:

- **If you already have 2 Harm tokens on your Exhaustion pile:**

- – Take a *Wound* instead
- **Otherwise**:
  1. Lose a Deckahedron card to your *Exhaustion pile* as you would when you lose a Stamina point.
  2. Place a *Harm token* on your *Exhaustion pile*

Note, you will see this "1-2-bust" pattern repeated in many of A Thousand Faces of Adventure's rules
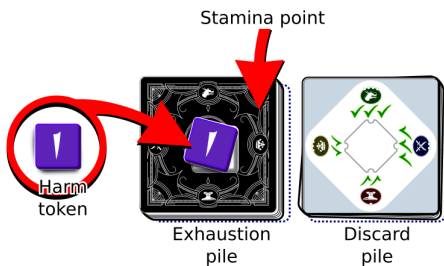

Figure 40: Harm token

Stamina - Heroic Mode

The Stamina rules described above are known as "Lucky Mode". Those rules allow the players to lean on luck at the beginning of the game, because the "worse cards" of the Deckahedron might end up in the *Exhaustion pile*, shifting the odds to increase a player's chances to succeed at moves.

During the 9-hour and 30-hour campaigns, players will have the choice to switch to "Heroic Mode", sacrificing their potential to get lucky for more knowledge and control over their outcomes.

In "Heroic Mode" characters still have 10 Stamina points. But now, these points are represented only by cards in your Deckahedron with a Stamina symbol

When you are instructed to lose or expend a Stamina point, you may absorb it using any relevant move cards and item cards, otherwise:

1. Reveal cards in your Deckahedron until you

No Stamina symbol   Stamina symbol
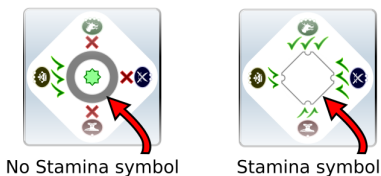
Figure 41: Cards with and without Stamina symbol

find a card with a Stamina symbol

2. Put that card aside, *face-up* in your ***Exhaustion pile***
3. Place an Exhaustion token on your ***Exhaustion pile***
4. The other revealed cards go into your ***discard pile***

(So, if you were instructed to lose 3 Stamina points, you add 3 cards with Stamina symbols onto your Exhaustion pile)

If searching through their Deckahedron does not yield a card with a Stamina symbol, the player **must**

Figure 42: Exhaustion token

reshuffle their *discard pile* into the Deckahedron and continue searching.

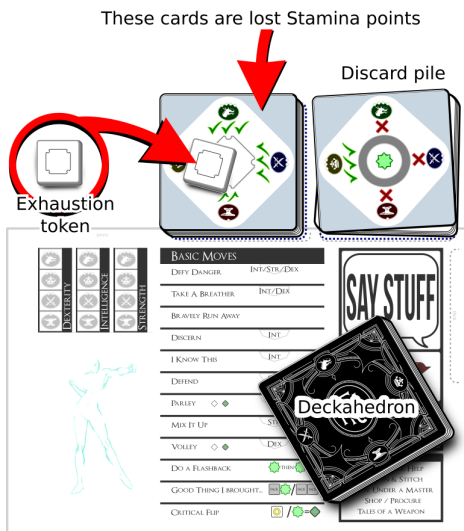Note: Players *may* choose to reshuffle their *discard pile* back into the Deckahedron *before* searching for Stamina points.

If there are no Stamina points in the Deckahedron *or* the *discard pile*, then all 10 must be in the *Exhaustion pile*. In this case, the character is *incapacitated* and can take no further actions.

GM Note: *The switch to Heroic Mode is a way for the players to make a choice that echoes Chapter 5 in the Hero's Journey. They themselves become heroes.*
By transcending randomness and meeting the challenges of responsibility, capability, and commitment, the players will have new power to get the outcomes they desire.

When playing in Heroic Mode, you may look through the cards of your *exhaustion pile* at any time.

Mini-games

Corner-matching Mini-games

Some moves can be resolved by laying out Decka-hedron cards into certain shapes such that the the Chinese Zodiac symbols on the corners match up.

During corner-matching mini-games, the corner symbols of Wound and Blessing cards are *special*. The Blessing cards have a "dragon" symbol, which is *wild* – it matches all other symbols except for the "goat" symbols on the Wound cards. The corners of Wound cards show the "goat" symbol, which does not match any other symbol, not even itself.

Pick Locks

In the Pick Locks mini-game, the player attempting the move must draw three cards from the top of their

Deckahedron and put them down on the table, face-up.

They must then arrange the cards corner-to-corner in a line such that the touching corners show the exact same symbol.

```
TODO: illustration of Pick Locks mini-game
```

At any time during the mini-game, they may put one of the cards into their Exhaustion pile (Stamina is lost to mental exhaustion) and replace it with a new card from the top of their Deckahedron. The play may do this as many times as they like.

While the player is attempting the mini-game, play continues at the table, with other players making moves and time moving forward in the world while the character concentrates on their lockpicking task.

At any point in the mini-game, the player can abandon the attempt, and the result shall be interpreted as though they flipped an ✖.

Fundamental Magic

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TODO: illustration of Fundamental Magic
mini-game
```

The Fundamental Magic mini-game works the same as the Pick Locks mini-game, except that the player starts with 4 cards and must create a "box" shape.

The Pursuit Mini-game

When dangerous foes are chasing the PCs, use these rules to determine what happens.

When a player first declares that they are going to Bravely Run Away

```
TODO: finish
```

- Starting player declares
- Other players declare whether their character joins

- One character - the one with the most Items + PACK is declared the "rabbit"
- Best 3 of 5 rounds
- Rabbit flips solo
- Add the rabbit's Str + Dex, then subtract their encumbrance penalty (the count of all their Item and Pack cards)
- Find their flip rank on the table below
- For the rounds 2 through 5, the rabbit flips, but can be helped by any of the other joining PCs. The best result between the rabbit's flip and the helper's resolves the round. Each one of the rounds can be helped by Int, Str, or Dex, without repeating. The help must be justified by the attribute.
- Int
    - Hiding
    - Using words to influence a crowd
- Str
    - Climbing a wall
    - Making a great leap
- Dex

- – Sliding / tumbling down an embankment
- – Dancing across a precarious rooftop
- – Jumping from the balcony onto a waiting horse
- The last flip must be made by the rabbit alone.
- If the pursuers ever win 2 flips in a row, they can make a move in the middle of the pursuit if appropriate, like firing a volley of arrows or sounding some kind of alarm

Str + Dex - Encumbrance	Flip:
less than 0	Anvils 2x disadvantage
0	Anvils with disadvantage
1	Anvils
2	Blades
3	Crowns
4	Dragons
5	Dragons with advantage

Player vs Player

This game is a tool for telling stories about a group of characters that work together to overcome some danger that threatens them all. The details of their alliance are discovered through play, and those details can include tension and disagreement. This section provides rules for the tensions to be exhibited in the narrative, but also guides the resolution of those tensions to a state where the characters are afterward unified against their common, non-player, foes.

Combat

When a player asserts their character violently against another player's character, the rules are special. In general, negative consequences are only applied by consent. These are different than the rules for fighting NPCs and monsters.

Fights among player characters can be great to in-

troduce drama and increase tension in your narrative. But they are designed so that one player cannot force another player out of the decision making process. The narrative you create is a *shared* one.

When a player's character attacks another player's character, moves are triggered as they would normally be, and costs are paid (eg, if the attacker uses a magic item, they may lose a charge), but there are differences:

- XP cards do not generate XP if they resolve a flip
- Critical Success cards cannot be used to go up levels in moves
- Attack power is not rolled

Instead of rolling attack power, the *defender* alone describes the negative consequences (if any) their character suffers. This includes loss of resources (like Stamina / Harm / Wounds) as well as narrative consequences.

Optionally, the attacker may also describe negative

consequences for their own character, mimicking the way the Mix It Up move causes both the attacker and defender to suffer attack power.

The GM can still collaborate with the players to describe narrative outcomes of the altercation, and may even use the situation to bring dangers to bear, but may not reduce player resources as a result of the specific action.

Intra-party conflict can provide some of the most interesting and dramatic moments of a campaign. Those moments arise from a group of friends at the table collaborating together.

Theft, persuasion, mind-control

Just as in PvP combat, when one player tries to:

- reduce another player's resources
  - eg, by using the Pick Pockets move

- use a move to dictate another player's character's action
  - eg, by using mind control magic

XP cards do not generate XP, Critical Success cards cannot be used to go up levels, and the ***defender*** gets to say what the result was.

30-hour Campaigns: Green rings

If you are playing the One-Shot Campaign or 9-hour Campaign, you can skip this section.

Green rings

At the beginning of a 30-hour campaign, some move cards will be put into envelopes. When you ***Study Under a Master***, you will only be able to choose the enveloped cards if you can arrange your current

move cards to form the number of rings shown on the envelope.

```
TODO: this bit should go in the GM Guide
```

Place the following cards inside the envelope marked with one green ring:

- Mystic Breathwork
- Fury
- Slide
- Not On My Turf
- Void Transfusion

Then, place the following cards inside the envelope marked with two green rings:

- Goreography
- Derring-Do
- Fundamental Magic
- Breach the Dam

The moves inside these envelopes cannot be learned during *Study Under a Master* until the character has already built up some skill.

Take a look through the move cards and see that there are partial rings printed on them - either in the corners or on the sides.

When you receive a new move card, arrange your own move cards in such a way that the most rings are completed. If your cards can arrange to show 1 ring, you may remove a card from the single green ring envelope and put it in the supply. If you can arrange them to show 2 rings, you may remove a card from either envelope and put it in the supply.

For example, if your card arrangement had the cards *Pick Pockets* and *Not On My Turf* next to each other, you could complete a ring. If you didn't have the *Not On My Turf* card, but instead had the *Fury* card, you could arrange it next to *Pick Pockets* to complete a ring.

You do not have to keep your cards in this arrangement while you play.

Figure 43: ring arrangements

Appendices

Diceless Play

Rolling dice is a fun, tactile experience, but not every table has the dice that A Thousand Faces of Adventure asks for. In that case, it is possible to play without owning the physical dice. Each Deckahedron card has symbols that can be used in their place.

To roll a 1d4 or 1d6 with the Deckahedron, flip over a card from the top of your deck, and look for the d4 or d6 symbol on the face side, and read the number therein.

If there is no number, that card doesn't count. Just re-flip and use the next card.

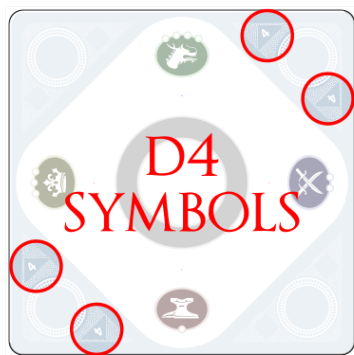To roll a 1d10, follow the same process, but add
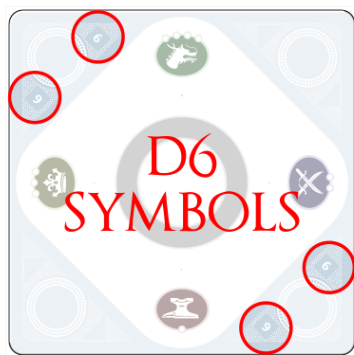
Figure 44: d4 symbols

Figure 45: d6 symbols

up the two numbers inside the triangle and the square. This does not produce results uniformly between 1 and 10, but instead produces results along a specially-designed "2-to-10 curve", which has been chosen to provide statistical results that create a pleasing and dramatic experience.

Glossary

1d4, **1d6**, **1d10** This is notation that means "one four-sided die", "one six-sided die", etc.

attack power the number representing how powerful an attack is

charge capacity the maximum amount of charges a magic item card has

depleted the state of a magic item without any remaining charges

halve When you roll dice and *halve* the value, divide by 2 and then round up to the nearest whole number. 4 becomes 2, 3 becomes 2, 2

becomes 1, etc.

idle A magic item is idle only if magical energy is no longer flowing through it

melee When the details of the fiction put two combatants close enough to each other such that their handheld weapons might connect

More Power Permanently changing the kind of dice that are rolled when certain Item cards are used

NPC Non-Player Character (a character controlled by the GM)

PC Player Character (a character controlled by a non-GM player)

ranged (or "at range") When the details of the fiction put two combatants far enough apart that their handheld weapons could not connect

session The contiguous period of time that you're at the table, playing the game. Roughly 3 hours

the supply The area on the table where all the cards and tokens are kept

town Any place that offers food, shelter, exchange of goods, and the company of others. It could

be a primitive circle of huts or a sprawling city

XP "experience point" or "experience points"

Components

```
TODO illustration of all components and
their names
```

A

THOUSAND FACES

of

ADVENTURE

Hi, thanks for playtesting A Thousand Faces of Adventure!

I am striving to make this game as awesome as my soft human body will allow, my hope bolstered by the evidence of human potential: we've split the atom and domesticated cats. Any great accomplishment depends on tests, and so A Thousand Faces of Adventure depends on you, the tester.

Email me with any thoughts or comments at sjb@ezide.com

If you want to follow the development, join me on Twitter at @boardcrafting

All materials you need to playtest at home can be found here: http://www.1kfa.com/playtest_files or just email me a mailing address and I'll work with you to get you a physical copy.

Thanks again,

Shandy