

GENESIS

Pick one or more of each and elaborate. Take Notes. Explore. See Genesis on pg 12.

HUMANS AND NON-HUMAN RELATIONS (PG 13)

- * Non-humans are rare. They are the stuff of legends, spoken of in whispers.
- * Both are common. The species divides are immaterial.
- * Humans are rare. They are the mingling of many species.
- * There are no humans. All peoples are monster-folk of varying types and extremity.
- * There are no humans, but monster traits are more rare the more extreme they are.

POWER POOLS (PG 14)

- * Everblood. Red. Vitality, predator & prey, circle of life, animal tyranny, sex.
- * Greentide. Green, yellow. Foliage, plants, trees, eons, food, time, roots, endurance.
- * Nebula. Blue, purple, red. Sky, night, stars, fate, time, beauty, creation.
- * Restless Depths. Red-brown, black. Insects, arachnids, underground, worms, hives, industry.
- * River Dragons. Blue, brown. Water, unstoppable, disaster, floods, bounty, avalanches.
- * Screaming Sky. Orange white. Destruction, violence, ends, metal, fire, disaster.
- * The Evening. Gray, sunset. Time, aging, death, night, change, the inevitable.
- * The Ink. Purple, black. Writing, knowledge, communication, immortality.
- * The Silken. Cream, peach. Fabric, cloth, comfort, deception, refinement, disguise, emptiness.
- * Uniformity. White, light gray, burning blue. Homogeneity, union, hivemind, cooperation, purity.
- * The Myriad. Red, straw. Balance, objects, places, beauty, awe, nature, imperfection.
- * The Great One. Brown, gray, blue. Planet, world, stone, life, biosphere, size, mass.

IMMEDIATE THREATS (PG 19)

CREATURE PORTFOLIOS

- * The Benthic Ones. From the depths of the sea they come to gorge on the bounty of the land.
- * Chthonics. The unfinished peoples of the origin of the universe want revenge on our perfected forms.
- * The Corruption. Spore spreads. Such is the prerogative of this creeping fungoid danger.
- * The Forsworn. Take care what you swear and what you vow, because those promises remember your words.
- * Gigas Army. These mountain-vast titans can wipe clean the lands of their enemies quite literally.
- * The Gilded. Are they empty suits of armor and cloth-of-gold, or is there spirit inside them?
- * Paperlings. Enemies of the written word, these manifold beings seek to destroy all language.
- * Plagueborn. These reconstructed zombies seek to dissolve all life into a single enormous world-sized biomass.
- * Megabeasts. Fauna so enlarged that they scarcely notice lesser lives, they hunger for ever-greater meals.
- * Pillagers. These bandits and thieves are only loosely tied together into hordes that attack civilized lands.
- * Sky Things. They come from the far side of the sky, and their hideously alien forms are nothing but nightmare to us.

LOOMING PROPHECIES

- * This world will soon be awash in blood and all shall fall, making way for the next. How will they remember us?
- * When the obelisk is completed, time will forget all that is not engraved on it.
- * Weakening of the blood has cut our time short. The next generation will not survive.
- * Disaster will come to all tribes equally, except the chosen ones.
- * All of history will echo with the oncoming battle.
- * As soon as all the nations are one, all shall fall.
- * The Great Gathering Dark has finished its preparations. The tides now come crashing down.
- * The hero everyone heralds is a false messiah. The true champion hunkers silently in the shadow, chained like a dog, in this affront to justice.

RIISING VILLAINS

- * Tethypfar, The Matriarch of the Dark Pride
- * Rungraeu, The Inventor of Many Evils
- * Qlogh, the Mad Necrophage
- * Akhethaqt, the Conquering Empress
- * Valarua, the One that Takes in the Fog
- * Dhaoth, the Phobomancer
- * Thaygon who bleeds the youth
- * Asmarith the Thousand Tailed
- * Izobram, Stalker in the Dark
- * Samog the Slaver King
- * Raza, Dancer in Flames

INTERVENING GODS

- * Atemereb, The Babbler
- * Crow, the Blood Drinker
- * Gezaap, The Vision of Death
- * The Orphanides, the Infernal Goddesses
- * Tanemis, the Roving Demon City
- * Vuwewa, God of the Songs and Lies
- * Helder, Who Sunderes What is Wrought
- * Aelgrim, God of War and Vengeance
- * Kwatan-Mog, the Cursed God
- * Orazoth, the Egg Eater

TECHNOLOGY LEVEL (PG 13)

- * Stone Age
- * Bronze Age
- * Iron Age
- * Magic Age
- * Anachronistic

REGIONS (PG 15)

ID20	DESCRIPTOR	ENVIRONMENT
1	Cloud	Atoll
2	Cosmic	Desert
3	Decaying	Forest
4	Dry	Grassland
5	Fog	Jungle
6	Fresh	Lake
7	Fungal	Moor
8	Holy	Mountains
9	Luminescent	Ocean
10	Storm	Sea
11	Slimy	Steppe
12	Titanic	Swamp
13	Volatile	Tundra
14		
15		
16		
17		
18		
19		
20		

DOGMAS (PG 18)

ID20	GOVERNMENT	INTERPERSONAL	DIPLOMATIC
1	Anarchy	Cleanliness	Isolationist
2	Democracy	Elitist	Legalist
3	Oaths of Service	Openness	Militaristic
4	Feast Table	Privacy	Expansionist
5	Meritocracy	Shame	Exploratory
6	Hegemony	Xenophobia	Diplomatic
7	Monarchy	Traditionalist	Espionage
8	Revolutionary	Social Class	Defensive

GODS (PG 18)

- * Nemis, The Death Guides
- * Narkraz, Who Ties the Portals Together
- * Kuaza, the Life Giver in All Things
- * Ibela, The Mother of Monsters
- * Noh-Ous, the Fairy Ring of Portals
- * The Avatar of the Ink
- * Nazrolunan, Patron of Stone and Metal

METAPHYSICS SYSTEM (PG 13)

- * Auras & Halos
- * Spirits of the Land
- * Natural Law

CULTURES & RELIGIONS (PG 17)

- * Name. Create a new one based on its dogmas, or choose one from the Languages in the Appendix.
- * Size. Select one: tribe, village, town, city, nation, empire
- * Dogma. Select a Government, Interpersonal, and Diplomatic dogma from the lists below.
- * Influence. Select one: none, enslaved, minimal, minority, majority, overwhelming
- Religions Only
- * God. Select a god from the list, or invent one by describing the avatar of one of the chosen Power Pools.
- * Creation Myth. (Optional)
- Pick one or invent one more specific to the god and religion.

CREATION MYTHS (PG 18)

- * The Chaos of Least Part
- * Blood of the Thinker
- * The Weaver of Tales
- * The Rising Mountain
- * In a Bottle
- * Bickering Antedeluvians
- * All Is One
- * Between the Other Worlds

WORLD PROBLEMS

- * War
 - * Ongoing War
 - * Impending War
 - * Invasions & Raiding
 - * Succession War
- * National Distress
 - * Over-Exploitation of Resources
 - * Famine Spreads Across the Land
 - * The Great Flood
 - * Climate change
 - * Natural Catastrophe
- * Social and Diplomacy
 - * Technologically Advanced Foreigners Arrive
 - * A Debt of Honor is Due
 - * Technological Revolution
 - * Unification of Tribes

CHARACTER CREATION

HEROINES OF THE FIRST AGE

Get 1 character sheet, 1 PC Moves list, and an Archetype sheet. See Origin on pg 27.

OUTLINE (PG 27)

1. Character **Concept**
2. Race and **Traits**
3. Select **Archetype**
4. Select **Moves**
 - * All Basic Moves
 - * Both Tragic Flaw Moves
 - * 1 Battle Move
 - * 1 Social Move
 - * 1 Archetype Move
 - * 1 Special Power Moves
 - * 3 extra Moves
5. Choose a Tragic **Flaw**
6. Assign Primary **Stats**
7. Define Constellations
 - * Connect 6 **Health** stars
 - * Connect 3 **Willpower** stars
8. Select **Equipment**
9. Define **Relationships**

PHYSICAL TRAITS (PG 30)

ID20 ADJECTIVE	FEATURE
1 Aquatic	Abdomen
2 Ceramic	Antennae
3 Chitinous	Arms
4 Elemental	Body
5 Eye	Claws
6 Feathery	Crown
7 Flared	Ears
8 Fluffy	Eyes
9 Long	Fins
10 Many	Hair
11 Metal	Horns
12 Muscular	Legs
13 Pheromone	Patches
14 Rubbery	Petals
15 Scaly	Quils
16 Sharp	Shell
17 Slimy	Tail
18 Smoky	Tentacles
19 Smooth	Torso
20 Spiky	Wings

RELATIONSHIPS (PG 72)

Each PC can have up to 4 Relationships

Composed of 1 target and 1 tag

Pick a target PC, NPC or group

Pick a tag describing YOUR relationship with THEM

Example Relationships:
Romance, Disgust, Distrust, Fear, Lust, Reputation, History, Discrimination, Pact, Trust, Comfort, Vassal, Lord, Master, Servant

ARCHETYPES (PG 34) & STARTING EQUIPMENT BUDGETS (PG 77)

ARCHETYPE	PAGE	BUDGETS (IN GOLD)			
		Weapon	Armor	Tools	Resources
Sorceress	42	2	1	5	2
Soldier	43	3	4	2	1
Shadewalker	44	4	2	2	2
Outlander	46	2	1	2	5
Socialite	47	4	4	1	1
Priest	47	1	2	3	4
Companion	48	2	2	4	2
Devourer	49	5	3	1	1
Wyrlding	50	2	2	3	3
Pact Mistress	51	1	3	2	4

All PCs get +1 Spare Gold.

See Equipment on pg 75 or the Equipment List sheets for equipment lists.

ESTABLISHED RACES (PG 31)

ARTHROPOD

Arachne: Chitinous Abdomen added, Many Chitinous Legs replace legs. Suggested: Binding Thread Move or Poison Move.

Centipede: Long Chitinous Abdomen replaces Legs, Many Chitinous Legs. Suggested: Poison Move or Constrict Move.

Crab: Chitinous Claws replace arms. Suggested: Sturdier Stuff Move or Scale Vambraces Armor.

AVIAN

Angel: Many Feathery Wings added. Suggested: Daily Prayers Move or Agile Flyer Move.

Harpy: Feathery Wings replace arms, Scaly Claws replace feet. Suggested: Agile Flyer Move or Super Ability (Ubersenses) Move.

CARNIVORA

Kitsune: Many Fluffy Tails, Fluffy Ears replace ears. Suggested: Supernatural Allure Move or Transformation Move.

Nekomata: Fluffy Tail, Fluffy Ears replace ears. Suggested: Deceive Move or Beguile Move.

Pangola: Scaly Body, Scaly Muscular Tail. Suggested: Stone Skin Armor or Sturdier Stuff Move.

Wolf: Fluffy Tail, Fluffy Ears replace ears. Suggested: Predator Move.

DAEMON

Oni: Smooth Horns added, Muscular arms. Suggested: Super Ability (Superstrength) Move or Fortitude Move.

Succubus: Smooth Wings & Horns added, Pheromone Legs. Suggested: Supernatural Allure Move, Agile Flyer Move, or Drain the Blood Move.

Vampire: Smooth Wings & Claws added. Suggested: Beguile Move, Carnivore Move, or Fangs Weapon.

GOLEM

Gargoyle: Stone Body, Leathery Wings added. Suggested: Scaly Skin Armor, Agile Flyer Move, or Evil Eye Move.

Gigasborn: Huge Ceramic Body. Suggested: Stone Skin Armor or Sturdier Stuff Move.

Mecha: Metal Arms added. Ceramic torso. Suggested: Super Ability Move or Echolocation Move.

PLANT/FUNGUS

Alraune: Slimy Spiky Torso, Huge Pheromone Petals added. Suggested: Supernatural Allure Move or Drain the Blood Move.

Nymphma: Pheromone Torso, Many Flared Petals added. Suggested: Supernatural Allure Move or Deceive Move.

PLASM

Ceph: Slimy Eye Body, Slimy Tentacles added. Suggested: Constrict Move, Evil Eye Move, or Mind Blast Move.

Mimic: Slimy Body, Eye Tentacles added. Suggested: Transformation Move or Swallow Whole Move.

Slime: Slimy Gelatinous Body. Suggested: Liquid Body Armor or Swallow Whole Move.

SERPENT

Dragonewt: Scaly Muscular Arms, Legs, Wings, and Tail. Suggested: Stone Skin Armor or Agile Flight Move.

Lamia: Scaly Tail replaces legs. Suggested: Constrict Move or Scaly Skin Armor.

Medusa: Scaly Tail replaces legs, snake hair. Suggested: Evil Eye Move or Poison Move.

Quetzalcoat: Scaly Tail replaces legs, Feathery Wings added or replace arms. Suggested: Agile Flight Move, Constrict Move, or Poison Move.

TAURIDS

Centaur: Fluffy Legs & Torso added. Suggested: Berserker Move or Sturdier Stuff Move.

Ox: Muscular Body, Smooth Horns, Long Ears. Suggested: Super Ability (Superstrength) Move or Horns Weapon.

FLAWS (PG 68)

Can't Read the Air. Remain oblivious to the mood of the situation, say something out of place, interrupt something important or intimate.

Creature Comforts. Find a cozy place to curl up, gorge on a favorite food, take a nap.

Cruelty. Destroy something beautiful, hurt someone and enjoy it, revel in someone's suffering.

Envy. Take something you like from someone, get the better of someone else's joy, wreck their ability to enjoy the thing.

Greed. Acquire a thing of great value through any means, take something that isn't yours, flaunt your wealth.

Hubris. Ignore warnings, bull straight into danger, fall back on nothing but confidence.

Idealist. Go with the naïve solution, disbelieve potential dangers, cling to innocence in the face of the truth.

Impatience. Push past others and do it anyway, skip preparation and move forward, charge in without thought for danger.

Insensitive. Ignore the needs of another, gloss over someone's feelings, fail to notice you've offended someone.

Lust. Fawn over someone alluring, attempt to seduce your target, bed someone attractive.

Obsession. Fall back on repetition or the proper order of things, cling to something that relieves the anxiety, try to run or hide from the intrusive thoughts.

Perfectionist. Spend more time than you have on it, repeat it over and over until it's right, blow extra resources on ensuring perfection.

Pettiness. Take someone to task over a slight, refuse an obligation until the wrong is righted, treat someone passive-aggressively.

Pride. Crush an attempt on your greatness, boast of your greatness to others, deny any wrongdoing.

Reckless. Rush in headlong, go right for the most exciting thing, demonstrate a lack of patience.

Rival. Your rival beats you to the punch, they send reinforcements to your enemy, have an argument with your rival.

Secret Keeper. Hold back to protect yourself, deny a painful truth, design or execute a plan in secret.

Temper. Disproportionate retribution, make a scene out of a slight, fly into a destructive rage.

Terrible Timing. Show up at the wrong moment, miss the action entirely, give an opponent a golden opportunity.

Tsundere. Play hard to get, react to embarrassment with aggression, take an insult to your love or yourself poorly.

Vanity. Fawn over your appearance, spend time looking your best, become distracted by yourself.

PC MECHANICS

See Stats on pg 70 and Origin (pg 27) and Journey (pg 93) as well.

Roll Mechanic: (Stat)d6>3

Roll (stat)d6, count up 4s, 5s, and 6s.

Compare with Difficulty Number (DN).

ROLL > DN: **S** SUCCESS

ROLL = DN: **T** TIE

ROLL < DN: **F** FAIL

HEROIC / DN 1

The default difficulty. Things that are hard for mortals, but doable for heroines. Climb a sheer cliff, fight a lesser demon or monster, or beguile the townsfolk.

LEGENDARY / DN 2

Things that heroines gain fame and prestige for doing. Usually impossible for mortals. Infiltrate a well-guarded castle unseen, deceive a suspicious magical creature, battle a fearsome monster or leader.

MYTHICAL / DN 3

They will speak of this for a thousand years. Bring down a castle with a punch, engage a great evil in world-shaking combat, seduce the chaste queen of a nation of nymphs.

DIVINE / DN 4

Entire religions could be founded around the tales people tell of this action. Trick a god into handing over their power. Withstand a siege of powerful demons and protect a town... alone. Throw your psychic power against the cosmic minions of a power pool to push them back.

HEROINES OF THE FIRST AGE

End of Session Move (pg 40)

- * Check to see if any of your Relationships have been resolved.
- * Spend Experience if you want. Make sure you clear any Experience spent.
- * Clear all Willpower stars.
- * Clear one filled Health star.
- * Clear any temporary effects.

0d6 (p 96): Roll 0d6 Stats as 1d6>=6

Roll Bonuses (pg 96): Add to the roll total.

Range (pg 99): Each band is exclusive.
Melee - Ranged - Indirect

Forward & Ongoing (pg 96)

Forward: +/-X on next roll.

Ongoing: +/-X while condition lasts.

Hold (pg 96) vs Choose (pg 97)

Hold sticks to the target and can be spent later.
Choices must be made as part of the original action.

Healing (pg 101)

- * Clear 1 star per day of complete rest
- * Clear 1 star per 2 days of partial rest
- * Clear all stars at the end of the session
- * Remove 1 star if you were knocked out

Marking Experience (pg 101)

- * when your Flaw is Invoked.
- * when you choose to indulge your Flaw and take Experience.
- * when Fate Intervenes on one of your rolls.
- * when you Resolve a Relationship.
- * when one of your Relationships becomes the focus of a scene.

Spending Experience (pg 102)

- * New Move: 5xp
- * Upgrade Stat: new stat value in xp
- * Add 1 Health Star: 4xp
- * Add 1 Willpower Star: 6xp
- * Change Flaw & Indulgences: 2xp

Crafting Things (pg 105)

WEAPONS

Equipment List

HEROINES OF THE FIRST AGE

BASE WEAPON	HARM	TAGS	GOLD	BLESSING	HARM	TAGS	GOLD
Dagger	2	Melee, Ranged, Hidden, Limited Use	1	Thundering	+4	Screaming Sky, Bright	6
Sword	3	Melee	1	Worldtree	+3	Greentide, Tangle, Melee	6
Axe	3	Melee	1	Canyonmaker	+3	River Dragons, Knock- down	5
Hammer	3	Melee, Crushing	1	Veiled	+2	Silken, Parry, Hidden, Melee	6
Spear	3	Melee, Formation	1	Sunset	+2	Evening, Ranged, Blinding	5
Javelin	3	Ranged, Limited Use	1	Heartrune	+2	Ink, Parry, Hidden, Cursing	7
Polearm	3	Melee, Formation, Tangle	2	Chittering	+2	Restless Depths, Melee, Tangle	5
Bow	3	Ranged	1	Galactic	+2	Nebula, Ranged, Area	6
Wand	4	Aura, Ranged	2	Thirsting	+3	Everblood, Vampiric	6
Staff	5	Aura, Ranged	3	Ceramite	+3	Uniformity, Block, Blinding, Melee	7
Codex	6	Aura, Indirect	4	Legendary	+3	Myriad, Parry, Spirit Form	7
Claws	3	Natural, Melee	1†	Craton	+5	Great One, Knockdown, Slow	6
Fangs	3	Natural, Melee	1†				
Horns	4	Natural, Melee	2†				
Breath	4	Natural, Ranged, Area	4†				
UPGRADE	HARM	TAGS	GOLD				
Honed	+1		1				
Two-Handed	+2	Heavy	1				
Advanced	+2	Fragile	1				
War	+2		2				
Concealed	+1	Hidden	2				
Large	+1	Area	3				
Huge	+2	Heavy, Area	4				
Many	+1	Area	3				
Tetra	+1	Aura, Area	3				
Giga	+2	Aura, Area	4				
Swarm	+1	Aura, Area, Ranged	5				

ARMOR

Equipment List

HEROINES OF THE FIRST AGE

BASE ARMOR	ARMOR	TAGS	GOLD	BLESSING	ARMOR	TAGS	GOLD
Leather	+1	Suit	1	Runic	+2	Ink, Magic Ward,	6
Plate	+4	Suit, Heavy	4			Impressive	
Scale	+2	Suit	2	Symbiotic	+4	Everblood, Vampiric,	8
Mail	+2	Suit, Heavy	2			Impressive, Enhanced Strength	
Brigandine	+3	Suit	3	Starmetal	+4	Screaming Sky, Bright,	7
Stone Skin	+2	Natural	2†			Block	
Scaly Skin	+1	Natural	1†	Vinewood	+3	Greentide, Block,	7
Liquid Body	+3	Natural	3†			Vampiric	
Parrying Shield	+1	Shield, Parry	2	Squamous	+3	River Dragons, Parry,	6
Blocking Shield	+2	Shield, Block	3			Enhanced Strength	
Scale Vambraces	+1	Shield, Natural‡, Parry	2†	Timeblur	+4	Evening, Stealthy, Magic	8
						Ward	
UPGRADE	ARMOR	TAGS	GOLD	Enshrouded	+2	Silken, Stealthy, Parry,	6
Ornate	+1	Impressive	2			Impressive	
Dark	+1	Stealthy	2	Carapace	+2	Restless Depths, Enhanced	4
War	+2	Heavy	2			Strength	
Animated	+1	Aura, Parry, Block	3	Starcloak	+3	Nebula, Bright, Stealthy,	7
Energized	+1	Enhanced Strength	2			Impressive	
Fortified	+3	Heavy	3	Ceramite	+3	Uniformity, Enhanced	6
Disguised	+1	Impressive	2			Strength, Vampiric	
Ancient	+2	Impressive, Heavy	3	Panoply	+3	Myriad, Enhanced	6
Legendary	+3	Impressive	4			Strength, Animated	
				Planetary	+5	Great One, Block,	7
						Enhanced Strength, Slow	

TOOLS & ARMY UNITS

Equipment List

ALCHEMY EQUIPMENT (4 GOLD)

Allows the creation of potions & medicines and enables the discovery of new materials. Useful with magic. Enables the creation of magic upgrades on items. Tags: Immobile, Alchemy.

FORGE (3 GOLD)

Allows the creation of non-magical upgrades on equipment. Enables the creation of simple tools and hardware. Useful for siege preparation & army maintenance. Tags: Immobile.

POWER SHRINE (3 GOLD)

Allows communion with a specific Power Pool. +1 with appropriate Moves targeting the same Pool. Tags: Immobile.

REPAIR KIT (1 GOLD)

Allows the repair and maintenance of weapons, armor, and devices. Useful in sieges. Tags: Portable.

HEALER'S BAG (3 GOLD)

Speeds Recovery of wounds. +1 to Health healed by Moves and Equipment. Tags: Portable, Healing.

LANGUAGE TOME (1 GOLD)

Allows translation of texts, decoding of encoded materials, and assists with uncovering lore. Tags: Portable.

REGIONAL MAP (1 GOLD)

Allows plotting of courses across land, so long as the map contains the destination. Tags: Portable, Navigation.

STAR MAP (2 GOLD)

Allows plotting of courses across any terrain so long as the stars are visible and the location is known. Tags: Portable, Navigation.

SUNSTONE (3 GOLD)

Allows navigation regardless of weather. Tags: Portable, Navigation.

DIGGING TOOLS (1 GOLD)

Picks, saws, drills, shovels, hammerstones, everything you'd need for a tunnel or excavation. Tags: Portable.

CONSTRUCTION TOOLS (1 GOLD)

Saws, axes, chisels, drills, levers, everything you need to build wooden or stone buildings, structures, or fortifications. Tags: Portable.

RITUAL ACCOUTERMENTS (2 GOLD)

Inks, seals, symbols, and holy books. Allows you to

set up shrines, bless structures, and hallow ground.

Such areas provide +1 ongoing against opponents of the religion. Does not enable the creation of Weapon or Armor blessings. Tags: Portable.

BATTLE MAP (2 GOLD)

A map of the field of battle, prepared by scouts and rangers. Provides +1 ongoing to war Moves within this area. Tags: Portable.

TRAPS, SNARES, AND NETS (1 GOLD)

Allows you to catch small animals, fish, and birds for food. As long as you can use your Traps, Snares, and Nets, you do not require provisions in the wild. Only provides for 1 person. Tags: Portable, Provisions.

TENT (1 GOLD)

Provides shelter in the wilderness for 5 people when set up. Tags: Portable, Shelter.

LORD'S CANOPY (4 GOLD)

As a Tent, but provides shelter for 10 people and is finely furnished. Tags: Portable, Shelter, Impressive.

TROPHIES (2 GOLD)

A collection of weapons, favors, armor, prizes, and so on from your various deeds. Provides +1 ongoing on social Moves when on display. Tags: Portable, Impressive.

CHALICE (3 GOLD)

Stores a tiny amount of energy from a god, Portfolio, or Pool. Tags: Aura, Portable, Impressive, Alchemy, Power Pool.

UNIT	TAGS	HARM	ARMOR	HEALTH	FEALTY
Conscripts	Poorly Equipped	3	1	6	1
Irregulars	Poorly Equipped	4	2	7	2
Scouts	Stealthy	4	2	8	3
Barbarians	Poorly Equipped, Plunderers	5	3	9	3
Infantry		5	4	9	4
Elite Champions	Well Equipped	6	4	11	6
Archers	Ranged	4	2	7	3
Magi	Indirect, Artillery	11	2	7	7

RESOURCES

Equipment List

HEROINES OF THE FIRST AGE

COURTIER (8 GOLD)

Builds rapport with groups, facilitates transactions and requests, acquires resources and supplies, provides open channel with rulers, impresses common folk, performs social tasks on your behalf, defends your reputation, delegates responsibilities to assistants. Tags: Follower, Impressive.

HEALER (7 GOLD)

Patch wounds quickly: clear 1 marked Health star. Several Hour Recovery: heals all marked Health stars. Tags: Follower, Healing.

RETAINER (3 GOLD)

Manages defenses, oversees & manages assets, serves as a guard, occasionally assists you in combat. Tags: Follower.

CRAFTSMAN (5 GOLD)

Produces a specific type of good, provides small but steady income, maintains a shop, may develop business connections. Tags: Place, Follower.

DEN (1 GOLD)

Provides shelter and safety for 2-4 people. Tags: Place, Shelter.

FARM (3 GOLD)

Produces livestock and crops, may have riding animals. Tags: Place, Provisions.

TOWN (10 GOLD)

Provides moderate steady income, offers most mundane services, has a church of your religion. Tags: Place, Provisions.

FORT (15 GOLD)

Defensible by one unit, contains stockpiles of supplies for several months, has amenities for fielding units, defends local strategic resources and byways, useful for storing things safely. Tags: Place, Fortified, Provisions.

CASTLE (25 GOLD)

As a Fort, but much stronger defenses and larger stockpiles. Maintains 2 units in garrison. Massive political asset. Tags: Place, Fortified, Impressive, Provisions.

CITY (30 GOLD)

Provides large steady income, offers all mundane services and some arcane, connects major trade routes. Massive political asset. Tags: Place, Provisions.

ELABORATE WARDROBE (1 GOLD)

Awes common folk, boosts morale of allied military units in your presence, tilts negotiations in your favor. Tags: Impressive.

OBSERVATORY MONUMENT (15 GOLD)

Allows forecasting of stars, storms, weather, and Power Pools. Tags: Place.

RELIGIOUS ICON (1 GOLD)

Boosts morale of allies who follow this religion, demoralizes opponents of the religion. Tags: Impressive, Portable.

TREASURE (1 GOLD)

Tilts negotiations in your favor, transferrable to and from gold. Often wearable. Tags: Impressive, Portable.

QUALITY ACCOMMODATIONS FOR A MONTH (1 GOLD)

Comfortable, pleasant, relaxing. If you rest here for the entire period, all wounds are healed. Tags: Negotiable, Consumed, Provisions.

QUALITY OVERLAND TRANSPORTATION (1 GOLD)

Comfortable, quick, safe. Guards will warn you if the caravan comes under attack. Tags: Negotiable, Consumed.

OVERLAND PROVISIONS (1 GOLD)

Dried rations, water, wine, and cooking implements for 1 person for 1 month. Tags: Portable, Consumed, Provisions.

STORIES AND SONGS (1 GOLD)

Tales, lyrics, wonder, and the instruments to produce them. These particular tales are interesting and valuable entertainment for those who have not heard them. Tags: Performance, Portable, Consumed.

ALCHEMIC SOLUTIONS (2 GOLD)

Allows you to dissolve some forms of written, painted, engraved, or alchemic magics. Tags: Alchemy, Portable, Consumed.

AMMUNITION (1 GOLD)

Allows you to replace or restore an item with the Limited Use tag. Tags: Portable, Consumed.

HEALING SALVE (1 GOLD)

Heals 1 Health star when used. Tags: Portable, Healing, Consumed.

GIFTS AND TIDINGS (1 GOLD)

Treasure is all well and good, but this is far more personal. Tilts negotiations in your favor. Tags: Portable, Impressive, Consumed.

LARGE TRAPS (1 GOLD)

Traps, snares, and pitfalls large enough to capture a creature person-sized or larger. Contains enough for 3 uses per gold. Tags: Trap, Consumed, Provisions.

ARCANE TRAP (2 GOLD)

Spells, scrolls, runes, and curses useful for triggering baleful magic on those foolish enough to meddle. Tags: Trap, Aura, Consumed.

ESSENCE STONE (2 GOLD)

When used, a great being of your choice will grant you 1 usage of a Move of its choice. Using the stone deepens your bond with that being. Tags: Aura, Consumed, Alchemy, Power Pool.

GAME MASTERING

See the Fate chapter on pg 107

AGENDA (PG 107)

- * Complicate the characters' lives
- * Make the First Age come alive
- * Discover the tale together
- * Be Honest

PRINCIPLES (PG 108)

- * Fail Forward
- * Everything's Larger than Life
- * Induce the Characters to Extraordinary Deeds
- * Name Everyone, Humanize Even Their Enemies
- * Talk to the Characters, not the Players
- * Inject Some Drama or Tragedy
- * Uncover New Things
- * Conservation of Detail

GM MOVES (PG 109)

- * Announce an Impending Problem
- * Use Their Tragic Flaws Against Them
- * Trade or Deal Harm
- * Put Someone's Affections in Peril
- * Confront Them With a Horrible Truth or Great Evil
- * Turn the Weather Foul or Mystical
- * Give Them a Terrible Choice to Make
- * Pit Them Against Great Numbers
- * Pit Them Against Terrible Demons
- * Complicate Their Relationships
- * Bring Their Loyalties Into Conflict
- * Reveal Creeping Darkness or Hidden Prophecy
- * Introduce a Great and Terrible New Invention
- * Cruel or Spiteful Gods Interfere Using "Destiny"

Always end your moves by asking the PCs

WHAT DO YOU DO?

HARD & SOFT GM MOVES

What happens next?

Soft GM Move

Narrate and provide options, escape routes, etc.

Fate Intervenes on a roll.

Hard GM Move

Narrate concrete bad things, damage, etc.

HEROINES OF THE FIRST AGE

DECIDING DIFFICULTY NUMBERS (PG 111)

Heroic / DN 1: The default difficulty. Things that are hard for mortals, but doable for heroines. Climb a sheer cliff, fight a lesser demon or monster, or beguile the townsfolk.

Legendary / DN 2: Things that heroines gain fame and prestige for doing. Usually impossible for mortals. Infiltrate a well-guarded castle unseen, deceive a suspicious magical creature, battle a fearsome monster or leader.

Mythical / DN 3: They will speak of this for a thousand years. Bring down a castle with a punch, engage a great evil in world-shaking combat, seduce the chaste queen of a nation of nymphs.

Divine / DN 4: Entire religions could be founded around the tales people tell of this action. Trick a god into handing over their power. Withstand a siege of powerful demons and protect a town... alone. Throw your psychic power against the cosmic minions of a power pool to push them back.

WHEN PLAYERS MARK EXPERIENCE (PG 73, PG 112)

- * Flaw is Invoked
- * Indulge their Flaw
- * Fate Intervenes / Hard GM Move
- * Resolve a Relationship
- * Relationships becomes the focus of a scene

EQUIPMENT ACCESS (PG 103)

- * Town: Non-Aura Weapons, Armor, Tools, and Resources up to 1 gold in value.
- * City: Non-Aura Weapons, Armor, Tools, Resources, and upgrades up to 3 gold in value.
- * Specialist: Any upgrade within their specialty.
- * Temple: Blessings appropriate to the Power Pool.

MONETARY REWARDS (PG 75, PG 113)

Gifts are given in Treasure, Service is given in Fealty.

- * Simple Folk Reward: 1
- * Town Reward: 2
- * City Reward: 4
- * National Reward: 8

NPCs & ADVERSARIES

Standing in the way of your PCs since the dawn of time.

POWER POOLS (PG 131)

- * **Everblood.** Red. Vitality, predator & prey, circle of life, animal tyranny, sex.
- * **Greentide.** Green, yellow. Foliage, plants, trees, eons, food, time, roots, endurance.
- * **Nebula.** Blue, purple, red. Sky, night, stars, fate, time, beauty, creation.
- * **Restless Depths.** Red-brown, black. Insects, arachnids, underground, worms, hives, industry.
- * **River Dragons.** Blue, brown. Water, unstoppable, disaster, floods, bounty, avalanches.
- * **Screaming Sky.** Orange white. Destruction, violence, ends, metal, fire, disaster.
- * **The Evening.** Gray, sunset. Time, aging, death, night, change, the inevitable.
- * **The Ink.** Purple, black. Writing, knowledge, communication, immortality.
- * **The Silken.** Cream, peach. Fabric, cloth, comfort, deception, refinement, disguise, emptiness.
- * **Uniformity.** White, light gray, burning blue. Homogeneity, union, hivemind, cooperation, purity.
- * **The Myriad.** Red, straw. Balance, objects, places, beauty, awe, nature, imperfection.
- * **The Great One.** Brown, gray, blue. Planet, world, stone, life, biosphere, size, mass.

HEROINES OF THE FIRST AGE

CREATURE PORTFOLIOS (PG 125)

- * **The Benthic Ones.** From the depths of the sea they come to gorge on the bounty of the land.
- * **Chthonics.** The unfinished peoples of the origin of the universe want revenge on our perfected forms.
- * **The Corruption.** Spore spreads. Such is the prerogative of this creeping fungoid danger.
- * **The Forsworn.** Take care what you swear and what you vow, because those promises remember your words.
- * **Gigas Army.** These mountain-vast titans can wipe clean the lands of their enemies quite literally.
- * **The Gilded.** Are they empty suits of armor and cloth-of-gold, or is there spirit inside them?
- * **Paperlings.** Enemies of the written word, these manifold beings seek to destroy all language.
- * **Plagueborn.** These reconstructed zombies seek to dissolve all life into a single enormous world-sized biomass.
- * **Megabeasts.** Fauna so enlarged that they scarcely notice lesser lives, they hunger for ever-greater meals.
- * **Pillagers.** These bandits and thieves are only loosely tied together into hordes that attack civilized lands.
- * **Sky Things.** They come from the far side of the sky, and their hideously alien forms are nothing but nightmare to us.

ARCHETYPE	ARMOR	HEALTH	WEAPON	UNIT	TAGS	HARM	ARMOR	HEALTH	FEALTY
Serf/Slave	0	1	1 harm, melee	Conscripts	Poorly Equipped	3	1	6	1
Soldier/Warrior	1	4	3 harm, melee or ranged	Irregulars	Poorly Equipped	4	2	7	2
Elite/Knight	3	6	5 harm, melee or ranged	Scouts	Stealthy	4	2	8	3
Lady/Lord	4	10	7 harm, any 1 range	Barbarians	Poorly Equipped, Plunderers	5	3	9	3
Legendary Champion	6	15	9 harm, any 2 ranges	Infantry		5	4	9	4
Weak Minion	0	4	3 harm, melee or ranged	Elite	Well Equipped	6	4	11	6
Tough Minion	1	7	6 harm, melee	Champions					
Powerful Demon	3	10	9 harm, melee and ranged	Archers	Ranged	4	2	7	3
Great Demon	4	15	11 harm, melee and ranged	Magi	Indirect, Artillery	11	2	7	7
Overlord	6	25	13 harm, all ranges						
Dark God	8	30	15 harm, all ranges						

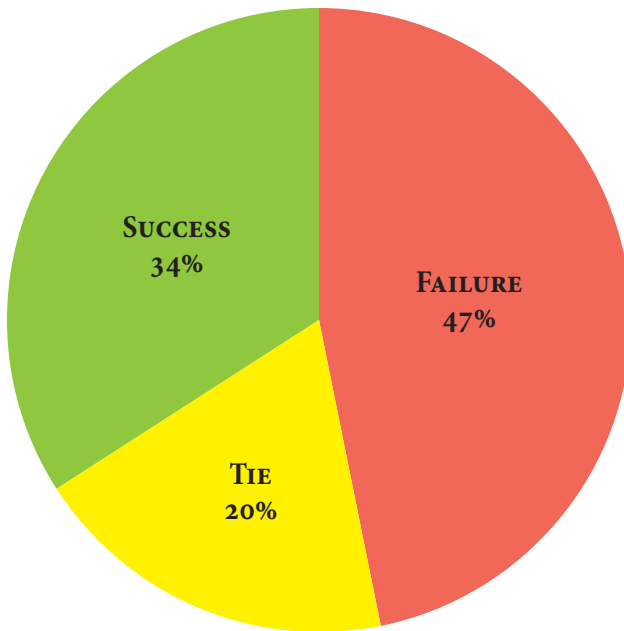
NUMBERS & HOUSE RULES

A bunch of silly numbers.

HEROINES OF THE FIRST AGE

STAT	DICE	XP	AVERAGE	HEROIC / DN 1			LEGENDARY / DN 2			MYTHICAL / DN 3			DIVINE / DN 4		
				S	T	F	S	T	F	S	T	F	S	T	F
1	1d6	1	0.5	0%	50%	50%	0%	0%	100%	0%	0%	100%	0%	0%	100%
2	2d6	3	1.0	25%	50%	25%	0%	25%	75%	0%	0%	100%	0%	0%	100%
3	3d6	6	1.5	50%	38%	13%	13%	38%	50%	0%	13%	88%	0%	0%	100%
4	4d6	10	2.0	69%	25%	6%	31%	38%	31%	6%	25%	69%	0%	6%	94%
5	5d6	15	2.5	81%	16%	3%	50%	31%	19%	19%	31%	50%	3%	16%	81%
6	6d6	21	3.0	89%	9%	2%	66%	23%	11%	34%	31%	34%	11%	23%	66%
7	7d6	28	3.5	94%	5%	1%	77%	16%	6%	50%	27%	23%	23%	27%	50%
8	8d6	36	4.0	96%	3%	0%	86%	11%	4%	64%	22%	14%	36%	27%	36%

This data is imperial, so the percentages may be up to 1-2% off.



This chart shows the global success rate across all combinations of 1d6 to 8d6 Stat vs DN Heroic / 1 to Divine / 4.

TALLYS & COUNTS

Archetypes: 10

Moves: 117

Power Pools: 12

Creature Portfolios: 11

Sample Names: 316

Illustrations: 60

Established Races: 26

Possible Feature Combinations: 8000

Weapon Combinations: 21780

Armor Combinations: 1188

Backers: 316

OPTIONAL / HOUSE RULES

☐ MORE STARTING GOLD

GM picks 1-5 gold. All PCs add that to their Spare Gold at the start of the game.

☐ MORE STARTING MOVES

GM and PCs decide a Move category (War, Social, Archetype, etc). The GM gives all PCs 1-3 extra moves to select.

☐ SHARED EXPERIENCE MARKING

When one PC marks experience, ALL PCs mark experience.

☐ THE WAR FUND

All Gold & Treasure in the group is pooled. A treasurer is selected, who has the final say on what the money is spent on.

☐ MY OWN FAILINGS

When Fate Intervenes, the GM can opt to invoke their Tragic Flaw to account for the failure.

☐ DYING HEROES

When you would normally be knocked out, you are killed and sent to the Underworld. Your companions must then retrieve you from there to resurrect you.