

Iconograph

Name

Organization

Background

Luck

/4

Niche

Quirks

Core

Consequences

Description

d12 - When the stars align and everything fits perfectly into place.

d8 - Narrativium die, only used by the GM.

d6 - When doing something the character hasn't got experience of but that can be justified by a Trait, or something a character has experience of that cannot be justified by a Trait.

d4 - When a character is so out of their depth the fish have lights on.

Dice

Ankh-Morpork City Watch

Badge Holder

Consequences

Gained as a result of a failed test, these sometimes lead to Traits. Consequences will be narratively appropriate based on the test that was failed. You can avoid Consequences by spending 1 Luck.

Magic

All spells require Luck. The cost is determined by the degree of effect the spell will have on the story. If a spell test is successful, you also suffer unavoidable Consequences. If it fails, the spell fizzles.

- o Luck No test, no discernible effect on the scene/story.
- 1 Luck Test required or avoided, minimal effect on scene/story.
- 2 Luck Test required or avoided, there will be an effect on the scene/story
- 3 Luck Test required or avoided, moderate effect on scene/story.
- 4 Luck Test required or avoided, major effect on the scene/story
- 5+ Luck Test and multiple wizards required, significant effect on the scene/story

Tests

1. Declare an action
2. Justify the action using Traits
3. GM determines Outcome die
4. Roll the Outcome die against the Narrativium die.
5. Get Help (optional)
 1. Another player spends 1 Luck to help, potential consequence gets worse
 2. They justify, are assigned a die, and roll, as above
 3. The new Outcome roll replaces the previous one
6. Resolve the test (not optional)

Outcome wins = success!
 Narrativium wins = consequences
 Tie = success & consequences
7. GM (and optionally, Player) narrate the result.