



ALL MEN MUST DIE

BY PAUL RIDDLE

ACKNOWLEDGEMENTS

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ABOUT

All Men Must Die is a diceless role playing game that is inspired by the gritty, medieval fantasy television genre. This is a hack of *Undying* and requires a copy of *Undying* to understand and play. The following text explains the differences. Unless told otherwise, prepare and play the game the same way.

TRAITS

FATE (blood) – the power in your soul that holds sway over the world. When you have it, you are powerful. When you don't, you are at the Fate's mercy.

Your maximum Fate is as follows:

— CONVICTION —	— MAX FATE —
0	10
1	12
2	15
3	20

INFLUENCE (status) – everyone's born with a name, to a house. Sometimes that matters greatly and other times it matters little. Influence is the measure of your control over the world.

0 – **PARIAH**: you are disgraced, an outcast, or a prisoner; you have nothing and you are worth nothing.

1 – **FALLOW**: you are in control of yourself and are in good graces with those who would give you aid; but, you are otherwise no one.

2 – **FORCEFUL**: you have the means and opportunity to throw your weight around; others heed your call.

3 – **DOMINANT**: you are in control; your will is manifest.

At the end of each session, the GM re-evaluates your Influence and re-assigns it as established in the fiction, per Status in *Undying*.

CONVICTION (humanity) – the faith you have in yourself, your honor, your gods, your sword-arm, your love. Conviction is the measure of your will to carry on.

0 – **LOST**: you have no strength left in you; you've given up; you accept whatever the world has in store for you.

1 – **WEAK**: you've strayed from the path; your future is unclear to you and you struggle to find purpose. There is hope for you yet, but the vultures circle, waiting to strip your bones.

2 – **CONFIDENT**: you show strength to those around you and you hold more in reserve; you have a purpose and work to fulfill your aims.

3 – **RELENTLESS**: your Destiny has never been more clear to you; its pursuit is your singular purpose and, as a strength, it's a well without bottom.

OATHS (debts) – those who swear and honor Oaths gain strength from them and are respected. Oaths are tracked on the R-Map in the same way as debts in *Undying*, but they are different in every other respect, see the Moves section below.

PREP

Basically the same as *Undying*...

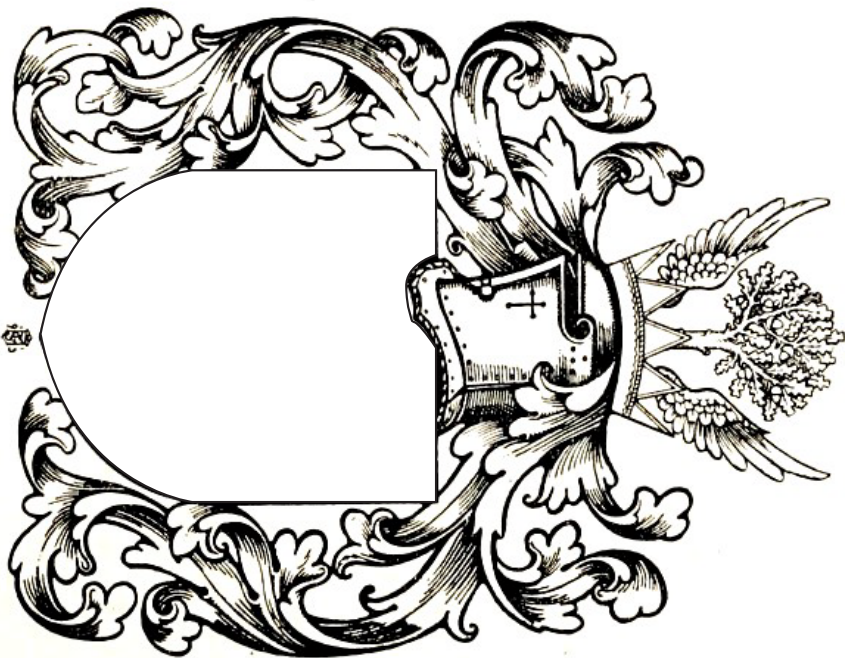
1. Draw a map and a R-Map, leave blanks.
2. Establish the great houses: give them a name, a motto, and a coat of arms.
3. Do grudges and ambitions for your NPCs.
4. Go through character creation as described on the character sheet.
5. Start with a bang and then follow the PCs, wherever they go.

ALL MEN MUST DIE

CHARACTER CREATION

- 1. Choose your Influence. Are you highborn or lowborn? If highborn, what is your house and title?
- 2. Choose your Conviction.
- 3. What is your Destiny? How have the gods instructed you to fulfill your purpose?
- 4. Your starting Fate is 10, less the sum of your Influence and Conviction.
- 5. Name one Oath you've sworn to another character.
- 6. Name a character who has sworn an Oath to you. They say what Oath they have made to you.

COAT OF ARMS



INFLUENCE

DOMINANT

FORCEFUL

FALLOW

PARIAH

FATE

RELENTLESS

CONFIDENT

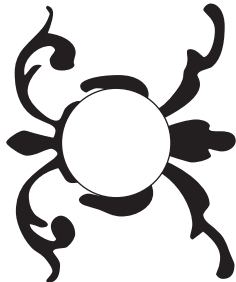
WEAK

LOST

OATHS

I'VE SWORN

SWORN TO ME



ALL MEN MUST DIE: MOVES

PORTEND

The gods have spoken to you. What do they say? You are chosen and destined for greatness. You have a Destiny at all times. Your Destiny may change with your fortunes; but, you are always destined for something.

When the gods speak to you and make your Destiny clear, say it aloud: clearly, succinctly, and with pride, so that all can hear, then it is real. Your Destiny lays before you until it is fulfilled or until the gods change it.

The others at the table will judge you. They decide if your Destiny is great or small. If it's great, you gain Conviction; increase it by one step (max 3). If it's small, you lose Conviction; decrease it by one step (min 0).

REFLECT

When you share a moment with another character – this is a delicate moment, one where you expose your true self and motives. All characters who share in this moment may answer up to five questions from the lists below and gain +1 Fate (up to max Fate) for each question they answer.

- + *Who do you love? How are they vulnerable to you and how are you vulnerable as a result of your love for them? Who knows about your love?*
- + *What is eating away at you? What will it take to end your pain? Who can never know about it?*
- + *What are you most afraid of? Do you really think this fear is founded? Who is best able to exploit your fear? Who is best able to bolster your confidence and how?*
- + *How are you failing to measure up to expectations – yours or others? Who is your greatest detractor? In what way are they right about you?*

OVERCOME

When you have overcome the trials that you must Endure, you are restored in spirit and name, if not in body.

- + *If **RUINED**, you now have a place. The GM chooses: Fallow, Forful, or Dominant as established.*
- + *If **DISILLUSIONED**, you now have a purpose. The players vote: Weak, Confident, or Relentless as established.*
- + *If **CURSED**, you are now gifted. Your weakness, if it persists, is now completely compensated by, and now surpassed by, an alternative strength.*

MEDDLE

When you interfere with them and they resist your machinations, you set in motion a high-stakes game where winner takes all. Ante up by spending 1 Fate. "Spend" means you spend Fate now. "Bet" means you commit to spending Fate if your bet is called. You can't bet Fate you don't already have. The betting starts with a raise from the character making the move and passes in turn to each character involved in the struggle.

On your turn, choose one of the following options and say how you do it:

- + **(CALL AND) RAISE:** *You escalate, turning the tables on your adversary. Bet more than your competitor (Fate + Influence), then say how you raise the stakes. If no one has raised yet, you must bet at least 1 Fate, then add your Influence. If someone has raised, you call first (see below) and then raise with a bet of your own.*
- + **CALL:** *You counter, stopping your adversary in their tracks. Say how you thwart them. When you call a bet, you spend the difference between your bet and theirs (Fate + Influence). If they have not already spent the Fate they committed to spend when they placed their bet, they spend that Fate now.*
- + **FOLD:** *You relent, accepting the consequences as established. Once you fold, you forfeit the opportunity to call or raise even if the betting continues. You are no longer a factor and cannot resist the other's meddling until after the move is resolved.*

If multiple characters act together against another, they add their bets together (Fate + Influence) as a single bet and they place any future bets together.

If the conflict escalates to violence, you fight them instead. Any Fate already spent in this move carries forward to your bet in fight. Of course, you may add to your bet in the fight move.

The move resolves when there is no further escalation: when everyone calls or folds. If you have the highest bet on the table (Fate + Influence), you get what you want. If your bet is called (or vice versa), you both get something and give up something. If you fold, you lose.

SWEAR AN OATH

When you swear an Oath, by the old gods and the new, so shall it be. When you act to fulfill this Oath, each Fate you spend counts double.

FULFIL (OR FAIL) AN OATH OR DESTINY

When you fulfill your Oath or Destiny, increase your Conviction by one step (max 3) and reset your Fate to its maximum value. If you fail to uphold your Oath or fail to achieve your Destiny, decrease your Conviction by one step (min 0) and lose all Fate.

FIGHT

When you fight, it's an ugly, desperate struggle for life and death. All warring characters bet as much as they dare in secret (Fate + Conviction). Then in unison, all characters reveal and spend the Fate they bet. If multiple characters band together against another, they add their bets (Fate + Conviction) together as a single bet after revealing. The character or band of characters with the largest bet (Fate + Conviction) prevails.

Among the prevailing characters, the character who spent the most Fate decides who lives and who dies. If there's a tie, the GM decides each character's fate. Each player describes what happens to their character.

Those who survive slink off to lick their wounds.

If you are marked for death, you may choose to endure instead.

ENDURE

If the circumstances at hand would cause you to fail your Destiny, you may instead choose one of the following:

- + **RUINED** – *you are destroyed, but not undone. You are spared death and dismemberment, but you are dead to the eyes of all but your most ardent loyalists. You are a Pariah.*
- + **DISILLUSIONED** – *you are without hope, but not undone. You can no longer see your way and so you surrender. You are Lost.*
- + **CURSED** – *you are broken, but not undone. Your body is wracked with a seemingly inescapable malady; choose one:*
 - + *Stoneskin* – *you have caught the dreaded disease; it will eat away at your body, petrifying you, and it will turn you into a horrifying monster.*
 - + *Deformed* – *your body is wrecked and your physique is a shell of its former self. You lose (or lose the use of) your hands, feet, arms, or legs.*
 - + *Blind/deaf* – *you lose the use of one of your most precious senses. The others may compensate in time, but it will be a long road.*

Your Destiny is now to Overcome these challenges before you. You cannot Portend a new Destiny until you have. Nor can you Endure further hardship.