



**DECLAN
L'ESTRANGE**
⚡ MYTHOS • 1 ☠ LOGOS • 3



HOW TO PLAY

TAKING ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:

- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit with All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. Count tags. Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.

(!) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. Roll two six-sided dice (2d6) and add your Power. If the result is:

- 10 or more (10+) (Hit) · **It's a great success!**
- 7-9 (Hit) · **You succeed, but with complications.**
- 6 or less (Miss) · **You fail and the MC makes a move.**

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

DECLAN L'ESTRANGE

MYTHOS-1 LOGOS-3

Adaptation

LIVING IN A DREAM

ATTENTION FADE

Mystery:

"WHO IS GUIDING THE DREAM?"

The world around Declan changes like a dream: he can open a door at home and find himself in a marketplace or suddenly become invisible without warning.

POWER TAGS

Mysterious reality bending
Subconscious reaction speed
Premonitions

NEW POWER TAG OPTIONS

- ☐ Astral projection
- ☐ Mold physical objects
- ☐ Enter someone else's dreams

WEAKNESS TAGS

No conscious control of dreams

Occupation

DUBIOUS ANTIQUES DEALER

ATTENTION CRACK

Identity:

"THE ANCIENTS KNEW SOMETHING, AND I'M GOING TO FIND OUT WHAT."

Declan searches after ancient artifacts or texts that will explain the mysterious force that guides him. To do so, he has set up a thriving antiques dealership.

POWER TAGS

Archaeologist
Smuggling
Business connections

NEW POWER TAG OPTIONS

- ☐ History
- ☐ Hagglor
- ☐ Disabling security systems

WEAKNESS TAGS

Black market heat

Training

GUN-SLINGER

ATTENTION CRACK

Identity:

"I CAN'T LET DANGER DAUNT ME ON MY SEARCH FOR THE TRUTH."

Declan's line of work has put him in some sticky situations before, so he always packs a pistol or two, with custom ammo created by a talented associate.

POWER TAGS

A good shot
Adhesive foam ammo
Gunslinging stunts

NEW POWER TAG OPTIONS

- ☐ Explosive ammo
- ☐ Cable-gun extension
- ☐ Tactical coordination

WEAKNESS TAGS

Weapon jam

Personality

BEEN AROUND

ATTENTION CRACK

Identity:

"IN THE END, I CAN ONLY RELY ON MYSELF"

Declan has learned to survive in a world of betrayal and danger. He needs others but he keeps a close look on those few he works with.

POWER TAGS

Rugged
Authoritative
Good judge of character

NEW POWER TAG OPTIONS

- ☐ Light sleeper
- ☐ Leadership
- ☐ Common sense

WEAKNESS TAGS

Distrustful

SUPPORT US ON KICKSTARTER IN SEPTEMBER 2016!

(C) 2016 SON OF OAK GAME STUDIO