



YOU ARE THE PENTACLE

**To create the Pentacle
complete the following steps**

Choose a name

Andvaranaut, Horde, Generous

**Record your unifying theme and the question
your group has made for that theme.**

What do you desire?

Stablity, Fame, Possessions

**Write a purpose about the current situation
that will fuffill your desire.**

Why do they seek to use you?

**Choose one of the following qualities, then record
them under your temptations.**

Wealth, Career, Luck

What awakens your power?

**Choose two of the following advancement
triggers**

When you contest over fortune in pursuit of your goal.

When you contest over greed in pursuit of your goal.

When you contest over resources in pursuit of your goal.

NAME

UNIFYING THEME

YOUR PURPOSE

TEMPTATIONS

ADVANCEMENT

CHASING YOUR PURPOSE

A purpose comes from your desire. What does a goal based around your desire look like? Make your purpose something your interested in exploring within the theme and theme's question. A good purpose is one that changes the setting forever. Work with the group so that your purpose is relevant to the sessions that will unfold and that everyone feels safe explore that with you. The GM and the other players will challenge your desire to see how far you will go to complete it. If you find that it does not fit anymore, create a new purpose.

USING TEMPTATIONS

Temptations are how **Artifacts** entice people to posses them. **Artifacts** can only set scenes that are centered around their temptations.

Use your temptations in your role play as what you can offer those that you would like to attract.

THE DECK

Your power lies within your deck. When you come in conflict against a hero, an another item, or the environment you will draw a hand of 3 cards from your deck. These will be your tools for asserting what you want in a scene.

Each card represents an aspect of power that your Pentacle has within it.

As you play you will find out how these power manifest, what situations are they strongest, and how they will change of the course of time.

How cards work

Your cards are numbered from 1 to 14.

This is their raw power.

Each of your card has a meaning when played when the card is right side up or upside down.

As you play though you will discover and change the meanings of each card.

Meanings are powerful.

They allow you to win contests that that echo those meanings.

Regardless of the number.

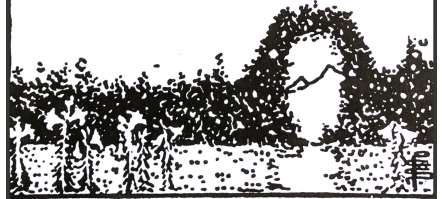
When you play a card you will always answer the question: how does this manifest?

POWER: 1

MEANINGS

UPRIGHT

REVERSE



ACE & PENTACLES

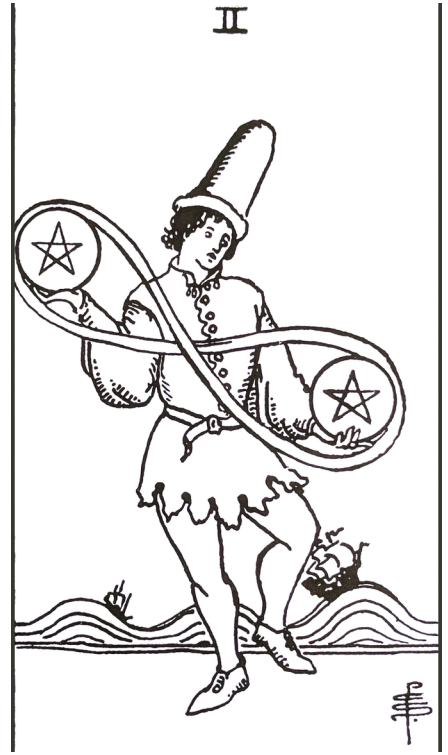
MOMENTS & MANIFESTATIONS

POWER: 2

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 3

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 4

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 5

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 6

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 7

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 8

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 9

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 10

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 11

MEANINGS

UPRIGHT

REVERSE



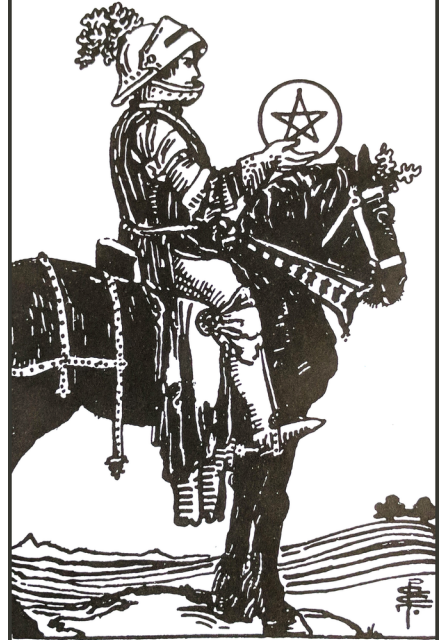
MOMENTS & MANIFESTATIONS

POWER: 12

MEANINGS

UPRIGHT

REVERSE



KNIGHT OF PENTACLES.

MOMENTS & MANIFESTATIONS

POWER: 13

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

POWER: 14

MEANINGS

UPRIGHT

REVERSE



MOMENTS & MANIFESTATIONS

ADVANCEMENT

Advancement is a way of looking back on the previous session with your group and see how your artifact has changed.

When you trigger an advancement condition choose from the following:

- Replace a temptation for another
- Write a meaning or replace a meaning on a random card based on how the current events how allowed you to remember a historic event that fuels your power in the past.
- Change one of your advancement triggers.
- Change your desire.

When you complete your goal choose the following:

- Remove a Hero from the deck.
- Set the first scene in the next situation.
- Instead of being dealt a random hero at the start of the next situation you may choose between three different ones.
- Switch positions with the GM.

Collaborate with the table on how these different advancements manifest in the fiction of your game.

RULES REFERENCE

CYCLE OF PLAY

Collaboration

Each session of play starts with the group collaborating on what sort of situation they would like to explore tonight. This can be a situation that continues from a previous one or one that goes in a new direction the only requirements are

1. Everyone is excited about answering questions relating to that situation.
2. It relates to answer your unifying theme question.

Resolve the Situation

The GM sets the first scene to kick the situation off with a bang. The group should work together to resolve the first scene and subsequent ones until the situation feels answered by everyone in the session.

Divination

Once the situation is resolved.

We zoom out and do the following.

1. Past: Advancement
2. Present: How the situation relates to the Unifying Theme.
3. Future: What is portent of things to come. What does the group want to see in the next session.

Conflict!

Set the Stage!

The group must answer the following questions

- What type of conflict is this?
- Who is in the conflict?
- What sides there are?
- What are the goals of those sides?

Take Action!

Determine sides - Draw 3 Cards

Place a card face down -Reveal all cards

Highest side total or cards with relevant meanings
decide whose goals happen in the fiction.

Shuffle returned cards

Resolution!

Players who attain
their goal!

Choose one

Put the card you just played
back into your deck and shuffle it
thus taking a consequence from your
goal in this scene.



Place the card you just played
in the scene deck
thus losing the card for this session
but taking no consequence.

Players who fail to
achieve their goal!

**Write a new meaning
for that card that answers one of
these questions.**

*How has this failure has
changed you?*

or

*How has this moment unlocked
something forgotten.?*

Put the card you just played back
into your deck and shuffle.

Draw your item here!

