



# Tales of Entropy - Cheat Sheet

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## Game Preparation

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### *Game Preparation Phase*

- Operator reads the scenario aloud. This includes both the setting and the pivot character.
- All players brainstorm character concepts and write down their ideas.
- Players create characters using concepts; each is created as a **nemesis** of an already established character. Players create character *traits* and starting *burdens*, calculate and mark their starting *flame* (point for each nemesis character) and choose the level of *shadow* (0, 1 or 2). *Nemesis map* is also populated.
- Players pick scenario's *grains* and each player creates two more. Then every player adds +1 point to one *grain*.
- Throughout the character creation process, the players are free to suggest additions to each other's characters.
- Before play begins, each player delivers an introductory vignette for his character.

## Character Questions

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### *Character Questions*

Answering the following questions will help creating character *traits*. Character has one defining *trait* at value 3, two significant *traits* at value 2 and unlimited amount of minor *traits* at value 1.

- **“Who are you?”** defines your profession, area of expertise, or prowess. Characters that are strongly defined by this question triumph when they can use their skills or proficiency.
  - **“What are you like?”** expresses the personality or uniqueness of the character. Characters who are strongly defined this way shine when they can do things their way.
  - **“Why are you here?”** answers to the question of motive or goal. Such characters are strong when they are progressing towards the goal, and weakness ensues if they are not.
  - **“What do you possess?”** explains if your character owns something out of the ordinary. It affects the character's daily life and is a source of his power.
  - **“Who's here to help you?”** explains the special relations of the character. A family, strong patron or an organization are among these things.
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## Scene Progress

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### *Scene Progress*

- A Narrator is chosen. He is the player to the left of the previous Narrator (the first scene is narrated by the Operator).
- Narrator chooses a primary character that is participating in the scene. It is a character who has been used in the fewest number of scenes. In a case where several characters are tied, the Narrator can pick any of them. Other character may also join in depending on the situation. Central players are the ones with a character involved in the scene; others are supporting players.
- Narrator chooses the *burden*-reader and the *grain*-reader from the supporting players if possible. If there are no supporting players, any player is eligible.
- Narrator frames the scene and players play their characters. He might let supporting players guide some secondary characters. Narrator can create a few *grains* based on the framing of the scene.
- When the scene ends, players grant the involved characters increased *flame* and *shadow* through voting. Each player (besides the character's player) vote for 0-2 points of both, depending on their deeds. Character then gains what the majority of players has voted and in case of a draw, one point is given.

## Dice

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<i>Die</i>	<i>Successes</i>
1	0
Ones are counted separately because they may cause the character to fold out of the story.	
2-3	0
4-5	1
6	2

(Note that in extreme cases — when character's shadow reaches 8 — both results of 1 and 2 will cause the character to fold.)





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## Conflict Procedure

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### *Conflict Procedure*

- Players declare goals their characters try to achieve.
  - Dice are gathered according to the character's *traits*. More than one can be used.
    - If two or more characters assist each other, the players must have converging goals. Each player gathers their own dice pools, but gain +1 synergy die on top of the dice they gain from elsewhere. After the results are settled, the one with greater result is used for their side as a result.
  - The *grain*-reader distributes dice from *grains*. If he thinks a grain helps certain character for achieving his goal, the player gains more dice equal to the value of the *grain*. More than one can be used.
  - Dice pools are rolled.
  - Players may invoke their character's *shadow*. It gives additional dice equal to *shadow*-score.
  - The *burden*-reader checks the *burdens* of the provisional winner and challenges him to re-roll his good dice accordingly.
  - Results can be altered by spending character's *flame*. Spending one point allows re-rolling one or more of the side's dice. Player can continue spending *flame* until it runs out or he is satisfied with the result. Then other players have a possibility to counter with their own *flame*.
  - All changes and additions to the dice rolls must be depicted in fiction, especially so if they cause the provisional winner to change.
  - The winner is the side with the most successes. Degree of victory is the difference between the best winner result and the worst loser result.
  - *Burden*: winner takes *burden* equal to the degree of victory. Loser(s) take a *burden* of 1 (if winner took more than one point) or not at all (if degree of victory was 1). Nature of the burden is always decided by the opponent (ie. the winner's burden by the loser and vice versa).
  - *Change*: Supporting players change the *grains* sheet with points equal to the degree of victory. If a character was in conflict with the game world and his player won, he'll do the change instead of the supporting players. If a player's character *folded*, he'll change whatever *grains* he feels necessary to depict the character's passing.
  - *Fiction wrap-up*: The player of the winning character describes how it all came to be, unless a character folded, in which case the folding character's player will do it.
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## Special Circumstances

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### *Special Circumstances*

- If a player wishes to heal his character's *burdens*, or some dramatic ailment in fiction, he can spend a point of flame to try. The player then gathers as many dice as equals the combined value of the character's *burdens*, and rolls them conflict-like against dice equal to character's *shadow*. The result of the roll dictates how many points the player can reduce from the character's *burdens*. Player delivers a montage; a small scene that depicts the circumstances of this recovery. A healing roll that succeeds can also correct ailments brought by fiction (i.e. cancel or reverse an effect of a lost conflict). This must be plausible and depends on the montage.
- Players can change their characters' *traits* as they see fit and as the fiction dictates. Characters may always have one defining (value 3), two significant (value 2) and unlimited amount of minor (value 1) *traits*.
- A player can make his character *fold* at any time. *Folding* character leaves the story and player can re-arrange the *grains* list to accommodate his passing.

## Epilogue Dice

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### *Epilogue Dice*

Dark dice equal to *shadow*-score is rolled against white dice gained with the following procedure:

- 1 die for having been a major character
- +2 dice if the player liked his character and wishes a happy ending for him
- +2 dice if the other players liked this character and hope for a happy ending
- +2 dice if the character achieved his goals in the scenario or redeemed himself

An opposed roll is made between the light and the dark dice.

**Epilogue style** describes the tone of the narrative. If light dice wins, the result is upbeat, positive. Victory of the dark dice results in a downbeat, sad, gloomy epilogue. Draw brings neutral epilogue.

**Epilogue tempo** explores the structure of the narration. A result (in either direction) of no more than two points brings on a serene epilogue. Serene epilogue is calm, vague, general or symbolic. A result of more than two brings forth a chaotic epilogue, which stands for myriad of details and events. It can also be abrupt and decisive in its conclusions.

