



# Tales of Entropy - Cheat Sheet

---

## Game Preparation

---

### 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* 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

---

### 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.
- 
- 



# Tales of Entropy - Cheat Sheet

---

## Scene Progress

---

### 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 from 0 to 2 points of *flame* and *shadow*, depending on their deeds. This is done through voting. In case of a draw in the votes, one point is given.

## Dice

---

| <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.)





# Tales of Entropy - Cheat Sheet

---

## Conflict Procedure

---

### Conflict Procedure

- Sides declare their goals.
- Dice is gathered according to the character's *traits*.
- The *grain*-reader distributes dice from *grains*.
- 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*. This allows re-rolling one or more of the side's dice, or re-roll of one or more of the opponent's dice if opponent doesn't have a character.
- 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).
- *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.





# Tales of Entropy - Cheat Sheet

---

## Special Circumstances

---


### *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

---

### *Epilogue Dice*

- 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
- 
- 