

# OtherKind

a fantasy roleplaying game by  
Vincent Baker

When people get iron weapons, they get bold in the night and in the wilderness.

So all the otherkind met in council. The trolls and the dwarfs, the elves and their feuding cousins the orcs, the speaking bears, the packs of wise wolves and the great elks, the woodwomen, they all met to discuss it. The people burned forests to the ground and planted walls and cities where holy oaks had grown. The otherkind, always slow to change, waited too long, and then decided too little. Some wanted war, but of course there could be no war, and in the end there was no good solution.

The speaking bears left first. Bears are like that, patient and quiet, but they know when to give way. The woodwomen couldn't bear the smell of smoke, and when they left, the forests were less than they had been. The elk, after only a few had been hunted and killed, turned to mist and thunder. They took to thrashing people's crops with hailstone hooves but wouldn't meet with the otherkind anymore.

The elves and trolls and orcs and dwarfs, bitterly, some snarling and some weeping, opened the many ways into Elsewhere and began their retreat.



## Life

All otherkind are deeply rooted in nature and the living world, drawing their power and vitality from Life, and stricken by death, no matter whose. Causing or even witnessing a violent death hurts their closeness with Life. In that way, they're unlike people, who kill animals and otherkind and even one another with no such loss. But people are alive nevertheless, and that's why there couldn't be a war. The otherkind would mourn their enemy's casualties like they'd mourn their own.

## Your Character

You're an orc, elf, dwarf, or troll. Your kind is retreating from the world, but trying not to leave too much of power, beauty, and holiness behind. You're charged with gathering relics and artifacts of your kind and protecting the ancient and sacred places, keeping them from people's hands and iron axes. The spirits of such things and places are called Numina, the living and animating sparks of wisdom and joy, and if they're left behind they'll die.

## Dwarfs

Dwarfs are the heart of nature. They are passionate and lively, close to the earth's quick soil and living stones. They're given to their emotions and they love luxury, especially if they've earned it by a day's challenging work. It's not widely known, but dwarfs invented silk and beer, made the first



fires, and wrote the first laws.

The dwarfs' connection to Life is to its rhythms and cycles. They're philosophical, therefore: what comes, goes. But they have no patience for illusion, deceit, or injustice. The truth is the truth, they say, so why be deceived?

As a dwarf, you can call upon your connection to Life to see who's lying, who's in the right, who's deserving, and what is a person's or thing's true nature. As you lose your connection to Life, you become increasingly intent on decadent creature comforts.



## Elves

Elves are the spring, and are in every way lighter than the dwarfs. They're vibrant and mercurial; they feel their emotions as strongly as the dwarfs do, but not lastingly. Moods come and go on them, and they abandon themselves to each in turn.

They consider themselves closest kin to young, new things, saplings, cubs, kits, kids in May.

The elves' connection to Life is to growth. Just as they're eternally young, to them, everything is always new. They're curious and intent and sometimes easy to distract. They are especially fascinated by love, but wary too. In love they're clumsy and tempestuous, never jaded or cool.

As an elf, you can call upon your connection to Life to make plants or animals grow, to give someone love or fertility or the vigor of youth. As you lose your connection to Life, you visibly age.

## Orcs

Orcs and elves are a kind, but not alike. Orcs love winter and the night, they love to be still and to watch. They're ruthless and implacable hunters, but also thinkers and skilled. Occasionally one will be a poet or a musician, in a wild and consuming way. They're nearest to owls, wolves, and ravens, never prey. The dwarves are better artisans, but the orcs make better weapons.



The orcs' connection to Life is to predation, to the fire that burns through a forest and clears it of the old and dead. They love sports and contests, but not games or toys, and they're quick to anger.

As an orc, you can call upon your connection to Life to notice tracks, trails, and signs of passage, to see hidden things, to hear hearts beating, and to smell fear or anger. As you lose your connection to Life, you lose your taste for meat and other foods.

## Trolls

Trolls are the oldest kind, and shaped by the same diversity and adaptation as nature itself. There's more of the raw power of creation in them than in the others. They're less consistent in form between them, and also able to change their forms themselves. They're like the stars, though: look at them once and they seem unmoving and constant, but when you look again later they're not how they were.



The trolls' connection to Life is to its variety. They know the

characteristics of every different animal and every individual plant, but don't care much for the plant's or animal's name. They're vastly patient but terrible when roused.

As a troll, you can call upon your connection to Life to change your physical form. As you lose your connection to Life, you come increasingly to resemble some set and lifeless thing, a tree stump or a boulder.

## What kind are you?

Choose one and write it on your character sheet.

## Artful, Graceful and Powerful

You'll need 4d6 of the same color, and 4d6 of 4 different colors. The same-colored dice are your Basic Dice, the other 4 are your Color Dice. I'll explain how to roll them in a bit.

Meanwhile, on your character sheet, name your favorite weapon. Write Artful, Graceful, or Powerful, to describe how you handle the weapon, and choose one of your color dice to go with it.

*Broadsword: Artful. Longbow: Powerful. Lance: Artful. Shortsword: Graceful. Handaxe: Powerful. Recurve Bow: Graceful. The green die.*

Name a way to communicate. How to explain this? Just by the examples, I guess. Anyway write Artful, Graceful, or Powerful, to describe how you do it, and choose one of your color dice.

*Poetry: Graceful. Rhetoric: Artful. Singing: Powerful. Drawing: Powerful. Harping: Graceful. Dancing: Artful. Flirting: Powerful. The purple die.*



Name a third skill, pursuit, or whatever. It can be a second weapon or a second form of communication, or a magical talent, or it can be anything else. Write Artful, Graceful, or Powerful, and choose a color die.

*Cooking: Powerful. Riding a Horse: Graceful. Broadsword: Graceful. Making tools: Artful. Playing a Pipe: Graceful. Talking to Animals: Powerful. The red die.*

## Your Connection to Life

Your Connection to Life starts at 5, with no boxes checked. Whenever you kill, put an X in the next box (starting at the left). When you put an X in a box with a heavy outline, decrease your

Connection to Life by one. (The first time, the third, the sixth, the tenth, and the fifteenth. It's the old 1, 1+2, 1+2+3 etc. progression we love so well.)

You'll use your Connection to Life to do the cool things your kind can do, and also to protect the Numinous places of the world.

Your fourth Color Die is for your Connection to Life.

## Radiance

As you collect and preserve Numina, you get Radiance. Radiance is the magical power of Elsewhere, spilling over into you and the world. You'll use your Radiance to counter the Iron of your enemies.

Radiance is quite literally radiant. Whenever you use it, it manifests as visible light.

You'll keep track of both your current Radiance and your lifetime

Radiance. Start with 3 points of each. As you use Radiance, subtract it from your current Radiance but not your lifetime Radiance.

As your lifetime Radiance increases, you become more famous among your kind, more beloved and admired as a hero.

## Description

And finally, describe yourself, in words or pictures or (preferably) both. Feel free to include details of your personality, history, tastes, and habits, anything you like.

# Mechanics

The GM will need a few dice as well. They should be easy to tell apart from everyone else's -- the bone-shaped dice, the mini dice, the dice with numbers on them instead of dots. Three or four of them should be plenty.

## Rolling Dice

The basic roll looks like this. Take your four Basic Dice and roll them. Higher is better; 1 and 2 are definitive failures, 3 is a mitigated failure, 4 is a bare success, and 5 and 6 are definitive successes.

Now each of the dice represents one part of what happens, and you get to decide which. Assign the dice to these:

- **Narration** - If you assign a 4, 5, or 6 die to Narration, you get to describe what happens. On a 1, 2, or 3, the GM gets to describe what happens.
- **Motion** - If you assign a 5 or 6 die to Motion, you move decisively toward your goal. On a 3 or 4, your motion toward your goal is mixed, indifferent, misdirected, blocked, or uncertain. On a 1 or 2, you lose ground.

- **Life** - If you assign a 5 or 6 die to Life, you don't kill or badly hurt your enemies. On a 3 or 4, you badly hurt and disable them, maybe killing some. On a 1 or 2, you kill and maim them all.
- **Safety** - If you assign a 5 or 6 die to Safety, you're unhurt. On a 3 or 4, you're hurt, but not badly; on a 1 or 2, you're hurt badly, maybe critically.

For example, I'm fighting my way through a dozen humans with torches and swords, trying to reach their leader, who has a Numinous dwarf-made torque around his neck. I roll a 2, a 2, a 5 and a 6.

If I assign them like this: Narration 2 Motion 2 Life 5 Safety 6, then the GM gets to narrate me falling back, unable to reach him, but fending off his people without hurting them or being hurt myself. If I assign them like this, instead: Narration 5 Motion 6 Life 2 Safety 2, then I might narrate myself striding forward through them, leaving them dead and dying behind me, but taking terrible cuts and blows myself as I go. I reach him swaying on my feet, bloody, but snarling.

## Color Dice

If you're using your favorite weapon, for instance, add its Color Die to your Basic Dice when you make the roll. Discard whichever die you don't want, before you assign the dice to the results.

If you don't discard your Color Die, then the narration must include you using the weapon (for instance) in the appropriate way.

Say I'm trying to pass a hulking giant of a person with a massive iron mace. I decide to include my Color Die for Flirting: Powerful. I roll a 2, a 2, a 5, a 6, plus a 4 on my Color Die.

Now I can discard one of the 2s and assign the rest of the dice. Like this, for example: Narration 4 Motion 5 Life 2 Safety 6, and I get to tell

how I smile and put my hands on him, overcome him with my beauty and passion, and when he drops his mace to grab me, I stick my dagger between his ribs.

Sometimes the GM will give you one or two of her Color Dice as well. These are for allies you might have, magical influences in your favor, the effects of fighting in a Numinous place, or even qualities of your enemies. When she does, she'll tell you what they mean and how to include them in narration.

For instance, say our hulking giant person is drunk. The GM gives me one of her Color Dice and tells me that if I don't discard it after I roll, the narration should simply include him being drunk. It comes up a 1, so I discard it. His drunkenness doesn't turn out to matter.

## Iron and Radiance

When you're fighting people with Iron, after you've assigned your dice, the GM subtracts points equal to your enemies' Iron from one of your dice. She can choose either your Motion die or your Safety die.



For example, say the hulking giant from our ongoing example has an Iron of 2, and the GM uses it to subtract 2 from my Safety die. Now my result is Narration 4 Motion 5 Life 2 Safety 4. I narrate that in his death throes, he throws me and I fall heavily, spraining an ankle.

If you choose, you can spend points of Radiance to counter your enemies' Iron instead. The narration must include a description of the Radiance. In the example, I could spend one

point of Radiance to bring my Safety back up to 5, and narrate that he throws me but I land lightly, the energies of Elsewhere crackling around

me like electricity.

## Connection to Life

If your Connection to Life is at least equal to your enemies' Iron, you can choose to include your Color Die for your Connection to Life. If you don't discard it, the narration must include you doing one of the cool things your kind does. For example, I'm an orc and I'm trying to protect a Numinous stag from a band of hunters. I include the Color Die for my Connection to Life, and I roll a 2, a 2, a 5, a 6, and a 4 on my Color Die. I assign them: Narration 2 Motion 5 Life 4 Safety 6. The GM narrates; she describes how, by hearing even the subtlest sounds the hunters make, I'm able to lie in ambush, clubbing one when he comes near and leading the stag silently away.

If your Connection to Life is less than your enemies' Iron, you can spend points of Radiance to make up the difference. If my Connection to Life is 2, for instance, and my enemies have an Iron of 4, it costs me 2 points of Radiance to use my Connection to Life.

## Rolling Together

If you and another PC are facing the same enemy to reach the same goal, you can roll together. Roll 4 Basic Dice, plus your Color Dice if you're using any, plus your friend's Color Dice if she's using any, plus one more die because you're working together. You must quickly agree how to assign the dice; if you can't, the GM should step in and assign them for you. (If you can agree which dice to discard, the GM should respect that agreement.) If your enemy has Iron, either or both of you can contribute the Radiance to counter it.

You can follow the pattern to include even more PCs in a roll: each PC contributes her Color Dice, plus one more for her simple participation, plus whatever Radiance she chooses. You all must quickly agree how to assign the dice.

You share the results of the roll. On Narration 4-6, choose between you who'll narrate, or trade narration off if it makes more sense (on a 1-3, naturally the GM narrates). On Life 1 or 2, you've all contributed to the killing and you all take the consequences for it. On Safety 1-4, the narrator gives each of you an injury of the appropriate severity.

(You don't have to roll together if you'd rather not. The GM can simply split the enemy between you, instead, and you can each roll for your own part.)

## Consequences

### Killing

Killing weakens your Connection to Life. Whenever a roll resolves to Life 1 or 2, put an X in the next box under your Connection to Life. If the box has a heavy border, reduce your Connection to Life by 1.

Each time you reduce your Connection to Life:

**Dwarfs**, name a creature comfort, like a warm bed, hot food, fine food, silk clothing, good beer, lovemaking, or steaming-hot baths. From now on, whenever the GM gives you an opportunity to indulge in that thing, don't turn it down, even if it conflicts with your other goals.

**Elfs**, change a detail of your description or behavior to indicate you've aged. Gray hair, lines around your eyes, sunken cheeks, frail hands, a slower walk. Use these details in your narrations; the GM should too.

**Orcs**, name a kind of food you'll never eat again. meat, fish, fowl, herbs, fruit, grain, greens, vegetables. Even a hint of it will ruin a meal for you, making it disgusting and inedible; if you happen to eat some anyway, it'll make you violently ill.



**Trolls**, change a detail of your description or behavior to something more lifeless. Gray skin, immobile features, hard eyes, skin like bark, inflexible hands, dragging walk, hair like dead vines. Use these details in your narrations; the GM should too.

### Being Hurt

Being hurt weakens your future rolls.

Whenever a roll resolves to Safety 3 or 4, whoever narrates the roll describes the injury and chooses one of your Color Dice. Note down that on your next roll, you can't use that die, and change a detail of your description or behavior to reflect the injury. You can change it back at the end of the session.

Whenever a roll resolves to Safety 1 or 2, whoever narrates the roll describes the terrible injury or injuries you receive. Note down that on your next roll, you can't use any of your 4 Color Dice, and permanently change a detail of your description or behavior to reflect the lasting effects of the injury.

You can't be killed. You can narrate yourself taking injuries so severe that you quit the world for Elsewhere, to rest and heal and enjoy the honor and admiration of your kind, leaving others to the task, if you choose. But the GM can't do even so much.

## Protecting Numina

You protect the Numina of the world by seeing them through to Elsewhere. For Numinous creatures and things, simply take them to a doorway to Elsewhere and lead or pass them through. For Numinous places, you have to actually transform them *into* doorways to Elsewhere.

It takes a few uninterrupted minutes and a special roll to do it. Your enemy is the influence of people on the surrounding landscape, represented by an Iron rating. Take 3 of your Basic Dice, add a Color Die if your Connection to Life is at least equal to the Iron rating, and add a Color Die if the place's Numinosity is. Roll them and discard down to 3 dice, and assign the dice to these:

- **Narration** - On a 4-6, you narrate the place's transformation; on a 1-3, the GM does.
- **Access** - On a 4-6, only otherkind and Numina can find and pass through the doorway. On a 1-3, otherkind and Numina can, but so can any person whose Iron is less than the local Iron rating.
- **Draw** - On a 5 or 6, any nearby otherkind can find the doorway simply by wanting to and walking where instinct leads. On a 1 or 2, the doorway attracts people; they're drawn to it without understanding why. On a 3 or 4, neither is true.

Either way, whenever you protect a Numinous creature, thing, or place, you get Radiance (current and lifetime both) equal to the Numinosity of what you've protected. Other PCs can participate in the roll, but only add dice if their Connections to Life are at least equal to the local Iron rating. Everyone who participates gets the full Radiance, and in general, if the PCs are working together, whenever one gets Radiance, all do, even if not all are immediately present.

Whenever your lifetime Radiance increases up to or over a new multiple of 10, add a detail to your description about how your kind will honor you. It may be power, wealth, celebration, lovers, friends, recognition, whatever suits you.

## Dulling it All Together

I'm a troll. I have Longbow: Powerful and Singing: Artful, and my Connection to Life is 4. My friend Forget-me-not is an elf; she has Shortsword: Artful and Quarterstaff: Graceful, and her Connection to Life is 4 too. We've found a Numinous spring, but a dozen horsemen are encamped around it. We decide to attack at night.

Our enemies are the posted guards (Iron 1), the bulk of the horsemen (Iron 4) if they wake up, and their captain (Iron 3).

"I'll start with my bow on the watch, as we approach," I say. I roll: 1 2 3 5, plus 3 for my bow. I assign them: Narration 2 Motion 3 Life 3 Safety 5 (which the GM reduces to 4 with the guard's Iron).

The GM narrates. "You shoot one of the two with your bow," she says, "pinning his arm to his side. He shouts and the other throws a dagger. It hits you in the head, not bad, just a cut across your eyebrow, but with blood in your eye you can't use your bow. Oh, and of course everyone else wakes up."

Forget-me-not and I decide to roll together against them. Forget-me-not uses both her Shortsword and her Staff Color Dice, I use my Connection to Life, and we get an extra Color Die for working together. We roll eight dice: 1 2 2 4 4 5 5 5. Two of the 5s are the Color Dice for Forget-me-not's Shortsword and my Connection to Life. We agree at once: Narration 4 Motion 5 Life 5 Safety 5.

The GM has 4 Iron, though. She applies it to Safety again, bringing it down to 1. I have 1 Radiance, which I spend to bring it up to 2; Forget-me-not has 2 Radiance, but she only spends 1, to bring it up to a final Safety 3.

I describe how my shoulders bulk and hunch like a bear's, and my hands grow like a bear's paws as we wade into the still-groggy

horsemen. Forget-me-not describes how she disarms several expertly with her shortsword. Somebody smashes me in the hand, which'll keep me from using my bow again, and Forget-me-not's leg gets cut open, so no dancing for her, but mostly they scatter and flee.

"As one runs from you, Forget-me-not," the GM says, "you see that his cloak-clasp has a big bloodstone set in it, and the pin part is an arrowhead made of silver."

"I'm going to chase that one," Forget-me-not says. "Stay here and take the captain?"

"Sure," I say. I use my Connection to Life again and I roll 1 2 4 4 5: Narration 4 Motion 5 Life 2 Safety 4. The GM uses the captain's Iron to reduce it to Safety 1, and I have no Radiance. I describe how I maul him and send him sprawling, hurting him terribly, but he drags himself up and comes back at me with his big iron sword. He cuts me open but I fall on him, snapping his neck as I bear him down.

I check my next Killing box -- the third, it has a heavy border. I reduce my Connection to Life to 3, and note that my eyes become dull and changeless, gray and lifeless as old coals.

"After a while I drag myself to the spring," I say. "Is all clear?"

The GM says that the Numinosity of the spring is 3, and the surroundings have Iron 2. I wait for Forget-me-not to come back and participate, and we roll 6 dice to make the spring into a doorway Elsewhere (3 Basic, 1 for Numinosity greater than Iron, 1 each for our Connections to Life greater than Iron): 1 1 2 2 4 6. Narration 2 Access 4 Draw 6. The GM narrates that the spring wells up with luminous mist, and the tall trees on either side take on a soft green-blue glow, forming an arched doorway where their branches cross overhead. Nice. We each get 3 Radiance.

Coincidentally, this brings my lifetime Radiance up to 21. I add to my

description that when at last I join my kind Elsewhere, they will celebrate with ten nights of feasting, drinking, singing, and celebration.

# People and the World

This is sort of the GM section of the game, but there aren't any secrets. Anybody can read it who wants to.

## Iron and Moonlight

All I've mentioned so far is Iron, but people actually have two stats: Iron and Moonlight. It's probably pretty clear by now what Iron is:

**Iron** is people's power over nature, life, and magic. It depends quite literally on iron: a soldier who trained his life with bronze weapons, even if he's as ruthless and skilled and strong, will have a lower Iron than one who trained with iron. A priest whose hours are rung by iron bells will have a higher Iron than one who is called to service by a horn. Blacksmiths have terrible power; the iron gets into their blood and breath and bones. Iron is destructive to magic, Numina, and otherkind.

Something I haven't made clear is that Iron needn't be so physical in its effects. An ancient and devoted priest might have the same Iron 4 as a fearsome warlord, but he'd be no warrior. Instead, his prayers and litanies can repel or hurt otherkind as effectively as swords.





Things, animals, and places can have Iron, not just people. A warhorse, for instance, trained to fight with an armored soldier on its back, would have Iron. So would the soldier's armor and weapons, of course. A farm cut by an iron plow, a tended and pruned orchard, and certainly a felled forest's graveyard of stumps would all have Iron too.

**Moonlight** is Iron's opposite. People with Moonlight are drawn to otherkind, Numina and magic, and they're attractive to otherkind and magic as well. Otherkind are often startled to meet people with Moonlight: they have a compelling and subtle beauty that's quite unlike the



radiance and clarity of otherkind. They're surprising, shy, and changeable, taking joy in apparently simple experiences, graceful and easily delighted. Moonlight is unique to people. Perhaps when Life denied them Numina, it made Moonlight shine in them instead.

Iron and Moonlight are at war in them, though. No person with an Iron of 3 or more can possibly have Moonlight too, and no person with

Moonlight can stay in a place with Iron 3 or more and be happy for long. (This is not to say, however, that people with Moonlight are at war with people with Iron. Very rarely will they be willing to fight alongside otherkind against their own communities. No, Moonlight exists to complicate the situation, not to draw simplistic lines.)

So when you create people, assign them Iron and Moonlight. Either or both can be equal to zero, but if Iron is 3 or more, Moonlight must be 0. You can make people either as individuals or groups, as I've done in the examples. You might make as I did a body of soldiers who together have Iron 4, plus their captain with Iron 3 all his own. You might make a woodswoman with Moonlight 3 in argument with a young priest with Iron 2; attacked, they'll fight together, as a group with Iron 2 and Moonlight 3.

When the PC otherkind come into conflict with people with Moonlight, you can have them include a Color Die for the Moonlight in their roll. Tell them that if they assign the die, the narration has to include the attraction between the people with Moonlight and the otherkind. It might be a wary fascination, it might be curiosity or recognition, it might be love at first sight, it just has to be something.

## Numina

Numina are as varied and strange as the world they inhabit.

## Numinous Animals

Numinous animals can talk, certainly to otherkind and usually to people with Moonlight too. They're larger, more beautiful, and more fearsome than others of their kind. Often they act as their kinds' representatives in the broader world: a Numinous owl, for instance, might be greatly concerned for owls' welfare, and willing to help the PCs only insofar as what they do is good for owls. Most Numinous animals can take a human form, but always with a telltale, like the Numinous fox who can become a human woman with yellow eyes and shocking foxfur hair.

If a Numinous animal is fighting alongside the PC otherkind, you can have them include a Color Die for the animal's help. If they assign the die, the narration has to include the animal helping, it's as simple as that.

## Numinous Places

The Numina of places sometimes appear to visitors, usually in a symbolic or significant form. The Numen of a grove of sacred oaks, for instance, might appear as a slim boy crowned with acorns, or as a queen of squirrels, large and majestic and attended by a harem of mortal squirrels. Whether they appear or not, they can communicate with otherkind who visit them. They can never leave their place.

If the PC otherkind are fighting in a Numinous place, and if the Numinosity of the place is at least equal to the Iron of their enemies, you can have them include a Color Die for the place's help. If they assign the die, the narration has to include the participation of the place's Numen, either in material or magical form.

## Numinous Things

Some Numinous things are natural -- a stone or tree might simply happen to be Numinous, just as a place might -- but were made by otherkind (or sometimes human magicians). Usually when, for instance, a Numinous grove of oaks is cut down, its Numen dies, but sometimes its Numen, transformed, comes to inhabit something made from the grove's wood. This is usually how people make Numinous things. Otherkind usually begin with non-Numinous materials instead, and create Numina in them by their art and magic.

Most Numinous things give special powers to who uses them. A Numinous sword might protect its wielder from harm, or inflict terrible wounds, or give its wielder preternatural skill. Numinous shoes might make their wearer invisible or able to climb smoke like a ladder. A Numinous mirror might only reflect the truth.

If the PC otherkind have a Numinous weapon or tool they'd like to use in a conflict, have them include a Color Die for it. If they assign the die, the narration has to include the tool's cool powers.

## Notes, Theory, and Credit

Thanks for reading my game!

### Notes and Theory

My current kick is: a PC's decisions matter much more than her capabilities. You can see it quite clearly in this game.

My long-standing kick is: mechanics exist only to apportion credibility, that is, whose word you have to take for what. Oldstyle game mechanics apportion credibility like this: the GM has to take your word for what your character tries to do, and you have to take the GM's word for everything else. To cover up this absurd and clearly dangerous power imbalance, the mechanics lie lie lie and claim to be about 'the physics of the game world' or some bogusness.

So this game, the mechanics are all and only about who gets to say what, and they're upfront about it.

I think it's interesting that one roll resolves one conflict, and I'm looking forward to seeing it in play.

### Credit

Listing the influences on this game would be ridiculous, it'd be as long as the game itself. Whatever you think's cool in this game, you can bet that somebody else has already done it. Go to the Forge and poke around if you doubt me.

But in particular:

Changing your description based on your Connection to Life and lifetime Radiance is based on Hell-shift from Tim Denee's game *Our Frustration*.

The dice mechanic owes more a debt to Paul Czege's game *the World, the Flesh, and the Devil* than you might notice just by looking.

I'm massively guided by discussions on the Forge, whether I've participated or not, and the work of Ron Edwards especially. (Drawing horns on my trolls, as it happens, is an exception.)

There are a couple of things in this game that I ought to point out are big on the Forge: *Fortune in the Middle* (as opposed to *Fortune at the End*)

and Conflict Resolution (as opposed to Task Resolution). Fortune in the Middle means that you make important decisions -- especially, game-mechanic significant decisions -- after you've already rolled the dice. Conflict Resolution means that you don't roll to just do things, you roll to resolve conflicts. I don't know who's responsible for these, except that Jonathan Tweet in *Everway* started calling it Fortune (as opposed to Drama and Karma, which is too much to go into just here), and you can find more about them in Ron's Articles.



Name:	OtherKind	
Kind:	Artful, Graceful & Powerful	
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Connection to Life	Lifetime	Radiance Current
Killing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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Description		