

# THREE DOOMS

A roleplaying game of prehistoric disaster prevention  
by Michael Sands



**Designed for Game Chef 2006**

*Time:* Designed to be played in three sessions of three hours.

*Ingredients:* Emotion. Ancient. Committee.

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# Introduction

*“Bad things happen in threes.”<sup>1</sup>*

*Three Dooms* is a roleplaying game set at the dawn of civilization. The game is about a thriving community of farmers and tradesmen, the zenith of human development for many days' journey in any direction.

But this town faces three terrible threats that may destroy it. Only the wisdom of the committee of elders and the strength and cunning of its heroes can save it.

You will play the parts of these councilors and heroes. If you succeed, the town will be remembered as another Jericho or Ur. If you fail, then it will be destroyed and lost in the mists of time.

The game is played in three sessions, one for each of the three dooms that threaten the town. Each session should take three hours. It will begin with a committee meeting in which the doom is discussed (and in the process defined for the game). One player will roleplay the forces of doom and the others will play the heroes fighting it. At the end, the heroes will return to town and rewarded for their achievements or lambasted for their failures.

At the end of the third session, you will know if all three dooms have been prevented or not. This determines whether the town survives.

Secondarily, you will know which of the heroes was most glorious. That hero's name will be remembered through history as one of the greatest legends to walk the earth.

## ***What You Need To Play***

You will need:

- Four to eight people.
- Time for three play sessions of three hours each.
- A big handful of (six sided) dice. You could need as many as twenty, but probably ten will be enough.
- Pencils and paper.
- A copy of the Character Sheet for each player (page 26).
- A copy of the Doom Sheet (page 27).
- A copy of the Meeting Minutes sheet (page 28).

## **A Note On The Text**

I have used a few textual hints about important game features. Capitalized terms refer to game-specific concepts. These can be looked up in the glossary (page 24) for a brief explanation and are explained fully in the sections most relevant to each term. The first occurrence of each of these terms is in **bold**, to emphasize them.

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<sup>1</sup> I'm not sure where this saying comes from, or if it is widely known. But my grandmother says it.

## ***Contacting The Author***

I am keen to hear about your experiences playing *Three Dooms*, or just feedback on reading it.

You can email me at [mike@genericgames.co.nz](mailto:mike@genericgames.co.nz) or you could write up an actual play post at The Forge (<http://www.indie-rpgs.com/forum/index.php?board=14.0>) or Story Games (<http://www.story-games.com/forums/>).

You can find my games at <http://genericgames.co.nz/> and my personal blog at <http://gamesteratlarge.blogspot.com/>.

## **General Play**

The main text is divided into sections detailing each of the three sessions, in order.

Each element of the game is introduced and explained at the point that you will first come across it. It is intended that you should play the game with the rules open to the section that you are currently playing through, and that the relevant rules and instructions should be there in front of you.

This means that the bulk of the rules are explained in the section on session one, with the other sections dealing primarily with the changes in rules for the sessions two and three.

I expect that anyone reading this is already familiar with roleplaying games, so you may already know this next bit. The text refers a few times to **scene framing** and **free roleplaying**. These are techniques for roleplaying that fit in between the pieces of *Three Dooms* that are dealt with mechanically.

### ***Scene Framing***

Framing a scene is when one of the players (typically whoever is currently **Doom Master**, in *Three Dooms*) begins a scene of play by describing the general situation. Significant things are mentioned and the overall direction of the scene should be obvious from this frame.

E.g. Derek frames a scene. "The heroes have traveled for many days and finally reach the lands of the filth people. Their village has a light stockade around it, decorated with the charred heads of their enemies. Outriders patrol near the village and as you get near, three approach you. You have not been seen yet but must soon decide what to do about them."

Calling for **conflict resolution** is a related part of play. Players should aim to use the conflict resolution mechanics to help make scenes more fun. Generally this will mean that you do some free roleplaying (see below) to build up towards the conflict and then begin using the resolution rules before the free roleplaying gets boring.

Ending of scenes is also part of framing. If a scene is petering out then it should be ended and a new scene framed. Signs that a scene should be ended are that the players are losing interest and that there seems no chance that an interesting conflict will develop.

### ***Free Roleplaying***

Free roleplaying is the activity that takes up most of a roleplaying game, in which all the players describe the words and actions of the characters they control without referring to the written rules of the game.

E.g. (continues)

Ant (as his **Hero**, Obsidian): “Okay guys, I think we should slaughter these scouts and then I can use my magic on their corpses.”

Chad: “Ah, I'm not so sure. These people don't know we're hostile yet. We should find out more.”

Barry: “I'm with Chad. Mighty Axe stands up and says 'Hey you guys, take us to your chief or priest of whatever.'”

Derek (as an outrider): “Aiee! Hey, put down your weapons or we kill you foreign dogs!”

Chad: “I guess they **do** know we're hostile. Two Lions says 'No way – you put down your weapons. We're not your slaves and don't you forget it.'”

Derek: “So the outriders size you up and seem to decide that the odds aren't with them. The guy who spoke confers with his mates and then says 'It is for the wizened one to decide. Follow us.'”

This sort of play will continue until the scene comes to a natural end or else the rules need to be invoked. In *Three Dooms*, rules determine how the town's committee **votes** on the **Dooms** facing the town and how conflicts amongst the Heroes or between Heroes and Aspects of each Doom turn out.

## ***The Examples***

The examples of play throughout the game follow a single game of *Three Dooms*, to illustrate various elements of the system.

The players in this game are called Ant, Barry, Chad and Derek<sup>2</sup>. You'll get introduced to their characters properly in the character generation section (page 4).

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<sup>2</sup> These names were picked solely for matching the tokens A, B, C and D in the first draft.

## Session One: The First Doom

The first session includes character generation, a **committee** meeting to discuss the first Doom and the Heroes' attempt to overcome the first Doom.

### *Character Generation*

Character generation should take about 20 minutes. If this part of the game seems to be going on too long, speed it up by helping out slower players with suggestions and explanations. Don't fall into the trap of spending too long considering what emotions, **Specialties** and ratings to give your Hero.

Begin by deciding where the town is and giving it a name.

Areas in which early civilizations are known to have grown are (starting earliest) Sumeria, Egypt, the Indus Valley, China, Crete and Mesoamerica<sup>3</sup>. You can, of course, have **your** town be anywhere you like.

As no languages from these days survive, names should be rendered in translation. That is, all names ought to be meaningful words or phrases. These might be a person's job, a personal trait, a nickname, or something that they are known for. Some examples are: Active, Broken Spear, Fairskin, Fast Runner, Giant, Goatherd, Lost Statue, One-eye, Sneaky.

The world of *Three Dooms* is as the ancients believed it was: monsters, spirits, magicians and gods will be common in the game. In order to get a primal, early civilization style to the events, all players should make an effort to get into the mindset of pre-scientific people (after all, even their religion and politics were nothing like what we know today). The world was mysterious and mostly unknown, and most events were attributed to some kind of sentient agent<sup>4</sup>.

### **Councilors**

The Councilors are defined by three factors only:

- Name
- Role in the town
- **Driving emotion**

Councilors resolve their conflicts via voting in the committee sections of the game. The name, role and emotion are intended to give each player a foundation about what the Councilor will consider important, what information they might have access to, and so on.

To create your Councilor, simply fill in descriptions for each of the three traits.

Most Councilors have equal say in the voting, but some duties in the committee will be allocated to particular Councilors. These are selected based on the age of the Councilor's player initially and may change in the second and third session based on **Glory** earned by each player's Hero character. Read about committee meetings on page 7.

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<sup>3</sup> Michael Cook, *A Brief History of the Human Race*, chapter 3.

<sup>4</sup> This may not, of course, be how people in the ancient world actually viewed things. But it makes for a more fun game than the non-fantastic alternative.



## ***Some Example Councilor Roles***

- The king, chief or matriarch
- The queen, chieftain's woman or matriarch's man
- The priest of the Bull, Death, or Sky God
- The priestess of the Grain, Fertility, or Forest Goddess
- The richest person
- The most feared magician
- The champion or warlord
- The wisest person
- A senior tradesman (such as brickmaker, potter, bronzesmith, or stonecarver)
- The senior hunter
- The senior herdsman
- The senior gardener

## **Heroes**

The town's Heroes are defined by:

- Name
- Driving Emotion (description and numerical strength)
- **Supporting Emotion** (description and numerical strength)
- **Grit** (a numerical strength)
- **Specialties** (simple descriptions)
- Glory (a numerical strength, measuring the Hero's fame, and starting at 0)

Heroes are able to win in conflicts in which they can bring their main emotional drives to bear. Emotions may be defined fairly broadly – the key is that they are the forces that motivate your Hero. They do not have to be positive emotions either, if you wish to make up an anti-hero motivated by a negative emotion, go ahead. Some example emotions are: Rage, Greed, Sense of justice, Curiosity (more examples are listed below, in the “Example Emotion Pairs” section).

Grit is a measure of how many defeats they can sustain before they begin to lose heart or, eventually, die. Note that Heroes may only be killed in the third session, but that being defeated will always have negative repercussions.

Specialties give the ability to re-roll a failure in conflict if the Specialty applies. They may be skills (“Unparalleled swordsman”), special powers (“Moon magic”), followers (“Long Legs the archer”), unusual items (“Crystal Flower of the Death God”), animals (“Swiftness the horse”), or anything else you can think of that might help your Hero out sometimes.

Heroes want to save the town, but they also want Glory. The Hero who ends the game with the most Glory is the winner. Even if the town is destroyed, you can consider everyone else to have lost much worse than you.

## ***Picking Name, Emotions and Specialty***

Each player should first select:

- Name.
- The Hero's Driving Emotion.
- A single Specialty.

No duplicate emotions are allowed in the group. You may choose similar emotions, but not identical ones. If more than one player wants to use the same emotion, there are two ways to deal with this problem. The best way is to discuss it and try to come up with some similar emotions, so that each of you can take a different one. If you can't manage this, then roll a die each. The highest roll gets to take the contested emotion.

Then each player picks their Supporting Emotion to be the opposite of another Hero's Driving Emotion. Make sure that each Driving Emotion only has one opposite, and **note down all the opposed emotion pairs**: this is very important! You can define the opposites however you like and they can (and should) vary in different games of *Three Dooms*. The chosen pairs of opposed emotions will define the tone of the game.

Note down the opposed emotion pairs on the Doom Sheet. Later in the game, they will need to be referred to there. There's also a space on your character sheet to note down the opposites of both your Hero's emotions, just so you don't forget.

### ***Allocate Points***

Once you have defined your emotions and starting Specialty, you allocate points amongst the two emotions and Grit. You have **TEN** points to allocate. You may allocate them as desired with the following restrictions:

1. Driving Emotion must be at least 2.
2. Driving Emotion must be higher than the Supporting Emotion.
3. Supporting Emotion must be at least 0.
4. Grit must be at least 3.

When deciding how to allocate these numbers, bear in mind the following:

- Neglecting Supporting Emotion may cause trouble if you need to defend against the emotion opposed to your Driving Emotion.
- Neglecting Grit will mean you win more conflicts but suffer much more if you happen to lose any.

### ***Example Emotion Pairs***

- Angry – Calm
- Tolerant – Xenophobic
- Joyful – Depressive
- Hate – Love
- Optimistic – Pessimistic
- Gregarious – Misanthropic
- Schadenfreude – Empathy
- Intuition – Rationality
- Violent – Peaceful
- Spiritual – Cynical
- Disgust – Acceptance
- Shame – Pride
- Fear – Confidence
- Kindness – Meanness
- Hope – Despair
- Courage – Cowardice
- Pity – Cruelty
- Pleasure – Pain

## Example Of Character Generation

Ant's Councilor is Strong. He's the king and a straight up guy. As a Hero, he creates Obsidian, with Driving emotion: Envy – 5, Supporting emotion: Hubris - 2, Grit 3, Starting Specialty: Death magic.

Barry's Councilor is Ox the Brickmaker, the town's senior brickmaker. He's self-important. As a Hero, he has Mighty Axe, with: Driving emotion: Courage – 4, Supporting emotion: Pragmatic - 2, Grit 4, Starting Specialty: A great big stone axe.

Chad's Councilor is Snake, the priestess of the grain goddess, she is secretive. His Hero is Two Lions, with: Driving emotion: Humble – 3, Supporting emotion: Fear - 1, Grit 6, Starting Specialty: A pack of hounds.

Derek's Councilor is the Southerner, an old Hero who came from far to the south and sees the funny side of things. His Hero is Red Hair, with: Driving emotion: Mysticism – 5, Supporting emotion: Generous - 2, Grit 3, Starting Specialty: Spirit-friend.

### *Emotion Pairs For This Game*

Envy – Generous

Courage – Fear

Mysticism – Pragmatic

Humble - Hubris

### *The First Committee Meeting*

The first thing to do is allocate the main committee tasks. The oldest player's Councilor chairs the meeting. The next oldest player's Councilor may cast a **Tie-breaker** vote. The youngest player's Councilor is the **Scribe**. These positions may change in later meetings.

The committee tasks may not agree with the chosen town roles of the Councilors. The game design reason for determining it this way is simplicity – it will be very rare that there are ties for age amongst the players. The rationale inside the fictional world is that this represents the fact that effective power in a small community may not relate directly to a person's official position.

The meeting ought to take about 25 minutes. The **Chair** should keep this in mind as discussion goes on, so that they may hurry the committee up if it is taking too long.

### **Discussing The First Doom**

The first matter for the committee is to determine the greatest problem facing the town. Whatever the committee decides will be the first Doom. The player who suggested the Doom will become the Doom Master for the session, and control the Doom instead of playing their Hero.

All players begin playing the role of their Councilor now, suggesting things that might threaten the town. Whenever someone suggests a new potential Doom, the Scribe should note down the idea and who proposed it. The Chair needs to keep the discussion moving and relatively under control.

The discussion should be framed in the game setting, so Councilors might repeat rumors they have heard, state things as if they are well-known facts and so on.

If the committee reaches a consensus about the Doom facing the town, then the Chair should identify this. If no consensus is reached, a vote should be called amongst the candidate problems.

Once the Doom has been identified by consensus or vote, it becomes real in the game. That means that, regardless of what was said in discussion, that Doom now is and always was the greatest threat facing the town. Any opinions otherwise must have been mistaken or dishonest.

The player whose Councilor initially suggested the chosen Doom will be the Doom Master for this session.

## **Votes In The Town Committee**

The process for voting is simple. The Chair should state clearly what the vote is about. Make sure it is clear whether people are voting 'yes' or 'no' to a single statement or voting for one of a list of options. Both these situations may come up in play.

Then each Councilor votes by stating their preference. If there is a tie, then the Tie-breaker Councilor gets a casting vote.

The Scribe should record the results of the vote.

## **Discuss Aspects Of The First Doom**

Now the council goes on to select the five Aspects of the Doom that must be overcome by the Heroes. Just like the initial discussion of the Doom, the Councilors should suggest and discuss possible Aspects.

Try to ensure that there are a wide variety of Aspects, so that all the different emotions that the Heroes have chosen may be useful. For example, if the Doom is a dragon, it could have Aspects like “You need to negotiate to travel through another kingdom to reach it.” or “The dragon is worshiped as a god and her priesthood must be placated.”

The Chair is responsible, again, for noting when consensus is reached or calling for a vote if it is not.

The Scribe needs to record the chosen Aspects but there is no need to keep track of Aspects that are disregarded or who suggested an Aspect.

After five Aspects have been chosen, the Chair calls an end to the meeting. The Heroes must be sent out to overcome the Doom that faces your town!

## ***Example Of Play: The First Committee Meeting***

Chad, playing Councilor Snake, says “I have heard from the hunters that a terrible, gigantic wolf is roaming the western forest.”

The others discuss this briefly but it doesn't appear to really fire anybody up. Ant's Councilor, Strong, sums the discussion up with “The hunters always complain about wolves but they do not bother the town.”

Derek, playing the Southerner, says “However, the earth spirits are unhappy with us. The omens during the spring fertility rites were bad, and the new planting is unhealthy and sparse.”

The group talk this back and forth a little and then decide to go with it. The Scribe, Barry, notes down “First Doom: Earth Spirits Unhappy.”

They now go on to talk about Aspects for the Doom. Derek begins with “Well, I already said the crops were unhealthy. Shall we use that as the first aspect?” Everyone agrees, and Barry notes it down in the minutes.

Ant suggests “The spirits should live in a crazy evil cave system, so the Heroes will need to head

underground and face weird spirits and creatures.”

Chad is next: “Can we have the giant wolf be an angry earth spirit that has to be beaten or pacified?”

Ant has another idea: “There should be a scary tribe of people who are the ones pissing off the spirits. They could be necromancers or cannibals or something.” The group ends up going for “Tribe of cannibal necromancers.”

Barry is feeling left out, and throws in “Let's have a really sexy femme fatale sorceress. Not in the evil tribe, just hanging around.”

The final Meeting Minutes look like this:

~~Doom: Giant wolf suggested by Chad.~~

Doom: Angry earth spirits suggested by Derek.

Aspect 1: Crops unhealthy.

Aspect 2: Spirits live in weird caves.

Aspect 3: Giant wolf/angry spirit.

Aspect 4: Tribe of cannibal necromancers.

Aspect 5: Sexy femme fatale sorceress.

Derek will be the Doom Master because he suggested the chosen Doom.

## Preparing For The Battle

Now everyone needs to spend a few minutes preparing for the attempt to overcome the Doom. The preparations made by the Doom Master and the Hero players differ significantly and will be dealt with separately.

### *The Doom Master Prepares The Aspects*

The Doom Master should take the Doom Sheet and fill in the name of the Doom and each of the five Aspects.

Then select an appropriate emotion for each Aspect from the game's emotion list. Note that Aspects gain an advantage if they have the **same** emotion that is being used to overcome them (and a Hero gets an advantage if the emotions are opposed). At this point the Doom Master should also think about how they are going to set up the Aspect for the Heroes to try and overcome it – what are its motives and tactics, how will it be found, and so on.

The Heroes will make a plan based on which emotions they think belong to particular Aspects, so the Doom Master should never intentionally pick something perverse here. If you have a neat idea that has an unusual emotion-Aspect description connection, that's okay, but only if there is a good reason for it (not just to throw the others).

The Doom Master now allocates points to the Emotion and Grit of the **Aspects**. There are 40 points to allocate in a four player game. If you have more than four players, add an extra 3 points per extra player<sup>5</sup>. These values are summarized below for four to eight player games.

Each Aspect's emotions have a minimum 1 and Grit has a minimum 0. Both ratings can have a maximum of 10. Aim to have a bit of variety here – some Aspects weaker or stronger, some with balanced scores and some with one high and one low. Think about the ways that the Aspects may

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<sup>5</sup> The reason that this is three points is that this gives the Aspects **almost** as many extra dice as the extra player provides the Heroes. It is expected that competition between the Heroes will make up the balance.

react to the attempts of the Heroes to overcome them.

Note also that Aspect descriptions act as Specialties, allowing the Aspect to gain one reroll per conflict if it is used. In most cases, this is effectively one free reroll per conflict for every Aspect.

The Doom Master is not required to inform the other players how they allocated their points or which emotions they have picked for the Aspects.

### ***Aspect Points By Number Of Players***

<b><i>Doom</i></b>	<b><i>4 Players</i></b>	<b><i>5 Players</i></b>	<b><i>6 Players</i></b>	<b><i>7 Players</i></b>	<b><i>8 Players</i></b>
<b><i>First</i></b>	40	43	46	49	52
<b><i>Second</i></b>	45	48	51	54	57
<b><i>Third</i></b>	50	53	56	59	62

### ***Example Of Play: Allocating Points To Aspects***

We'll stick with the current example. Derek has to allocate 40 points.

“Crops unhealthy” gets the emotion “Humble.” Derek's idea is that a weak spirit is cursing the crops, and it is a humble being. It gets Humble: 4 and Grit: 3.

“Spirits live in weird caves” gets the emotion “Generous.” Derek's idea is that the spirits like people to visit the caves, and try to win them over with spooky 'gifts.' They get Generous: 3 and Grit: 4.

“Giant wolf/angry spirit” gets the emotion “Courage.” It's simply going to fight, most likely. It gets Courage: 4 and Grit: 4.

“Tribe of cannibal necromancers” gets the emotion “Fear.” They live like that because they are scared of changing to different ways (like being nicer or more civilized). They get Fear: 7 and Grit: 2.

“Sexy femme fatale sorceress” gets the emotion “Hubris.” She just thinks she can do what she wants, like order earth spirits around. She gets Hubris: 5 and Grit: 4.

### ***The Heroes Make Their Plans***

While the Doom Master is preparing the Aspects, the other players should begin planning how their Heroes are going to overcome the Aspects of the Doom.

Think about what emotions are likely to be associated with each Aspect, and who would be best to go against them – Heroes gain an advantage when the emotion they use is opposed to the emotion of the Aspect (the Aspect gains an advantage if the emotions are the same).

The Heroes choose when they confront the Aspects, and so it is up to the Heroes' players to determine the order that things will happen.

### ***The Heroes Confront The First Doom***

In this part of the session, the Heroes are sent out to confront and overcome the first Doom. The tactics used will depend upon the nature of the Doom, its Aspects and the way that the Heroes approach their problems.

## Timing

Timing for this section is 2 hours and 10 minutes (the rest of the session minus 5 minutes for another quick committee meeting). That gives you about 25 minutes per Aspect.

It's important to keep the game moving, because you don't get a second chance at the Doom. If there are Aspects undefeated when you run out of time, then you have failed. The game is not intended to be rigidly timed, so there is some flexibility available.

If you reach the end of the session and haven't even started confronting some of the Aspects, the Doom Master is allowed to end the session and declare those Aspects undefeated<sup>6</sup>.

## Confronting An Aspect Of Doom

The Heroes should have a broad plan for their attempt to overcome the Aspects of this Doom. They should tell the Doom Master which of the Aspects they plan to take on first (and how they plan to do it).

The Doom Master then gets to frame a scene as the Heroes get close to the Aspect. The intention for the first scenes regarding each Aspect should be to present the surroundings of the Aspect in such a way as to hint at the Aspect's Driving Emotion and overall strength, to build up the encounter for the Heroes.

E.g. The Heroes have decided to try and overcome the unhealthy crops first, as it's closest to the town. They also figure it should be pretty easy.

Derek sets up the first scene with the Heroes talking to the older, wiser farmers of the town so that they can begin picking up some clues about the nature of the Aspect. The farmers describe that the crops are bad despite good seed stock and normal weather, but that they have seen an elusive creature hanging around the fields.

The Heroes then decide to try and capture this creature, and wait up until late in the night to do so. Derek tells them that they are being watched and they soon find and begin talking to the spirit, a small brown goblinish creature. Initially it reveals a few bits of information, such as that it was ordered to blight the crops as part of the punishment the earth spirits have determined humans deserve.

At this point, Obsidian wants to try and destroy the spirit. This counts as attempting to overcome the Aspect, so we need to move to conflict resolution instead of free roleplaying.

### *What If The Heroes Can't Agree Who Goes First?*

If more than one Hero wishes to start a conflict with an Aspect, then they must **Duel** each other to see who gets the chance. A Duel is a full conflict between Heroes, and may lead to an **Injury** (or even death, in session three). The reason that this might be done is that Heroes need to gain Glory by defeating Aspects, and every Aspect defeated by someone else is a Glory point you don't have.

The **Initiator** and **Defender** are determined by the Doom Master, based on their understanding of who tried to start the conflict first (this Hero is the Defender) and who tried to usurp the attempt (the Initiator). If this is unclear, a simple die roll should determine who is the Initiator<sup>7</sup>.

If more than two are involved, start with the player to the Doom Master's left. Go clockwise

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<sup>6</sup> The Doom Master should not, of course, use their responsibility to frame scenes to delay the attempts on each Aspect. Using this sort of delaying tactic is an underhand way to prevent the Heroes defeating Aspects, and should be avoided.

<sup>7</sup> For example, in the case of two Heroes, the Doom Master can say "On a 1 to 3 you're the initiator, Barry, and on a 4 to 6 it is Chad."

around the group, giving each player the opportunity to have their Hero Duel the current champion, until everyone has had a chance.

Whoever wins the last Duel then gets to start the original conflict with the Aspect.

## **Conflict Resolution**

There are two situations that these conflict resolution rules are required. The first is when a Hero attempts to overcome an Aspect of Doom. The second is when two Heroes Duel to see who prevails in some disagreement (usually about who gets a turn at conflict with an Aspect, as described above).

Conflicts are driven by the emotions that the two contestants use. The conflict can be of any type that the participants want – combat, a race, a duel of wits, a cook-off, persuasion, showing off. Each participant can even be trying something different, such as one attacking with a sword while the other attempts a seduction. In all cases, the winner's tactic will define the results.

### ***Initiator And Defender***

The Initiator of the conflict and the Defender each have their own areas of choice in defining the conflict. The Initiator chooses whether a conflict continues after each round. The Defender chooses the effects in the case of a tie.

When attempting to overcome Aspects, the Hero is always the Initiator and the Aspect always defends.

When two Heroes fight, the Initiator is the Hero who challenges or actively begins the conflict. If there is any doubt, the Doom Master should adjudicate (possibly by a simple die roll if it isn't clear who it should be).

### ***Overall Conflict Structure***

The conflict begins with the Doom Master outlining the current situation, so that everyone is clear about what is generally happening. The Initiator announces the emotion that they will use for this conflict, and the general method that they are using. The Defender announces the emotion that they are using to respond, and the general method being used.

E.g. Ant says “Obsidian is using 'envy'. He wants the power that the spirit has over the crops, and is going to attempt to trick the creature into revealing the secrets of its magic.”

Derek says “The little earth spirit is using 'humble'. It is going to try and convince you that it has no special powers and is just a harmless being that happened to be passing by.”

Then the conflict is divided into rounds. Each round has a detailed attempt to win made by each participant, which is resolved by a dice roll from each of them, and then working out the fallout of the roll.

Depending on what happened, the conflict may end after that or the Initiator may choose to go on to another round.

### ***What Happens Each Round***

The first thing is that the Initiator declares their detailed plan of action.

Then each participant rolls the number of dice as they have points in that emotion. To win, you



need to have the **highest unmatched die**<sup>8</sup>.

E.g. Ant says “Obsidian is going to flatter the creature and try and get it to reveal a magic spell.” He rolls his five envy dice and gets 6, 6, 4, 2, 1.

Derek says “The little earth spirit tries to convince you it doesn't know anything about magic or your town.” Derek rolls the Aspect's four humble dice and gets 6, 4, 3, 1.

Obsidian wins the roll. One 6 for each participant matches, so they are ignored. This leaves Obsidian with the highest unmatched die, the other 6.

However, everything is not over yet. Heroes may reroll their dice if they can think of a way that a Specialty would help them win, and Aspects may do the same if their nature would help. Each Specialty and Aspect description may only be used once per conflict.

Later in the game, some players will have Glory scores. Each Glory point allows another reroll each conflict. If you are the Doom Master, you may use your Glory to reroll for Aspects as well.

The Initiator may get one reroll if the emotions being used are opposed. The Defender gains one reroll if the emotions are the same.

E.g. Derek says “I am going to use the Aspect description to reroll. Vermin that have been blighting the crops begin to crawl all over Obsidian, interrupting his flattery.” His reroll, unfortunately, is worse: 6, 3, 2, 1. Obsidian still wins the round.

Rerolls may continue as long as either participant has the opportunity and desire to keep going with them.

Once the rerolls are over, we now know who won and who lost. Sometimes the dice will be tied, with all dice matched, which is fine.

## ***Results Of A Conflict Round***

What happens next depends on the whether the conflict involves an Aspect and who won.

If the conflict is between a Hero and an Aspect, and the Hero won, then the Aspect takes an **Injury** (see below). The Hero may decide whether to continue the conflict or not. If they choose to continue, another Hero may try to take over the conflict (see *Heroic Rivalry*, below, to resolve this situation). If the winner chooses not to continue right now, then another Hero may step in to continue the conflict, or the group may wish to go back to free roleplay as the Heroes prepare for another try against this Aspect.

If the conflict is between a Hero and an Aspect, and the Aspect won, then the Hero takes an Injury (see below) and the player must note down that this Aspect defeated their Hero on the character sheet. That Hero may never attempt to overcome this Aspect again. Another Hero may immediately step in to continue the conflict, or the group may wish to go back to free roleplay as the Heroes prepare for another try against this Aspect.

If the conflict is between two Heroes, and the Initiator won, then the Initiator may choose whether or not to inflict an Injury (see below) or not. If they choose to inflict an Injury, they may also choose to continue the conflict and have another round.

If the conflict is between two Heroes, and the Defender won, then the Defender may choose whether or not to inflict an Injury (see below) or not. In either case, the conflict ends.

If the roll is a tie, then the Defender may choose whether both participants take an Injury (see below) or neither do. After that, the conflict always goes on to a new round.

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<sup>8</sup> This way of rolling dice is based on the dice mechanic used in *Sorcerer* by Ron Edwards.

E.g. In our example, things are pretty simple. The 'Unhealthy Crops' Aspect of the Doom is Injured and loses 1 Grit, leaving it with Grit 2. Obsidian chooses to continue the conflict.

## ***Injury***

An Injury represents the Aspect or Hero becoming weakened as a result of a conflict. It may be any sort of weakness: an actual physical Injury, a magical curse, a loss of confidence, a hangover, a major distraction, etc. The nature of the conflict that caused it should inform the sort of Injury that occurs.

For an Aspect, every Injury reduces Grit by 1 point. If an Aspect takes an Injury when it is on 0 Grit, then it has been defeated. The Hero who accomplished this should have their victory noted on the character sheet.

For a Hero in the first or second session, an Injury has two effects. First, you add a new Specialty to the Hero. You may select any new Specialty as long as it would not have allowed you to reroll the last roll that led to the Injury. Secondly, reduce Grit by 1 point. If Grit is 0, then you must reduce one of your emotion ratings by 1 point.

E.g. Two Lions has 6 Grit and loses a conflict against a tribe of cannibal necromancers. He was trying to use humble to ingratiate himself with the leaders of the tribe, but failed against the tribe's fear roll. Chad and Derek decide that the Injury is caused when the tribe's elders decide Two Lions is a spy for their enemies, and he is beaten and ejected from the village. Chad marks the character's Grit down to 5 and may add a new Specialty that would not have helped in that situation. He chooses to add a "Friendly tree god" as the new Specialty.

The rationale for new Specialties as a result of Injuries is purely based on the game mechanics. Without this, characters who lost conflicts could quickly go into a death spiral of ever worsening chances. Instead, they get the chance to make back a bit of lost ground. In terms of the fiction, the player may decide whether the Hero always had that Specialty but simply never used it, whether it was learnt as a direct result of the Injury, or anything in between.

For a Hero in the third session, an Injury still has two effects but the second is different to before. First, you add a new Specialty to the Hero. You may select any new Specialty as long as it would not have allowed you to reroll the last roll that led to the Injury. Secondly, reduce Grit by 1 point. If Grit is 0, then the Hero has been mortally wounded. The Hero may choose to instantly apply a number of Injuries on their opponent as they have points in the emotion rating being used. Then they die. There's more discussion of mortal wounds, last actions and Hero death on page 19.

## ***Heroic Rivalry***

Heroes want Glory. That requires victory in the final conflict roll versus an Aspect. But someone else might be in conflict with the Aspect. In cases like this, your Hero may attempt to take over.

A takeover attempt must be declared after the round is over and Injuries have been resolved (if required), but before the next round starts. If more than one other Hero wishes to take over, then players must take turns attempting this starting from the player on the active Hero's left and going around the group clockwise.

Each Hero may only make one takeover attempt per round of the original conflict with an Aspect.

These conflicts between Heroes may go on for as little as one round or as many as allowed for by the conflict rules (even unto death).

Any Hero who loses in one of these conflicts must defer to the winner with regard to whatever it was about (usually the right to fight an Aspect).

E.g. Mighty Axe decides to have a go at this earth spirit, so goes into conflict with Obsidian. He is the Initiator and declares that he is using courage and claiming that it is better to defeat this spirit in manly combat instead of this endless talking. Obsidian will respond with envy, using his envy of Mighty Axe's strength to fill him with furious insults.

Mighty Axe rolls 6, 5, 3, 2 and Obsidian rolls 6, 5, 4, 1, 1.

Mighty Axe uses his stone axe to push Obsidian out of the way, rerolling with a Specialty. He gets 4, 3, 2, 1 and is defeated.

Ant says "Obsidian calls Mighty Axe a filthy whoreson whose father was a pig and this fills him with such fury that he is spitting and unable to reply. While he splutters, I go back to my cajoling of the earth spirit. Also, I'm choosing to injure him."

Barry marks Mighty Axe's Grit down a point and selects "Expert tracker" as his new Specialty.

Because Obsidian was the Defender, the conflict ends after this one round.

If some or Heroes are overdoing attempts to steal conflicts, they should bear in mind that Injuries are really quite serious and that too many fights amongst themselves may well mean they fail to save the town in the end.

### ***Conflict Example, Concluded***

Here is the rest of that conflict, to illustrate other parts of the system.

Obsidian continues his attempts to overcome the unhealthy crops Aspect. He's ignoring the spirit now, and instead calls of the death god to curse whatever is causing the blight. Ant rolls 5, 4, 2, 2, 1 and Derek rolls 5, 3, 1, 1. Obsidian wins again, and Derek marks off another Grit for the Aspect.

Now Chad says that Two Lions is going to try and take over. He chooses to use humble, trying to convince Obsidian that this Aspect is a feeble one, not worth the great Obsidian's notice. Obsidian chooses to respond with envy, praising Two Lions' achievements in order to undercut the humility. Chad rolls 5, 3, 1 and Ant rolls 4, 2, 2, 2, 1. Chad says that Two Lions chooses not to Injure Obsidian at this early stage and takes over.

Chad has Two Lions engage the earth spirit in a battle of self-deprecation. He uses humble and says that he is trying to convince this creature that he is even more worthless, hoping to distract it from it's work on the crops. Chad rolls 6, 2, 2 and Derek rolls 5, 4, 2, 1. As the Aspect is defending with the same emotion, Derek gets a reroll. He rolls 6, 5, 3, 2 and wins. Chad uses his Specialty, pack of hounds, to get a reroll. He says that he sets the hounds on the spirit after his first plan fails, trying to distract it another way. His reroll is 6, 5, 4 and he wins that round.

Next round, Two Lions decides to use his fear to roll, to prevent the Aspect rerolling again. He says that he will try and capture the spirit, worried that it will find tougher allies if left free. He rolls 3 and the Aspect rolls 6, 2, 2, 1. He can't use the hounds again, as they already gave him a reroll this conflict, so he loses (changing tack just to prevent the enemy gaining a reroll isn't always a good idea). Two Lions is down to 5 Grit and gains the Specialty: Secret sword strike.

Mighty Axe and Obsidian both want to take over, so they Duel. The roll to see who is the Initiator and Mighty Axe wins. He chooses to attack (literally) using courage. Obsidian responds with envy, attempting to steal Mighty Axe's war gear before he can attack. Ant rolls 6, 5, 5, 3, 1 and Barry rolls 4, 3, 3, 1. Barry rerolls with big stone axe (a pure attack, again) and gets 5, 4, 3, 1. He rerolls again with expert tracker (following Obsidian to regain his gear) and gets 6, 4, 4, 4. Obsidian is still the winner and once again Injures Mighty Axe. He is down to 2 Grit and adds the new Specialty: Magic defensive amulet.

Obsidian fights the Aspect with envy once more. Ant is having trouble thinking of other ways to use this emotion, but Chad suggests that maybe he could try and evoke it in the Aspect. So he'll try and make the spirit unsatisfied with what it has, so it foolishly attacks something much tougher than it

is. He rolls 5, 4, 4, 3, 1 and Derek rolls 4, 3, 2, 1 for the spirit (relying on humble to simply not believe this stuff). The Aspect is now down to 0 Grit.

Barry thinks about having Mighty Axe try to take over again, but after two Injuries in the first conflict, he decides against it.

Obsidian has another go, continuing to try and make the spirit do something dangerous due to dissatisfaction with its lot. Ant rolls 6, 5, 3, 3, 1 and Derek rolls 5, 5, 5, 4. The Aspect has now been defeated.

## **The Other Aspects Of The First Doom**

Continue in this manner against the remaining Aspects, until they have all been fought or the time is up.

If all the Aspects have been defeated, the Heroes have completely averted this Doom. The town is safe, for now.

If some of the Aspects were not defeated, then the Heroes have just mitigated the Doom. The next Doom will be stronger. The group may even decide to have some of the second Doom's Aspects be these undefeated ones again.

## ***The Heroes Return To The Committee***

This part of the game has the town committee quickly recognize the success and failure of the Heroes. It does not need to be roleplayed out – it's intended to be a time to update all the Heroes so they are ready for the next session.

## **Glory**

Glory is awarded to the Doom Master and to the Heroes who finally defeated the Aspects.

The Doom Master always gets 1 Glory for their Hero, and they get 1 extra for every undefeated Aspect. Like many of the rules here, there are differing game design and fictional reasons for this. From a design perspective, it is necessary that the Doom Master can earn Glory, otherwise nobody will ever want to do it. The extra awards for undefeated Aspects even give you a motivation to really try to beat the Heroes when you are Doom Master. In the fiction, it is assumed that this Glory is earned by the player's Hero doing something else that is glorious and important to the town.

Each Hero gets 1 Glory per Aspect that they defeated. That specifically means that they must have made the final attempt (and roll) that led to its defeat.

## **Healing**

All Heroes who have lost Grit during the session get to add 1 back. This represents time resting, being healed and so on (whatever is relevant to the source of the loss).

E.g. In the examples above, Mighty Axe and Two Lions were both Injured and lost points of Grit. They each add one back at this point.

## Session Two: The Second Doom

The second session does not have time set aside for character generation, so is a little more relaxed in terms of time. On the other hand, the Doom that you face this time will be somewhat harder to defeat than the first one.

### ***The Second Committee Meeting***

Tasks in the committee may change based on Glory awards from the first Doom. The Tie-breaker is now the player with the most Glory. If there is a tie, it goes to the oldest player with highest Glory. Each player may only take one committee task, so this may mean that Chair or Scribe changes if the previous Chair or Scribe now has the highest Glory. These tasks then go to the next oldest and next youngest players, respectively.

E.g. After the first session, it turns out that Chad has the most Glory. He becomes the Tie-breaker. However, he was previously Scribe, being the youngest. Ant is the second youngest, so he's now the Scribe. Barry was Tie-breaker first session, but now he doesn't have to do anything. Derek remains the Chair.

In other respects the committee meeting is the same as the first one (see page 7).

### **Picking The Second Doom**

The second Doom and its Aspects should build on or thematically mirror the coolest parts of the first Doom. It should also be somewhat worse than the first one (because it will be, with more points to allocate between the ratings).

If the first Doom was not overcome, or some of its Aspects remain, these might become part of the second Doom. You can also return to the minutes of the first meeting and revisit some of the discarded ideas for a second consideration.

### **Preparing For Battle**

Preparing for the battle occurs in the same way as for the first Doom (see page 9), except that the Doom Master allocates 50 points this time *plus* 3 per player above four *plus* 5 points per undefeated Aspect of the First Doom (see also table on page 10).

The Hero players need to make sure they count on these extra points that will be allocated to the Aspects.

### ***The Heroes Confront The Second Doom***

Timing for this session's attempt to overcome the Doom is less crucial, as you should have two and a half hours – half an hour per Aspect.

In most respects this works in the same manner as in the first session (page 10).

The key difference is that some (or maybe all) players will now have some Glory. During a conflict, each point of Glory allows you one reroll. The Doom Master may use their Glory to reroll for the Aspects. Additionally, if any Heroes have taken Injuries, they will have gained new Specialties, so there is the capacity for many more rerolls in conflict now.

E.g. Chad has 3 Glory, so every conflict he may make 3 rerolls before having to use his Specialties (or

Aspect description, if he is Doom Master).

### ***The Heroes Return To The Committee***

This happens exactly as in the first session (see page 16).

## Session Three: The Third Doom

The third session deals with the last and toughest Doom. The end of session catch up is likely to take a little longer than the first to, as well.

### *The Third Committee Meeting*

The tasks in the committee may change again, following the same rules as in the second meeting. In all other respects the committee meeting is the same as the first two. See “The First Meeting” on page 7 and “The Second Meeting” on page 17.

### Picking The Third Doom

The third Doom and its Aspects should build on or thematically mirror the coolest parts of the previous Dooms is recommended. It should also be somewhat worse than the others (because it will be).

If the previous Dooms were not overcome, or some of their Aspects remain, these might become part of the third Doom. You can also return to the minutes of the previous meetings and revisit the discarded ideas for further consideration.

### Preparing For The Final Battle

Preparing for the battle occurs in the same way as for the first and second Doom (see page 9), except that the Doom Master allocates 50 points *plus* 3 per player above four *plus* 5 points per undefeated Aspect of the Second Doom (see also table on page 10).

Again, Hero players should be prepared for the tougher Aspects. Especially as the Heroes can be killed this session.

### *The Heroes Confront The Third Doom*

Timing is slightly tighter than session two, as the final section of the game takes a little longer. Aiming for 30 minutes per Aspect is still about right.

In most ways, this session is identical to the previous ones. The only new rules element is that it is now possible for Heroes to be killed in conflicts.

### Injury And The Death Of Heroes

For a Hero in this session, an Injury has the following effects:

First, you add a new Specialty to the Hero as before.

Secondly, reduce Grit by 1 point. If your Grit is 0, then your Hero has been mortally wounded. You may choose to instantly apply a number of Injuries on your opponent equal to the emotion rating being used. Then the Hero dies.

E.g. Red Hair is on 0 Grit and loses a round of conflict against the Aspect “A fire breathing dragon.” The dragon currently has Grit 3. She has been using the emotion mysticism (level 5) and so elects to apply 5 Injuries instantly to the dragon. This is enough to defeat it, but then she dies.

Note that if the conflict is not one that involves combat or obvious sources of physical harm, the cause of death should be extrapolated from the events. Try to aim for some kind of mythic or thematic connection. You may also choose to have your Hero not actually killed but instead crippled, incapacitated or otherwise rendered unable to ever be a champion of their town again. Death can be caused by other Heroes, too, not just Aspects.

### ***The Greatest Hero Is Honored, Or The Town Is Destroyed***

Timing should be around ten minutes, maybe more if Duels must be fought.

Glory is awarded as follows:

1. The Doom Master gets 1 Glory.
2. The Doom Master gets 1 more Glory per undefeated Aspect.
3. Each Hero gains 1 Glory per Aspect that they defeated.
4. Any Heroes who died gain 1 Glory.

If there is a tie for highest Glory, the tied Heroes must Duel to determine who is the most glorious. As usual, go left from the third session Doom Master if there are more than two. The winner gains 1 extra point of Glory.

### **If All The Aspects Were Defeated...**

The player with the most Glory has won. Their Hero is revered by the citizens and famed in all the towns and tribes nearby.

Together, the Heroes have saved the town.

Huzzah!

### **If Some Aspects Survived...**

You have lost.

The town is destroyed.

If they want to, the player with the most Glory can try to claim that they lost the least. But they still lost.



## Reference Section

This section includes quick summaries of the game structure and rules.

### ***Structure Of A Three Dooms Game***

- 1 Session One
  - 1.1 Name the town
  - 1.2 Create characters
  - 1.3 First committee meeting to determine the first Doom and its Aspects.
  - 1.4 Preparation for overcoming the first Doom.
  - 1.5 Overcoming the first Doom
  - 1.6 The Heroes return to the committee for their reward.
- 2 Session Two
  - 2.1 Check for change in committee tasks.
  - 2.2 Second committee meeting to determine the second Doom and its Aspects.
  - 2.3 Preparation for overcoming the second Doom.
  - 2.4 Overcoming the second Doom.
  - 2.5 The Heroes return to the committee for their reward.
- 3 Session Three
  - 3.1 Check for change in committee tasks.
  - 3.2 Third committee meeting to determine the third Doom and its Aspects.
  - 3.3 Preparation for overcoming the third Doom.
  - 3.4 Overcoming the third Doom.
  - 3.5 The Heroes return to the committee for their reward. The greatest Hero is celebrated.  
Or maybe the town is destroyed.

### ***Character Generation Summary***

- 1 Councilor character (see page 4).
  - 1.1 Pick a name.
  - 1.2 Pick a role in the town (see page 5).
  - 1.3 Pick a Driving Emotion.
- 2 Hero character (see page 5).
  - 2.1 Pick a name.
  - 2.2 Pick a Driving Emotion.
  - 2.3 Pick a starting Specialty.
  - 2.4 Pick a Supporting Emotion that is opposed to another Hero's Driving Emotion.

2.5 Allocate 10 points to the emotions and Grit (see page 6). Driving Emotion has minimum 2 and must be greater than the Supporting Emotion. Supporting Emotion has minimum 0. Grit has minimum 3.

## ***Committee Votes***

Full rules may be found on page 8.

- 1 If the Chair thinks a consensus has been reached, they may state that the committee is agreed on the proposition. They must state the proposition (that is, the nature of the Doom or Aspect). If all agree then it is noted down by the Scribe, otherwise a vote must be called.
- 2 If there is to be a vote, the Chair must state what proposition is being voted on.
  - 2.1 This statement must include whether the vote is to be 'yes' or 'no' or a vote amongst various stated options.
- 3 The Chair calls for votes and counts them.
- 4 If there is a tie, then the Tie-breaker casts an extra vote to break the tie.
- 5 The Scribe records the outcome of the vote.

## ***Determining Each Doom And Its Aspects***

Full rules may be found on page 7.

- 1 The players roleplay their Councilor characters in a meeting to discuss the biggest problem facing the town.
- 2 When a player suggests a possible Doom, their suggestion and name are noted in the minutes by the Scribe.
- 3 When the biggest problem is agreed, this is noted in the minutes (by the Scribe) as the Doom for the session. The player who suggested it is the Doom Master for the session.
  - 3.1 The group may come to an agreement either by consensus or by the Chair calling a vote.
- 4 The meeting continues, now focused on determining which five Aspects of the Doom must be dealt with in order to save the town.
- 5 As each Aspect is agreed, then it is noted in the minutes by the Scribe.
  - 5.1 The group may come to an agreement either by consensus or by the Chair calling a vote.
- 6 The Doom Master allocates emotions and points to the Aspects and the other players plan how the Heroes will try and overcome the Doom.

## ***Conflict Resolution***

Full rules may be found on page 12.

- 1 Work out who is the Initiator and who is the Defender.
- 2 The Initiator declares which emotion they will use and how. The Defender responds with which emotion they will use and how.

- 3 Each player rolls the number of dice equal to their emotion rating, aiming for the highest unmatched die.
  - 3.1 If they lost, a Hero may reroll their dice if the player narrates how one of the Hero's Specialties helps them out. Each Specialty may only be used once per conflict.
  - 3.2 If they lost, a Hero may reroll their dice once for each Glory point during a single conflict.
  - 3.3 If they lost, an Aspect may reroll their dice once if the player narrates how the Aspect description helps it out. This may be done only once per conflict.
- 4 The result is now known. What to do next depends on the result and who the opponents are:
  - 4.1 If a Hero was fighting an Aspect, and the Hero won then the Aspect takes an Injury and the round ends.
  - 4.2 If a Hero was fighting an Aspect, and the Aspect won, then the Hero takes an Injury and marks on their sheet that they were defeated by this Aspect. They may never attempt to overcome it again.
  - 4.3 If two Heroes were fighting, and the Initiator won, then the Initiator may choose whether or not to Injure their opponent and also whether or not to have another round of conflict.
  - 4.4 If two Heroes were fighting, and the Defender won, then the Defender may choose whether or not to Injure their opponent. The conflict ends.
  - 4.5 If there was a tie, the Defender may choose to have both opponents take an Injury. If not, neither is Injured. The combat continues.
- 5 If anyone took an Injury, then:
  - 5.1 If they are a Hero and have 1 or more Grit, they lose 1 Grit and may gain a new Specialty that would not have helped them in that conflict round.
  - 5.2 If they are a Hero, have 0 Grit, and it is the first or second session, they lose 1 from one of their emotion ratings and may gain a new Specialty that would not have helped them in that conflict round.
  - 5.3 If they are a Hero, have 0 Grit, and it is the third session, they are mortally wounded. They may choose to immediately inflict as many Injuries on their opponent as they have points in the emotion used this round.
  - 5.4 If they are an Aspect and have 1 or more Grit, then they lose 1 Grit.
  - 5.5 If they are an Aspect and have 0 Grit, they are defeated.
- 6 If a Hero is fighting an Aspect, other Hero(es) may try to take over. This is resolved via Duels between the Heroes concerned. See page 14.
- 7 If the conflict has not ended, go to the next round (item 2 in this summary).

## ***End Of Session Rewards***

1. Glory: The Doom Master for the session gains 1 Glory for their Hero.
2. Glory: The Doom Master gains 1 Glory for each Aspect that was not defeated.
3. Glory: Each Hero gains 1 Glory for each Aspect that they defeated.

4. Glory: Any Hero who died gains 1 Glory (this can only happen in session three).
5. Healing: Each Hero who has less than their starting Grit regains one Grit.

## Glossary

<b>Game Term</b>	<b>Definition</b>
Aspect	Each Doom has five Aspects that must be overcome to prevent the Doom occurring.
Chair	The player whose character chairs the committee meetings.
Character	A character being roleplayed by a player. Might be a player's Councilor or a Hero or an incidental extra played by the Doom Master.
Character Sheet	A record sheet that keeps track of details about your Councilor and Hero characters. It is found on page 26.
Committee	The powerful members of the town who make decisions. It is made up of all the player's Councilor characters.
Conflict	<ol style="list-style-type: none"> <li>1. A Duel (of wits, might or anything else) between two Heroes.</li> <li>2. An attempt by a Hero to overcome an Aspect</li> </ol> Conflicts are resolved using the attributes of Heroes and Aspects with randomization from dice rolls. See page 12 for a full description.
Conflict Resolution	The formal mechanic for resolving a conflict between Heroes and either an Aspect or another Hero. The full mechanics are described on page 12.
Councilor	A character who belongs to one of the players and is on the town committee. They discuss the nature of the Doods.
Defender	The reactive player in a conflict. The Defender gets to decide whether a tie causes Injuries and also gains a reroll if the Initiator uses the same emotion in the conflict.
Die/Dice	<i>Three Doods</i> uses normal six-sided dice.
Doom	A terrible threat to the town that the characters live in.
Doom Master	The player who is responsible for setting scenes, playing incidental extra characters and playing the Aspects for the current Doom.
Doom Sheet	A sheet that keeps track of the Doods that face the town. Used by the Doom Master. It is found on page 27.
Driving Emotion	The main emotion that drives a Hero, Councilor, or Aspect.
Duel	A conflict between Heroes.
Free Roleplaying	Play in which each player describes the actions of their character without reference to the formal rules regarding votes in the committee or conflict resolution. May be radio play style (only saying what your character says), in a third person style (describing what the character does) or - usually - a mixture.
Glory	A measure of how successful a player's Hero has been. Glory points allow rerolls in conflicts as well. The Doom Master may even use their Glory to reroll for Aspects they control.
Grit	A measure of how tough it is to defeat a Hero or Aspect.
Healing	At the end of the first and second sessions, Heroes who have been injured regain one Grit.
Hero	A character who belongs to one of the players and is responsible for defeating the Doods facing the town.
Initiator	The active player in a conflict. The Initiator has some freedom to end the conflict as they desire and gains a reroll if the Defender uses an opposed

## ***Game Term***

## ***Definition***

	emotion in the conflict.
Injury	When you lose a conflict, you may be injured. The effects of being injured depend on which session the game is up to.
Meeting Minutes	A sheet that keeps track of important elements determined during the committee meeting sections of each session. It is found on page 28.
Player	Any of the people playing <i>Three Dooms</i> . Distinguished from “Character.”
Scene Framing	The act of setting up the scenes in play. Also determining when to use the conflict rules or end a scene.
Scribe	The player who records the important results in committee meetings.
Session	One contiguous play instance. <i>Three Dooms</i> is always played in three sessions each about three hours long.
Specialties	Heroes have Specialties that are short descriptions of what they excel at. These each allow the Hero one re-roll per conflict.
Supporting Emotion	The secondary emotion that a Hero may use in conflicts.
Tie-breaker	The player whose character breaks tied votes in the committee meetings.
Vote	The town committee sometimes needs to vote on certain issues, which determine the nature of the Doom facing the town for that session. The exact mechanics of voting are described on page 8.

# Three Dooms: Character Sheet

**Player:** \_\_\_\_\_

**Councilor:** \_\_\_\_\_

Role in town: \_\_\_\_\_

Driving Emotion: \_\_\_\_\_

Task in committee: \_\_\_\_\_

**Hero:** \_\_\_\_\_

Driving Emotion: \_\_\_\_\_ [ \_\_\_\_\_ ]      Opposite of: \_\_\_\_\_

Supporting Emotion: \_\_\_\_\_ [ \_\_\_\_\_ ]      Opposite of: \_\_\_\_\_

Grit: [ 8 7 6 5 4 3 2 1 0 ]

Glory: [ 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 ] *Each allows 1 reroll per conflict.*

Specialties: \_\_\_\_\_ *Each Specialty allows 1 reroll per conflict if it can help you out.*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Aspects defeated: \_\_\_\_\_ *For each Aspect you defeat, gain 1 Glory at the end of the session.*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Defeated by Aspects: \_\_\_\_\_ *You may not attempt to overcome any Aspect that has defeated you.*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Three Dooms: Doom Sheet

Town Name: \_\_\_\_\_

## Emotion Pairs

----- VS ----- VS -----  
 ----- VS ----- VS -----  
 ----- VS ----- VS -----  
 ----- VS ----- VS -----

**The First Doom:** \_\_\_\_\_ **Doom Master:** \_\_\_\_\_

Aspects get 40 points for 4 players; + 3 per extra player. Total: \_\_\_\_\_

<i>Aspect</i>	<i>Emotion (level)</i>	<i>Grit</i>	<i>Defeated by...</i>

**The Second Doom:** \_\_\_\_\_ **Doom Master:** \_\_\_\_\_

Aspects get 45 points for 4 players; + 3 per extra player; + 5 per unbeaten Aspect. Total: \_\_\_\_\_

<i>Aspect</i>	<i>Emotion (level)</i>	<i>Grit</i>	<i>Defeated by...</i>

**The Third Doom:** \_\_\_\_\_ **Doom Master:** \_\_\_\_\_

Aspects get 50 points for 4 players; + 3 per extra player; + 5 per undefeated Aspect. Total: \_\_\_\_\_

<i>Aspect</i>	<i>Emotion (level)</i>	<i>Grit</i>	<i>Defeated by...</i>

## Three Dooms: Meeting Minutes Sheet

### *The First Meeting*

Chair (oldest player)	
Tie-breaker (next oldest player)	
Scribe (youngest player)	

<i>Doom</i>	<i>Suggested by</i>	<i>Aspects</i>

### *The Second Meeting*

Chair (oldest player)	
Tie-breaker (highest Glory)	
Scribe (youngest player)	

<i>Doom</i>	<i>Suggested by</i>	<i>Aspects</i>

### *The Third Meeting*

Chair (oldest player)	
Tie-breaker (highest Glory)	
Scribe (youngest player)	

<i>Doom</i>	<i>Suggested by</i>	<i>Aspects</i>