

jectives

THE FIRST ROLE PLAYING PARTY GAME



Winning

OBJECTIVES IS FIRST AND FOREMOST A GAME ABOUT
ROLE PLAYING.

IT IS A GAME ABOUT MAKE BELIEVE AND ACTING.

THE CORE OF ACTING IS TO PURSUE OBJECTIVES.

“WHAT DO I WANT IN THIS SCENE AND HOW DO I GET IT?”

YOU ARE GIVEN OBJECTIVES DURING CHARACTER
CREATION AND THEN AGAIN AS PART OF
THE SCENE.

THE MORE DEVOTEDLY YOU PURSUE THESE
OBJECTIVES (FOR INSTANCE GETTING
OTHER PLAYERS TO APOLOGIZE TO YOU OR
DEALING PHYSICAL DAMAGE) THE MORE TRUE TO
YOUR CHARACTER YOU ARE.

THE MORE TRUE TO YOUR CHARACTER YOU ARE
THE MORE POINTS YOU WILL GET.
THE MOST POINTS WINS.

IF YOU TRY TO PLAY THIS GAME WITHOUT ROLE PLAYING
YOU WILL DO VERY VERY BADLY AND YOU
WILL NOT HAVE ONE BIT OF FUN.

SET UP

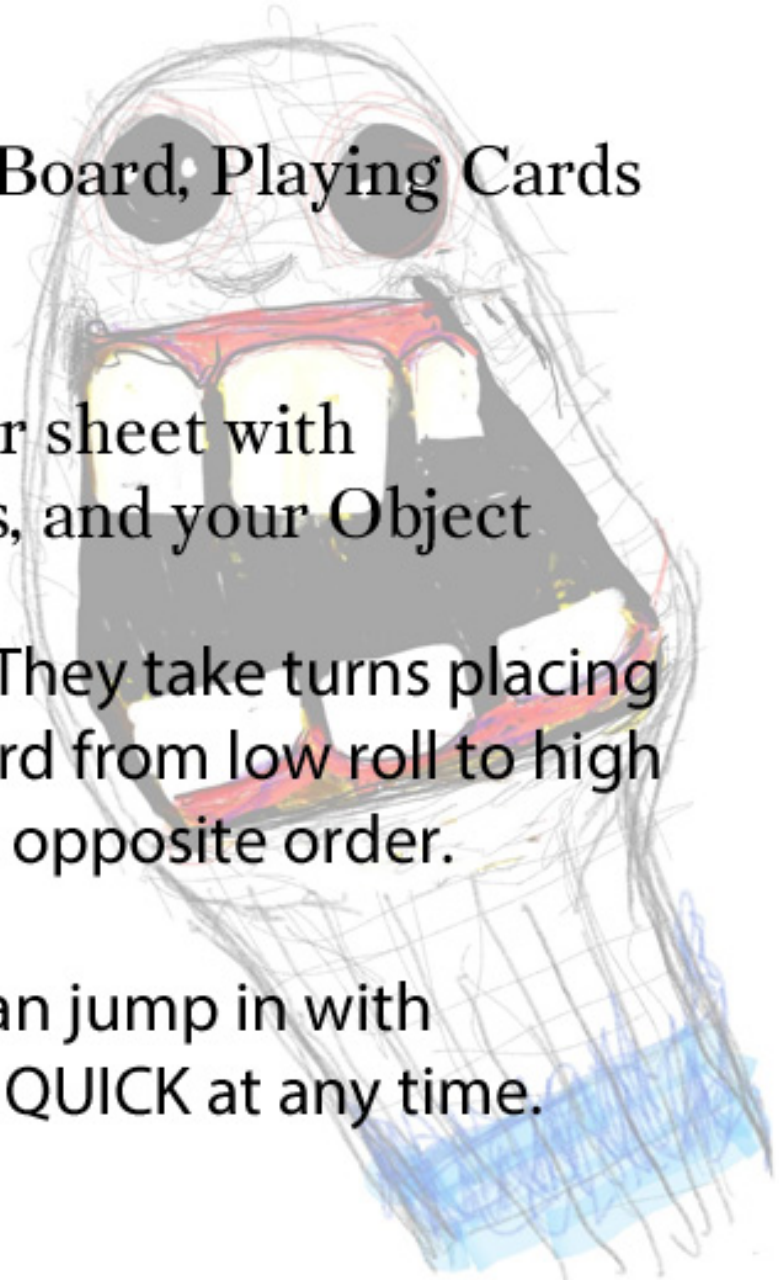
You need:

A 10 sided die, a Hex Board, Playing Cards
Paper and Pen

Fill out your character sheet with
Adjectives, Objectives, and your Object

Players roll to go first. They take turns placing
themselves on the board from low roll to high
then take their turns in opposite order.

REMEMBER: Anyone can jump in with
an action Upgraded to QUICK at any time.



RULES

Set Up

Choose a Scene

Each player picks one of each kind of objective. Objectives grant points toward winning. Objectives are not revealed until the end of the game.

Each player picks an Object. An Object grants bonuses and also grants a condition to end the game. Objects are hidden and have no effect until they are revealed.

Each player then chooses Adjectives. These Adjectives demonstrate their strengths in the game,

Each player then chooses 7 cards to make their action deck. Mind (Spades), Body (Heart), Spirit (Clubs). They start with those cards in their hands.

..... action cards, adjectives, objects, and objectives should have some level of synergy. Diversify but specialize. We pick objectives first for a reason....

Roll to see who places their token first. The player who places first takes the first turn.

Winning

Players keep track of their successes with social objectives as play goes. This is on the honor system... but i highly recommend recording your session for referee and entertainment purposes.

All other points are tabulated at the end.

The player who ends the game receives 2 additional points.

highest score gains the sweet satisfaction of victory. They may lord over the entire world, knowing that they are the true and most magnificent winner.

ACTION RULES

Action Deck

The action cards are used to enhance abilities. They may add more range or increase the damage, etc. Each Action lists the upgrades that may be used on it.

When an action card is spent it goes in that player's discard.

AT THE START OF A PLAYER'S TURN they may decide to shuffle their discard into their deck/make a deck. If they do so they receive one Exhaustion counter

Exhaustion counters grant -1 to all dice rolls.

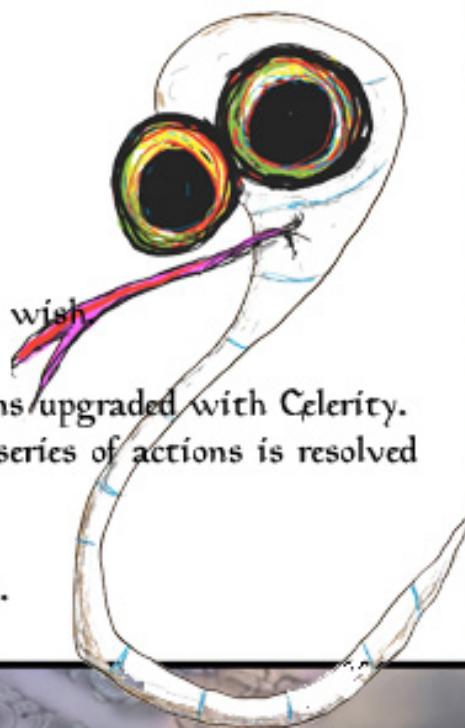
If the player has a deck they may then draw a card.

On a player's turn they may take an action.

They may upgrade their action with action cards if they wish.

Other players then get the chance to respond with actions upgraded with Celerity. Players then respond to those actions. And so on. This series of actions is resolved last played first to happen.

Once all actions are resolved play progresses to the right.



STATS

These are the base stats. These control how good you are at performing different actions. When you Perform an action You may roll One die for each point in that stat.



For Each point in a Stat you roll One die. You then Pick the Highest and that represents your roll.

You start with 1 Point in Each Stat

YOu may not have ore than three points in a Stat



DAMAGE

Damage is dealt in the form of counters.



Each Body Damage counter you receive gives you
-1 to all Vigor and Vim rolls

If you receive 5 Body Damage you are slain.



Sway deals "Damage" in the form of
Affinity and Animosity counters
For each Affinity you have for a player
you get a -1 if Striking them

For each Animosity you have for a player you get a +1
defending against their Sway attacks

(This is only personal affinity. Faction affinity is secret
until the end of the game)



If you have a Stun counter the only action
you may make is to remove one stun counter.

You may only remove one Stun Counter at a time.
If the Stun Counter is placed on you as a Quick
response to one of your actions that action is
replaced by "Remove the Stun Counter"

You may spend any card to remove a stun counter.

If you have a stun counter all of your defensive rolls
are automatically 4 (plus modifier)

SENTIMENT

Factions

Many scenes will ask you to choose a faction. That faction will have a certain amount of Affinity towards its own member and a certain amount of Animosity towards the other. Often factions are secret, to be ferreted out by their actions or Search attacks.

Secret Faction Affinity and Animosity does not affect rolls during the game, only scoring at the end.

Affinity

An Affinity counter means you like someone. Because you like them you would be sad if they die. If a player is dead at the end of the game you lose one point for each Affinity counter (plus Faction modifier) they had on you.

You start with 3 affinity towards yourself. You would be sad if you died. You do not count your Faction when calculating how sad you would be if you died.

animosity

Each Animosity counter represents your distaste for someone. You cannot have both Affinity and Animosity counters on you from the same person. If you have an Affinity counter remove that instead of placing the Animosity counter (and vice versa).

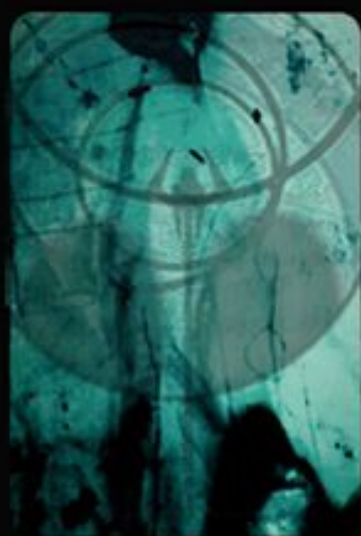
If a Player is dead at the end of the game you receive a point for every animosity counter (Faction Bonus included... or subtracted)

Each time a player rolls Strike against you you gain an Animosity towards them. Every time a player steals an object from you you gain 2 Animosity. Any time a player FAILS a Trick or a Sway attack against you you gain an Animosity towards them

ACTIONS



Mind



UPGRADES

You may spend a card that matches the die you are rolling to alter any ability with one or more of these upgrades. (each upgrade can only be added to one active ability once)

Trick



vs



Deal 1 Stun Counter

5 stun counters cause Madness

Examine



vs



Learn something about a character. Occular Patdown

You may examine a space or object. The difficulty is set on the object or area.

6

Celerity. This Ability may be used in response to any ability at any time. QUICK!!!

Inspiration. If this Attack succeeds each success inflicts (an additional counter of the appropriate type)/(piece of information)/(found item).

Congregation. This attack affects an additional target within range

Projection. Add a range increment equal to the Base stat (whatever is being rolled) This is not available on Strike.

Expertise. Add +2 to the highest number rolled.

Luck. Roll all dice an additional time and pick which one to use.

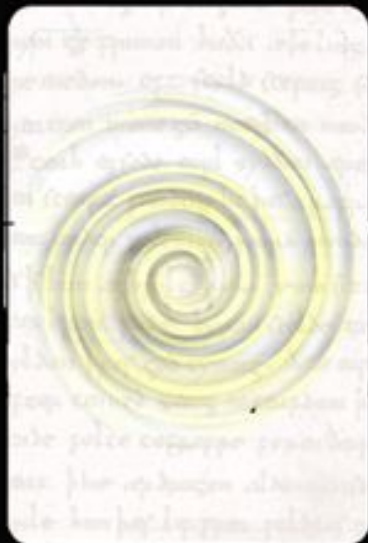
Examples

- 1 Affinities
- 2 Animosities
- 3 Social objectives
- 4 Action objectives
- 5, 6 Possessions
- 7, 8
- 9 smell
- 0 faction

ACTIONS



Spirit



Sway



CHARM

VS

WIGG

Effect: Add an Affinity or Animosity counter to the target player.. (You can Sway yourself to like or hate someone)

Compel



CHARM

VS

WIGG

-4

Defender receives +1 for each animosity they have for you and -1 for each Affinity they have towards you. (personally, not faction)

Effect: Force target to take one action.

Meditate



Add a bonus of +

+



to all of your dice on your next roll



Body



Strike



VIGOR

VS

VIGOR

Deals 1 Body Damage. Each point of Body Damage gives -1 on all of that player's Body (Vim or Vigor) rolls.

5 Body Damage results in Death.

Move

Move a number of spaces =

VIM

Climbing, jumping, or difficult terrain is

VIM

-1

Strategy



Strike: Figure out who you hate and hurt them

Remember, every time you make a strike roll against a player they gain an animosity towards you. This makes you worth more points to kill.

Move: Use Move as a Quick action to dodge out of the way or to CHARGE



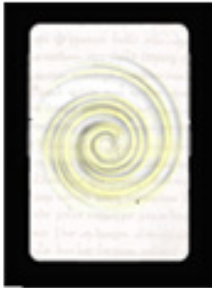
Trick: Doesn't do much on its own. Use it defensively to stun them out of an attack. Use it offensively to set up you next stun or strike.

Search: this makes you great at board objectives but also becomes invaluable when determining factions.

Keep in mind. Any Strike action (whether it succeeds or fails causes animosity in the target. Sway and Trick actions only cause animosity if they FAIL. (then they know what you are up to)

Affinity and Animosity are VERY important to your Score

Strategy



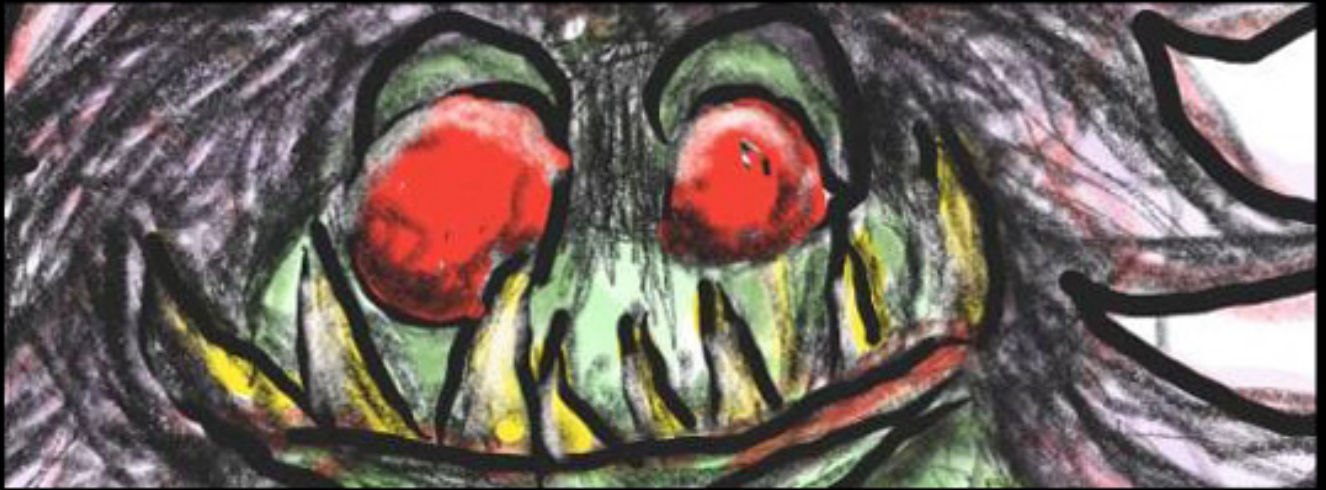
Sway: the first function of sway is to put Affinity counters on people so they will lose points if you die. The second is to make someone hate a character that you hate. You don't have to be the one to kill the guy to score animosity at the end of the game. The third is to get enough affinity counters in place to use Command on them.

Command: you can make them perform any action and use your own cards to augment it. Have them attack their friends, give you an item, even walk off a cliff. This doesn't use their action, so you can also use it to make them do something they want to do: you are a friend just giving them your action.

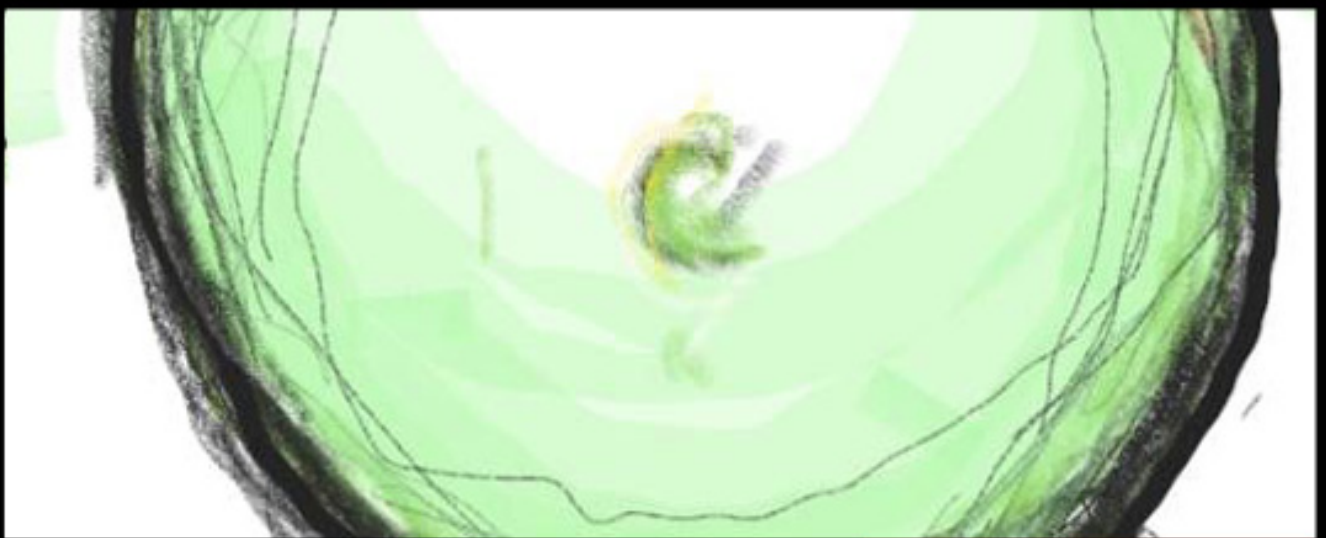
Meditate: You can use Mediate multiple times in a row before Rolling. They add up. Be patient and take your best shot.

SOCIAL QUESTS

Have a plan when you pick your social(s)
Think "How do i behave to get them to say this?"
The hint is the name of the objective



CHARACTER CREATION



Jectives

**The number of
Objectives
Adjectives
and
Objects**

will depend on the Board

**Boards are sold separately
they are Scenarios in which to place your
charaters.**

**If you are playing with no board
then agree on the number of each Jective
and then fight or hug or smooch
depending on your character's
Objectives.**

OBJECTIVES

Action QUESTS:

VENGEFUL

You gain double points for animosity deaths

Related Skill: Strike

ZEALOUS

You gain/lose double on faction related points (deaths or board objectives)

MISCHIEVOUS

You gain a point for each Stun you deal

Related Skill: Trick

Politician

You gain a point for each Affinity you place

Related Skill: Sway

SADISTIC

You gain a point for each Body damage you deal

Related Skill: Strike

SPIRITUAL

You gain a point every time you roll an 11 or higher

Related Skill: Meditate



OBJECTIVES

BE IN CHARACTER. HAVE A STRATEGY. CONVERSE

SOCIAL QUESTS:

These should indicate a pattern of behavior on your part that will elicit the desired word from the other players

BULLY "Sorry" or "Apologize"

eg. the pattern of behavior is to bully them

SERVANT "Thank"

PUPIL "Because"

PEST "Stop" "Shut Up"

MEEK "What?"

PREACHER "God"

FIREBRAND "Fuck" "Shit"

NERVEWRAKER "Um"

SLOTH "Please" "Help"

PEDANT "Know"

EGOIST Your name

Whenever ANOTHER player says one of your words you get a point!!

ADJECTIVES

All characters start with
1 point in each stat

Additional Stats

Cunning	+1	wit	Spiritual	+1	WILL	Tough	+1	VIGOR
Witty	+1	wit	Resolute	+1	WILL	Strong	+1	VIGOR
Curious	+1	ceive	Smiley	+1	CHARM	Quick	+1	VIM
Nerdy	+1	ceive	Smooth	+1	CHARM	Nimble	+1	VIM

What is your **NAME**?

What **Color(s)** are you? (Skin, Clothing, Etc)

How do you **Smell**?

what is your **DREAM**?

do you have **FAMILY** or **FRIENDS**? **ENEMIES**?

MORE ADJECTIVES

Outspoken **Sway Range = Charm**

Prestidigitatious **Trick Range = Wit**

Keen **Examine Range = Ceive**

Ginormous **Strike Range = Vigor**

Devoted **Mend Range = Will**

Nimble **Climb + Jump at Vim Range**

Radiant **+2 Sway**

Flashy **+2 Trick**

Genius **+2 Examine**

Martial Artistic **+2 Strike**

Objects

Anything you could carry!

Their in game value comes from which of these adjectives you give them. h

Item Adjectives

Sharp or Blunt	Deal an Additional Body Damage
Shiny or Sexy	Deal an Additional Affinity Damage
Dazzling or Sneaky	Deal an Additional Stun
Illuminating	Find an Additional item or Learn Additional Information
Ranged	Grants Shoot Ability Range: Ceive Ceive v Vim deals Body
Armored	+2 D against attacks that deal Body Damage
Personal	+2 D against attacks that Alter Affinity
Enlightening	+2 D against attacks that Deal Stun

CHARACTER SHEET

Name _____

Color _____

Odor _____

Aspiration _____

Allies _____

Enemies _____

ADJECTIVES

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Stats

VIGOR

VIM

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CHARM

WILL

OBJECTIVES

ACTION

SOCIAL

SOCIAL

EXPRESSION

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GENDER



Possessions

_____	_____	_____
item	adjective	effect
_____	_____	_____
item	adjective	effect
_____	_____	_____
item	adjective	effect

CHARACTER SHEET

Skills

TECHNOLOGICAL	<input type="radio"/>	TERRESTRIAL	<input type="radio"/>
PSYCHOLOGICAL	<input type="radio"/>	SPATIAL	<input type="radio"/>
CULTURAL	<input type="radio"/>	BIOLOGICAL	<input type="radio"/>
LINGUAL	<input type="radio"/>	FUNDAMENTAL	<input type="radio"/>

ACROBATICS	<input type="radio"/>	STEALTH	<input type="radio"/>
SENSE	<input type="radio"/>	STAMINA	<input type="radio"/>
COMBAT	<input type="radio"/>		

VISUAL	<input type="radio"/>	AURAL	<input type="radio"/>
VERBAL	<input type="radio"/>	TACTUAL	<input type="radio"/>
CHEMICAL	<input type="radio"/>	NURTURAL	<input type="radio"/>

<i>Age</i>	<i>Shape</i>	<i>Size</i>
Baby	Skeletal	Wee
Youth	Thin	Small
Adult	Muscley	Medium
Fogey	Chubby	Large
Ancient	Corpulent	Ginormous

KNOWLEDGE



FITNESS



ARTS



Pious *or* Audacious
 Sadistic *or* Altruistic

CHARACTER SHEET

Name _____

Color _____

Odor _____

Aspiration _____

Allies _____

Enemies _____

ADJECTIVES

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WOED STAT

WOED STAT

WOED

EFFECT

WOED

EFFECT

Stats

VIGOR ○

VIM ○

ceive ○

wit ○

CHARM ○

WILL ○

OBJECTIVES

ACTION

SOCIAL

SOCIAL

EXPRESSION

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GENDER



Possessions

item **adjective** **effect**

item **adjective** **effect**

item **adjective** **effect**