RULEBOOK

FATUM

DARK MYTHS

INTRODUCTION

FATUM is a tool to generate characters in a quick and random way, creating their background as well.

The **Dark Myths Deck** is designed to create characters for stories, to help dungeon masters or even to inspire writers and screenwriters.

Its simple mechanics allow the creation of the scheme of several characters in a short time.

GAME COMPONENTS

- Deck of 88 cards
- Textile playmat

CARDS CATEGORIES

PERSONALITY	BACKGROUND	BOND	EVENT	PLACE

PERSONALITY
The character's temperament, what manifests in times of fear or tension, the true nature of the character.

BACKGROUND
The character's current occupation or one of their qualities.

BOND
The most intimate relationships of the character. They are the unique people in their life, with whom they have the strongest ties and who define the passions that influence the life of the character.

EVENT
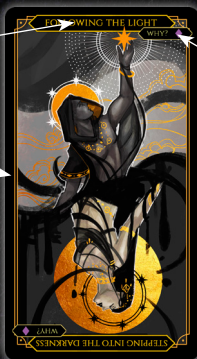The important episodes that changed the course of the character's life.

PLACE
The location where something important to the character happened.

CARD'S KEY ELEMENTS

Card name

Draw request

Artwork

DRAW REQUEST

On the sides of **Fatum: Dark Myths** card name, there can be questions next to colored diamonds or a symbol of a moon or a pentagram corresponding to the "draw request". To answer these requests, draw a card from the corresponding deck to obtain further information on the card that requested it. For instance, the card Love asks the question Who? to find out who the character loves.

The colored diamonds and the symbol of a moon or a pentagram indicate which decks need to be shuffled

to draw the answer. Here is the detail of the meaning of the colors:

- **Golden:** Personality and Class (Fatum Fantasy deck)
- **Blue:** Background
- **Red:** Bond
- **Violet:** Event
- **Green:** Place
- Moon or Pentagram symbol: Draw a Personality card

PREPARATION

Unfold the playmat and separate each card in five piles by its deck color (six if the Race deck is added). Shuffle each deck face down to not see the cards.

Then, divide the decks in half and turn one-half 180° and shuffle again. Doing this will cause the double-sided cards to be placed randomly.

PERSONALITY CARDS

Personality cards constitute the central core of the **Fatum: Dark Myths** system. These cards provide the defining personality trait of the character, the attribute that actively influences the attitude with which they face the different problems that may arise.

This personality can be inherent to the character or even be due to the influence of one of the character's events or bonds in their life.

In **Fatum: Dark Myths**, Personality cards are the central card upon which the character creation starts. They are the equivalent of the Class cards of **Fatum: Fantasy Deck.**

Personality cards are divided in two, and each half has a personality card option. There are symbols of a Moon and a Pentagram associated with each half in the central part, which help answer other card's questions and draw requests. In these cases, only
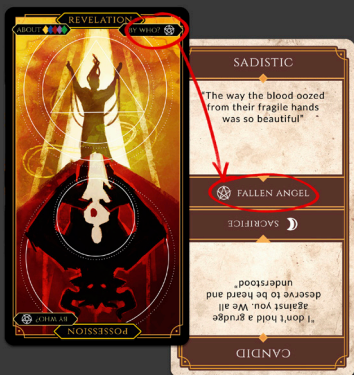
consider the half that matches the question symbol and ignore the other half.

MOON AND PENTAGRAM SYMBOLS

Some cards ask questions regarding feelings (☾) or entities (⬠), such is the case of the cards Possession/Revelation or Ritual/Cosmic Event.

To answer these questions, draw a Personality card and look for the corresponding symbol in the center. Remember to consider the concept indicated by the symbol on the requesting card and ignore the other part.

CREATION SET UP

1. Draw a PERSONALITY card (black back) and place it in the center of the playmat in the CHARACTER slot. This card determines the concept of the character.
2. Draw a PLACE card and place it in the ORIGINS slot of the playmat. This card defines where the character comes from.

3. Draw a BACKGROUND card and place it in the BACKGROUND slot. This card defines the activity or profession of the character.

4. Draw two BOND cards and place them in the BOND slots of the playmat on the left and the right of the character, in any order. These cards represent the important people to the character.

5. Draw an EVENT card and place it in the MARK OF THE PAST slot, which provides information on something that happened in the character's past that changed their life.

6. Draw an EVENT card and place it in the IMPETUS slot, which informs about the motivations of the character, the path they follow.

7. All the cards surrounding the character are revealed. The next step is to answer the questions the cards ask, starting with those that have a symbol or that require the fewest colored diamonds.

7.a. Look for the cards that have a symbol of a Moon or a Pentagram. To answer these questions, draw a card from the Personality deck and place it in the empty slot next to the card that requested it in the corresponding side according to the symbol.

7.b. Answer the questions with colored diamonds, starting with the ones that require fewer colors and add decks as needed.

Start with the questions that have one colored diamond, draw a card from the corresponding deck and place it next to the card that requested it.

7.c. Once all the questions with one colored diamond are answered, look for the questions with two colored diamonds and shuffle the decks of the requested colors. To answer these questions, draw the bottom card of the deck so the card type is unknown, and place it in the corresponding slot.

7.d. Repeat by adding decks to the mixed deck to answer all questions. There is no need to separate

the decks by color after answering a question, simply add the new color deck to the mixed deck as you answer the questions.

*Tip: when the deck is made up by multiple colors, draw the bottom card, so the next card type to be drawn remains unknown.

Once the questions of the cards BOND and EVENT surrounding the central card are answered, the scheme of the character is finished.

*Remember: only answer the playmat main card's questions (Bonds, Mark of the Past, Impetus). Do not answer the questions of the cards that answer the questions of these main cards.

CREATION EXAMPLE

1. Personality card: SKEPTICAL for the CHARAC-TER slot.
2. Place card: ASYLUM for the ORIGIN slot.
3. Background card: SOLDIER for the BACK-GROUND slot.
4. Bond cards for the BOND slots: ANCESTOR and MUSE.
5. Event card: IN TROUBLE! for the MARK OF THE PAST slot.
6. Event card: TRIUMPH for the IMPETUS slot.
7. The answers to these cards are to be placed on the empty slots next to the card that requested them.

7. a. The card that requests the fewest col-ored diamonds is the card IN TROUBLE! The question WHY? with a purple diamond needs to be answered with an EVENT card.

The card CURSE is revealed.

The question WHERE? with a green diamond needs to be answered with a PLACE card.

The card Millenary Tomb is revealed.

7. b. The card TRIUMPH doesn't require decks to be shuffled either.

The question ABOUT? with a purple diamond needs to be answered with an EVENT card.

The card REVEALING THE TRUTH is revealed.

7. c. The card ANCESTOR asks WHO? with two gold and blue diamonds.

The PERSONALITY and BACKGROUND decks are shuffled, and the bottom card is drawn.

The card CRIMINAL is revealed.

7. d. The card MUSE asks WHO? with three dia-monds gold, blue, and red. To the previously made

deck, the BOND deck is shuffled in, and then the bottom card is drawn.

The card SPIRITUAL ADVISOR is revealed.

The scheme of the character is finished. In this example, the character will be called Rebeca.

Rebeca is a Skeptical Soldier who lives in an Asylum.

The two most important people in her life are an Ancestor, a Criminal and a Muse, who inspires her and is her Spiritual Advisor.

In the past, Rebeca had problems in a Millenary Tomb where she was Cursed. Perhaps, in a military raid in the desert, she got into a forgotten ancestral cemetery where a curse fell upon her. This event made her lose her sanity and, thus, had to be admitted to an Asylum.

Therefore, her goal in life is to Triumph by Revealing the Truth, maybe by disclosing to the public the supernatural powers of the tomb.

THE POWER OF IMAGINATION

The **Fatum** system is conceived to provide the scheme of the character. It gives the base on which one can find inspiration and create the desired details for the character. To complement the story, some simple questions can be asked that will help bring the character to life.

Considering the previous example, the questions could be the following:

• Why is Rebeca's Ancestor a criminal?
• What motivated Rebeca to join the military and go to war?
• To whom did the cursed tomb belong to and why was it cursed?

We are certain that your imagination is your best asset.

POSSIBLE INCOHERENCES

Some card combinations might seem at first incoherent, but they are nothing but a challenge which needs an extra dose of imagination.

For instance:

The IMPETUS slot with the IN TROUBLE! card. In this case, the character is not actively seeking to be in trouble, but maybe they know their deeds will get them in trouble.

The IMPETUS slot with the HUMILIATION card. The character is not seeking to humiliate themself, but to humiliate someone or a business.

The card LOVE next to the card CONVENIENCE RELATIONSHIP. Maybe the character is starting to fall in love with the person with whom they are in a convenience relationship or perhaps the convenience relationship is simply based on a supposed love.

The PROTECTOR and HARRIER cards. The character's protector turns out to be a harrier, maybe the character's or someone else's.

The RIVAL and FRIEND cards. It is always possible to have a healthy rivalry with a friend or, maybe later, the character realizes that the one who seemed to be their friend is actually a rival.

Even though there are some cards that can seem incompatible, there's always a way to make them fit into a story.

OPTIONAL CONTENT
NOT INCLUDED IN THIS BOX

BLANK CARDS

As optional content, **Fatum** offers an expansion deck with blank cards of each category. These cards allow the user to personalize adventures and settings by drawing or writing on them their own content.

Another use of these blank cards is to include them in the decks to be revealed either as a main card or as an answer. In these cases, the blank card means that the character is simply unaware of the reason or concept. It could be that the character has forgotten or that a spell has been cast on them to make them forget.

INCLUDING RACES

Fatum: Fantasy Deck and some expansions have Race Cards. It is not mandatory to use them as they are optional.

To include Race cards in a creation set-up, gather all the desired Race cards in a deck and place them separately as the other decks.

Using this deck is very easy: just draw a card from it and add it to the corresponding card during the character creation phase.

Unlike other cards that once drawn "remain" on the playmat, Race cards have to be returned to the deck, which must be reshuffled. This allows the card to appear again.

For example:

The character is INDIVIDUALISTIC, and you want to know their race. The first card of the Race deck is drawn, ALIEN from the Sci-fi expansion. After that, the card is returned to the Race deck and reshuffled.

Later on, in the same creation set-up, the card PROTECTOR is revealed who turns out to be a SPY, and you want to know their race. Again, the first card from the Race deck is drawn, CYBORG from the Sci-fi expansion. Once again, the card is returned to the deck and shuffled.

RELATIONSHIP DICE

8-sided dice that includes a symbol on each of them.

The relationship dice defines the type of relationship between the character and each Bonds. Make a roll for each Bond card.

Meaning of the symbols:

♥	Loved	🛡	Protective
⚡	Hated	⚔	Tense
🜄	Sad	✳	Admiration
🌙	Indifferent	☘	Strangers

THE COIN

Not included in this box. The coin is a complement that allows you to obtain answers to questions with two options, such as YES or NO, GOOD or BAD, etc. One side of the coin is a sun, the other a moon, you can decide what the answer is for each of them.

USING PERSONALITY CARDS WITH FATUM: FANTASY DECK

In the same way, Race cards can be used to give additional information on a character from **Fatum: Dark Myths,** Personality cards can be used to complement **Fatum: Fantasy Deck's** characters.

Just draw a Personality card each time a character is revealed (such as a Background or Bond). In this way, it is possible to give a distinct personality trait to each person who influences the character's life.

It is up to the user to leave the card on the playmat or to return it to the deck.

MIXING THE CONTENT

Although **Fatum: Dark Myths** is conceived to be used as a stand-alone product, it can be used along with other **Fatum** products.

When creating the character, just decide on which base game to start, either **Fatum Fantasy Deck** or **Fatum Dark Myths.** Each system has its playmat and the only difference is the starting card drawn when creating a character.

Fatum: Fantasy Deck starts with a Class Card.

Fatum: Dark Myths starts with a Personality Card.

It is even possible to mix the Class and Personality decks if the setting allows it.

Additionally, any card from any other deck or expansion can be added to the starting deck.

In this way, it is possible to completely customize the universe in which the characters are created by mixing settings to create the one you like the best.

Download the rulebook in other languages:

www.fatumcards.com/rulebook

Get optional content: www.fatumcards.com

ANNEX: CREATING STORYLINES

Fatum's system allows the creation of simple storylines using an alternative system.

As shown in the picture above, draw six cards in the following order:
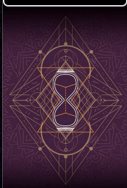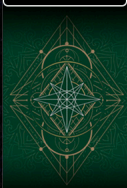
1. TRIGGER	2. PLACE	3. REASON
EVENT CARD	PLACE CARD	EVENT CARD

4. MIX THE PERSONALITY, BACKGROUND AND BOND DECKS.

5. ALLY	6. ENEMY	7. FINAL GOAL
?	?	
MIXED DECK	MIXED DECK	EVENT CARD

1. TRIGGER: an event that originated the story.
2. PLACE: where the story takes place.
3. REASON: the reason behind the story.
4. ALLY: who helps the protagonists.
5. ENEMY: who acts against the protagonists.
6. FINAL GOAL: the objective.

www.fatumcards.com