

HOW WE CAME TO LIVE HERE

STORIES OF THE FIFTH WORLD

Spent 1 victory die to:

- ◆ Remove a victory die from your opponent's pool. Use this option sparingly, to block your opponent from purchasing an outcome that is unacceptable to you.
- ◆ Narrate a change within the setting that has no game-rule impact. This should be related in some way to the conflict that just occurred (even if it is just metaphorically).
- ◆ Earn a 1-point favor from someone (cumulative: spend 2 dice for a 2-point favor, etc.).
- ◆ Remove 1 point of corruption (if your kiva society has granted you this ability).

Spent 2 victory dice to:

- ◆ Change a relationship one step: an enemy becomes neutral, or someone neutral becomes a friend.
- ◆ Force someone to perform a minor crime (any crime worth 1 corruption point).
- ◆ Give someone a temporary failing (1 use, lost if not used before a recuperation round).
- ◆ Give someone a temporary trait (1 use, lost if not used before a recuperation round).
- ◆ Temporarily remove an artifact (lasts 1 conflict).

Spent 3 victory dice to:

- ◆ Change a relationship two steps: an enemy becomes a friend, or vice versa.
- ◆ Destroy an artifact.
- ◆ Give someone a new permanent failing.
- ◆ Initiate in a new kiva society.

Spent 4 victory dice to:

- ◆ Give someone a new permanent trait.
- ◆ Earn a new name for your character.
- ◆ Force someone to perform a serious crime (any crime worth 2 corruption points).
- ◆ Increase the Hero Player's pool used in the conflict by 1 point (no pool can exceed 4 points).
- ◆ Reduce the Hero Player's pool used in the conflict by 1 point (no pool can be less than 1 point).
- ◆ Advance from rank one to rank two in a kiva society.

Spent 5 victory dice to:

- ◆ Force someone to perform any crime.
- ◆ Kill someone.
- ◆ Advance from rank two to rank three in a kiva society.

Spent 6 victory dice to:

- ◆ Earn an appropriate honor (inside chief, outside chief, etc.)
- ◆ Change a societal rule through your example (e.g., allow a gender to perform a previously restricted activity).
- ◆ Advance from rank three to rank four in a kiva society.

Corruption Cost

Consequence

- 1 point Add a new failing to the hero character's sheet.
 2 points The hero character's artifact breaks when next used.
 2 points Turn a friend or lover's heart against the hero character (a positive connection becomes negative).

These may only be done to a hero character who has already suffered at least one consequence from the list above.

- 3 points The hero character is haunted. His animals get sick, his crops fail, his family grows ill, and eventually the character himself grows ill.
 3 points One of the hero character's loved ones becomes a failing, constantly causing problems for the hero with bad actions.

These may only be done to a hero character who has already suffered at least one consequence from the second list.

- 4 points The hero character becomes seriously ill. She cannot call on traits until cured.
 5 points A close loved one becomes seriously ill. Unless cured through a conflict, the loved one dies.

These must be done in order, and after the hero character has suffered at least one consequence from the third list.

- 5 points Monsters seek out the hero character, but as allies not enemies.
 10 points The hero character transforms into an Outsider. This character is no longer a hero, but is instead an Outsider under the control of the Outside Player.

Corruption Gain

- 1 point **Act**
 A lie that harms another person in any way. Lying to monsters and Outsiders is OK.
- 1 point
 Crafting an object without obeying the proper rituals. Any time a character makes an item that is a kiva secret from a society of which he is not a member he earns this point. Additionally, making an item without belonging to the proper rank in the kiva is also a corrupting act.
- 1 point
 Performing a task properly belonging to another gender.
- 1 point
 Touching menstrual blood (if you are a man).
- 1 point
 Refusing aid to kin.
- 1 point
 Killing an animal (other than vermin). Monsters and Outsiders count as animals.
- 1 point
 Showing disrespect to an elder or kin.
- 1 point
 Treating with monsters in any way, including talking to them without rejecting their tricks.
- 2 points
 Refusing to honor a promise.
- 2 points
 Stealing.
- 2 points
 Assault resulting in permanent harm.
- 2 points
 Rape.
- 2 points
 Incest with a relation closer than your cousin.
- 2 points
 Physical homosexual activity (even kissing).
- 2 points
 Adultery or polygamy.
- 2 points
 Sex with monsters, Outsiders, or animals.
- 2 points
 Breaking a rule of your kiva society.
- 2 points
 Having any contact with a dead person.
- 3 points
 Killing a person.
- 3 points
 Refusing to honor a promise made to kin.
- 4 points
 Performing or commissioning harmful magic on another person.
- 5 points
 Killing kin.