

# LEGACY: FABLES

**F**ables is a group storytelling game that allows you to visit places you could otherwise never go and do things you could otherwise never do — all by the power of your imagination.

## HOW IT WORKS

### ROLES

In Fables, one player will be The Watcher, and the others will choose Proxies.

**The Watcher** is the one who peers into the world of the story and describes what is taking place.

**Proxies** are the characters around which the story will revolve.

### SET UP

Shuffle a standard deck of playing cards and place them in front of you. You're ready to go.



Credit: Daphne Hutcheson

## EMBARKING ON YOUR ADVENTURE

You can play a published Fable, create one of your own, or start with a prompt and see where the story takes you. Don't be afraid to make stuff up as you go. This is a game of make believe and there is no wrong way to do it. In the end, these are just guidelines. Feel free to fiddle with the rules as you choose and share what works for you!

### PLAY

Progressing through a Fable is done through a simple back-and-forth between the Players and the Watcher that usually goes something like this:

1. Watcher sets the scene
2. Players take action
3. Watcher describes results
4. Repeat

### ALLOW US TO DEMONSTRATE...

#### WATCHER SETS THE SCENE

This can be a conversation, a dire circumstance, or the characters simply sitting around a fire (camp or otherwise).

##### EXAMPLE

**Watcher:** "You find yourselves in a darkened wood, nothing but moonlight shining through swaying branches above to guide your path. As you push through a small stand of bushes, you emerge into a clearing. A tall stone statue stands at the center, the white lunar glow casting strange shadows across its animalistic face."

#### PLAYERS TAKE ACTION

The players then describe what they would like their Proxies to do. They can look around, speak to someone, attack a random tree... whatever they'd like.

##### EXAMPLE

**Kelly:** "I want to investigate the statue."

**Jake:** "While she does that, I'm going to scout around the clearing to see if this is a trap."

#### WATCHER DESCRIBES RESULTS

The Watcher then explains what happens.

##### EXAMPLE

**Watcher:** "Jake, you step away from the group and begin sneaking through the bushes around the clearing to see if you can find anything. Kelly, as you approach the statue you realize it's larger than you thought. The moonlight glints against something shiny and you notice that one of its eyes is an emerald jewel."

## REPEAT

Continue like this until your adventure is complete.

## FATE

In real life, there is one thing we can't account for: chance. To recreate this unpredictability in our stories, we need a way to generate randomness. That's where the cards come in.

Whenever the players attempt anything that is challenging or requires skill, the Watcher can have them draw their **fate** from the deck. Interpreting the cards is simple:

**Red** = Success

**Black** = Fail

Continuing the previous example, let's see how the cards play into the story.

### EXAMPLE

**Jake:** "I want to keep my eye on the trees to see if anyone is hiding up there."

**Kelly:** "I'm gonna climb up the statue and try pry the jewel out."

**Watcher:** "Alright. I need each of you to draw your fates."

(Each player then draw the top card from the deck)

**Jake** drew a **Red** card = Success

**Kelly** drew a **Black** card = Fail

"Kelly, you successfully climb the statue and find a good handhold that puts you in reach of the jewel. Brandishing a dagger, you wedge it between the stone and the socket and begin trying to pry it free. You strain against it until you feel the blade of your dagger snap, the gem unmoved. Jake, as you are about a quarter of the way around the clearing, you look up and see several figures crouching in the branches of a tree, looking towards the statue where Kelly is now. One is aiming a bow at her, the string fully drawn."

## BOONS

On top of the regular pass and fail, the Aces in your deck are boons, which are gifts from the Fates to help your adventurer's on their way. They each count as a success (or a *super* success if the Watcher chooses) and come with a power that can be used by the player at a later time of their choosing. Once the boon has been used, it get placed back in the discard pile.

### ACE OF HEARTS - ALTER FATE

Choose your own Destiny and prevail against all odds. (Turn any falter into a success)

### ACE OF CLUBS - DIVINE INTERVENTION

Don't leave it to chance. Grant an ally success. (Grant a friend success)

### ACE OF DIAMONDS - BROTHER'S KEEPER

Catch a friend's fatal mistake. Allow them to draw a new fate. (Redraw for a friend)

### ACE OF SPADES - SECOND CHANCE

When you falter, beseech the Fates and draw again. (Redraw for yourself)

## COMBAT

At some point in your adventure, a tussle is bound to ensue. Simply use the cards to determines whether attacks hit or miss, and give your enemies life point between 1-5 to start. Each hit removes a life point. Easy as that.

## CREATING A PROXY

We've included some Proxies on twitter and instagram (@legacyfables) you can use to start your adventure, but here are some guidelines to creating your own.

Your Proxy needs a skill, item, and weapon. You can use some from our list, or make them up.



Credit: Daphne Hutcheson

## ITEMS

Guard Badge

Vials

Lock-picks

Compass

Crystal Ball

Diamond Eye

Bag of Capacity

Lasso

Boost Boots

Ring of Wringing

Voice Thrower

Anti-Magic Manacles

Magnetic Shield

Monocular

Alias Veil

## WEAPONS

Dagger

Bow

Laser Gun

Sword

Taser

Trident

Mace

Spear

Boomerang

Staff

Trident

Light-Blade

Dart

Gravity-Cannon

Repulsor Gauntlet



Daphne Hutcheson

## SKILLS

Stealth

Leadership

Alchemy

History

Acrobatics

Linguistics

Tactics

Pyromancy

Toughness

Haggling

Tracking

Animal Taming

Truth-Seeing

Deception

Navigation

We won't tell you how these things work. That's for your to decide. Once you have made your choices, feel free to give your Proxy a name, write a backstory, and create their look. Remember, these are YOUR stories. It is entirely up to you!

**NOW EMBARK ON AN ADVENTURE! WE CAN'T WAIT TO SEE THE STORIES YOU WEAVE.**

Share your tales with us @legacyfables.