

Name: \_\_\_\_\_ Homeworld: \_\_\_\_\_

Concept: \_\_\_\_\_ Aethership: \_\_\_\_\_

# NINE WORLDS

A GAME OF COSMIC DRAMA

## VIRTUES

ARETE

VALOR

permanent rating

current rating

lock rating

A virtue card for Arete, featuring a central nameplate with 'ARETE' and a smaller one below with 'VALOR'. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.



HUBRIS

PRIDE

permanent rating

current rating

lock rating

A virtue card for Hubris, featuring a central nameplate with 'HUBRIS' and a smaller one below with 'PRIDE'. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.

## URGES

CHAOS

Spade symbol

permanent rating

current rating

lock rating

An urge card for Chaos, featuring a central nameplate with 'CHAOS' and a spade symbol below. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.

COSMOS

Club symbol

permanent rating

current rating

lock rating

An urge card for Cosmos, featuring a central nameplate with 'COSMOS' and a club symbol below. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.

META-MORPHOSIS

Heart symbol

permanent rating

current rating

lock rating

An urge card for Meta-Morphosis, featuring a central nameplate with 'META-MORPHOSIS' and a heart symbol below. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.

STASIS

Diamond symbol

permanent rating

current rating

lock rating

An urge card for Stasis, featuring a central nameplate with 'STASIS' and a diamond symbol below. It includes a permanent rating ring, a current rating ring, and a lock rating ring with a key icon.

## MUSES & TALISMANS

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Arete Victories:    Hubris Victories:

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Arete Victories:    Hubris Victories:

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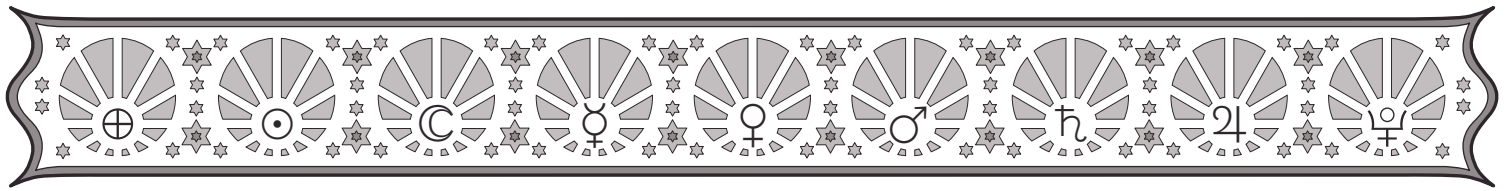
Arete Victories:    Hubris Victories:

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Arete Victories:    Hubris Victories:



## COMPLETE GUIDE TO CONFLICT RESOLUTION

### 1. Declare goals

Players announce their intended goals for the conflict.

Players should also remember their attribute ratings, as the ratings may fluctuate during the conflict. They revert to the initial ratings.

### 2. Designate opponents

Players specify whom their characters are in conflict with.

### 3. Choose virtue

Players choose Arete or Hubris and draw cards equal to the virtue's rating. The game master draws cards equal to each supporting character's Power rating.

### 4. Apply Muses

Players draw additional cards equal to any relevant Muses ratings.

### 5. Select Urge

Players select a suit and the related Urge

(♠ = Chaos, ♣ = Cosmos, ♥ = Metamorphosis, and ♦ = Stasis)

### 6. Play Fate

Players reveal all cards of their chosen suit.

All Aces, face cards (Jacks, Queens, and Kings) and Jokers are worth Points.

### 7. Compare Fates

Players announce their Fate value (Urge rating + the number of cards revealed) and compare it to opponents.

Allot Points revealed in played cards:

- Victors may capture Points in their defeated opponents' hands. Victors take turns capturing Points from highest Fate value to lowest until all available Points are captured.
- Victors also retain Points in their hands, unless superior opponents capture the points.
- Victors may expend Muses to generate additional Points.

### 8. Narrate Outcome

Victors narrate the conflict in order from lowest Fate value to highest Fate value. Victors also spend Points during their narration turn.

### 9. Cease or Continue

Victors decide whether the scene ends, or whether the conflict continues in another phase. Repeat these steps if the conflict continues.