



HEART OF BRONZE

glory & blood
passion & fate

HEART OF BRONZE

How are you called?

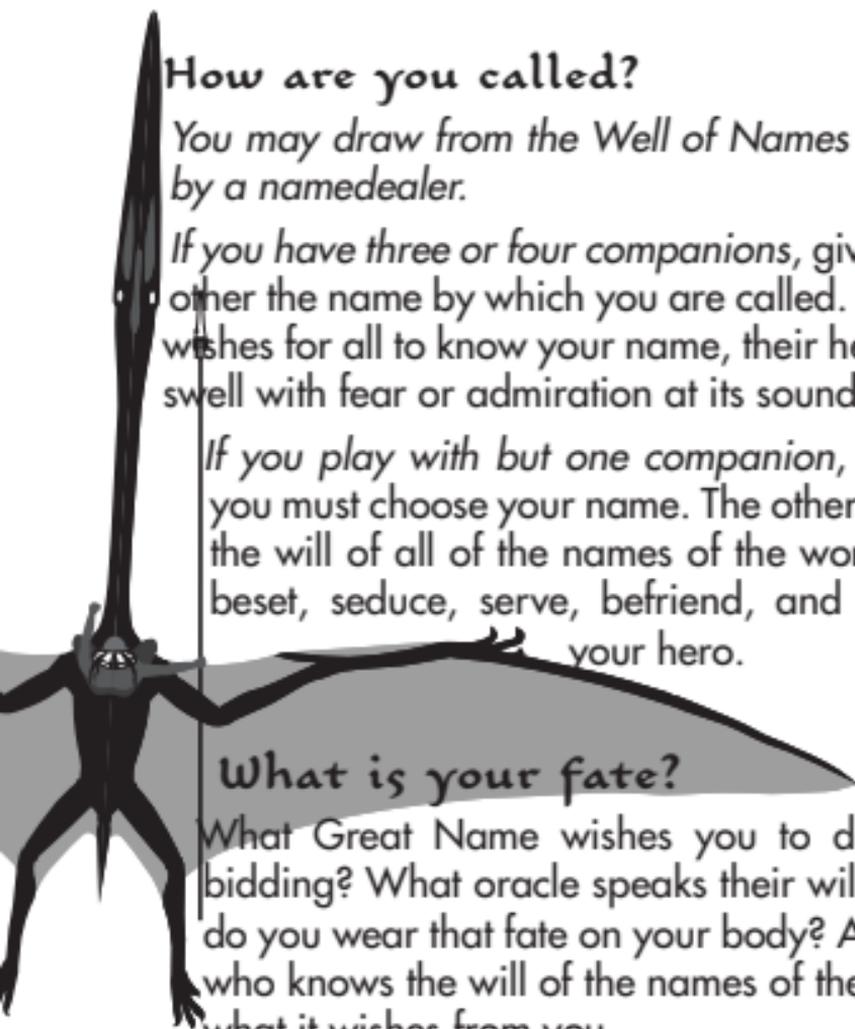
You may draw from the Well of Names known by a namedealer.

If you have three or four companions, give each other the name by which you are called. A hero wishes for all to know your name, their hearts to swell with fear or admiration at its sound.

If you play with but one companion, one of you must choose your name. The other knows the will of all of the names of the world that beset, seduce, serve, befriend, and coerce your hero.

What is your fate?

What Great Name wishes you to do their bidding? What oracle speaks their will? How do you wear that fate on your body? Ask one who knows the will of the names of the world what it wishes from you.



Is the Great Name:

feared? generous? known to all?
mighty? beautiful? present in eidolon?

Give it one gold die for each.

Defy your mortality.

You have two mortal dice of jet, your body and your name. If you lose both, you will depart for the underworld.

Seek your fate.

Your destiny can make your name great, even calling you back from the waters of the underworld. You will need a handful of dice of jet for your destiny.

What great feat can you do?

When you face a trial at the behest of a Great Name, they may grant you great abilities of speed, or agility, or endurance worthy of a tale told to the grandchildren of those who witness it.

Take trophies

The shell of the Great Turtle of Gho, borne as a shield. A sword of bronze, forged by the volcano, Una. The sandals of Zhafaya, the East Wind. What trophy have you already won?

Is this trophy:

old? big?
mighty? beautiful?

When you bear your trophies, roll an additional die of jet for each characteristic of each of them.

Where are you? What are you doing? Who else is there?

When you know the will of the names of the world, ask this of each companion. They may invite their companions along.

If you are playing with three or four players, one companion will be absent or slipping and struggling during this turn, and that companion's player now knows the will of the names of the world. Ask that player: What do the names desire? Is there a trophy here to be won?

Impose your will.

When you face a trial by taking action, you will pick up your mortal dice and all dice for your trophies that you now bear. Every die that bears a 5 or 6 is a success.

Your Great Name will assist you according to its whim.

If it joins your trial, before or after you have rolled your dice, **roll its dice of gold as well.**

If you face a companion, they will roll as well. Subtract their successes from yours.

Any companion will tell you how they have seen you act in this trial.



Which did you:

Coerce
Lead

Follow a Passion
Test Yourself

When you are harmed or shamed, remove one mortal die of jet. A witness will describe to you the great, lasting harm to your body or name.

If you are harmed or shamed again before recovering, you must depart for the waters of the underworld.

- **If no die succeeds**, do as your opponent demands, or they may harm or shame you at their whim!
- **If 1 die succeeds**, select from the list one consequence of the action.
- **If 2 dice succeed**, you have succeeded well! Pick two consequences!
- **If 3 dice succeed and at least one is gold**, choose three consequences as you perform a great feat!
- **For every die that succeeds**, add one to your destiny!
Shout your name! If all present know you, every 4 will also add to your destiny!
- **If you have fewer than 2 dice of jet that read a 5 or 6**, you may burn as much of your destiny as you like. Roll one more mortal die of jet for each destiny you burned.

Coerce

- They agree, or you may harm them.
- You are not harmed in the exchange.
- No one else is harmed.

Lead

- Those who follow you are unharmed.
- You are unharmed and unshamed.
- Your followers adore you. Seize one destiny.
- You achieve that which you promised them.

Follow a Passion

- The object of your passion returns it in kind.
- You remain unharmed and unshamed.
- Your passion makes none jealous.
- The object of your passion becomes your friend, or you may harm them.

Test Yourself

- You are witnessed. Seize one destiny.
- You succeed in this trial. Seize one destiny.
- You cause no harm to others.
- You are unharmed and unshamed.

When a name comes to your aid

When your roll shows **two or more dice of gold reading 5 or 6**, the name has the upper hand over you! It may dismiss you as incapable of fulfilling your



duty, and so may make a demand. If you do not fulfill its demand, it may harm you.

Or it may enjoy your arrangement, taking pity for your mortal frailty and giving you further chances to prove yourself.

When your mortal successes of your dice of jet outnumber the successes of the dice of gold

The Great Name may make a demand. If you refuse it, they may harm you and send enemies against you.

When you know the will of the names of the world

- Pursue the agendas of all names but those of the companions.
- Describe with all of the senses the expressions on a face; the sweet herbs of honey wine; the scent of perfumed sweat on a lover; the touch of rain on desert-chapped skin; the sound of a ktesh-skinned viol singing to the wind that gives your ship heart.
- Arm opponents with trophies of legends known and yet-untold.
- If an opponent has a name, give them a die for each of the characteristics that a name can have and their trophies. Subtract its successes from the hero's.



When you arrive at the waters of the underworld, roll all of your destiny dice and choose one for each success:

- Those who witnessed you remember you.
- Those who remember you speak of you in admiration.
- Those who remember you speak of you with fear.
- Those who remember you raise their children in your image.
- Those who hear your name uttered in fear know of your bravery.
- Those who your name uttered in admiration preserve you in eidolon.
- You may return from the waters of the underworld as a Great Name, wielding mortals as a hero wields a spear.

Make the world remember you. You are fated for greatness, but the Great Names that want your adoration are jealous and violent. Do their will—or defy them and gain your place above them!

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