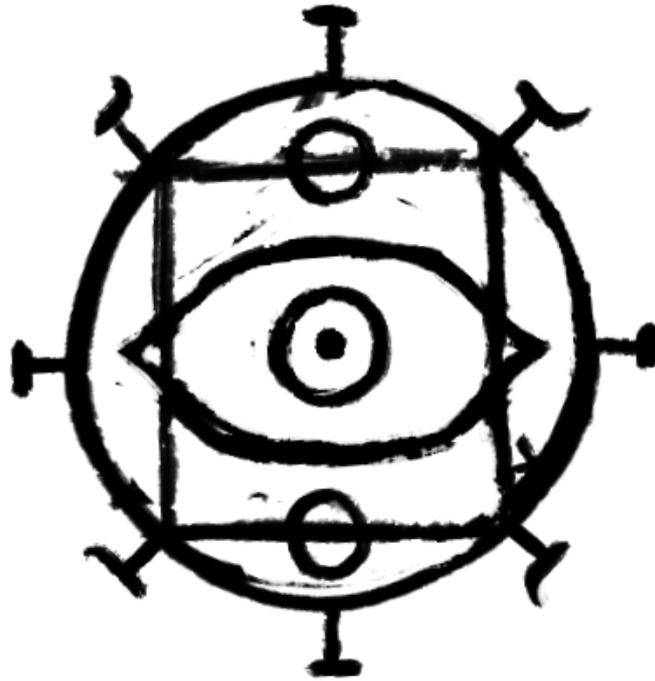


V. 21 MARCH 2026



# FORBUNE DARK

**Rules-light roleplaying  
In service of a covetous God**

# FORTUNE DARK

**You are an acolyte of a covetous God  
Which demands that you claim tribute in Its name  
It grants you fortune to aid your dark quest  
Pray you claim enough to sate Its appetite**

Fortune Dark is a system designed to run dark and desperate TTRPG one-shot adventures. It is a hack of Shane Marble's **Occultation**, which itself is a hack of Graham Walmsley's **Cthulhu Dark**, Jason Tocci's **2400** and Jesse Ross' **Trophy Dark**, plus a dose of **Trophy Gold**. These games feature light and flavourful rules that give players high agency in communal storytelling.

In **Fortune Dark**, characters strive to gain treasure and glory against ever lengthening odds. Their shield is a dwindling pool of **FORTUNE**, held by the entire party, which raises chances of success and is characters' only recourse against the afflictions and harms they'll suffer. But with every risky action comes the threat of **CURSING** the **FORTUNE** that should aid them. **Fortune Dark** sets out to make each individual's choice affect the whole party, bringing tension and conflict amid the darkest doom.

**Trophy Gold** incursions are ideal for running with **Fortune Dark** because they focus on the discovery of treasure. Be sure to add a hook to accommodate a group of cultists seeking to honour their god. But, with a little adjustment, most down-and-dirty RPG adventures will likely work well.

Thanks to Shane Marble for permission to build on **Occultation**, to Jack Wiltshire for his illustrations, and to Caleb Zane Huett for his sharp insight.

Alex Wiltshire  
Bath, July 2025  
[rotational.co.uk](http://rotational.co.uk)

## ONE! TWO! THREE! YOU! NO! GO! NO! GO! NO! GO! NO!

Start any game of Fortune Dark by understanding its tone and style of play. The GM may have safety tools in mind, such as X-Card and Lines & Veils, but as a group discuss content boundaries and ways to signal when you feel uncomfortable with the direction play is heading.

Then decide how your character **VENERATES** your party's god: "conversion", "defilement", "sanctification", "destruction" and "slaughter" are all ways to **VENERATE** it.

Next, give your character a set of **TRAIT**s. A **TRAIT** is a brief phrase or sentence that describes something important about your character, and has a mechanical impact during play.

- ❖ Your **archetype** is a high-level description of who your character is and what they do: "twisted alchemist", "CEO of a social network", "corrupted pirate" and "unassuming priest" are all archetypes.
- ❖ Your character's **burden** is a problem that can make their life harder. "Hated by the villagers", "fear of the dark", "addict" and "long police record" are all burdens. This goes for all **TRAIT**s, but choose a burden you are excited to see come up in play.
- ❖ Your **boon** can be anything else important and useful about your character: a signature weapon ("wicked skill with an athame"), an ally ("contact in the government"), a quality ("captivating", "strong" or "quick on their feet") or something else.

Finish by thinking about your character's presence in the world: give them a name, pronouns, and describe something about their appearance or demeanour that even strangers notice.



## DEBILITIES

The party takes 3 dice. This is your party's collective **FORTUNE**, which your god has granted to help you claim **TRIBUTE** in its name. For each die in your **FORTUNE** at the start of your adventure, your party must claim 1 **TRIBUTE**.

You and your other party members can each add up to 2 more dice to your **FORTUNE**. When the pool is complete, note the total number of dice and put them in an opaque bag. You're ready to begin — but remember:

When the party fails to claim enough **TRIBUTE** by the end of the adventure, your god deems your party unworthy. As a group, describe how the party meets its end.

## DICE

All dice rolled in this game are D6. You will need two different designs: one for standard rolls and for the party's initial **FORTUNE**, and one for **CURSED** dice.

When you decide to roll a die from the party's **FORTUNE**, draw it at random from the bag, then discard it after the roll.

## DEBILITIES

When you suffer a **DEBILITY**, it has a mechanical impact during play. Here are some examples of **DEBILITIES**:

- ❖ **Withered** — your strength is sapped
- ❖ **Shaky** — precision or coordination is difficult
- ❖ **Forgetful** — you lose your bearings or recall
- ❖ **Stunned** — you are slow to act or notice
- ❖ **Broken leg** — your movement is hampered
- ❖ **Confused** — you find it hard to comprehend
- ❖ **Odious** — others find you contemptible
- ❖ **Fearful** — you cannot bear what lies ahead





When you say your character does something listed in this section, what happens is defined by the following procedures.

## ASK A QUESTION

When you ask a question about the world or try to uncover secrets and treasures, the GM provides you with an answer if it is obvious, or, if the GM tells you that learning the answer requires extra steps, describe how you intend to find out and roll:

- ❖ 1 die if what you're doing is humanly possible, and your **DEBILITIES** don't impede you
- ❖ 1 die if one of your **TRAIT**s is helpful, and your **DEBILITIES** don't impede it
- ❖ 1 die from the party's **FORTUNE**, if you wish, and any remain

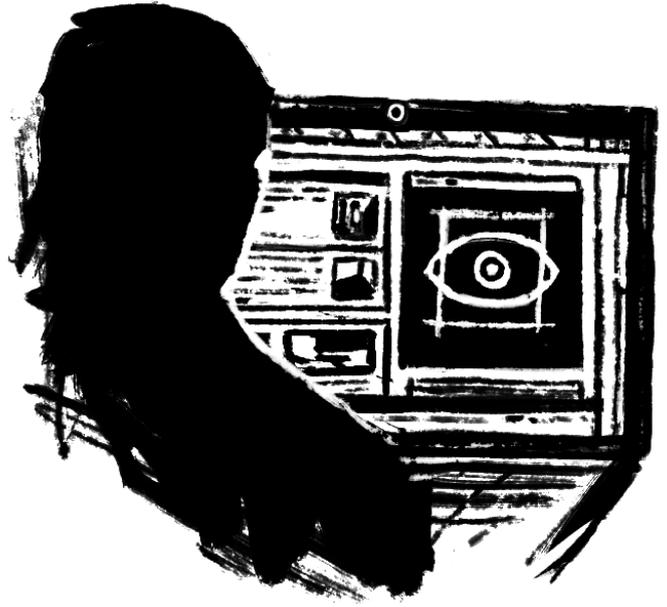
When one of the dice you roll is **CURSED**, read only the lowest die result. Otherwise, read only the highest die result.

On a 1-2, the GM tells you something interesting, useful or both, but there's also a complication or cost.

On a 3-4, the GM tells you something interesting, useful or both.

On a 5-6, the GM tells you something interesting, useful or both, and also some extra information gleaned through special insight.

When any of the dice you rolled is a 1, add a **CURSED** die to the party's **FORTUNE**.



## TAKE A RISK

When you make an action in which the outcome is uncertain, tell the GM what you are risking, which likely includes a **DEBILITY**. The GM tells you how the risk is worse than you thought. You can reconsider your approach or, if you accept the risk, roll:

- \* 1 die if what you're doing is humanly possible, and your **DEBILITIES** don't impede you
- \* 1 die if one of your **TRAIT**s is helpful, and your **DEBILITIES** don't impede it
- \* 1 die from the party's **FORTUNE**, if you wish, and any remain

When one of the dice you roll is **CURSED**, read only the lowest die result. Otherwise, read only the highest die result:

On a 1-2, you suffer the full risk.

On a 3-4, you succeed but there's a complication, cost or setback.

On a 5, you succeed.

On a 6, you succeed and also gain some advantage or extra benefit; decide with the GM what it is.

When you succeed and your action **VENERATES** your god, claim 1 **TRIBUTE**.

When any of the dice you rolled is a 1, add a **CURSED** die to the party's **FORTUNE**.



## CLAIM TRIBUTE

When you offer a treasure or item to your god and explain why it values the offering, you claim **TRIBUTE**. The GM tells you how much it is worth.

## DENY FATE

When you don't want the result of a roll and add 2 **CURSED** dice to the party's **FORTUNE**, describe how the party, empowered by dark providence, intervenes in your favour and change the result of 2 rolled dice to any value.

## PURGE DEBILITY

When you have an opportunity to recover from a **DEBILITY** and add 1 **CURSED** die to the party's **FORTUNE**, describe how the party, empowered by dark providence, helps you and remove the **DEBILITY**.

## SACRIFICE

When the party decides that one of its members has fallen too far from their god's grace and offers them as sacrifice, collectively describe how you perform this rite, then discard all **CURSED** dice in the party's **FORTUNE** and claim 1 **TRIBUTE**. The sacrificed character's adventure is over.



## FONTS

Hyper Script by Jérémy Landes and Basteleur by Keussel, distributed by [velvetyne.fr](http://velvetyne.fr).  
Garabosse by various, distributed by [u27od.eesab.fr](http://u27od.eesab.fr).

# FORTUNE DARK

NAME \_\_\_\_\_

PRONOUNS \_\_\_\_\_

APPEARANCE \_\_\_\_\_

ACT OF VENERATION \_\_\_\_\_

## TRAITS

ARCHETYPE \_\_\_\_\_

BURDEN \_\_\_\_\_

BOON \_\_\_\_\_

## DEBILITIES

## OFFERINGS

