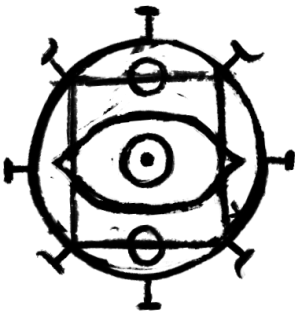


Fortune Dark	
NAME	
PRONOUNS	
APPEARANCE	
ACT OF VENERATION	
Traits	
ARCHETYPE	
BURDEN	
BOON	
Debilities	
Offerings	

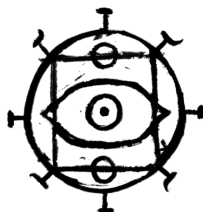


Fortune Dark

Rules-light roleplaying in service to a capricious god

Fortune Dark

*You are an acolyte of a capricious god.
Your god demands that you claim tribute in its name.
And grants you fortune to aid your dark quest.
Will 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, UK
July 2025

rotational.co.uk

FORTUNE DARK



OFFER 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.

PURGE DEBILITY

When you have an opportunity to recover from a **DEBILITY** and discard one non-CURSED die from the party's **FORTUNE**, describe how dark providence intervenes in your favour and remove the **DEBILITY**.

DENY FATE

When you don't want the result of a roll and you describe how dark providence intervenes in your favour, change the result of one die to any value and choose one:

- ❖ Add two **CURSED** dice to the party's **FORTUNE**
- ❖ Discard two non-CURSED dice from the party's **FORTUNE**

You can perform this move multiple times for a single roll.

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 remove all **CURSED** dice from the party's **FORTUNE** and claim 1 **TRIBUTE**. The sacrificed character's adventure is over.

TAKE A RISK

When you make an action in which the outcome is uncertain, the GM tells you what you risk if your action goes wrong, including a **DEBILITY**. You can reconsider your approach or, if you accept the risk, roll:

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

If a die 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.

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

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



Creating Your Character

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

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

Next, give your character a set of **TRAITS**. 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 **TRAITS**, but take care to 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.



Getting Started

Take three dice and add them to a pool shared by all player characters. This pool is your party's **FORTUNE**, granted by your god to help you claim **TRIBUTE** in its name.

For each die in the party's **FORTUNE** at the start of your adventure, your party must claim 1 **TRIBUTE** for your god. If 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.

You can add up to two more dice to the party's **FORTUNE**. When the pool is complete, note the total number of dice and put them in an opaque bag.

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



How to Act

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:

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

If a die 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.

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

