

DARBY'S HEROES

A GAME OF LEPRECHAUNS IN A WORLD WAR

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A REVERSED ENGINEER CHALLENGE GAME

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DARBY'S HEROES

INTRODUCTION

Several years ago, the Pixies, led by their fascist leader Aaron O'Hixler, crossed the river McRhine and invaded the land of the Brownies. It wasn't long before O'Hixler eyed other lands for conquest. To the east lay the frozen lands of the Boggarts. To the north, the green isle of the Leprechauns. O'Hixler decided to fight in both directions, and it stretched his fast moving army with his lightning attack Badgers too thin.

Eventually the Leprechauns made an uneasy alliance with the Boggarts and mounted a counter attack against the Pixies, invading the occupied lands of the Brownies by a sea assault and then land attack. Darby McGill is the Leprechaun general in charge of the army attacking the Pixie Badger brigades in the west, using his lighter, but numerically superior Fox divisions, along with the pluck and luck of the average Leprechaun grunt.

They pushed from the north and west against the Pixie Empire, while the Boggarts attacked from the east. It was a bloody war, but the Boggarts captured the Pixie capital of Berlinoch and the war was over, but the Leprechauns captured the symbolic headquarters, The Eagles Nest.

During any war, there are moments of heroism, of bravery, of brutal fighting, and of loss. There are also moments of touching compassion, camaraderie, and love. There are also personal goals that seek to take advantage of the chaos. It is this war this game focuses on, and more precisely, the actions of a few brave, or perhaps crazy, Lepre-

chauns who fought for a cause, fought for their friends, and sometimes...fought for the pot of gold at the end of a rainbow.

GAME PLAY

Darby's Heroes is a Role-Playing Game in the traditional sense, with a Game Moderator (GM) and Players who play Player Characters (PCs). The GM sets up an adventure and the action involved in broad strokes. The PCs are the protagonists of the adventure and have free will to explore the adventure, follow it, change it to their needs, and even disregard it, during play.

Specifically, the GM determines for each game session what the objective or mission is for the Leprechaun soldiers. Perhaps it is to capture a key bridge across a river, or to assassinate a group of high ranking Pixie generals. Vital to good play is listening to the players and finding out what they want to do as personal goals. Maybe they want to sneak behind enemy lines to steal gold.

Each adventure to be successful should be more than just fighting. Although combat is inevitable in a war, other moments of mystery, humor, drama, or romance have a place, and a strong place at that, in the creation of an adventure. Indeed, it is the hopes, duties, fears, and fates of the Leprechauns that drive the adventure, not the arbitrary quest they've been sent on or the violence they find themselves in.

A PC takes the role of an individual Leprechaun soldier, and through this soldier, explores the world the GM has created, the depths of himself, and the other soldiers in his unit. Without the introspection of one's self, and your relationships with other Lep-

rechauns, all you are doing is rolling dice to see who wins a fight. It's the fights with each other, not the fights with the Pixies that is at the core of Darby's Heroes.

Together, the GM and the players create stories set during any point in the war, either in the beginning, the middle, or the end...whatever interests the GM and players. While every player already knows the outcome of the war (the Leprechaun's and Boggarts win), the outcome of each Leprechaun's lives is not certain. Do they die anonymously in a snow covered forest? Do they die gloriously, sacrificing themselves for their friends success? Do they make it home to wife and child? Do they achieve their hopes, follow their duty, face their fears, or succumb to their fate?

SECONDARY CHARACTERS

Secondary Characters, or SC's, are everybody else controlled by the GM. They are created in the same way as PC's, though they may not, and don't have to be fully detailed unless they are expected to come into conflict often with the PCs. Other SC's could include fellow Leprechauns, Brownies, Pixies, and even Boggarts.

CHARACTER CREATION

All Leprechauns are defined by Colors and Traits. Colors represent varying aspects, skills, powers, gear, or allies. Traits are the core of a Leprechaun and tell you his place in the world, who he really is beyond what he can do, and what his dreams and nightmares are all about.

COLORS

Each Leprechaun has six colors—Red, Orange, Yellow, Green, Blue, and Violet.

Spaces for these are found on the Character Sheet at the back of this document—and each color represents a field of ideas and concepts all interrelated. A PC must pick or create one choice from each Color and writes it in on his character sheet under the corresponding color.

Next, the PC has 18 six sided dice to distribute among the Color Choices, with at least one die assigned per choice, and no more than 4 dice in any one Color.

While each color offers examples to choose from, players may invent their own Choices based on the Color's theme and in fact are encouraged do so. The remaining players, including the GM, act as arbitrators if a Choice comes into question about it's appropriateness.

RED

Red is the color fire, passion, and strength. It is the color of battle, anger, and danger. Red choices give access to fire magic, physical might, combat prowess, passions, and magical hand weapons.

Sample Red Choices

Fire Magic: The PC can wield, create, throw, or otherwise manipulate fire for beneficial or harmful means.

Magical Hand Weapon: While it is assumed Leprechauns have some sort of normal hand weapon, this sword, axe, spear, or other weapon is an ancient artifact of power.

Great Strength: The Leprechaun is supernaturally strong, able to lift Badgers with the greatest of ease.

Skilled Warrior: Beyond the basic training all soldiers get, this Leprechaun is phenomenal in combat, dodging thorns and blades, and striking with ease.

Danger Sense: As if almost seeing the future, this Leprechaun can sense danger ahead and avoid it or warn others.

Great Courage: Never in fear, this Leprechaun need never worry about moral, or cowering when a mission needs to be accomplished.

ORANGE

The color of Orange is one of fascination, encouragement, success, and attraction. Orange choices give access to perception, physical beauty, inspiration, communication, lucky charms, and glamour magic.

Sample Orange Choices

Glamour Magic: The Leprechaun wields a magic that can enchant minds, controlling them, breaking their will, or even causing them to fall in love.

Lucky Charms: Whether it's a four leaf clover, a horseshoe, moons, stars.... the lucky fellow has a charm that helps him at the right moments.

Attractiveness: The PC is quite the handsome fellow.

Perceptive: Nothing much escapes the eye, ear, and nose of this fellow. His ability to find clues and spot enemy positions is unparalleled.

Inspiring Leader: This Leprechaun is a natural born leader, capable of leading men, motivating men, and getting the job done.

Orator: Sometimes a rousing speech before troops or civilians reminds why we fight, what's at stake, and convinces of a course of action.

YELLOW

Yellow is the color of happiness and intellect. Energy and activity. It is the color of speed. Yellow choices give access to mental skills and acuity, physical speed and agility, joy and happiness, light mounts, magi-

cal ranged weapons, and travel magic.

Sample Yellow Choices

Light Mount: The PC has a small riding animal of some kind, like a squirrel, or robin. They cannot fight.

Magical Ranged Weapon: Like a magical hand weapon, this is some artifact in the shape of a bow, crossbow, or musket.

Travel Magic: The PC can use his magic to run fast, swim without needing to breath, fly, or even fly. Powerful magics include teleporting.

Quick Feet: The PC is a very fast runner, agile, and able to dodge enemy fire and attacks.

Mentally Agile: A mentally agile Leprechaun can quickly process a situation and react to it with a proper, calm course of action.

Optimist: Even when things are at their worst, this PC can keep his chin up and get the job done, possibly inspiring others.

GREEN

The color Green covers growth, harmony, safety, nature, and healing. It is the primary color of magic for Leprechauns and gives access to choices of earth magic, plant magic, healing magic, protection magic, and animal magic. It also offers heavy mounts as well as skills in diplomacy.

Sample Green Choices

Earth Magic: The PC can manipulate, create, or even destroy dirt and stone with this magic. He may even create earthquakes.

Plant Magic: Controlling, growing, and blighting plants is among this magic's powers.

Healing Magic: This Leprechaun can heal wounds, cure disease, and may, if powerful enough, raise the dead.

Protective Magic: This Leprechaun can use his magic to create shields and armor to

protect himself or others from harm.

Animal Magic: Like all other magics, this allows the user to control and manipulate animals.

Heavy Mount: The PC has a heavy riding and fighting mount. The allies use foxes, while the Pixies use Badgers. Boggarts use Wolverines, but those are rare.

BLUE

Blue is the color of trust, truth, and wisdom, as well as the color of the sea and sky. Blue offers choices in water magic, sky magic, faith, wisdom, camaraderie, confidence, and flying mounts.

Sample Blue Choices

Water Magic: The PC can wield, manipulate, create water, and at sea, may even create storms or calm seas.

Sky Magic: This Leprechaun can create storms, or clear skies, powerful winds, or still air.

Flying Mount: This PC has a flying, and fighting mount. Leprechauns use hawks, Pixies use eagles, and Boggarts use owls.

Wise: The Leprechaun is wise beyond his years and can bring critical thought, good judgement and intuition to any problem.

Faith: The PC has unshakable faith in his cause, be it secular or religious, and cannot be swayed from his perceived fate.

Diplomatic: When an argument breaks out or someone is needed to smooth things over between allies, this PC can get everyone talking, rather than fighting.

VIOLET

Finally, Violet is the color of dignity, nobility, mystery, ambition and wealth. Violet offers the choices of stealth, intimidation, persuasion, money, rank, and other mundane gear, as well as illusion magic.

Sample Violet Choices

Illusion Magic: This PC can create images, sounds, and even smells that would fool even the most perceptive.

Stealthy: This Leprechaun is quite good at sneaking, able to slip undetected behind enemy lines, or cutting into the lunch line.

Persuasive: A natural charmer, this PC can convince a Boggart to buy snow as the saying goes.

Wealth: Loaded. Seriously loaded. This Leprechaun's family has several pots of gold at home, and this PC is never in want of material possessions.

Magical Gear: The hero possesses some kind of magical item, like an ever full canteen, or a rucksack that holds a house full of gear.

Ambition: This PC knows what he wants, knows the right people, and makes sure he knows how to get the right people to get what he wants for him.

TRAITS

Traits, as mentioned, are at the core of who the Leprechaun is, not what he can do, or what he possesses. It is traits that make, and break, your hero. There are four traits: Hope, Duty, Fear, and Fate.

HOPE

Hope represents what your Leprechaun's wish is, what he wants to achieve in life either in the long run, or the short term. What is it, that if he had his way, he would do if not barred from success? In the space next to Hope on the character sheet, write in your Leprechaun's Hope.

DUTY

This represents what your Leprechaun's responsibility, real or imagined, is to him-

self, his country, or his friends. Duty can be as simple as being a soldier, or more complex such as having a Duty to see his friend return home alive and well. The more dynamic a Duty is, the more enjoyment can be brought forth in game play, but it is the players choice. In the space next to Duty, write in your Leprechaun's Duty.

FEAR

What does your Leprechaun fear? Most would assume death, and violent death at that, but perhaps your Leprechaun fears something different, such as never seeing loved ones again, or disappointing friends in the heat of battle. Perhaps failing to live up to an ideal or failing at one's Duty. On your character sheet, write in your Leprechaun's fear in the appropriate spot.

FATE

Despite anything about Hopes, Duties, and Fears...the single most important question to a Leprechaun is: What is his Fate? He may Hope to get home alive to see loved ones, he may have a Duty to find a fallen comrade, he may Fear being captured.. but what if his Fate says otherwise? Fate can be tragic, and it can be heroic, and it may even be both. It is Fighting against, or alongside Fate with Hopes, Duties, and Fears that brings your Leprechaun to life. Write your Fate on the character sheet in the appropriate spot.

THE REST?

All that's left is to name your Leprechaun. Discuss among the rest of the players, along with the GM's input, into the type of military unit you all belong. Perhaps you all wish to be a part of a fast moving Fox Division, or all wish to be part of the

Hawk Squadrons. Maybe you just want to be common foot soldiers, or a mix of it all. Understanding what everyone wants out of their experience helps mold your collective choices for better game play.

GAME RULES

Darby's Heroes uses a simple Conflict Resolution mechanic to handle everything from brutal fighting to a drunken argument. Determining who wins a conflict is aided by the participants Colors, while the results of the conflict affect the Traits.

CONFLICTS, SCENES, AND INTENTS

Conflict in Darby's Heroes is any situation in which a heroes actions are either contested by another, or in which the actions have a reasonable amount of risk of failure. Riding a fox through woods is not a conflict; Riding a fox through woods without being captured is a conflict. To know what the conflict is about, both the GM and the players need to set the Scene and determine the Intent of the participants.

SETTING THE SCENE

A Scene is a length of time, a series of actions, a focus on a goal, or even just idle chatter. In setting the Scene, the GM (and occasionally the players) essentially paint a picture of the physical space the Scene takes place in, and lays out possible conflicts related to the Scene.

A Scene can be short, like grilling a captured pixie for information, or a brief fire fight. It could be long, like several days crossing a snowy mountain pass, or a lengthy stay at a field hospital to patch up from wounds.

Any Scene can be lengthened (perhaps a fire fight leads to a chase) or broken up (the hospital stay turns into murder mystery) based on the desires of the GM and players. Be careful about making Scenes too short or too long. PCs only have so many dice to use per Scene to accomplish tasks and goals. Short scenes lead to PC dominance and can easily wipe out opposition, whereas, if a Scene runs very long, the PCs may find themselves running out of dice to use, and they are going to find themselves quickly on the losing side of Conflicts.

More information on Scenes is found later on.

INTENT

When a Conflict arises, and the PCs have the possibility of failure at the task, both the players and the GM need to determine what the Intent of the Conflict is for each side. Sometimes this may be obvious, such as causing physical harm in a battle. Sometimes it may be less obvious, or each side may have different Intents. One participant may wish to kill, while the other intends to cause embarrassment. Winning a conflict gives that side narrative rights to describe the outcome.

Once Intents are set, they cannot be further escalated. Each side declares their intent, and then the Conflict is resolved mechanically. Afterwards, the winning side gains narrative rights to describe the outcome of the Conflict, but cannot change the outcome beyond the established Intent.

Complete Failure (such as death) should be avoided for PCs, unless it fits the plot, although they can certainly come to physical

harm. Rather, failure should lead to greater story potential, even in the loss. Perhaps in a battle, the GM sets the Intent to capture the PCs if they lose.

Role-play the conflict as much as possible before stopping to determine the Intent. By this method, the final Intent should grow organically out of the Conflict. Even after the results have been determined, continue to role-play the results. Let the PCs enjoy the Scene and do not let it devolve into a mere dice rolling contest.

CONFLICTS

In every Scene, a PC may commit up to as many dice as they have in any one Color, per Conflict. Not knowing how many conflicts, and of what type, may occur in a scene, necessitates managing dice carefully by the players. A scene where the PCs need to sneak into a Pixie fortress, kill the general, place explosives to demolish the fortress, and fight their way out, contains many possible Conflicts requiring many different uses of Color. Proper management of dice can see the PCs through to victory, and poor dice commitment can see the demise of the Leprechauns.

COMMITTING DICE

Each side in the Conflict secretly allocates any dice they are using and reveal the dice at the same time before rolling. Any die that comes up 4,5, or 6 is a Success. The side with the most Successes wins the Conflict and gets to narrate the result of Intent.

The winning side of a Conflict regains any dice committed at the end of the Scene, and gain the benefits of being a winner as it re-

fers to the Intent that was set. In this way, a PC may kill a SC if that was the Intent.

Failure results in the loss of the committed dice for the remainder of the game session, as well as suffering the results of the losing side under Intent. If an Intent was to harm a PC and the PC failed, then physical injury is real consequence of failure. However, no game effect comes into play beyond the loss of dice. Dice loss is already a means to show less effectiveness which can represent cuts, bruises, or worse. Just remember to narrate any established 'wounds' into further scenes and conflicts until the dice are recovered.

If a PC loses all dice in a Color, then the Color is said to be Muted, and the character loses all access to that Color Choice permanently. The item breaks, the mount dies, the magic is burned out, or the ability is otherwise strained and broken. Dice can be regained through Black Scenes.

The Color and Choice being used needs to be narratively related to the conflict at hand and cannot be out of place. A diplomatic endeavor finds little use for using a Blue hawk mount, while an aerial battle has no use for diplomacy.

ALLIES

More than one individual may team up and commit dice to a Conflict, and all Successes are totaled together. In this way, team work is strong option, allowing individuals to commit smaller amounts of dice, thereby lowering the risk to themselves if they fail, but at the same time, creating a larger pool of dice for their side in the conflict. Win or lose, dice loss or recovery and results of Intent are applied across the board equally.

OPPOSITION

In most Conflicts the opposing force the PCs are rolling against are SC's, but often it can be a simple force of nature, or an obstacle that must be overcome. In those cases, the GM assigns a dice value to the obstacle. An easy obstacle, but one which still carries a risk is a 1 dice obstacle. Medium obstacles are 2 dice, while difficult obstacles should be 3 dice. Near impossible tasks should be 4 dice or higher.

TRAITS

Hope, Duty, Fear, and Fate have specific mechanical uses and can be invoked in one of three ways as explained below.

Besides the mechanical uses of Traits, there is pure role-playing possibilities lurking in the written statements. Filling in your Traits is the same as writing a background. For the PC, let it be a guide to your actions, a reminder of who your Leprechaun is, and why he does what he does. Perhaps more importantly, the GM uses those Traits to determine the kind of stories to create. In effect, by writing down your Traits, you are inviting the GM to create stories around those Traits. Traits are not meaningless background details, but rather vital and thriving testaments of what you, the player, want out of the game, and what the GM should provide.

BOOST

When a Conflict relates to a PC's trait, that PC may check off a box in the appropriate trait to gain 3 successes before dice are Committed. No extra dice are rolled, so if the PC commits no dice to the Conflict, he still has 3 successes.

What constitutes a relation between the Trait and a Conflict is a matter of agreement between all players and the GM although anything is possible by successfully narrating a connection.

WHITE SCENES

A PC may check off a box on a Trait to include a White Scene (see White Scenes later on) relating to the trait into the story. A PC may do this once per session, and never the same Trait twice in a row. Briefly, a White Scene is one in which the PC alone Sets the Scene, and in effect becomes the GM.

BLACK SCENES

When the third and final box is checked off on a Trait, a Black Scene is inserted into the story as it relates to the trait. A Black Scene is a final resolution to the Trait; finding or losing one's Hope; succeeding or failing at a Duty; facing or succumbing to Fear; and rejecting or accepting one's Fate. At the end of a Black Scene, the PC in the spotlight is able to change Traits, and increase the number of dice in a Color. Black Scenes are discussed in depth later on.

CREATING ADVENTURES

This section is really intended for the GM only, but there is no harm to players who read this section, and in two instances, are actually required to read.

Darby's Heroes can be played as any other RPG, wherein the GM creates an adventure, maps out the likely scenes and conflicts ahead of time, and then lets the PCs run rampant in the story of a world at war. The world of Darby's Heroes is left deliberately vague, and there is no set time period in which game play takes place. This

allows the GM to run an adventure at any point from the start of the war, to its conclusion, in any location from the sea to forests to deserts to mountains.

For those GM's strapped for time, the following is presented to quickly generate adventures using Color. Pick a series of colors for terrain, and Scenes and let the action happen spontaneously. Often the players have their own agendas and will find a way to use any situation to further their goals.

SCENES, CONFLICTS, AND MISSIONS

First determine what the nature of the adventure is and what the overall theme and goal should be for the PCs, although it's entirely possible to have many elements in opposition to a Mission. In fact, an adventure and its scenes could be very satisfying by turning the expected into the unexpected. A Red Scene may have mystery on the front lines, or a Green Scene may find the PCs being bombed by Pixie forces. Use the following for examples and inspiration.

When in doubt, roll a d6, with 1: Red, 2: Orange, 3: Yellow, 4: Green, 5: Blue, and 6: Violet being the result.

RED

The mission is one of direct combat. Either as an assault, patrol, or in defense, the PCs can expect to get into many fights. Red missions are all about physical or mental conflict, and the Intent of most parties involved is to harm, although not necessarily with deadly force. Look to Red missions to provide action or high running emotions, be it hate, love, fear or something else volatile.

Sample Red Conflicts and Scenes

Bar fight: In friendly town, the PCs get into a non-deadly fight with fellow Leprechauns or Brownies over anything trivial, but a matter of pride.

Interrogation of a prisoner: A pixie has been captured by the PCs and the information he knows must be extracted, forcefully if need be, before the Pixie attack.

Assaulting a fortress: A vital strategic point must be destroyed or captured before allies can make advances in the area.

Assassination attempt: A high ranking pixie general has been spotted somewhere vulnerable, and the PCs are sent in to kill him at all costs.

Being under siege: Your own defensive position is under attack and relief is a long time coming. How long can the PCs last under the constant assault?

Heated arguments: Short of an actual fight, but emotionally charged, the PCs get into yelling match that can lose friends or family, or get the Leprechaun demoted.

ORANGE

Missions and scenes often revolve around social interaction, personal dynamics and the relationships between soldiers in the field with themselves, civilians and sometimes even the enemy.

Sample Orange Conflicts and Scenes

Morale booster: The soldiers in the unit are discouraged by recent losses and moral is quickly failing. A rousing speech or inspiring leadership could get everyone back in shape.

Mail call: The PCs receive mail from home and must deal individually and as a group with each person's bad or good news.

Relationship: An attractive Brownie has begun a relationship with a Leprechaun, but is it innocent attraction or is the Brown-

ie a spy for Pixie sympathizers?

Lucky break: One of the PCs has been picked to go home for an extended tour to create support for the war. Does he go or stay with his friends on the front?

Mentorship: A high ranking Leprechaun has taken a fancy to a PC and tries to mentor him by providing advice, the very best equipment, contacts, easy assignments, and perhaps a promotion, much to the anger of fellow soldiers.

Hero worship: A new recruit joins the unit and latches onto a PC, treating him like a hero. The recruit asks for advice, and is never far from the PC when the fighting gets rough.

YELLOW

The mission at hand is one of travel. The PCs may be escorting cargo, carrying vital messages between the field and headquarters, or part of long journey to reinforce a distant fortress. In a Yellow Scene, one can expect to either be traveling or solving problems. Yellow provides opportunities for survival in the wild, puzzle solving, or other displays of knowledge and know how.

Sample Yellow Conflicts and Scenes

Waiting out a blizzard: Trapped somewhere by a blizzard, the PCs must wait it out, and survive the frigid cold before being able to move on or get resupplied.

Debate: Someone in charge is proposing a course of action that could be ruinous. Only the logic of the PCs can show the true means to accomplish the task.

Analyzing data: Recently captured data or information about the enemy is ambiguous or encoded, or perhaps a map's legend needs to be understood.

Traveling across a desert: In a patrol, the PCs need to cross an expanse of waste-

land that tests their wits and survival skills against nature.

A chase through a town: In a bombed out town, an enemy spy is escaping on a squirrel, and the PCs must stop him before he gets away to reveal secrets.

Repairing something that is broken: A bridge has been destroyed and it needs to be fixed before the Fox Divisions can cross and relieve embattled allies.

GREEN

Green missions and scenes represent down time or time spent away from combat. Rest and Relaxation in a brownie village, garrison duty at headquarters, or even a visit home are possibilities. These kind of Scenes are ones usually of safety, reflection, and healing. Green moments don't even have to take place in current time and can instead represent flashbacks from earlier in the war, or even before the war.

Sample Green Conflicts and Scenes

Healing in a field hospital: Especially after a wicked fight, a scene can take place at a hospital where the PCs get a chance to heal and recover.

Enjoying the company of locals: In a liberated town, especially a Brownie town, many locals are eager to share their thanks with the Leprechauns.

Parties and celebrations: Be it away from the front lines, or in a recently liberated town, many parties, celebrations, and even formal affairs can provide entertainment.

Free time away from the front lines: The PCs get cycled out of the action to someplace safe away from the fighting and have a chance at hot food and baths.

A visit home: True R&R, the PCs are allowed a pass to return home for a short length of time and take stock of why they are fighting and for whom.

A lull in the action: In a rare calm moment between the storms of battle, the PCs can recover from wounds, restock supplies, and get a breather before the next fight.

BLUE

Blue is the color of judgement and learning. Missions might be based on occupation of conquered land. The PCs might find themselves acting as arbitrators of local arguments, showing good will towards their charges, helping rebuild destroyed homes, or otherwise being friendly to the locals.

Sample Blue Scenes and Conflicts

Training time: The PCs have been removed from the action to prepare, learn, or otherwise get ready for a future mission or task.

Crisis of faith: Someone, a PC or otherwise, begins to doubt his duty, his hopes, himself, or his friends. Perhaps it's part of a larger look at the world or a personal crisis.

Requesting aid: The PCs need help and must convince someone up the chain of command the request is warranted for supplies, reinforcements, or other help.

Diplomacy: The PCs are charged with negotiating a truce between the allies and a Pixie army unit intent on surrendering with their dignity intact.

Tribunal: A military court is prosecuting a case, and the PCs are part of the jury. Is the person innocent or guilty? That is for the PCs to decide.

Bribery: A mysterious individual attempts to bribe a PC into betraying his friends with promises of wealth, a trip home, or whatever else he desires.

VIOLET

Some problem has presented itself, and the PCs are charged with finding an answer, either as spies or investigators. Vio-

let scenes usually represent mystery. The key is a sense of the unknown either in circumstance, or in action. A mystery can be based on a traditional 'who done it?', or it can represent enigmas about the enemy, themselves, or the world.

Sample Violet Scenes and Conflicts

A fellow soldier is murdered: One of the friends of the PCs is murdered in his sleep, and the only ones who could have pulled it off are the PCs.

Unknown animal mount: The PCs spy an unknown animal being used as a mount by the Pixies and must determine what it is capable of, and report back to HQ.

A cryptic message: A dying Leprechaun spy passes on a cryptic message before his death, leaving the PCs to figure out what it means, and what to do next.

Capture: The PCs have been captured by Pixies and must escape confinement before they reveal sensitive information.

Enigma: The Pixies are using sophisticated codes and the PCs are ordered to capture a code book intact without letting the Pixies know they did so.

A gathering of generals: A top secret conference of Leprechaun generals is being held and the PCs are ordered to track down would be spies or assassins who intend to crash the party.

LENGTH

Missions can last any length of time in terms of scenes portrayed, and time between. For those who desire a short mission, six scenes are about right. For those who want lengthy missions, roll 1d6, 2d6, or 3d6 and add it to 6 to determine the total number of Scenes.

WHITE SCENES

A White Scene is a PC controlled scene. The player in essence becomes the GM for that scene and narratively relates it to the Trait, creating the situation however he desires. Other PC's may be invited to the scene, but it could be an entirely solo effort. While the PC may introduce SC's and their motivations, the GM still controls the SC's.

Use White Scenes to highlight your character in ways you wish. Consider it a spotlight moment, where all the story is momentarily focused on your hopes, duties, fears, and fate.

BLACK SCENES

Black Scenes are resolutions to Traits and are controlled by the GM, however the outcome is predetermined by the player. In the scene, the Trait in question must be resolved one way or another, either through physical, mental, or emotional changes in the situation. If a PC's Black Scene concerns his fear of dying anonymously, the resolution may be to gain some notoriety for his deeds on an official level. Or if the player wants, his character may die alone and unsung. It is ultimately up to the player to decide how the Trait is resolved.

When it is resolved, the PC creates a new Trait to replace the resolved one, and the PC gains 1 die to add to any Color Choice (including any he previously had Muted).

DARBY'S HEROES

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Hope	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Duty	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Fear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Fate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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