

All for One - Rules Summary

Heroism

- At the start of each Act, the cadre servant gets a bag of tokens.
- Each player **must** take a token.
- The servant **may** hand out the rest of the tokens at any point.
- The token may be spent by the player at a suitably dramatic moment:
 - **A white token** = "I have the advantage", defeats one opponent or obstacle.
 - **A red token** = "I have you all at an advantage", defeats a group or larger obstacle.
 - **A black token** = "You have me at a disadvantage", a dreadful failure!
 - **A grey token** = Nothing happens

Duels

- One character must challenge another to a formal duel. The second character may accept - if they don't, it's not a duel.
- The result of the duel is pre-determined by the duellist's seconds:
 - The duellists may spend heroism tokens - the greatest number wins. Reds always beat whites.
 - The seconds may come to an agreement in another manner.
 - If not, they must determine the result randomly.
- The seconds inform the duellists of the result, and the duel is played out.

Hits

- Must be **dramatic**.
- **Cadets** will be briefed before play on the number of hits they can take.
- **Servants** only have **one hit**.
- When you run out of hits, you are **out of the fight**.

Recovering Hits

- A character can be **revived** (to 1 hit):
 - By any cadet in their cadre, but that cadet loses 1 of their own hits.
 - By their servant, if they are a cadet.
 - By any servant, if they are a servant.
- The entire cadre can be completely healed by the All for One! Heroic Move, with one character spending a heroism token and clashing swords together.
- Once a scene is over, all hits are recovered.

Brawling

- Brawls are opt-in only.
- The challenging character **must** say: "**For you, I have no need of a sword.**"
- The challenged character **may** reply: "**Then come and take your beating!**" If they do not, **brawling between these characters MUST not take place**.
- Blows should not land, physical grappling should be limited.

Languages

- Keywords indicate a switch to a new spoken language.
- Keywords and colour indicate the language of a document.

Tags

- Tags allow you to achieve things that you can't directly phys-rep. If you wish to use one, ask a referee.

Servants

- If a servant is carrying out chores appropriate to the location they are in, they are socially invisible to anyone else except other servants.