

## THE BEGINNING

**HISTORY** Choose three to five cards, and jot down the meanings and images they evoke for you. This is your history, what has brought you here.

**SIGNIFICATORS** Choose or draw three more cards. Your **Strength** is something you rely on or are the best at. Your **Weakness** is something you are ashamed of, tempted by, or are bad at. Your **Change** is a conflict of character, a struggle between the card's sides.

**APPROACHES** Your style; how you tackle conflicts. Assign a +2, a +1, a 0, and a -1.

**Vigor: Speed, Body, Action, Transform, Fire** Exuberant physical energy. A celebration of the body and how it moves. Feats of athleticism, running for the joy of it, swordplay, fisticuffs, sex.

**Resilience: Power, Endure, Resist, Nature, Earth** Endurance, both physical and mental. How far you can run, carrying everything you care about, how long you can hold your breath for, withstand torture, go without eating.

**Intellect: Skill, Mind, Strategy, Society, Air** The active use of an alert and sentient mind. Incisive wit, passionate oratory that draws on decades of study, a well-reasoned hypothesis on how the world works, a sharp eye and the deductive reasoning that makes it useful.

**Sensitivity: Luck, Weird, Other, Water** Both psychic and emotional awareness. To empathize, to speak to creatures that normally can't be spoken with, to determine if someone can be reasoned with, negotiated with, trusted, to resist temptation, and to carry on when despair threatens.

**SPECIALTIES** Choose a specialty, simple, direct, and mundane, for each approach.

**POWERS** Choose up to three non-mundane abilities. A power's rating is how likely it is to complicate your life; start at 2, minus 1 for each "yes" answer. Will it come up frequently? Is it versatile? Is it powerful? Add 1 if it has a significant drawback.

**VOLITION** Volition starts at 0. Gain +1 Volition each time you narrate how you go into danger by putting yourself or something you care about at risk.

**SCENE** Draw cards to answer: Where am I? Who is here with me? What circumstances do I find myself in? If you are unsure what to do next, trust fate.

[powers] transform others • breathe water • see auras • a reluctant werewolf • a seductive vampire • read minds

[minor danger] a social gaffe, a broken nose, a nasty cut, a narrow scar, a trust betrayed, or loss of consciousness.

[major danger] a social gaffe that looks a lot like treason, a broken arm, a severed hand, an ugly scar, a betrayal by a loved one, or unconsciousness at an enemy's mercy.

## TRUSTING FATE

When you are unsure what will happen next or of an action's outcome, frame a question and draw a Fate card, then interpret it in context.

If it's positive (right side up), it means success, a win, or desire fulfilled. Otherwise, it means failure, a loss, or denial, and you suffer the lesser danger.

**STRENGTH CARD** A success; intensify a positive result or narrate how a strength overcomes an otherwise negative result.

**WEAKNESS CARD** A failure; intensify a negative result or narrate how a weakness turned certain success into a setback.

**CHANGE CARD** Incorporate this struggle into the current conflict. If you resolve the Change card in the process, choose a new Change card and any of your signifiers you wish. Gain +1 Volition, or +3 if you won.

**Injury** Injuries last until they are cured, by your actions, or by Fortune. Watch for Fortune cards that indicate healing, or social redemption, or spiritual cleansing.

## SINGER MOON: a solo game with oracle cards

### Card Anatomy

Approach. Sphere Meaning. Suit. Positive Meaning. Image. The Title.  
impressive body, action, transform, fire rebirth a wing phoenix

Two words, read across two cards to give a complex answer. A Place.  
ruin / wounds a city pier

A Motive/Reason. Three words, read across three cards as an outlook.  
to undo a terrible mistake minor / jubilation / death

A motif. Negative Meaning. Value. Resolution.  
rage against the dying of the light Destruction ace random event

Lesser Danger. Greater Danger.  
singed burned

## CHALLENGING FATE

If you choose to act to avert a pending Fate, spend 1 Volition, then roll 2d6 + an approach or power.

**10+** You get what you want.

**7-9** You get what you want, but suffer the lesser complication.

**6-** You are denied and suffer the greater complication.

If a specialty applies, on a 6- you barely succeed, at great cost.

**RESOURCES** Invoke a resource to improve a result by one step. Cross it off; you regain it when its card is drawn.

someone else (Any Face Card) • an injury or condition you'll carry forward (Any Fire Card) • a sacrifice (Winter) • a rumor or fact (Messenger) • a useful past experience (The Fool) • sheer dumb luck (Chance)

## ADVANCEMENT

Every 10 Volition spent, add +1 to any one Approach or Power (up to +3), or add a new Power at -1.

Otherwise, gain or lose abilities based on the fiction.

EARTH • POWER, ENDURE, RESIST, NATURE • RESILIENCE

1	2	Autumn	Plenty	Scarcity	rough	an item damaged	robbed of an item	when you name something, you give it power
2	3	Fairy	Despair	Hope	unhelpful	a curse is laid	a curse takes effect	a soul, divided into parts, and hidden away
3	4	Status Quo	Order	Rebellion	slow	minor setback	reversal of circumstances	do the ends ever justify the means?
4	5	Whip	Pleasure	Pain	precise	a physical cost	an emotional cost	indulgence without temperance leads to ruin
5	6	Rose	Beauty	Thorn	sincere	beauty marred	beauty ruined	appearances can be deceiving, but believe your eyes
6	7	Anchor	Security	Weight	thorough	weakness revealed	weakness exploited	a drunken jest taken seriously; a dare met
7	8	Bear	Caution	Aggression	forceful	a beating	a breaking	a blow strikes true, unexpectedly
8	9	Crossroads	Choice	Restriction	quiet	an exciting offer	a hard bargain	five spiteful ghosts, plotting revenge
9	10	Armor	Protection	Overprotection	safe	slowed	dragged down	a knight, dying, offers his shield to a squire
10	Ja	Law	Justice	Injustice	thorough	falsely accused	framed for a major crime	six lords pass judgement on the seventh
11	Qu	Fist	Power	Corruption	clever	temporary exile	exile with a price	a mask, briefly cast aside
12	Ki	Fertility	Purposeful Growth	Wantonness	reckless	an unexpected flirtation	a seduction	a casual proposition hides a dark motive
13	Ac	Tower	Alliance	Solitude	slow	an ally falters	an ally fails	a beloved in a tower, calling
14	Jo	Earth	Resist	Succumb	clumsy	infection	poison	a rock pushed uphill, rolling back down

AIR • SKILL, MIND, STRATEGY, SOCIETY • INTELLECT

1	2	Spring	Newness	Decay	gentle	something is tainted	something rots away	joy, fleeting as the dew
2	3	Wolf	Outsider	Outcast	precise	an ally objects	an ally balks entirely	together, we will succeed where one fails
3	4	Knowledge	Truth	Falsehood	safe	a lie is told	a lie is revealed	did you stop to think if you should?
4	5	Succubus	Power at a Cost	Temptation	quiet	succumb to a temptation	forced to act	the line between love and obsession
5	6	Serpent	Self-interest	Treachery	insincere	you are tricked	you are betrayed	patience, endless patience, rewarded
6	7	Palace	Luxury	Bureaucracy	impressive	a useful item is lost	a vital item lost	a gilded cage for a sorrowful songbird
7	8	Messenger	Communicate	Miscommunicate	weak	an inconvenient arrival	a dangerous arrival	what price peace?
8	9	Merchant	Calculated Risk	Debt	careful	a financial setback	complete ruin	contentment and pride
9	10	Stars	Insight	Overreach	unhelpful	trust is damaged	trust is broken	when reach exceeds grasp
10	Ja	Fox	Cunning	Cynicism	clever	a tactic anticipated	a sudden reversal	there's a trick to it
11	Qu	Empress	Generosity	Generosity w Strings	imprecise	something notices	it comes to see	negotiation from a place of power
12	Ki	Emperor	Authority	Tyranny	forceful	authority interrupts	authority comes down hard	a crumbling throne, a dying line
13	Ac	Key	Open	Close	helpful	the obvious path, barred	all paths barred	a reckless choice leads to adventure
14	Jo	Air	Community	Individual	deft	loss of face	a reduction of status	a spider in a vast web, the threads the fates of men

WATER • LUCK, WEIRD, OTHER • SENSITIVITY

1	2	Winter	Hard Choice	Selfishness	unsafe	a minor sacrifice	a painful sacrifice	bitter regret turned to mindless fury
2	3	Vampire	Natural	Supernatural	careful	a craving disturbs	a hunger consumes	what price immortality?
3	4	Chance	Safety	Risk	weak	an unlucky break	the worst outcome	a chance encounter leads to fortune
4	5	Unicorn	Innocence	Ruse	helpful	an illusion is destroyed	innocence is lost	a broken horn, sacrificed to save another
5	6	Veil	Disguise	Self-deception	known	a secret discovered	a secret revealed	when you part the veil, the abyss stares back
6	7	Mirror	Reflection	Vanity	imprecise	a fear develops	a crippling phobia	take care, lest you become what you hunt
7	8	Muse	Inspiration	Madness	insincere	a sudden crush	a new obsession	burning the candle at both ends
8	9	Memory	Remember	Forget	sincere	an ugly memory	a danger, remembered	a restless night, full of uneasy dreams, leads to action
9	10	Cross	Belief	Disbelief	unimpressive	an ally endangered	an ally is lost	the way only opens with sacrifice
10	Ja	Birds	Intuition	Logic	quick	a disabling trap	a deadly trap	wax wings, carefully mended
11	Qu	Moon	Sensuality	Fickleness	gentle	it malfunctions	it breaks	the book of night with no moon
12	Ki	Sun	Revelation	Blindness	cursorly	an unwelcome truth	a devastating truth	a rival, challenged to single combat
13	Ac	Fool	Freedom	Isolation	foolish	kicked in the teeth	kicked in the head	an eye exchanged for knowledge
14	Jo	Water	Healing	Imbalance	deft	a serious wound	a devastating wound	a still lake, under moonlight, broken by a fin

FIRE • BODY, ACTION, TRANSFORM • VIGOR

1	2	Summer	Passion	Exhaustion	loud	a passion inflamed	exhaustion	the hum of bees on the night air
2	3	Vigor	Ready	Spent	cursorly	a failure of strength	a humiliation	a welcome rest, long awaited
3	4	Sin	Virtue	Vice	rough	regard is damaged	regard is lost	a tearful confession, coerced
4	5	Satyr	Tolerance	Enthusiasm	reckless	control slips	control is lost	men don't always know when they are happy
5	6	Dragon	Desire	Obsession	unsafe	a higher cost	an unbearable price	a desire, turned to obsession
6	7	The Call	Adventure	Abandonment	unimpressive	ally confesses a sin	ally confesses a crime	a lover, abandoned for the promise of riches
7	8	Sword	Strike	Parry	quick	a flesh wound	a grievous wound	a double-edge sword, bloody
8	9	Lion	Strength	Arrogance	loud	a flaw hinders	a flaw ruins	pride goeth before a fall
9	10	Shadows	Justified Caution	Fear of Shadows	secret	a fear, realized	a worst fear, realized	a dark secret whispered in darkness
10	Ja	Hero	Heroic	Unheroic	foolish	a quest imposed	a geas imposed	can you ever truly go home again?
11	Qu	Love	Selflessness	Jealousy	secret	an ally in harm's way	an ally in harm's way	wings, given up for love
12	Ki	Death	Change	Stasis	known	a minor actor dies	a major actor dies	death is only the beginning
13	Ac	Phoenix	Rebirth	Destruction	impressive	singed	burned	rage against the dying of the light
14	Jo	Fire	Transformation	Consumption	clumsy	partly changed	completely changed	a wildfire, cleansing and necessary and cruel