

# A Practical Guide to Evil

## Named Supplement

By Anon Heart  
With help from Malbutorius  
v.5

**Power of a Name:** You are Named. Choose a side in the conflict that shatters the world.

- **Hero:** The Hero, are you? Your Role may be that of the Underdog, but similarly, is that of the one destined to be the victor. Good always wins, after all. But do not rely on that too much. After all, every victory is only so great as the failures before it, and you may find that instead of the hero who freed the nation, you are simply the man who was killed to inspire him.
- **Villain:** So the Gods Below have your allegiance? Know this. You are destined to lose. The world's a stage, and you have been cast as the villain. Your fate is to fall, at best shouting a dramatic line as you do... but as I said, some have found ways to change the stories. Will you? It will be difficult, you know. Destiny detests being prevented from taking actions, and even if every potential hero is slain the moment he gains his power, you will only find them rising ever more frequently.
- **Ambiguous:** Oh? Is this truly the path you wish to walk? Though neither the Gods Above nor those Below recognize shades of Black and White, some Names, simply by virtue of their Role, are grayer than others, pledging true allegiance to neither. Some transitional Names such as Squire, for example, can grow to become either the Black or White Knight, while others, such as Ranger, are simply... less than fully concerned with the wars of men.

The Named are powerful, each masters of their field. Heroes find that Fate stands on their side. Despite often being teenagers shouting empty platitudes, their increased learning abilities will have them learning a month's worth of skills in a single night, allowing them to force the world to kneel when it refuses to acknowledge the truth of their words. Although this only applies to skills that lie within the domain of their Role and Aspects, it's amazing how well such a boost can be leveraged. Villains, on the other hand, will find themselves with greater abilities, both physical and mental, and will find their plans unfolding more easily, though they'll find their momentum runs out quickly. At the start of any task, a villain will find his abilities heavily boosted, though they will quickly return to more normal levels over time. Finally, those with an Ambiguous name will find themselves drawing upon both sides, though not to nearly the same extent as one who has truly given their allegiance. Their learning speed is increased, allowing them two week's worth of learning in a day, and their abilities near the start are increased by half the boost of a Villain's.

Of course, even beyond one's alignment, each of the Named share certain traits. A Named is enhanced across the fields, increasing in their physical and magical abilities as is appropriate for that Name. Black Knight, for example, grants a greater physical increase than Warlock would, but both will find their physical stats increased. The more specialized the Name, the greater the increase in that particular area. Furthermore, a Name will often (though not always) grant its bearer access to at least some magic if they are not already capable of it. The Black Knight and his Squire must be capable of Necromancy, for example, and thus the Name will grant them that capability if it must, or enhance it if already there.

Further, each of the Named have 3 powerful Aspects, representing a mixture of their Names and who they are underneath. You have 600 AP to distribute among 3 of the following. You may gain more AP at a cost of 1 CP per AP. Finally, you may choose a free title to take as your Name. Titles include things like Page, Black Knight, Warlock, Ranger, etc. Basically, if it sounds like it could be a TTRPG class, it counts.

A note: A Name will only grant the majority of its power when you're acting according to either its theme or one of its Aspects. If your Name is Healer, it's not exactly going to help you as you run around murdering things. This also applies to the increased learning aspect of a Hero's name.

And with that, one final warning: Heroes and Villains oppose one another. Such is the nature of their Names and Roles. A Hero who begins in territory ruled by Praes will find themselves almost immediately fighting for their lives; The Calamaties are well practiced at finding and slaying heroes before they can take advantage of their increased learning speeds and overthrow them, and are also quite used to simply punching through the defense that Destiny lays around the Named.

## LEAST

**TRIUMPH** (0): As a Jumper, it's only appropriate that you TRIUMPH over your foes. Your Name will do it's best to assure your victory. So long as you can edge out even the slightest advantage, your Name will take advantage of it, granting you more and more power until you stand, not simply the victor, but in absolute TRIUMPH. Of course, like with any other aspect, there is only so much power your Name can feed you.

**RAGE** (0): Your name is a furious one, it seems, unwilling to be bound. This Aspect will turn your fury into RAGE, allowing you to let your emotions spill forth and empower your blows. Be careful though; while a blade filled with rage will strike harder and it's effects more difficult to heal, it will similarly be less accurate as your emotions eat away at your training and skill.

**QUICK** (0): You run fast, faster then most. In a dead sprint you could outrun a regular horse, and beasts you ride are also much faster. However, while it may make your feet light and your legs QUICK, it does nothing for your hands or your eyes and thoughts.

**SCHOLAR** (0): For most, it would take years to master a mundane field of study. A SCHOLAR such as yourself, however, can learn such minor skills at an unusual pace.. As a note, it greatly increases your reading speed.

**LUCK** (0): Some people are good. Others simply have the devil's own LUCK. This aspect places you firmly in the second category. When casting a spell to hide you from a scrying spell, you might miserably miscast it to the point where it will only hide you from a great and powerful sorcerer's personal scrying spell but not his minions more common ones... on the very day that he orders his minions to stop wasting their time scrying for you because he's about to start doing so himself. Unfortunately, more than any other Aspect, this one is vulnerable to being brute-forced.

## Lesser

**SWING** (100): The skills of the Named are to be feared. So long as you fight with a blade in hand, you will find that every SWING cuts through steel like butter, and that your skills are unmatched among mortals. If you wish, you may replace this with STRIKE, PIERCE, SHOOT, or whatever is appropriate to a single weapon type of your choice.

**STRUGGLE** (100): Can this really be called appropriate for a Jumper? Well, so long as you find yourself in a STRUGGLE, your Name will grant you power to meet your task. Unfortunately, it won't carry you all the way; a Name only has so much power to grant, after all.

**CAST** (100): Though all Named can call upon at least a degree of magic simply by throwing the power it grants them at Creation until something happens, your Name is particularly tuned for magic. Somehow, no matter how you fumble at it, any spell you try to CAST will go off as you intended. Oddly common among the Bumbling type. Or perhaps not so odd, considering that they're still competent.

**TAME** (100): For many Heroes, one of their greatest strengths is themselves. For you however, it is your ability to TAME animals. From small and humble mice, to mighty lions, animals listen to your command and follow your will. However, mythical beasts are beyond your control.

**RIDE** (100): Not all Heroes fight on foot. Many RIDE atop the backs of a horse or other beast, and now, so do you. Fighting atop a beast is natural to you, and your chosen mount is enhanced with you. Becoming more enduring, faster, and stronger than any mundane equivalent. Be careful however, for a horseman is measured by his horse, and without it he is devastated.

## MODERATE

**LEARN** (200): An Aspect often found in transitional type names, that is, names which eventually evolve into greater ones (Squire turning into Black Knight, for example). This aspect will increase your ability to LEARN by half again. Yes, this will stack with your other learning abilities.

**MENTOR** (200): For each student, there is a master. While not all of your students may be named, you will have the ability to MENTOR others, greatly aiding them in developing skills similar to your own.

**RISE** (200): An Aspect more common to heroes, so long as the Name holds out, the bearer will not fall. Your magical power can be spent to sustain your life. Unfortunately this only heals wounds that have yet to kill you; you won't bleed out, but if someone bashes your brains out and you haven't taken precautions, well, that's that. Unless that happens though, you will RISE until you run out of magic.

**INVOKE** (200): Not simply casting a spell, but INVOKING it's true nature, you'll find that your reserves of magical energy are unnaturally high, letting you cast spells with little worry as to their cost.

**NOTICE** (200): Your senses are beyond those of mere mortals, and no aspect of Creation is hidden from you. The corruption caused by demons, the displacement of the stars, the flutter of a butterfly's wings a hundred yards away... all of it, you will NOTICE.

**BLESS** (200): Almost exclusive to Heroes, as the Gods Below hold little truck with any sort of organized religions, you have been granted a small aspect of the Holy power of the Gods Above. You may BLESS those who stand before you, healing them of their ills, and washing away near any wound, as well as making them stronger, faster, luckier, and more durable for the week to come. Further, you are one of the few beings in Creation capable of truly slaying a Demon, not simply sealing it as others must.

## MAJOR

**CORRUPT** (400): It seems your nature as a being born from beyond Creation has affected your Name. Your touch is anathema, warping the flesh and minds of those you touch, until all that's left is madness and horror. Your presence will be enough to slowly CORRUPT those before you, and your touch both accelerates and nearly guarantees it. And not just men, but the very Laws of creation itself will slowly twist, weakening the borders between the realm that the Gods created and the endless and primordial void beyond.

**VOID** (400): The endless infinities, born from your nature... are you, perhaps, a demon? This Aspect is one of those who are lost, their very existence VOID. No power will detect your coming; neither mortal senses nor magical scryings and wards, nor even the Names of those who sense the world around them. If one wishes to find you, they must seek you out by the clues you leave of your existence.

**SPEAK** (400): Far more common among those Names inclined toward rulership, this Aspect is one of leaders and liars. Of politicians, one might say. When you SPEAK, you do so with the authority of creation behind you. Those standing in your presence find themselves hardpressed to deny your authority, with only the most stubborn being able to avoid almost instinctively acting in accordance with your will. While many Named receive a lesser version of this ability simply by virtue of their Role, yours is vastly superior, even affecting beings that other Named would not be able to, and far more subtle as well, going unnoticed except by the extremely observant or self-aware.

**STEAL** (400): Unfortunately common among Rogues, Thieves, and Rakes, this is an aspect that one would think more tilted toward Evil than it is. You can not only reach past magical wards and pick locks with the best of them, but also STEAL things that, by all rights, you should not be able to. Making off with an entire fleet of warships during a single night level off theft.

**SUMMON** (400): Sometimes a magician finds that his own power is not enough. Sometimes he finds himself making contracts. Fortunately, your Name is well suited to such things. When you SUMMON a being and bind it to yourself, you will find it's price goes unpaid.

**SWIFT** (400): You are the closest thing to a tornado of blades there ever was. You swing fast and hard, both hands with separate blades. You truly are as SWIFT and as dexterous as the wind, in both action and reaction. At least in close quarters.

## DEFINING

**RULE** (600): Being a leader is difficult, however for you, it is not so. Those underneath you are better at their jobs, the commoners beneath them are hard working and peaceful. The right to RULE is a great responsibility, with immense power, although the full power of your Name is invested in others, rather than yourself.

**CONQUER** (600): Often found in Villains, this Aspect is a powerful one. Though it possesses little uniqueness, that is, perhaps, a boon, as all the power of the Name is steered toward simply enhancing you in every way it can. So long as you are on the offense, so long as you are the one who wishes to CONQUER, your Name shall grant you it's strength.

**PROTECT** (600): The Heroic counterpart to CONQUER, it is only natural that for every attacker, there be a defender. So long as you act in defense of others, your Name will grant you it's strength, letting you stand tall and proud in order to PROTECT them.

**TAKE** (600): The dominion of Villains, this is truly a Villainous Aspect. By slaying a foe, you may call upon one aspect of their being and TAKE it for your own. It will last for no more than ten uses... but surely that will be enough? Of course, any power stronger than the amount granted by a Name will burn away more quickly, and the strongest will simply exceed your grasp.

**SORCERY** (600): Common to Names such as Warlock or White Wizard, this Aspect is truly potent. Beyond placing near every magic within your reach, it will empower your magic to a staggering degree. You will be able to reroute the fate of armies, to single-handedly determine entire battles.

**SLAY** (600): You, are really, really good at the act of killing. Your weapons care little for whether someone is immortal, or mandated to live. When you SLAY something, it stays dead. Your weapon finds weak points in enemy armor, your spells ignore resistances and immunities enough to potentially kill your foes.