Faves & Flags

FANTASY ROLEPLAYING GAME

Archivist's note:

This is a reconstruction of the sole remnants of what this archivist believes to be only surviving copy of the original Faves & Flags role-playing system manual, the first and only print run of which is widely assumed to have been destroyed in a warehouse fire.

Very little of this edition remains; below are the few legible extracts, in what is assumed to be correct page order.

Welcome!

Welcome to a world of discursive fantasy and grammatically correct adventure. Welcome to a world of treasure and typing, of puns and punishment, of steel and style guides.

Welcome...to Faves & Flags.

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in mind, however, that if the golem under construction is composed of the caster's own materials they risk a ⅙ chance of terminal negative feedback.

Level 3 spells

Redact Comment

Obliviates a target comment of the caster's choosing, if the commenter does not succeed at a Verbosity check with difficulty +3. Caster can target own comment without a difficulty check but must roll against a Critical Moderation check against Table Mod-3c.

Cone of Dog

Directs several canines toward your target in a conical stream; number of dogs generated depends inversely on the size of dogs summoned, which is at caster's discretion. Note that for non-lethal applications a caster may prefer to instead choose Wall of Puppies.

Troll Barrier

Manifests a proscriptive wall impermeable by dinguses, asshats, and miscellaneous trollkin. Requires constant upkeep or the effect dissipates rapidly.

Selecting a class

The world of Faves & Flags affords players boundless choices of role and occupation, from cleric to copy-editor, from bard to bureaucrat. Consider your choices below, and choose your destiny!

Assistant Necromancer

Raising and commanding the dead isn't easy, and an aspiring necromancer has to start somewhere -- most often, in an unpaid internship at one of several large necromancing conglomerates operating throughout the realm. As an assistant necromancer, your focus is on supernatural rudiments, bone wrangling, corpse acquisition principles, and as needed the fetching of coffee and snacks.

Assistant Necromancy is a multi-stage endeavor; first-level Assistant Necromancers, generally classified as Second Assistant Necromancers, are barred from working with actual corpses and must successfully revive a series of dull conversations before being graduated to the role of Acting Assistant To The Necromancer and allowed their first provisional blood ritual license and a small stipend.

Equipment IIIb – helms, hats, misc. haberdashery

Choosing headwear

Your character has no greater asset than the head on their shoulders (notwithstanding those cases of character who by dint of birth or, design, or magical accident do not *have* heads, for whom see section IIIm below, "Unipauldrons and other non-standard coverage"). It is therefore imperative that the player put careful thought into how they intend to adorn, and more to the point protect, that valuable commodity.

Headwear both decorative and defensive abounds, and choosing your noggin's topper can be a dizzying task for a new player. We therefore provide the following hierarchy of hat selection tables, by which through a series of die rolls and arithmetic calculation you may select an appropriate piece of equipment that balances fashion and function. Begin by consulting Headband Measurement Table VI and estimating the total ovular radius of your character's skull, being sure to check the Hair Accommodation Subtable to calculate necessary hat band adjustments for thick or styled hair. Once you've determined your initial Sizing Sigil, proceed to the Haberdasher's Destiny worksheet and being filling out your