

CHARACTERS

When you choose a character circle a role, at least 3 details, and give them pronouns

Kass Kotar, the Potentate

House Head-General-Emperox Candidate
Obsessed-Deceptive-Uniform-Scars-Austere robes-
Fine blade-Badge of office-Face mask-Intense eyes

Neer Nodor, the Kotar Void Caller

Conjurer-Cultist-Necromancer
Esoteric-Taboo-Hood-Star ink-Stained lips-Odd eyes-
Whisperer-Old keepsake-Veiled-Pale-Stooped-Strange

Ashod Kass, the Kotar Spy

Pick another faction's unclaimed role
Beautiful-Gracious-Chaotic-Tunic-Tattooed-Slim blade-
Impersonator-Clone-Turncoat-Greedy-Poetic-One eye

Zakhar Kotar, the Eldest

Retired-Eldest Heir-Emperox Candidate
Void touched-Practical-Powerful-Formal-Sword-Pistol-
Strong-Pale-Ambitious-Violent-Unforgiving-Uniform

Takka Katan, the Kotar Duellist

Mech Pilot-Commander-Assassin
Brutal-Reckless-Bald-Pale-Huge-Violent-Strong-
Belts-Hide & leathers-Fur-Haunted-Tattooed-Scars

Kyne, the Kotar Firebrand

Cult Leader-Cleric-Preacher
Clever-Faithful-Simple robes-No shoes-Shave head-
Star ink-Stained lips-Ritual scars-Devoted-Cold eyes











If you need additional characters during a scene feel free to use other characters from this list. However these side characters cannot trigger **moves**, only fill out the scenes and setting.

DAY PHASE

The first scenes of the game take place during House Prosh's first day on Lecatom Rex. In each scene the different factions can gain tokens using **day moves**. Moves can be used in any scene where one of these faction's characters are present but each move can only be used once. The day phase ends after 6 scenes. Begin the day phase with a move from House Prosh. Be loud, beautiful, and melodramatic.

KOTAR DAY MOVES

Show your cunning and resentment.
Foreshadow overwhelming power.











-  Show your House's false frailty
Small family-Subservient-Diminished status-No power
-  Formally transfer power to House Prosh
 Grand ceremony-Vows-Contract-Ancient ritual-Prayer
-  Make a tainted promise to the Servants
 Clandestine meeting-Show of gratitude-Deception
-  Swear a false vow to House Prosh
 Public ceremony-Show obedience-Deception
-  Give House Prosh a vile gift
A symbolic message-Sealed letter-Awful truths
-  Flashback to conflict with House Prosh
Murder-Lost status-Espionage-Terrible war-Grief-Loss
-  Name and recall your stark Homeworld
Brutalist-Arid-Broken-Stormy-Desperation-Conflict

NIGHT PHASE

The last scenes take place after the sun sets on the Imperial palace, when House Kotar makes their move to destroy House Prosh. Remove all unclaimed tokens. At night you spend your tokens using **night moves** and remove them from the table. These work the same way as day moves. The game ends when all tokens are spent. Begin the night phase with a move from House Kotar. Be bloody, bold, and resolute.

KOTAR NIGHT MOVES

Break everything we saw in the day.
Reveal your schemes. Revel in victory.



-  Reveal overwhelming might
 Elite troops-Powerful fleet-Strange sorcery-New alliance
-  Break any pledge made during the day
 Broken promise-Broken vow-Deception-Reveal intent
-  Make a speech upon the Galactic Throne
Gloat-Reveal a conspiracy-Plan the future-Rest at last
-  Monologue
 Reveal a scheme-Show your forces-Boast-Plan-Poetry
-  Show your true weakness
Arrogance-Zealotry-Ignorance-Recklessness-Violence
-  Show regret in word, deed, or body
Confess-Sweat-Twitch-Hesitate-Stare agape-Visions
-  Destroy something on Lecatom Rex
Orbital bombardment-War-Sieges-Massive weapons

PLAYING THE GAME

The Fall of House Prosh is a melodramatic sci-fi role-playing game about noble tragedy. One to six players take on the roles of 6 characters during a single day and night in the centre of a galactic empire.

To play you need 30 objects you can use as **tokens**, something to write on, and the 3 pamphlets describing each faction. Each player should read at least one pamphlet. Much of the galactic empire is not described in detail. If anyone has questions or topics they wish to include or avoid, discuss them and write them down so everyone can see them while playing.

Choose and detail 6 characters, at least one from each faction. Talk about them so each player knows who they are.

Then begin play by taking turns creating **scenes**. Scenes are moments in the story with 2 or more characters, each played by a different player. The player framing the scene says who they want to appear in it, how it starts, and when it ends. Players can play as any character. Your character can perform certain actions in these scenes using **moves**. These add tokens  to each faction's **tragedy pool** in the **day phase** of the game. Keep the faction's pools separated. Players can then use moves to spend these tokens  in the **night phase** to determine who lives, dies, and suffers at the end of the story. Don't play to survive, play to make a tragic tale of hubris.

THE GALACTIC EMPIRE

The Emperor Hakkan VI has died without an heir. The imperial throne world Lecatom Rex is empty. The previous Stewards of the throne, House Kotar, are leaving in shame. Their rivals, House Prosh, have ascended the other noble houses as new Stewards of the throne and the imperial palace.

Humanity lives on a thousand worlds. We fold spacetime to navigate the cosmos. Noble houses settle conflicts through duels. Prophecies and portents guide both politics and religion. And now the noble houses whisper of war and secession.

A thousand years of peace are in jeopardy.

CREDITS

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THE FALL OF HOUSE PROSH

A SCI-FI TABLETOP RPG OF NOBLE TRAGEDY



HOUSE KOTAR

An ancient and cunning house. You have spent centuries watching as others won admiration and glory. But now is your moment. Your forces wait on the dark side of Lecatom Rex's moon. When the sun sets on the imperial palace you will annihilate your hated enemy and claim the galactic throne for your house.