

CHARACTERS

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

Ashon Prosh, the Sovereign

House Head—Emperox Candidate—Retired Proud—Uniform—Ancestral sword—Stern—Grey—Tall—Crown—Circlet—Signet ring—Ambitious—Paranoid—Strong

Caisa, the Prosh Consort

Partner—Concubine—Counsellor Bold—Elaborate style—Star ink—Dagger—Uniform—Clever—Haunting—Beautiful—Ancient eyes—Veil—Jewellery—Scars

Morga Morgane, the Prosh Star Witch

Lead Navigator—Court Sorceress—Seer Distant—Jewellery—Star ink—Gaunt—Enigmatic—Secretive—Voice transcends language—Stained lips—Glowing eyes

Alex Prosh, the Child

Heir—Emperox Candidate—House Head Naive—Fast—Styled hair—Tunic—Bad dreams—Direct—Fine weapon—Ill-fitting uniform—Circlet—Ambitious—Obedient

Zadon Prosh, the Imperial Chaplain

Cleric—Emperox Candidate—Heir Elaborate robes—Runes—Stained lips—Cunning—Relics—Dogmatic—Tome of laws—Shaved head—Branded—Shy

Nassa Nodor, the Prosh Duellist

Bodyguard—Marshall—Mech Pilot Scars—Cautious—Uniform—Medals—Tunic—Sword—Pistol—Armour—Daredevil—Reckless—Tall boots—Old keepsake











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.

PROSH DAY MOVES

Show House Prosh's nobility, history, familial bonds, and hint at a dire fate.












-  Toast the grand Galactic Empire
Steady alliances—Grand fleets—Long History—Authority
-  Disregard past conflicts with House Kotar
Lost war—Minor schism—Arguments—Deception—Money
-  Name and recall your beautiful homeworld
The capital—Azure oceans—Abundant life—Many moons
-  Witness a strange and divisive prophecy
A dream—Portents—A series of omens—Prophecy
-  Swear a vow to another noble
 Loyalty or servitude—Ceremonial rite—Formal agreement
-  Confide a secret with someone you trust
Confession—Admit guilt—Reveal past mistakes—Misgivings
-  Perceive imagined threats
Paranoia—Anxiety—Accidents—Visions—Dreams—Noises
-  Whisper a heartfelt promise
 Soothing platitudes—Reassure—Lie—Confess your feelings

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.

PROSH NIGHT MOVES

Scatter and sacrifice everyone. You will not survive this night, so make it all count.



-  Kill someone, then be killed in kind
-  Sacrifice yourself—Get too close—Exploit a weakness
-  Sacrifice yourself for someone else
 Get into a fight—Make a bargain—Take a blow—Distract
-  Watch powerless as your House is ruined
Explosions—Fire—Invasion—Sabotage—Murder—Fighting
-  Whisper a final portent as you die
 Prophecy—Confess—Your worst fear realised
-  Die facing overwhelming odds
Ambushed—Trapped—Gunned down—Surrounded
-  Get captured by another faction
Doomed escape—Doomed fight—Ambushed—Betrayed
-  Show the Empire's future in jeopardy
Fractured alliances—Broken customs—War—Secession
-  Witness a prophecy or omen fulfilled
Recall an earlier omen—Fate and destiny—Vision—Bad luck

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 PROSH

A prominent noble lineage, recently ascended to Stewards of the galactic throne after the Emperor's death. You and your servants have left your home planet to take over House Kotar's duties in the imperial palace. You must protect and oversee the imperial office until a new Emperox is chosen. You have just arrived.