

Inspiration: The Favor of Fortune

Lore Article · Rules

Summary

How inspiration works at the table in Kyrell -- a dice escalation system that rewards good play with growing fortune.

What Is Inspiration?

Inspiration is the mechanical expression of fortune smiling on a character -- the moment when the gods, fate, or sheer narrative momentum tips the scales in a hero's favor. In Kyrell, inspiration is not a simple switch that flips on and off. It is a *building force*, represented by a die that grows as fortune accumulates.

How It Works

When you earn inspiration, you gain a **Favor Die** -- a d4. Unlike standard inspiration, you do not simply declare advantage on a roll. Instead, when you spend your Favor Die, you roll it and **add the result directly to your d20 roll**. This can be declared after you see the d20 result but before the outcome is determined.

If you earn inspiration again *before spending your current Favor Die*, the die upgrades one step along the following progression:

- **d4** -- The spark of fortune. A nudge from fate.
- **d6** -- Fortune takes notice. Something is going your way.
- **d8** -- The winds have shifted. Fate is leaning in.
- **d10** -- Fortune is fully behind you. Heroes earn legends at this level.
- **d12** -- The apex of mortal fortune. Fate itself is moving for you.

The die cannot exceed a d12. Earning inspiration while already holding a d12 Favor Die does not upgrade it further -- but it does not replace it either. The d12 holds until spent.

Passing Inspiration

A character may pass some or all of their accumulated fortune to an ally. When you pass inspiration, you transfer a number of **die steps** -- not the die itself. Each step in the progression (d4, d6, d8, d10, d12) counts as one level.

For example: if you hold a d10 (three levels above the base) and your ally holds a d6 (one level above the base), you could pass up to three levels to them, potentially raising their die as high as a d12 -- or pass fewer levels and keep some fortune for yourself.

The receiving character's die cannot exceed a d12. If the transfer would push them above the cap, the excess steps **snap back to the passing character** rather than being lost. The passing character's die is reduced by the number of steps actually absorbed by the recipient.

Passing inspiration is a free action and can be done at any time, including on another player's turn or in response to a triggering event.

When Is Inspiration Awarded?

Inspiration is awarded by the GM for the same kinds of things it has always been for -- great roleplay, acting on your character's personality traits, bonds, ideals, or flaws in meaningful ways; taking a risk that serves the story over your own survival; making a choice that is true to who your character is even when it costs you something.

You can also receive inspiration for moments of genuine cleverness, memorable heroics, or choices

that elevate the table as a whole.

There is no cap on how often you can be awarded inspiration in a session -- but the die will not exceed a d12, and each award only upgrades the die one step.

A Note on the Feel of It

The system is designed so that inspiration *always matters*, but it matters more the longer you hold it. A d4 is a meaningful bonus -- it will save a failed roll more often than you might expect. A d12 you've been holding for two sessions is a statement of intent. Spend it wisely, or spend it the moment it would make something spectacular happen. Both are correct answers.

The passing system adds a layer of team strategy: a character who has earned enormous fortune and faces no immediate need can choose to *invest* that fortune in an ally who is about to attempt something critical. Fortune shared is not fortune wasted -- and fortune that cannot fit returns to its source.