

dark stories

Legal stuff

Dungeon fodder is written by Wouter Devoldere for free use only, this document may not be copied and distributed for profit, unless the person has the approval of the author.

This document may not be rewritten by any one unless the owner of the author rights approves the action.

This document is written on November 2011

Index:

Legal stuff	2
Index	3
Foreword	4
System	5
Contacts	8
Knowledge	9
Personal	10
The real world	11
The dark world	12
playing a game	13
quest	14
supply and stuff	15
magic and stuff	16
example demons	17
extra stuff and final word	18
character sheet	19

Foreword

About the game. (The unreal)

Everybody fears the darkness, not because there is something that they don't know about but something people don't want know about. This is a role playing game about things that lurks in the shadow and terrify us to no end. Sanity is a mayor aspect of this game because it makes people things that rational minds do not comprehend, thoughts that exiles us from the comfort of society.

This is the reason not to look to deeply into the darkness and fear shadows, because ones you know there is no going back from the darkness. Demon lords and their minions (mortal or immortal) know who you are and know where you live, the knowledge of that is inviting insanity into your live.

Not all is lost ones you know, there are three outcomes for the lost souls that looked into the darkness. The first is eternal peace by getting killed by someone else or yourself, the embrace of your delirium and be blessed with madness or redemption taking the fight to the roots and banishing the nightmare that haunts you.

The first is the easiest one would say, but no it's not the easiest to do. Being murdered could be that the things in darkness will find your soul and give you eternal torment, taking your own life is even harder because there is no redemption for those. The second is the easiest of the three, losing you in the world of darkness is a bliss for the ones who attain it. Not knowing what you do or what you will perform. The third is the one that everybody strife's for, banishing the demons and be free of the things that lurk in the darkness.

About the system. (The real)

This is a diceless role playing game, this is my first game I designed. I picked a diceless role playing game because it gives the game master more control over what the players do or see, do not fear there is a system in there that hopefully works.

Some people would say you use a percentile dice to role on tables, why? I know this is a diceless game but the die I use is for preparing the game and help game masters make stories easier. The percentile dice is not used to do tests, but to pick something random.

The system has skills and stats that define your character but it is a point paying system, if you don't know what that means continue reading. For the people that do love a role play with dice there is a system at the end of the rules. But before going there just read the rules that use the diceless one, it will be easier than trying to figure out the dice system.

I picked survival horror because I liked it, not the blood and gory things like slashing open victims. The real reason is the unknown and what lies beyond, finding things out about the supernatural or mysterious.

I picked demons because they represent many mysteries and unearthly approaches. What demons are I do not know for real, but there are many comprehensions like that they are our emotions and nightmares, things that should not exist or be here or other theories that goes around.

The system

This role playing game is a diceless system, so the only things you'll need is a pencil, a character sheet that is on the end and a extra blank paper in case you'll need to write something up. The game master might have a D100 on the side just in case he needs to improvise.

The game system is not that hard, the player is confronted with a situation and can solve it by using knowledge and contacts to solve the problem. This comes in a form of point spending to buy clues to go further with the story. There is no system to find the clue, just that the player have to think logically about the problem and find the best solution.

The skills are there to represent how good your are developed and what your possibilities are. The skills are combat, survival and social. The second is your characters knowledge, this is what your character knows and can use to help himself. The third is contacts, this is the people you know and have met. Not all contacts are pure and all have their own agenda to follow. The skills are the only ones that do not use points but words of how good you are, the words are from weak to strong. Horrible, bad, average, good, excellent. Only three are explained the worst the middle and the best one.

Skills

Combat skill: are there to fight enemies that threaten your life or that of someone you care about. They represent attacking and defending (ranged and close combat), how good you can resist fear and terror.

Horrible: you have no concept of combat or the wrong one anyway, if you ever hold a gun the safest place is standing in front of the target. In defense you will fail to and any attack will come thru your brittle defense.

Average: you know of combat and have practiced a bit, you know where to shoot and how or you can do the basic of self defense.

Excellent: you're a teacher in your spare time in firing weapons or self defense, you can handle yourself in combat and are not afraid to make a fist when needed.

Survival skill: the ability to survive everywhere, seeing things or pick something open. These skills are necessary to make it in the places outside your house.

Horrible: you don't know anything about things and could not find your glasses unless you stepped on them. Using your hands is also a challenge even for the simple things.

Average: you're not blind or clumsy in doing things but are still no master at it, using your hands are no problem but you can still make mistakes.

Excellent: using your hands, you are not uncomfortable with the idea. On the contrary its easy and you can do nothing else. Details usually do not escape you.

Social skill: the ability to speak to people is not a bless to any one, either where are afraid or do not know how to approach or enter a conversation.

Horrible: outside family you rarely contact any people, you have a friend or two but rarely keep any contact with them because you don't know how or fear them.

Average: you speak to people daily and are not afraid to enter conversation.

Excellent: you're a master in deceit and have many friends, it's probably your job to talk to people and make them comfortable. Or you're a honest diplomat or friendly person.

Knowledge:

This is one of the most important aspects of the game. It helps the players in the progress of the game, to buy clues from the game Master.

The players use the right knowledge for the right clue, for example there is a murder committed and the players are on the scene. It would be useless to use bureaucratic instead of investigation, if you want to find something out of the murder.

there is also a amount of knowledge a player can spend to find something out, such as a small secret, a large secret or forbidden lore that is dangerous to know. The amount can be combined from multiple sources of knowledge's to discover the truth about something.

A small secret: (one point) something somebody wants to keep hidden, this can be a embracing secret or knowledge that could be harmful in the first moments.

A large secret: (two points) knowledge that could be dangerous if not handled carefully. It is also possible that the knowledge is quite dangerous if the people who keep the secret knows it.

A dangerous secret: (three points) this information is dangerous to know, even if other people do not know that you have the information. The possession of the knowledge could drive a person insane.

Role playing this part can be fun, it is quite boring if the player says "I pay a point of investigation to find clues" and the GM answers "you find a book". Role playing should go "I use my knowledge of investigate to find any clues in the office", where the GM answers "as you look in the bookcase you find a book that does not fit with the rest.

Contacts:

The second most important aspect is contacts, or people you know that have connections in places where you don't have. This could be from criminals in the categories crime to fundraisers in the category media.

Contacts are NPC that you can talk to, to get some information or do something for you. The amount of contact points you must spend is based on the difficulty of the task and the effectiveness to complete it.

Small favor: (one point) getting some information about something small to something important, the information cannot be dangerous to the contact or at least if he does not know about it.

A favor: (two points) this amount is from getting edgy information to letting you on a crime scene. Using this favor you may expect that the person or persons will ask you something back.

A big favor: (three points) this size is too big for one men to do and might need a few friends to go with the flow, after such a favor I think they'll all want to know why they did something for you that could risk there life or job.

This is the best opportunity to role play the game, al contacts or the people that get involved are NPC's that you must find and speak to. This is also a great opportunity for the game master to get the story running, such as a contact ask you to do a favor for them. If the PC's refuse to do it they might lose the contact all together.

One point does not mean you know one NPC, you just know a few people that will help you in a situation.

Personal

The third is your personal statistics, your health, sanity stamina and resources. All four stats are very important in the progress of the game.

Health: this is your physical health or how much you can suffer before you lose consciousness. The amount of damage is based on what happened during a attack or something else. See combat for more information. If this hits 0 than you lose consciousness and if help does not arrive die. While unconscious's you lose every minute a point of stamina, if both reaches zero than you character dies.

This stat cannot start at 0, the minimum is 1.

Stamina: this is your endurance or how much you can handle before your exhausted. Every time you do something heavy like climbing or sprinting you lose one point of stamina. If this hits zero than you cannot perform heavy physical tasks, if you are forced to lose a point of stamina while on zero than you lose a point of health.

This stat cannot start at 0, the minimum is 1.

Sanity: this is your mental health, the resistance against mad driving sources. Each time that you encounter something that the mind cannot handle than you lose one or more stamina points. If this reaches zero than your character has a break down and is becoming insane, for each point you lose you get a level of insanity. See the rules of sanity.

This stat cannot start at 0, the minimum is 1.

Resources: this is a important part from your personal affairs, but not as important as the rest. Resources s the amount of money you have to spend on other items or bribes. If this

resource hits zero than your broke and cannot pay anything anymore.

Creating a character

To create a character is not hard, you just follow these steps and you will see what you'll create. If this is the first time you ever create a character ask someone to help, it is better and easier to create a character with two persons instead of one.

Step 1: think of a concept of what your character might be. The best way to create a story is to ask your GM to help and work your story with him, also choose a quest.

Step 2: choosing your skills and grading them. This is not hard, you have three skills and al start at average. You can lower a skill to bad, to increase a skill to good or one to horrible so you have a excellent skill. What you also can do s upgrade two skills to good and then downgrade one to horrible.

Step 3: the next is your characters background and personal affairs. The player has 10 points to distribute amongst knowledge and contacts, you can distribute these points any way you like. If your social skill is bad you cannot put more than 3 points in your contacts or upgrade none beyond 2. If your social skills are horrible you cannot put more than one point in your contacts.

Step 4: the player now gets 10 points to put in his personal affairs, but like the social skill you cannot have more than three points of health if your combat skills are bad or horrible. The rest you can distribute the way you like.

Step 5: the extras, now you can prepare for your first story. Choose your items that you can buy from shops or if you want it cheap from ask contacts. Look at the rules for items how you can acquire them and what you must pay. See supply and stuff.

Contacts

As the world is big contacts are also important, the difference of contacts is significant because not every person is linked to the same type.

Crime: this contact are people you know who are into criminal activities and illegal businesses. The contacts can be from lowly criminals such as pickpockets and thieves to crime bosses. Small favors could range from illegal information to buying stolen materials on the black market. Larger favors could be from killing a person to shoot a building to pieces.

Police: the contact police are not only official police men and women, but also vigilantes and people who perform civil law. These contacts can give small favors such as letting documents disappear or turning the other cheek, larger favors could be arrest with falls evidence or doing a assault on a building.

Media: the people of the media are very useful to get information of or finding things out. These people range from press paparazzi to newspaper directors. Small favor are always information if they have it or not, if not they'll find it. Larger favors range from removing information or manipulate it so people get in trouble.

Politics: people with power and people with money, these people strongest point is their arm in the council of the city. They can approve laws or spend city budgeted on things. Small favors are things like information, slowing official progress or out of jail free card. Larger favors then again range from paying inspectors some extra to overlook things or approving laws.

Occult: zealots and believers of any religion. These people have connections in the world of the occult and know the way to rare and legendary artifacts. If you need information about rituals or objects used in rituals than these people are the best solution to help you accomplish that.

Contacts are NPC's that help the player characters on the way to solving the problem, yet there are a perfect source for hooks or extra plot twists. As the contacts are people with their own agenda, they can ask the players for favors. If the players refuse to help them than the contacts may turn their backs on the players.

As the players and game master may find out that they are spending points to get clues and hints on where to go next, sooner or later the players will run out of points and be sucked in a whirlpool of misdirection. There are three solution for this problem, the first is after every week the points of contact replenish to their maximum as people forget their debts.

The second is when a player helps one of his contact he gets one to several points restored because the contact speaks of how helpful the player is to the person.

The third way is promoting role playing and good ideas, if the player actually perform a decent role play the game master can reward the player with a renewal of a point of contact. This way can also work the other way, if a player is annoying or interfere with players that actually want to play the game than he can lose a point. Think carefully what points to restore.

Knowledge

Next to contacts is this one of the most important resources a player of this game has. Knowledge is the lore that your character know about specific things, and helps him in his quest thru the game.

Streetwise: the knowledge of people and how the to handle them, talking the right way to some and not mention sensitive things when not needed.

- talking to a person who does not trust you.
- asking questions without making a fuss.
- prevent a crowd from turning into a lynching mob.

Occult: knowing things about artifacts and creatures not of this world, it's sometimes hard to distinguish the real from the unreal.

- researching a old relic, for its origin or use.
- guessing the ranking of a cleric or cultist.
- distinguish cultist markings from gang graffiti

History: things happen and get forgotten thru time and age, but with the people with this skill they can research the knowledge long forgotten.

- recalling a important event.
- knowing where to find information about someone or something.
- linking the past to a current event.

Investigate: solving problems always starts with investigating the problem, finding clues and putting them together is sometimes a challenge on its own.

- finding clues at a crime scene.
- researching a book or files.
- discovering a secret.

medicine: mental or physical both fall under this category, if its applying first aid, analyzing a mental disturbance or something this skill is the most useful one.

- analyzing poison and knowing the antidote.
- analyzing the mental state of a person and talk to them.
- applying first aid.

Using knowledge is about spending points of knowledge to get clues, with each long rest like a nights rest is sufficient to replenish your point of knowledge.

Some clues can cost more than one point of knowledge and/or it can be from different sources, a good example would be there is a murder ritual happened, paying one point of history, occult and investigate knowledge to buy a clue to know what ritual it is and its effect. If we where role playing this it would go as this: I know it is a ritual but I search for the right clue to figure what type it is (occult), than I look into old newspapers if this happened before (investigate) and finally I link the two to know what happened to the persons involving the ritual (history).

This example is not necessary to pay al clues at once but one by one so the player can figure out what his next step should be. Or some can be contacts like an occult to find people who have the resources or knowledge of the ritual.

Role playing is important in this game and if a person works for it, the game master can reward the player with restoring one or more points of knowledge.

Personal

Health: within the game there will be situations that will damage your health, such as combat, danger and hazards. Each can reduce your health with one or more, it's up to the game master to choose how much health someone can lose from a single source.

A good example is if a car hits a character in the worst possible situation the character could lose 4 health points while an attack of a sword reduces your health by one. It's very important for the game master to know how much the protagonist could lose.

In this factor skills are also important. Example: a person with good combat skills would lose 1 health from a successful attack, while a character with horrible combat skills would lose 2 or 3 points of health.

Restoring this statistic is not easy, as in the real world it takes rest and medical treatment to heal your wounds. If another player is using health to apply first aid than the victim heals one point of health as a result, in game this takes a few minutes.

If a character loses all of his health than he falls unconscious and loses one stamina every minute out. If he loses all of his stamina and health, than he dies and the players out. After this the player and game master can make a new character.

Stamina: this is your physical condition and how long you can hold out in extreme situations. Every time your character does something exhausting then he loses a point of stamina, this does not mean that if a character climbs a wall he loses one stamina for every step he takes but one for the entire wall.

Stamina can be regained by resting, this is important because once you have no more stamina left the player cannot force his character to do something exhausting. If he is forced to do that, than he loses one health point. The character can also lose stamina if damage is not sufficient to lose health.

Sanity: thing that our mind cannot handle, can damage the mental health. This works like health and can be lost one by one or a entire batch at ones, every situation that damage the mental health has its own number of points.

-one point: seeing a mangled body or a person alive that should be dead.

-two points: seeing a undead animal or a not to horrible monster.

-three points: seeing a loved one being tortured to death or a horde of unnatural demons devouring a group of people.

-four points: seeing Cthulhu in person.

If your sanity ever hits zero than you lose it, your character is out of control and will do irrational things. If there is a monster he will start to run away, even if it's to his doom. If it is unholy lore that he cannot comprehend, people will find him babbling unnatural language from the book he read the lore.

After that there is a chance that the person will get a insanity as a result, game masters be careful it is harder to role play with a insanity. See the insanity part for more. The way to gain sanity is relaxing and taking it easy. Not going hunting horrors in the night or reading forbidden or mind blasting lore. A few days in a asylum will usually do the trick to calm down from the experience.

For resource see supply and stuff.

The real world

The world is the real world and the dark stories are happening now. There is nothing more scary about the real than other things, ever had a place where you never wanted to go because there is something not right about the place.

The other things is curiosity, almost everybody knows the phrase curiosity killed the cat. Nothing is more thru in this role play, searching for things best not to be found is very dangerous indeed.

The place or city where the story goes is for you to decide, it can be a real place like new-York or Paris, it can be a little closer like your home town or it can be somewhere fictional.

The time is somewhere in the past twenty years or so, it's very important for the game master to mention when the game takes place. Because the players won be able to buy a I-pad in 1995 as it was in 2010. if something happened that was mentioned in the news, big and important than mention that too real or not.

As the story begins the characters have no experience with the unreal world and do not know what dangers that world has or can produce. As the story unfolds the characters know more and finally see there is no escape from the super natural. The only thing they can do is fight an hope they survive the war, if the players ever are able to defeat the demon lord that haunts them than they are free to do what they want.

This is a game of conspiracies and supernatural things that could happen too your character, demons work together with humans to get things done that the fiends have no power over.

In this world everybody is a potential enemy because everybody is for sale, you just have to know the right price. Money, special pleasures or blackmail are al optional sources of temptation usable by humans or demons. If there is a person that is a friend, with a unnatural hand to influence them, corruption is never far away and friends don't stay friends for long.

The government won't help much either because they are on the other side of the battle line or because they are not interested.

Yet getting allies in this brute and savage world, even temporary allies can be life saving. As not all will be friends forever there useful allies even if they turn to the other side of the battle line. A corrupted ally is useful pawn to be used in your agenda.

The wide world may not know of the darkness or things could become very complicated, such as massive demon worshipping cults instantly rising from the ground. Witch hunting cults that persecutes people without evidence, and worldwide chaos. And if that happens demons will walk the earth.

The dark world

Demons live in the underworld, or hell called by some. Demons are immortal and in many types, devils, angels and other horrors, less in self control. They are summoned in this world by the humans themselves in order to get whatever they want.

As above there are many different types of demons, here are the different demons explained.

Devils: immortal creatures in a almost pure form, born thru summoning and if they die they just return to hell. These creatures are not as humanity depicts them, a group that just slaughters each other for fun.

They are the ones who make deals with mortals to gain influence in the world. The term selling your soul is not quite true, mortals sell their morals and services to a devil but never there soul.

Angels: just like devils they too can be summoned into this world but humanity dig his hole long ago, not many are interested. Most stories say angels are good, noble and self sacrificing, but seeing humanity for so many years shattered there trust.

Now most angels do what devils do making deals to gain power, for two different reasons. The first is to twist humans into doing the good will biddings and the second is weaken the devils grip on this world.

Horrors: the true type of demons, cruel and mean. These demons are born from any emotion (mortal or immortal) possible, you name it nightmares, fear, anger you pick. Horrors have no moral or pity with others and are al to happy to slaughter others as their own.

As these creatures cannot be controlled so easily, most sorcerers summon them in confinement and bind the to there will. These monsters if not controlled will run rampant thru the streets slaughtering everybody, this usually happens when the caster dies.

Fey: goblins, fairies, trolls and other creatures that are magical in their own way. These beings are more closely to angels and devils than most think. In ancient times they stood for neutrality but will now pick any side if the pay is right, yet these creatures are loyal by nature as is sometimes mistaken.

Of all supernatural creatures these are not summoned by humans or other demons, they come by theme self and are drawn to a source that attracts them. War or combat will summon combat mongering goblins and trolls while forests will attracts fairies. Yet where neither are these creatures lice in cities underground hard to be found.

All demons eat regular food or humans that can be descript as food by otherworldly creatures, they do not eat souls like most think. They do not grow old an can get killed by any means just like humans.

Horrors on the other hand can feed on stranger things than other demons, such things like fear or pain. If they do not feed regularly they will go frenzy.

Not demons such as ghosts can be encountered in the unreal. These are humans or animals past away, not the soul but memories and emotions. Most ghost are hard to deal with and mostly dangerous, if a character can solve a problem of a ghost than the ghost will pass on.

Playing a game

The first thing you do before playing a game, is to decide if you'll play a single session or series of sessions. If you play a single session don't bother with a good cliff hanger but more with a single adventure that can be played in a session of three to four hours. This is usually a problem the players can solve like a murder or a monster run rampage, a series of sessions is a campaign. In a campaign the players are trying to fight a large entity by blocking his possibilities and powers, this must be played over several sessions.

Example of a single session:

A murder is a good starting, the person could be killed by supernatural powers or to support a ritual.

Bad luck is also a good starter, a natural disaster. The players are stuck in a earth quack and must find their way back. This could also that the players where framed for a murder they did not committed, and now try to find a way to solve their problems.

Questing for power, there is a powerful demon or ritual that the payers want. Now they must find a way to get the power where they looking for.

Example of a campaign:

Two demon lords are battling against each other using their cults and the players are right in the middle of it. They must find a way to banish them both the lords or join one of the side.

Taking on the big one. The players are noted by a demon lord and want to destroy them, maybe they got in the way or did the lord damage or is a threat to the demon lord.

Fending the end of the world. This is quite a task and usually one with a deadline, this make players quite edgy and will try to rush everything.

Just as the game master must pick a session so does the players put a group together.

Starting the game with nobody knowing nobody is difficult in this type of game for the game master to make the story go. So use the quests to design your background and make a party where the characters know each other.

The quests on the next page are there to help what kind of character you can make or what background story you can have. Make sure the background works with the others and the players don't kill a other because he picked demonologist and the others picked the witch hunter.

A other way to pick a group is to all take the same background quest.

Quests

Warlock: search for power.

Your character has seen the supernatural and will try to understand it. While searching for spells and artifacts, this could attract the attention of the demon lords or other supernatural creatures.

As a group: the people are in a coven, a group in search of power in the form of magic or artifacts.

Adventurer: curiosity.

The protagonist has found something that he does not understand and want to know it, Touching in the darkness trying to understand the un-understandable.

As a group: the people in the group have seen something they don't understand, now they look for others to help them understand and find the source for their torment.

Witch hunter: destroying evil.

The supernatural evil is everywhere because power corrupts, people that use it can be dangerous. Now you know it and must stop the evil from spreading any way you can.

As a group: you're a mind liked people that must destroy evil where it spawn, no you're not a torch wielding mob. But people that do research to find and destroy evil where it spawns.

Demonologist: dealing with the devil.

You made a deal with powerful entity and now regret your choice of action, you're up to your ears in a dept that you cannot pay. Your goal is to banish the entity so you don't have to pay up.

As a group: you're in dept to a powerful entity, and now trying to find your way out with a group. Working together is good but be careful some might turn on you.

Monster hunter: search for vengeance.

Some supernatural creature took something from you or killed a loved one, and now you hunt them for revenge or return what you have lost.

As a group: monsters brought you together in a group that's out for blood, finding and destroying the source of your sorrow is your life goal.

Ghost hunter: bringers of forgiveness.

You know they exist and that they can be dangerous, out of pity you will set them free. It's your job to solve a problem of a person that has pas away,

As a group: you know there is a next life and that many stay here even after they passed away. you will work together to find ways to help the people find rest and peace.

These are backgrounds that you can pick for your character, but your still aloud to make your own quests. The most important part of the back ground is that it works with the others of the group, beside that anything is possible.

Supply and stuff

Resource: this is the amount of money you have and the amount you can spend on supply and materials. The player can buy weapons and other items with resources, below we have a few examples what the players can buy. Of course these are things when you will buy in a store, yet many things cannot be bought in stores but thru contacts. Buying things by paying contact points can reduce the price by one for every point, yet the game master can decide that the last point cannot be exchanged.

Small gun: weapons like a revolver or pistol that has quite some fire power. Meant to do some damage from range distance.
Price: 2 resource. Contacts: crime or police.

Heavy gun: a weapon like a shotgun or machine gun, these weapons pack heavy fire power.
Price: 4 resource. Contact: crime or police.

Lantern: a flashlight to see in the dark, this little wonder of modern technology works on batteries and helps the person to see in the dark. This can also chase the shadows.
Price: 1 resource. Contact: any.

Magic spell or ritual: a paper that contains a ritual or spell the character can use against the enemy, for spells or ritual see the magic chapter. The cost of the spell is decided by the power of the spell, the number of resources to pay is equal to the spell level.
Price: * resource. Contacts: occult.

Artifact: a object of occult power, artifacts are used for rituals and spells. These tools of magic have great power and a history.
Price: 1-3 resource. Contact: occult.

Bribery: a hand full of money can be handy if you want to get somewhere, paying the right people can get you everywhere but the wrong will cause some trouble. The size of the bribery can be decided by the danger or risk it contains.

Price: 1-3 resource. Contacts: any.

Knife: a hand to hand combat weapon, small and easy to conceal on a person. This is a handy weapon but you will need to get close to the target, unless you can throw the weapon.

Price: 1 resource. Contacts: almost any.

Occult tome: a book that holds the knowledge of madmen, cultist or believers, these books are filled with wisdom and knowledge. These books can hold mind blasting knowledge, the player can trade sanity points for occult knowledge. Some of these books can contain one or more spells, that's up to the GM.
Price: 3 resource. Contacts: occult.

These are few examples of what a player can buy in a store or of a contact. If the game master thinks the item is so cheap that the player should not pay a resource, then it comes for free. Also it is possible that the item can be bought in greater stock and will cost more, and some can be found. If a player should buy a item from the store it is not important that it is played out, but if it's a shady artifact then it best to play it out.

Not weapons that are being used to kill people or at least fire at someone, get a history that tie the weapon to the person. The weapon can also be used as evidence in court against the character, and many "used" weapons have such a history.

Magic and rituals

Magic is a power not known to the mundane world, but in the part of the unreal world it can become common sight. So here there are a few spells that the players can use. These spells demand knowledge and most of the time sanity, if the player wants to use a spell he must first must pay the cost in whatever the price is noted health, sanity, knowledge and so on. If the cost is paid then the spell has its effect. Sometimes the spell has a time in its cost, that means the spell will take a certain time to cast, if the casting time is broken by a disturbing source such as being wounded then the character must start all over again. The price must not be paid if it is not casted. If health is in the cost then it does not count as a disturbing source.

Some spells have a different name and look different but can do the same effect, such as summon horror and summon angel are both summon spells.

Some spells can have a relic or item in the cost, this item is needed to cast the spell but does not disappear unless noted otherwise. It's up to the game master to choose the item. If the cost is not to the game masters likings then it can be changed.

Banishing demon: this spell makes devil, angel or otherworldly creature disappear from this world. Sending it back from where it came, if the demon has no home world like horrors it dissipates into nothingness. This does not kill the demon (unless it dissipates), so the creature can be re-summoned.

Cost: 1-10 minutes, occult 1, sanity (and/or health) 1, stamina 2 and a artifact.

Summoning demon: this spell summons a demon from a other world to strike a deal with a sorcerer. The demon cannot kill the sorcerer directly or he is banished back, when the demon and the sorcerer make a deal the demon can move where he wants.

Cost: 1-10 hours, occult 2, sanity 2, health 1 and or a artifact.

Bind horror: these creatures do not make or strike deals with any one mortal or immortal, so most summon these creatures in confinement and bind it to his will. The demon will do anything the master wants and will never try to kill him directly or indirectly, unless the master asks. Killing itself or go on a suicide mission is no problem.

Cost: 1 minute, 1 occult, 1 stamina and a artifact.

Reading the past: the mage can read the past of a object or person by touching it and concentrate a few minutes. He can see the past for twenty-four hours back, this goes in a flash and the caster sees all. Sanity loss because of horrifying images like being murdered is lost after the payment is paid. If the player pays the cost double then he sees one week back.

Cost: 1 stamina, 1 sanity and 1 history.

Attack spell: the caster points his finger to a target and the target is damaged, these spells are cast instantly and mostly hit home. These spells damage mortal and immortals as well.

Cost: 1 stamina.

These are several spells that the players and game master can use, it's ok to create more spells but nothing is for free. The lowest cost should be 1 stamina.

Example demons

Tartaric ancient demon lord: this horrible fiend is known in the occult world as a great deceiver, he bents his minions and cult members like their his toys. He has multiple cults over the world under his control, sometimes two or more cults come across of each other and start a war with each other. The demon lord does not mind that even so he will help both cult exterminate one another, makes him feel strong and cultist can still be found everywhere.

His power to read people and manipulate them is one to be feared, he will try anything to take control of a person. As the saying goes everybody has his price, he will never quite to convert a person even if he says he's giving up.

Tartaric skills:

Combat: horrible

Survival: average

Social excellent

Duran the lost soul: used to be a angel that served and believed rightness and justice, after millennia of humans doing wrong and get away with it has shattered his believes and turned him into the demon everybody knows as the lost soul. Now fighting everything he comes across with his twin blades called justice and redemption.

Duran lost his way but demons don't forget easily, as he has become a monster in al his right he still believes that some are not as corrupt as humans are. Time to time he comes across a worthy foe that protects his loved ones without fear, then he will stop fighting and bow out of respect and disappear. Some say they fought on the same side ones.

Duran's skills:

Combat: excellent

Survival: bad

Social: bad

Shady ones: these are horrors that where ones summoned by a warlock, not knowing what he had summoned. The fiends attacked him and slaughtered him in a few seconds, after that they escaped thru the sewers of this house. Now they live in the sewers multiplying themselves by summoning other shady ones. They look like humans in cloaks at first sight but the twitching give them away and if people look into their face than they'll see two eyes glowing some have red green or purple.

Humans that enter the tunnels of the sewer system of a city, has the chance that they come across one of these horrors. They are good warriors but lose easily when outnumbered, the fey in the sewers common launch a hunting party when the numbers of horrors are becoming too great.

Tartaric skills:

Combat: good

Survival: good

Social horrible

Motley the trades goblin: this little goblin is as neutral as he can be, helping any one that does not attack him (at a price). He was very greedy at one time when he sold a scroll to a human to summon and bind shady ones, now these monstrosities are terrorizing the goblins now. Because of this ordeal he was banned from the goblin city, now he dwells in the sewers dealing with everybody that he comes across.

Tartaric skills:

Combat: bad

Survival: bad

Social excellent

Extra stuff and final word

Using dices for this game.

This game can be played with rolling dices, the alternative version uses a D10. If there is any reason that a player or a game master is going to do a test or a task that might seem difficult then the player rolls a D10 and count his skill bonus with it, if he rolls higher than 8 he succeeds if lower fails.

The skill bonus is bounded to the level of word you choose horrible gives a +0, bad gives a +1, average gives a +2, good a +3 and excellent a +4. The game master can add or remove numbers if the task is difficult or easy, but this ranges from a +2 to a -2 not more. Some tasks are impossible.

Players can do a opposing test against someone else, both players roll a D10 and add the skill bonus to their roll. The player that rolls the highest wins the test, if it's a tie roll again. The game master must decide when and how has a bonus or penalty based on common sense.

The experience.

In a campaign this game does not use experience in the traditional way, but uses the contacts and knowledge to boost your character. Thru the course of adventures knowledge is won and allies are gained, when a character helps a NPC getting what he wants than there is a great chance that he becomes a ally and boost ones contacts by one point. On the other hand the player can discover a clue from something so his current knowledge makes more sense in the future. This can vary in more than these two ways, use your imagination.

As the protagonist gains more knowledge or allies its harder to find any new discoveries, so the more contacts a character or knowledge his mind possesses the harder it is to learn anything more. In game turns if your character has no knowledge of a subject than it's not hard to learn thru trail and error, so the first level and the second level are not that hard to learn. Same as contacts, if the character has two levels already than its harder to learn new stuff and in the end the person will have to go out to find new things and study for the knowledge he wants.

Hints for game masters.

-Many role plays write that you can change the system and rules, this is only half true. You can change the rules a bit like lowering the stats of the enemies or create your own spells, you can also decrease the time it is for healing so you can speed up the game. But don't change the system so it gives you bonuses.

-Many sources tell game masters are not suppose to play to win and make it easier to let the players win, again wrong. The only goals a game master has is to make the players have fun and come back for more sessions, this is the only ones the game master can be proud of himself.

Don't get characters killed is a other rule, again this is not completely true. If a character has to die make it memorable, let him die epically against a boss and not against the small minion encounters. Then again you can kill a character to make sure that the players keep themselves on their toes and don't walk into danger with the expectations that they will survive.

character sheet								
name player:			description:			combat skills:		
name character:						survival skills:		
quest:						social skills:		
knowledge			contacts			personal		
streetwise			criminal			health		
occult			police			stamina		
history			media			sanity		
investigation			politics			resource		
medicine			occult					

Contacts:

Small favor: 1 point cost
 Favor: 2 points cost
 Big favor: 3 points cost
 Recharge: every week

Knowledge:

Basic knowledge: 1 point cost
 Advance knowledge: 2 points cost
 Academic knowledge: 3 points cost
 Recharge: each day

Health:

Full health: fine
 Halve health: heavily wounded
 0 health: dead
 Light wound: 1 point lose
 Heavy wound: 2 points lose
 Deadly wound: 3 points lose

Stamina:

Full stamina: fine
 Halve stamina: exhausted
 Recharge: 1 after short rest or full for a long rest.

Sanity:

Disturbing: 1 point lose
 Mind blasting: 2 points lose
 Mad driving: 3 points lose
 0 sanity: mental shock

Creating character:

Skills: pick one and assign skills
 -Average, average, average
 -Good, average, bad
 -Excellent, average, horrible
 -Excellent, bad, bad
 -Good, good, horrible