

## **Cruelty and Gothic Tales**

By Eldrad Wolfsbane

Set in a Victorian World somewhere in time on The Misty Continent. There are five giant cities of the Misty Continent and these are their Gothic tales.

Based on Wuthering Heights roleplay By Philippe Tromeur

### **Introduction**

This is a game of Gothic Tales. Victorian novels like Wuthering Heights are the inspiration.

### **Disclaimer**

In all the rules, the male gender (he, his, etc.) will be used for our examples. This of course implies the game is not suited for the feeble minds of our ladies.

This work deals with such themes as murder, suicide, cruelty, despair, liaisons, and sexual desires for the sole purpose of entertainment.

### **Persona Creation**

Throw two 10-sided dice and add 39 to obtain your amount of Rage/Calm.

Throw two 10-sided dice and add 39 to obtain your amount of Despair/Happiness.

Throw two 10-sided dice and add 39 to obtain your amount of Scandal/Standing.

Throw one 10-sided die and add 15 to obtain your Youth/Oldness. Unless some special Problem, this is exactly your Age.

### **Problems**

Throw one 10-sided die. This is how many Problems you have.

Determine each Problem by throwing 1d100 and referencing to the Problem Table. If you roll twice the same problem, you should either double the effect, or roll another problem. You may refuse a problem ; each time you do that, you must roll 2 problems in its stead.

### **Other Details**

Choose a Name, such as Archibold, Radcliffe, Reginald, or whatever you can think of.

Choose clothing according to background.

Each player starts out with 1-100 x \$5000 if Aristocratic.

If not Aristocratic you have \$1-100 and are looking for money.

There are 2-20 manors in each country area and thousands in each city.

Each Manor has 3-30 rooms. Each manor cost \$1000 per room per month in the city and \$100 x 1d10 (depending on how far out) a month in the country. If you don't pay rent roll Scandal/Standing. If Scandal you get kicked out and if Standing you get credit. A fumble means the house is destroyed by disaster. Houses cost twenty times their monthly rent and can be a part of wealth. Family members can combine their money and create even bigger manors but will have each persons problems giving and taking away from the situation. The poor are paid for by the rich or they stay out in the barn.

Now you are done and may start playing.

## **Problem Table**

- 01 You are a drug addict (1 hour a day)
- 02 You are honest
- 03 You are in love with someone from your family (Mother, Brother ...) 10
- 04 You are a sex addict (once a day)
- 05 You smoke (12 hours a day)
- 06 You gamble (2 hours a day)
- 07 You play the bagpipes (1 hour a day)
- 08 You sing (1 hour a day)
- 09 You play the piano (1 hour a day)
- 11 You are a poet (4 hours a day)
- 12 You read too much (8 hours a day)
- 13 You dress improperly
- 14 You are poor
- 15 You are unhealthy (double your Oldness but not your Age)
- 16 You are old (double your Oldness, with your Age)
- 17 You are naive
- 18 You are a bad guy
- 19 You are a of some strange foreign religion
- 20 You are a catholic
- 21 You are a foreigner of low social status
- 22 You are a of a Wandering People and have no country
- 23 You are obsessed by the occult
- 24 You are ugly
- 25 You have a bad sight
- 26 You are small
- 27 You are bald
- 28 You are thin
- 29 You are fat
- 30 You are illiterate
- 31 You are mute
- 32 You are hemophiliac (triple your Oldness only when Wounded)
- 33 You are deaf
- 34 You are an albino (without a big sword) 40
- 35 You are a bastard of a noble
- 36 You are a bastard of a prince
- 37 You are a bastard of the king
- 38 You are a bully
- 39 You are a child and you must throw one 10-sided die and add 5 to obtain your Youth/Oldness.
- 40 You are a complete fake as you dressed in fancy clothing when the guest returned
- 41 You are a courtesan
- 42 You are a devil worshiper
- 43 You are a dwarf
- 44 You are a fairy
- 45 You are a foreign spy
- 46 You are a foreigner from an unknown land
- 47 You are a gentleman/lady thief
- 48 You are a giant
- 49 You are a hermaphrodite

- 50 You are a hunchback
- 51 You are a lawyer
- 52 You are a loan shark
- 53 You are a martial artist
- 54 You are a medium and can see and speak to the dead just not very clear
- 55 You are a pirate and have a pirate ship
- 56 You are a priest
- 57 You are a rapist
- 58 You are a simpleton
- 59 You are a spy
- 60 You are a vampire and all its strength and weaknesses and you get one additional Rage/Calm roll in combat and double your money
- 61 You are a vampire hunter and everyone is suspicious 88
- 62 You are a veteran of a terrible war
- 63 You are a war hero
- 64 You are a werewolf
- 65 You are an alcoholic (5 pints a day)
- 66 You are an exorcist
- 67 You are an homosexual
- 68 You are an invalid
- 69 You are an opium addict
- 70 You are blind
- 71 You are deformed
- 72 You are devil possessed
- 73 You are former noble turned servant 60
- 74 You are gifted with visions and dreams of the future.
- 75 You are incredibly beautiful/handsome
- 76 You are of a political view that favors the owners of business and the elites'
- 77 You are of a political view that has everyone equal and the state owns and shares everything
- 78 You are of noble blood but not noble heir
- 79 You are sadistic
- 80 You are without a family
- 81 You belong to a heretical sect or religion
- 82 You cry very easily
- 83 You do fortune telling
- 84 You gamble (2 hours a day) and owe \$1-100 x \$1-100 to loan sharks
- 85 You have a delicate stomach (roll Oldness after each meal not to vomit or have diarrhea)
- 86 You have a good twin
- 87 You have an evil twin
- 88 You have complete amnesia
- 89 You have escaped from the asylum
- 90 You have syphilis
- 91 You have terrible nightmares where you wake up screaming Roll all attributes for various effect (Game Master's choice)
- 92 You look just like a recent murder victim
- 93 You own a train line 94
- 94 You were a war criminal and have just returned from prison
- 95 You were injured in combat and are a eunuch because of it
- 96 Your business deals have failed and you owe \$1-10 Million

- 97 Your family died in a terrible accident and some blame you for it
- 98 Your family is rumored to participate in vile things such as incest, cannibalism, and devil worship
- 99 Your family needs to die in a terrible accident as they are horrible people
- 00 Your family suffers from a horrible curse

### **Basic Rule**

You have two ways to Check a Quality. Roll above. Roll below.

If the roll equals your Quality, it's a Fumble. A romantic Fumble should make one's life a real pain ...

### **Rage/Calm Checks**

A violent action requires the Persona should roll below his Rage/Calm

To refrain from reacting too violently, a Persona should roll above his Rage/Calm

### **Despair/Happiness Checks**

To make an important decision the Persona should roll above his Despair/Happiness

To be sincere, a Persona should roll below his Despair/Happiness

### **Scandal/Standing**

Each week you roll Scandal/Standing. If it is Scandal then you lose 1-1000 x \$1000. If Standing you gain 1-10 x \$5000. A fumble is all money lost. This is not to mention the cost of parties and other expenses.

### **Youth/Oldness Checks**

To test his wisdom, one should roll below his Youth/Oldness

To test his physical well-being, one should Surpass his Youth/Oldness

### **Duel**

Both would roll below their Rage/Calm.

Should one succeed and the other fail, the latter gets a Wound (see below)

Should both succeed, both lose 1 Rage point and the duel keeps on, if both would agree.

Should both fail, they stop the duel and become friends, or something like that. They would not fight again for 1d10 days.

Whatever the other's result, a Fumble shall give you a Wound.

If both Fumble, both are Wounded

### **Murder**

The murderer should roll below his Rage/Calm twice.

Two successes mean a perfect Murder

One success and a failure mean only a Wound

Two Failures mean you couldn't do such a horrible act. Lose 1 Rage/Calm, gain 1 Despair/Happiness

One Fumble means you killed someone else, but not your intended victim. Lose 1d10 Rage/Calm, gain 1d10 Despair/Happiness.

Two Fumbles mean you killed the wrongest person (your true love if possible). Lose 1d10 Rage/Calm, gain 1d10 Despair/Happiness.

### **Wound**

A Wounded Persona should roll above his Youth/Oldness. The die roll is modified by the kind of weapon.

punch      d100 + 20      2 meter fall

knife, stick d100 + 10 5 meter fall  
sword, pistol d100 10 meter fall  
rifle d100 - 10 20 meter fall  
cannon d100 - 20 50 meter fall

A failure means the Persona is Dying

A fumble means Death, after the death speech, of course.

### **Dying**

A dying Persona must try to roll above his Oldness every night.

Two successive successful nights bring you back to life.

Two successive failures kill you.

The roll is modified by the conditions.

battlefield d100 - 15

at home, in bed d100

hospital d100 + 15

### **Suicide**

Once Despair/Happiness reaches 90 or above, the Persona must Murder himself.

If he fails, he loses 1d10 Rage.

### **Mania**

If Despair/Happiness reaches 10 or below, the Persona is happy and spends the days doing useless but funny things.

After that, he gains back 1d10 Despair/Happiness.

### **Madness**

If Rage/Calm ever reaches 90 or above, the Persona must try a very risky task.

After that, he loses d10 Rage/Calm.

### **Zen**

If Rage/Calm ever drops to 10 or below, the Persona loses all energy and must spend the day reading, meditating, dreaming...

After that, he gains 1d10 Rage/Calm.

### **Ghost**

If a persona dies before the end of a Tragedy, he might become a Ghost, 2d10 minutes of gameplay later. A Ghost may act on the physical world by rolling below his Rage/Calm and losing d10 points of Rage/Calm after that. He may appear and speak to one other character by rolling below his Despair/Happiness and losing d10 points of Despair/Happiness after that. Ghosts can fly slowly, but can't go through solid objects. They disappear when their Rage/Calm or Despair/Happiness reaches 10 or below, or at the end of the Tragedy. They never gain Rage/Calm or Despair/Happiness.

### **Emotional Shocks**

During a Tragedy (an 'adventure'), the persona will go up and down Rage/Calm and Despair/Happiness scales.

A strong shock (death of a friend ...) will make you gain / lose 2d10 points in Rage/Calm or Despair/Happiness.

An important event (love success / failure, death of someone ...) make you gain / lose 1d10 points

Some events / situations may make you gain / lose 1 point (good / bad weather, small success / failure).

### **Aging**

Every Christmas, the Persona must roll above his Oldness ; a failure means he shall be Dying d10 x d10 days later.

A Fumble means a heart attack (death).

Once a year the Persona has 20% to gain a new Problem. Re-roll if not feasible.

### **Rewards / Evolution**

Should some persona survive a novel (a gaming session), give one of them the possibility to lose a Problem.

If a persona's Rage/Calm or Despair/Happiness

### **Story Ideas**

Attending a funeral then the reading of the will

On a holiday in the country with many grand balls and intrigue

In the city during the party holiday season

In the country during a great storm

On a train heading to or from the country

You are in a carriage to or from the city

In the city during war

Escaping to the country from war

Plague in the city!

Foreign spies in the midst

### **The Misty Continent**

The Five Great Cities

Par Rees – The great old and ancient city were the people are similar to the French. They are always having wars and revolutions.

Lon Dun – The island of the kings very much like the English right of the coast. They are sometimes at war and mostly have noble houses fighting each other in their dreary moorland island.

Vin Ace – The Mountain Country of gingerbread houses and mountain top manors and castles. They have many wars with the Bear Lindens.

Bear Lin – The land of wolves and bears with large dark forest and remote manors far out in the wilderness.

Roam – The holy city of the holy church. There are many battles between the church and the heretics but unlike in ages past it is mostly political scandals and sabotage of businesses. The manors are the escapes from the turmoil.

Every city has thousands of country areas that are 1-10 days away. The farther the cheaper with the prices going from \$1000 a room to a mere \$100 a room. The average price is \$500 at five days away from the city.