

# Vengeful Golem

Unfinished business drew you to the tower but it was the master who infused your essence in a mechanical shell to do their bidding. He treated you well, until the magic started to fade. The shell is physically powerful, but as the mystic energies fade you start to worry. It's time to complete your unfinished business before you are imprisoned in an immobile mechanical shell for all eternity.

## Energy Acquisition Method 1

Whenever the character performs an action that resolves unfinished business from their mortal life, draw a card. Gain an energy point if the card drawn is a spade (♠).

## Energy Expenditure Method 1

Whenever the character is performing an action that will help resolve something from their mortal life, they may spend an energy point to change a single card to any suit of their choice.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

There are a number of recharge posts around the ruins. If the golem spends a scene of downtime at one of these, they may draw a card. Gain an energy point if the card drawn is a face card (J,Q,K,A).

## Energy Expenditure Method 2

Golems were built for strength and defense of the sacred havens. As a result, the golem may spend an energy point to turn any card to a club.

## What was the unfinished business?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

By succeeding in 13 actions associated with this "unfinished business", the character has a chance of transcending.

## Golem Strength

Due to the methods of their construction, the golem may never be reduced to zero in their corporal attribute (only eliminating other attributes will remove them from a scene)

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Vengeful" being it is unfinished business in the world. Give a bit of description about this unfinished business because every time the character performs an action that works toward resolving it, they have a chance to regain energy points.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, the golem they inhabit literally runs out of fuel and their soul remains eternally trapped within it. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.

# Eternal Phaselings

You were called across time and space by a mystic who caused the mystical backlash that gave you renewed life in the mortal world. He tried to learn the mysteries of the spirit realms from you, but his life was cut short. The magic that summoned you was strong, but it is starting to fade. The time has come to uncover what happened to the mystic before the summoning energies fade completely and you are clawed back into the abyss.

## Energy Acquisition Method 1

Whenever the character interacts with a new person without resorting to conflict, draw a card. Gain an energy point if the card drawn is a spade (♠).

## Energy Expenditure Method 1

Whenever the character is performing an action that will help them learn a specific type of information, they may spend an energy point to change a single card to any suit of their choice.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

As aspects of magic made physical in the mortal world, phaselings can feed off energy use around them. If anyone spends an energy point in the presence of the phaselings, they may draw a card. Gain an energy point if the card drawn is a face card (J,Q,K,A).

## Energy Expenditure Method 2

With a stronger connection to the spirit worlds than most other character types, the phaselings may spend an energy point to turn any of their cards to a diamond (♦).

## What knowledge do you seek in the mundane world?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength

By succeeding in 13 actions associated with trying to learn this knowledge, the character has a chance of transcending.



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge

## Skills



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

## Phaselings Resonance

The phaselings are connected in subtle ways to forces that underlie the universe. As a result, a phaselings may never be reduced to zero in their spiritual attribute (only eliminating other attributes will remove them from a scene)

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Eternal" being it is uncovering knowledge in a specific field of study. Choose a specific topic, the more obscure and strange, the better. Every time the character performs an action that works toward learning about this subject or meeting someone who might know about it, they have a chance to regain energy points.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, their existence as a Phaselings is over. The energies that sustain them dissipate and they dissolve into a formless mist. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.

# Spiritual Servitor

After centuries exploring the astral plane, a powerful psychic summoned you back to the physical plane as a spiritual slave. He treated you well, until the magic started to fade. When the binding ritual collapsed, you lost power but gained freedom. With the psychic gone, you need to find your place before the power you are left with is completely gone and you fade away.

## Energy Acquisition Method 1

The character had learnt to feed off a specific type of emotion. performs an action that resolves unfinished business from their mortal life, draw a card. Gain an energy point if the card drawn is a face card (J,Q,K,A).

## Energy Expenditure Method 1

Whenever the character is involved in some type of potential conflict, they may spend an energy point to immediately teleport from the area to an adjacent room.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

Servitors feed off knowledge, and if there is one thing there is plenty of in these ruins, it's libraries filled with knowledge. If the servitor spends a scene of downtime at one of these, they may draw a card. Gain an energy point if the card drawn is a face card (J,Q,K,A).

## Energy Expenditure Method 2

Servitors are known for their wide range of knowledge and lore. The servitor may spend an energy point to turn any card to a spade (♠).

## What is the emotion that feeds your soul?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength

By successfully bringing this emotion into play on at least 13 occasions, the character has a chance of transcending.



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge

## Skills



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

## Servitor Truth

Servitors may never be confused to the point of inaction or confusion, and to reflect this a servitor may never be reduced to zero in their intellectual attribute (only eliminating other attributes will remove them from a scene)

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Spiritual" being it is promoting a specific emotion in the world. Choose the emotion, and describe a little about the way the character promotes it in the world, because every time they do so they have a chance to regain energy points.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, the magic that holds them stable collapses in a rush of light and sound. With a spectacular display, they implode. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.

# Degenerate Undead

The gods ripped you from the mortal world, but it was one of their servants who forced your soul into this lifeless body. The rituals that kept you alive were strong, but started to collapse. Your soul gave a new vitality to the corpse, but this energy isn't enough to sustain it forever. Evidence of the cult lies around, and it is time to uncover the truth before the dying energies of this lifeless body drag you back into the abyss.

## Energy Acquisition Method 1

The character has learnt to feed off a specific type of emotion. If they are able to instill this emotion in someone (via a successful skill), draw a card. Gain an energy point if the card drawn is a heart (♥).

## Energy Expenditure Method 1

Whenever the character is directly working against members of the cult that caused them their current state, they may spend an energy point to change a single card to any suit of their choice.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

Instead of declaring damage as a combat action against a living opponent, the undead may choose to eat their victim's flesh. This counts just like normal damage, but if the undead draws a red face card (J,Q,K,A of ♦ or ♥), the undead also gains an energy trait from their victim.

## Energy Expenditure Method 2

The undead may spend an energy point to invigorate the corpse their soul has been fused to. This display of life may be used to turn any card to a heart (♥).

## Which god's cult has earned your hatred?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength

By succeeding in 13 actions against this cult, the character has a chance of transcending.



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge

## Skills



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

## Vestige of Mortality

The once living body of the undead still looks relatively intact and finds it easier to interact with living mortals than most of the other characters. The undead may never be reduced to zero in their emotional attribute (only eliminating other attributes will remove them from a scene)

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Degenerate" being it is a hatred of a particular religion or cult. Give a bit of description about this cult or at least the god they worship because every time the character performs an action that works against this group, they have a chance to regain energy points.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, the undead body they inhabit becomes subject to rapid decay. Within moments, they decompose and become a pile of ashes on the floor. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.

# Manipulated Shade

The reason for your death is a mystery, but your rebirth came through a mage who thought they could use your soul to fuel their magical experimentation. The mage's agenda was mysterious and kept secret from you, and now he has vanished. As the power that called you into the world started to fade, your freedom grew. Texts and artefacts lie scattered around the area for you to investigate before the binding ritual expires and your soul is forfeit.

## Energy Acquisition Method 1

Whenever the character gains new knowledge about the mage who called them into being, draw a card. Gain an energy point if the card drawn is a heart (♥).

## Energy Expenditure Method 1

Whenever the character is holding something that belonged to their former master, they may spend an energy point to change a single card to any suit of their choice. Draw a card after doing this, and unless the card is a club (♣) or heart (♥), the item is destroyed.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

As aspects of manifestation of the dark arts, shades automatically feed off energy use around them. If anyone spends an energy point in the presence of the shade, they may draw a card. Gain an energy point if the card drawn is a face card (J,Q,K,A).

## Energy Expenditure Method 2

The shade may spend an energy point to draw an extra card on a challenge, this card is drawn randomly and applied immediately. It only counts as a success if it is of the right suit for the challenge, and may not be converted through skills.

## What is the first clue about your magical master?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

By tracking down 13 pieces of information associated with the master, the character has a chance of transcending.

## Shade Resilience

If a Shade is reduced to zero in either their emotional or spiritual attributes, they may draw a card. If the card is a face card, they may automatically regain the attribute point lost without needing to spend an energy point.

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Manipulated" being it is to discover who their mystical master was and what plans lay in store for them. This will be a trail of discovery, and for every clue they obtain along the way, they have a chance to regain energy points.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

## Skills

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, the powers of hell are alerted to the presence of fresh soul meat. With the smell of sulphur, demons rush forth to grab the character. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.

# Elemental Darkling

You have no memories, everything is a void before the master crystallised your essence and thus gave you a way to interact with reality. This world is strange to you, the magic that you are familiar with is scarce and fading quickly. Your essence has started to fracture as the mystical energies of the area start to collapse.

You are confused, but you know that there is much to learn here before the mystic energies die and you are cast back into oblivion.

## Energy Acquisition Method 1

Whenever the character is in the presence of a large quantity of a specific element, draw a card. Gain an energy point if the card drawn is a diamond (♦).

## Energy Expenditure Method 1

Whenever the character is performing an action that will help resolve something from their mortal life, they may spend an energy point to change a single card to any suit of their choice.

## Attributes

**Corporal** ♣ ♣ ♣ ♣ ♣ (used for physical actions and most combat)

**Emotional** ♥ ♥ ♥ ♥ ♥ (used for dealing with others socially)

**Intellectual** ♠ ♠ ♠ ♠ ♠ (used for understanding and calculating)

**Spiritual** ♦ ♦ ♦ ♦ ♦ (used for magical and instinctive actions)

## Energy Acquisition Method 2

Instead of declaring damage as a combat action against a living opponent, the darkling may choose to eat their victim's essence. This counts just like normal damage, but if they draw a black face card (J,Q,K,A of ♣ or ♠), the darkling gains an energy trait from their victim.

## Energy Expenditure Method 2

Darklings are often considered the harbingers of the negative energies. As a result they may spend an energy point to completely cancel another character's use of skill for a single action.

## What is your element?



- ♣♣ Acrobatics
- ♣♣ Brawl
- ♣♣ Melee
- ♣♣ Running
- ♣♣ Strength

By reclaiming 13 items infused with this elemental energy, the character has a chance of transcending.



- ♥♥ Charisma
- ♥♥ Intimidation
- ♥♥ Leadership
- ♥♥ Performance
- ♥♥ Subterfuge

## Skills



- ♠♠ Academics
- ♠♠ Occult
- ♠♠ Repair
- ♠♠ Science
- ♠♠ Stealth



- ♦♦ Awareness
- ♦♦ Clairvoyance
- ♦♦ Empathy
- ♦♦ Meditation
- ♦♦ Telekinesis

## Darkling Resilience

If a Darkling is reduced to zero in either their corporal or intellectual attributes, they may draw a card. If the card is a face card, they may automatically regain the attribute point lost without needing to spend an energy point.

## Character Generation

All characters in "After the Fall" are mystical beings brought to the physical world by magical means. Each character sheet comes in two halves. The left half is a general motivation of the character, while the right half is the type of body they inhabit in the mortal plane. Any two halves can be joined together to form a full character.

Once the halves are joined, players may select 10 points worth of skills. Skills are defined by their associated suit and may be at a novice level (1) or an expert level (2). Note that there is no point choosing an expert level for a skill where the attribute level is only 1.

Characters also begin with 6 energy tokens; poker chips or any other convenient counters can represent these. Over the course of play, a character may earn up to 13 energy tokens (matching the 13 ranks of cards).

All characters also have a personal agenda, for the "Elemental" being it is to reclaim the elemental energies that were stolen by the magicians who have disappeared, but this energy is a vanishing resource. For every point of energy they reclaim, they get a step closer to returning to their elemental plane.

## Skill Resolution

A skill resolution begins with the GM drawing a number of cards equivalent to the difficulty of the challenge. One card for the easiest challenges, to four or five cards for the toughest tasks. The difficulty to be overcome is the highest ranks of the cards drawn (regardless of suit).

The player draws a number of cards equal to the attribute being used for the challenge. Only cards of a suit matching the challenge are useful. As long as one of the useful cards has a rank at least equal to the difficulty, the attempt is successful. If more cards are successful, the character gains an extra degree of success per card that beats the GM. Possessing a skill relevant to the task at hand allows you to change the suit of one card per level possessed.

## Conflict

When two or more characters face one another with opposing agendas, they each define the actions they hope to achieve for the round, this could reflect an intellectual argument, a face down or even a good old-fashioned duel.

When a round of conflict begins, each player describes their intended actions for the turn, initiative doesn't matter, only the action result at the end of the round. In most cases, a player will

attempt to reduce their opponent's attributes. If an opponent has an attribute reduced to zero through conflict, they are removed from the remainder of the scene.

Each player draws cards and reveals them in comparison to one another. Cards matching the conflict suit automatically beat cards of unmatching suits.

The high card in each case determines the opponent's difficulty, with cards of equal rank causing ties that are broken by the next card revealed.

If more than two characters are involved in the conflict, the results of the conflict are resolved in order from the character with the highest result to the lowest. Lower scoring results are only resolved if their intention does not conflict with higher scoring actions.

If a player has declared that their intention was to damage their opponent, and they win, draw a card per success gained. For each damage card that is a face card, the opponent loses an attribute point. In this way, a lucky strike can cause the loss of two or more attribute points with a single action.

If a player has declared that their intention was to escape further conflict, the conflict ends. Otherwise if both opponents remain

standing a new round begins with all participants declaring their actions.

## Healing

A character may regain attribute points by spending energy points. But these energy points also represent the very magical forces keeping the characters alive, and these are a dwindling resource. Characters may regain these energy points in the methods described above, or rarely at the GM's discretion.

## Death

Once this character runs out of energy points, their form starts to become insubstantial and fades into blackness. Eventually even the shadows of their presence fade. They are dead.

## Transcendence

All characters have a motive that is briefly described in the question to the middle left of the character sheet. This focuses some of their energy acquisition or expenditure. If a character manages to fully resolve this motive, and has more than 10 energy tokens, they escape from the game without dying and have effectively won. Characters who transcend may spend their remaining energy points to assist or hinder other characters by changing the suits of any cards in play.