



The Tone & Aesthetic

More: Pulp Adventure and a Dash of Noir
Investigation with Weird Monster Protagonists

Less: Grimdark Edgelord Horror & Drama

Inspirations: *Hellboy* & the wider "Mignolaverse," Dan Brereton's *Nocturnals*, Eric Powell's *The Goon* & *Hillbilly*, Alan Moore & Kevin O'Neill's *The League of Extraordinary Gentlemen*, the *Underworld* films, and the various incarnations of *The World of Darkness*



These Rules

These rules are lightweight and cinematic. They work best with collaboration and good faith.

This may be a different way to play for you.

It's not about optimizing your character, beating the GM, or simulating highly tactical combat or carefully managed dungeon delving.



Keep in mind these rules are very new. Consider our games to be playtesting them.

We may make some tweaks along the way to have more fun. I welcome your feedback!



What's Complex, What's Not

The *rules* are simple, because they abstract a lot of the mechanics into a system of narrative "tags."

Character creation (summary on **pg. 5**) may take longer, because you have the freedom create your unique character – and that takes creative energy.



Monstrous Archetype (pg. 6)

Two Traits, Special Abilities, Urge



NAME: *Count Orlok IV*

PLAYER *Will*

MONSTROUS ARCHETYPE:

The Savage

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO1

*Unseen:
Hiding in
shadows,
transform
into a bat*

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO2

*Terrifying:
Albino, hairless
long fingers,
unnerving
appearance*

BANE

XP

ORIGIN:

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

FLAW

XP

BOND:

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

TROUBLE

XP



Origin (pg. 15)

One Trait with Crafting, Arc (Earns XP)



NAME: Count Orlok IV

PLAYER Will

MONSTROUS ARCHETYPE:

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TRAIT NO1

Unseen:
Hiding in
shadows,
transform
into a bat

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO2

Terrifying:
Albino, hairless
long fingers,
unnerving
appearance

BANE

XP

ORIGIN:

Former Human

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

*Passion:
Sophisticated
Culture & Art*

FLAW

XP

BOND:

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

TROUBLE

XP



Bond (pg. 21)

One Trait, 3-5 Knacks (Bought with XP)



NAME: Count Orlok IV

PLAYER Will

MONSTROUS ARCHETYPE:

The Savage

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO1

Unseen:
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shadows,
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(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO2

Terrifying:
Albino, hairless
long fingers,
unnerving
appearance

BANE

XP

ORIGIN:

Former Human

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

Passion:
Sophisticated
Culture & Art

FLAW

XP

BOND:

Rumor & Rep

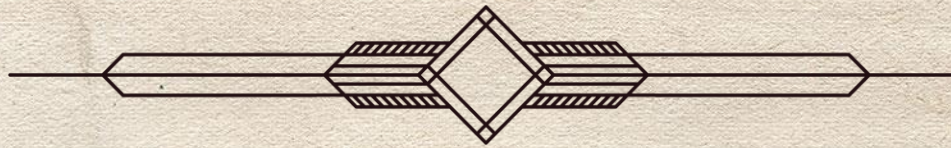
(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

*A mysterious
figure of
strange tastes
and requests*

TROUBLE

XP



Complications (pg. 28)

Optional: Choose Two from a Bane, Flaw, or Trouble



NAME: Count Orlok IV

PLAYER Will

MONSTROUS ARCHETYPE:

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TRAIT NO1

Unseen:
Hiding in
shadows,
transform
into a bat

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT NO2

Terrifying:
Albino, hairless
long fingers,
unnerving
appearance

BANE

Weak to Sunlight

5 XP

ORIGIN:

Former Human

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

Passion:
Sophisticated
Culture & Art

FLAW

XP

BOND:

Rumor & Rep

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

A mysterious
figure of
strange tastes
and requests

TROUBLE

XP



Assign Dice Sizes to Traits (pg. 5)

1.	d10	d10	d10	d10	4.	d12	d10	d10	d6
2.	d12	d10	d8	d8	5.	d12	d12	d6	d6
3.	d16	d8	d6	d6					

NAME: Count Orlok IV

PLAYER Will

MONSTROUS ARCHETYPE:

The Savage

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TRAIT NO1

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transform into a bat

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TRAIT NO2

Terrifying:
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long fingers,
unnerving appearance

BANE

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5 XP

ORIGIN:

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(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

Passion:
Sophisticated
Culture & Art

FLAW

XP

BOND:

Rumor & Rep

(d6) ↔ (d8) ↔ (d10) ↔ (d12) ↔ (d16)

TRAIT

A mysterious
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and requests

TROUBLE

XP

