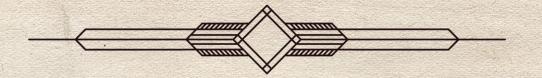


The Tone & Aesthetic

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

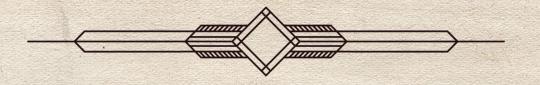


These Rules

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

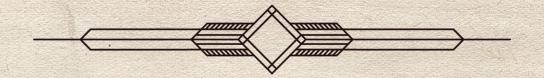
This may be a different way to play for you.

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.

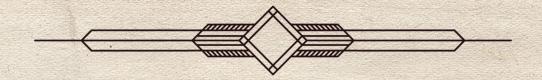
We may make some tweaks along the way to have more fun. I welcome your feedback!



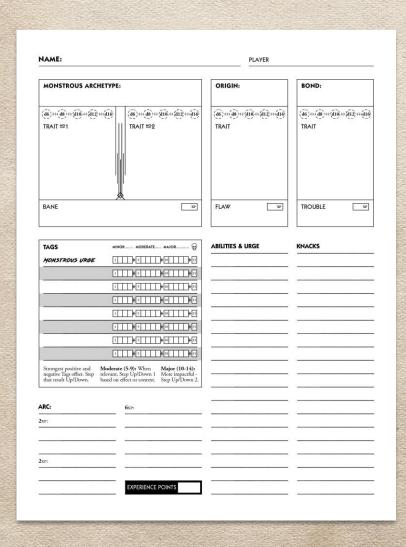
What's Complex, What's Not

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.



Your Character has Four Major Components



Monstrous Archetype

Your powers and monstrous urge.

The Canny, The Grotesque, or The Savage

Origin

What kind of person – or creature – are you? Flesh & Blood, Former Human, or The Strange Other

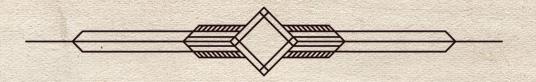
Bond

What relationship is your most important – and beneficial - connection to Humanity?

Companion(s), Affiliation, or Rumor & Reputation

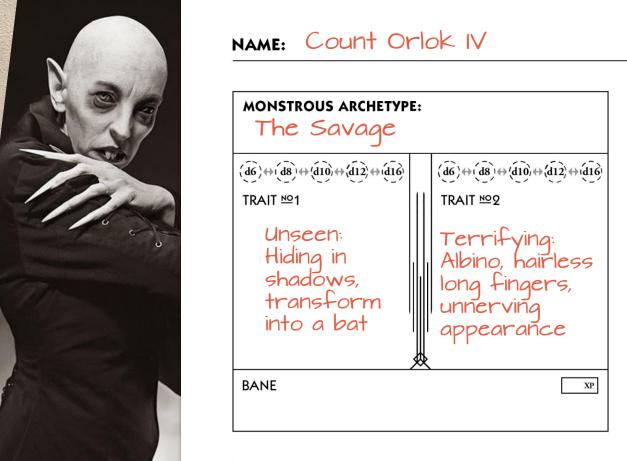
Complications

Banes, Flaws, or Troubles



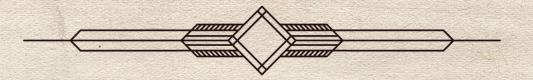
Monstrous Archetype (pg. 6)

Two Traits, Special Abilities, Urge



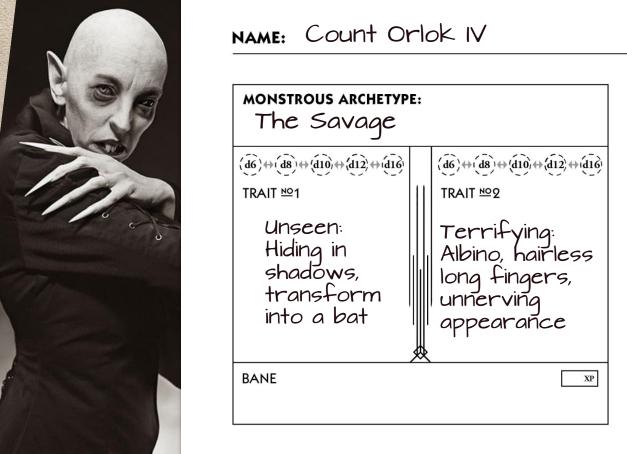
	_	
ORIGIN:		BOND:
d6)+(d8)+(d10)+(d12)+(d16) TRAIT		(d6)+(d8)+(d10)+(d12)+(d16) TRAIT
FLAW XP		TROUBLE XP

PLAYER Will



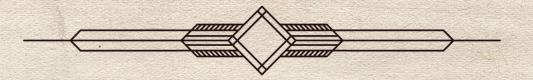
Origin (pg. 15)

One Trait with Crafting, Arc (Earns XP)



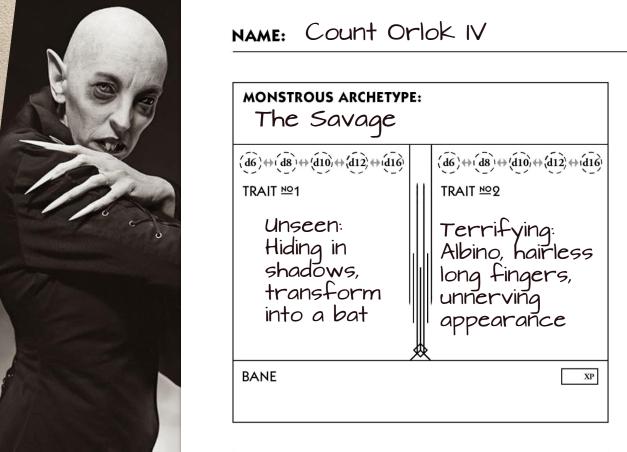
ORIGIN:	BOND:	
Former Human		
$(d\hat{6}) \leftrightarrow (d\hat{8}) \leftrightarrow (d\hat{10}) \leftrightarrow (d\hat{12}) \leftrightarrow (d\hat{16})$	$(d\hat{6}) \leftrightarrow (d\hat{8}) \leftrightarrow (d\hat{10}) \leftrightarrow (d\hat{1}$	2)+(16)
TRAIT	TRAIT	
Passion: Sophisticated Culture & Art		
FLAW	TROUBLE	XP

PLAYER Will



Bond (pg. 21)

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



PLAYER WIII

ORIGIN:

Former Human

(d6) \leftrightarrow (d8) \leftrightarrow (d10) \leftrightarrow (d12) \leftrightarrow (d16)

TRAIT

Passion: Sophisticated Culture & Art

FLAW

BOND:

Rumor & Rep

(d6) \leftrightarrow (d8) \leftrightarrow (d10) \leftrightarrow (d12) \leftrightarrow (d16)

TRAIT

A mysterious figure of strange tastes and requests

TROUBLE

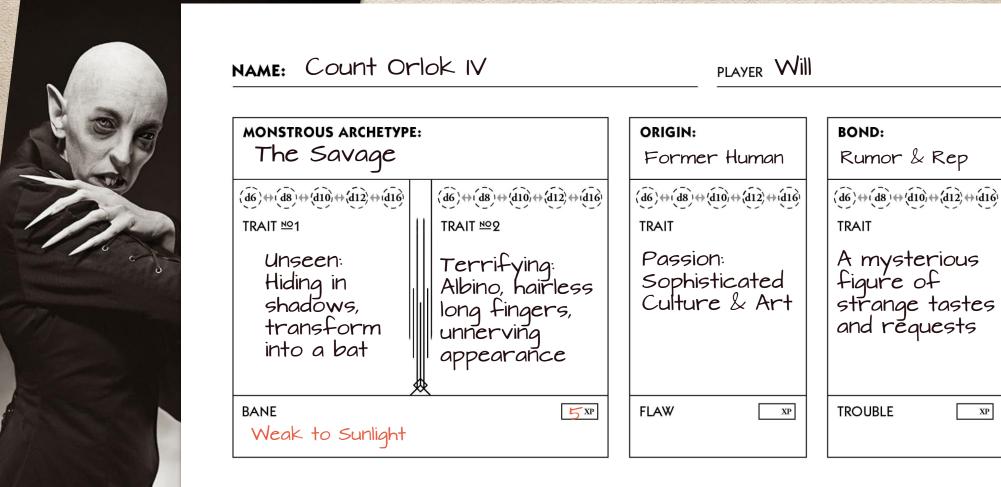
XP

XP



Complications (pg. 28)

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





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

BOND:

ORIGIN:

MONSTROUS ARCHETYPE: The Savage $(\overline{d6})$ $+ (\overline{d8})$ $+ (\overline{d10})$ $+ (\overline{d12})$ $+ (\overline{d16})$ (d6) \leftrightarrow (d8) \leftrightarrow (d10) \leftrightarrow (d12) \rightarrow (d16)TRAIT №1 TRAIT №2 Terrifying: Albino, hairless Unseen: Hiding in shadows, long fingers, unnerving appearance transform into a bat BANE 5 XP Weak to Sunlight

Former Human		Rumor & Rep
d6)+(d8)+(d10)+(d12)+(d16) TRAIT		$(\overline{d6}) \leftrightarrow (\overline{d8}) \leftrightarrow (\overline{d10}) \leftrightarrow (\overline{d12}) \leftrightarrow (\overline{d16})$ TRAIT
Passion: Sophisticated Culture & Art		A mysterious figure of strange tastes and requests
FLAW XP		TROUBLE XP