

Its 1985. Reagan is president, the Cold War still looms quietly while the war on drugs is in full effect, and everyone fears the satanists next door. More than ever before the populace is convinced of a secret undercurrent of malevolent, drug addled, devil worship hiding just beneath the idyllic surface of the rural heartlands. As though a self fulfilling prophecy, their paranoia drives many to investigate the occult. Some lose themselves within it.

You are all lost people. The poor, the ostracized, the seekers of purpose, and those with holes in their heart. Would-be students of the esoteric arts, the disenfranchised scrabbling for power, the bored, the thoughtless, the perverse, the insane. Something has brought you here, to the basement of this abandoned building with others like you, and together you aim to sate your endless thirsts.

You have found what you need; ancient texts of lost names, manuals of forgotten gods and things from beyond the stars. The ritual has been prepared, the your mingled blood rests in the bone chalice, and all that remains is the sigil and the name to be chanted. You huddle around the odd leather tome and flip through fragile, time-yellowed pages, deciding once and for all which being to pledge your loyalty to.

D4-d12 is used for stats. Level 0 is 0, Level 1 is d4, level 2 is d6 and so on.

D4: 1 crit fail, 2 failure, 3 lesser failure, 4 Success

D6: 1 Crit fail, 2 failure, 3 lesser failure, 4 lesser success, 5 success, 6 overshoot

D8: 1 Crit fail, 2 failure, 3 lesser failure, 4 lesser success, 5-7 success, 8 overshoot

D10: 1 Crit fail, 2 failure, 3 lesser failure, 4 lesser success, 5-9 success, 10 overshoot

D12: 1 Crit fail, 2 failure, 3 lesser failure, 4 lesser success, 5-11 success, 12 overshoot

Physical stats. Can be upgraded via concerted actions and a good roll, or via Favor. Generally do not degrade.

Strength: Used to do things that require physical strength and brute force.

Dexterity: Used for things that require balance, poise, and coordination.

Speed: Used for things that require quick movements or reactions.

Endurance: Used for withstanding injury, illness, poison, pain, and the like.

Awareness: Used to notice things, gain clues, and avoid sneak attacks.

Guile: Used for lying, hiding, deception, and general skullduggery

Knowledge: Used for knowing things, testing to see if you have specific knowledge.

Willpower: Used for intimidation, mental strength, concentration, and so on.

Occult stats. Cover things beyond the ken of mankind.

Corruption: Physical deformities and mutations that result from gifts granted by your Deity. Starts at 0 and goes up to d4 when your first corruption is gained. This die is rolled when you attempt to use a physical gift or power you have been granted. This die is rolled AGAINST other dies when your deformities could interfere.

Madness: Compulsions, persistent hallucinations, alterations of personality, and mental illnesses that result from gifts granted by your Deity. Starts at 0, goes up to d4 when your first Madness is gained. This is the die rolled when you use a mental or magical gift or power you have been granted. This die is rolled AGAINST other dies when your madness could interfere.

Favor: Favor of your Deity. Gained by doing things it desires. Starts at 0, goes up by one level at a time. Favor has many uses: The Favor die may be rolled along with any Stat test and the best result will be taken; however if the Favor die lands on 1-2, it drops by 1 level. A level of Favor can also be expended to raise a physical or world stat by 1 level. Finally, a level can be expended to ask your Deity for a favor or gift. Your favor die is rolled when you ask for this gift, before the level is removed.

World Stats. Measures a character's place in the world in various ways. On a roll of 1-2, they reduce to their level by one. These levels can be regained or upgraded via concerted actions or via Favor.

Connections: A character's connections in the world. A well connected person knows many people, is associated with many groups, can get things others cannot and has favors they can call in. A character with no connections is alone and will have to make it on their own.

Possessions: The things a character owns, can borrow, or otherwise get ahold of without paying. A character with high level will have many things, particularly many unusual, rare, valuable, or otherwise abnormal things. Without possessions, a character will have little to draw on in terms of objects. Note that this doesn't replace an inventory or allow objects to be pulled out of "Hammerspace"; it simply allows a person to go and get something from their house or collection without having to specify beforehand every single object they own but aren't carrying with them. Some items cannot be gained via this method, regardless of the roll.

Money: The extent of the character's financial reserves. Like possessions, this is not a level of money they have on them, instead it is a measure of the money they can go get. Someone with a high level can go to their bank account and there will be money there for them to use while someone with a low one might quickly find themselves penniless.

Standing: A character's place in the community. High Standing means they are much loved, respected, and accepted by the populace. Low standing means you are an outcast. Those in high standing can avoid suspicion and actions taken against them that those less loved may not be able to escape.

Creating a character: Distribute a d4, a d12, a d10, 2 d8s, and 3 d6s, one die to a stat for your physical stats. Occult stats all start at 0. All World stats start at 0 and you have 10 points to level them up, one point per level. Fill out the rest of this sheet.

Name:

Appearance:

Backstory: (namely what lead you here and what you hope to accomplish)

Physical stats: (list in order)

Occult stats: (list in order but should all be zero)

World Stats:

Inventory: (Roll your possessions die. You may start with that many items, but they must be things you actually have in your house/own in real life. If you claim to have something rather outrageous I may ask for proof. Roll your Money die. You have the result x100 in cash.)

World

Platonic world: all that we see and are is simply the “Shadows” of the true reality, of the perfect forms. The gods are these perfect forms, interacting with the real world. Everything seen of them is just a shadow of what they truly are.

The gods have singular motivations that drive their actions. These motivations are not overtly alien, but because humans only have a fractured and incomplete view of their actions, they often seem to be.

There is no hierarchy, each Form is sovereign and ruled by none, though it may be in conflict with others and may be forced away from its desired actions.

Because all things are shadows of them and their existence, all things can be considered manifestations of them. However, certain things which are closer to them are more under their control and act more as emissaries for them. Humans gain power and magic via moving closer towards the Form.

The number two is important, significant because of the duality of existence between the true forms and the projected world. Things are almost always twinned. The sun and the moon are twins and in perpetual struggle.

The Earth is actually flat and far larger than many believe. The known world is a section of the world surrounded by ice, but other worlds exist beyond it, dotted across the great ice field. There is no conspiracy to hide this; the “Globe” nature of the world is a persistent illusion; a distortion of the “Shadow” of the true world, so to speak.

Cats are sentinels in the protection of humanity. They know a great deal and can see the truth of the world; They are unconnected to the world of forms, no one knows their origin.

Dogs are not as friendly as they seem. They are neutral when it comes to humanity and are pursuing their own goals with humanity as an unwitting ally. They are all close to the Form of Canis, the pure dog, and can perform magical feats. They will only ever do so when no one is watching though.

Dogs wish to sever the connection between the world of Forms and this projected world, making this reality a separate, "Real" thing that they may own.

This world was created purposefully, and humans along with it. No one knows who did this or why but there are clues.

The Sun is the Servant of Ignis, Form of fire. The Moon is the servant of Flux, Form of water. Bees and moths are their most loyal sentries, respectively.

Many dreams and fictional stories (Though not all) are actually accounts of real events happening elsewhere on the surface of the great flat earth. Information about the Forms and how to best contact or worship them can be found within written text that is close to them.

Gods

Ignis Prime: Form of Fire. Wants to exterminate all life and destroy all matter in the shadow world. Simple, brutal. Does not hate life, but destruction is its nature. Connected to the Sun, Fire, and Bees.

Flux the Formless: Form of Water. Wants to reshape the world of shadows to be the same as the world of Forms. Connected to the moon, water, and moths.

Canis the World Eater: Form of Canines. Desires to sever the link between the world of forms and the world of shadows. Eats links, including dreams. Served primarily by dogs, but some human servants too.

The Scholar in Red: Form of Curiosity. Desires to examine, catalog, collect, and understand everything in the shadow world. OCD but erratic by human reckoning, jumps between subjects. Connected to Eyes, places of learning, medical equipment, dissections, preserved specimens, etc.

The Iron Bull: Form of Machines. Desires to spread machinery and artificial environments and habitats across the earth.

Acoqez the All-Mother: Form of lust. Desires to breed and reproduce above all else. Sex cults and spiders.

Insatiable Chnth: Form of the Blade. Desires vessels to inhabit so that it may use blades. Not inherently interested in violence, may desire to chop wood just as much as it desires to chop limbs. Served by bladed things and cultists intoxicated with knives and the like.

Ineffable Void: Form of Silence. Seeks to sever any communication between the world of forms and the world of shadows. Does not speak directly to any worshiper, but will grant gifts to those who interfere with or destroy other cults.

Exterminate

Examine

Create Habitat, keep pets

Ignore

Feed

Civilize

Self insert and observe

Modify to fit idea of "Interesting"

Gain worshipers and become a "God"

Play with

Breed with

Eat world

Release creatures

Create other Forms

Reshape the world

Copy people and things

Counter the actions of other Forms