



OF PERSONAL GROWTH AND THE SEARCH FOR THE SELF

Your first step into the world of *Under Ashen Skies* is taken by creating your player character (PC), who serves as your avatar for interacting with the locations and inhabitants of the world. Your character is mechanically defined by Attributes, Skills and Talents. **Attributes** are the core capabilities of a character, defining agility,

intelligence, strength, etc., while **Skills** are your character's abilities such as how skillfully they use weapons, talk to Non-Player Characters (NPCs), or find hidden objects. **Talents** are unique skills and advantages that will help you deal with the twisted world of *Under Ashen Skies*, such as special attacks or abilities.

ATTRIBUTES

Attributes are the foundation your character is built upon, only changing under very specific circumstances. All player characters (and some non-player characters) have the following **Primary Attributes**:

- **Strength (STR)**: This determines how strong your character is, how capable they are of performing feats of strength, such as lifting heavy objects or breaking things.
- **Dexterity (DEX)**: This describes how nimble you are and how good you are with your hands. This is used when dodging or picking locks.
- **Constitution (CON)**: This measures how physically resilient your character is, including how well they fare against harmful effects such as poisons or diseases.
- **Will (WIL)**: This defines mental strength and ego. It allows you to stand your ground and to pull yourself together after suffering a knockdown during combat, among other things.
- **Intelligence (INT)**: This shows how cunning and capable you are at mental tasks. You will use it to think things through before acting, or to solve a puzzle or riddle.
- **Charisma (CHA)**: This tells how likable you are. You will use your Charisma to get

information and gain advantages with NPCs.

Primary Attributes start at 10, but can range from 1 to 18. Although Attributes may never be raised above a value of 18 via spending Attribute points (more on this later), they may have higher temporary values due to gear or other types of boosts. During gameplay, Attributes are used to complete Attribute Tests. To pass an Attribute Test, roll a D20 and add the asked Attribute's value. If the total is **equal to or higher than 20**, you've succeeded.

***Example:** While rummaging through the contents of the principal's room in Owl Hill High William finds an old, locked chest, old enough for him to think he can smash it open. This calls for an Attribute Test against his 15 Strength. William's player takes a D20, rolls a 13 and adds their STR of 10 for a total of 23. The result is higher than 20, so they pass the check and smash open the lid!*

SECONDARY ATTRIBUTES

- **Fate**: Sometimes, even though things seem to be going one way, fate intervenes and changes everything.
 - A character may spend 1 Fate point to re-roll any roll.
 - PCs start with 5 Fate, and may gain more during gameplay.

■ **Stamina:** Stamina determines how many actions a character may take during combat in any given turn. Each turn, the player will determine which actions their character will take and spend Stamina in doing so. Stamina is recovered automatically at the beginning of each round.

Player Characters start with 10 points of Stamina.

■ **Trauma:** PCs will suffer through hellish visions and nightmares never thought to exist while trying to figure out their place in this world. The human mind is not prepared to deal with the constant assault of physical

and psychic violence, and it will eventually crumble under the pressure. This translates into Trauma points, which will be explained in detail on page XXX. For now, all you need to know is that a new character starts with 0 Trauma points, and that if they ever reach 100 they will crack, finally succumbing to the nightmare around them.

■ **Wounds:** There is only so much punishment the human body can take before it gives up. Normally a character will be able to suffer a maximum of **three Wounds** at once before dying. This is explained in more detail on page XXX.

SKILLS

Your character's Skills, values ranging from complete incompetence at 0 to total mastery at 15, represent prowess acquired in a determined field.

To succeed at a **Skill Check**, roll a D20, add the asked skill's value, and if the total is **equal or higher than 20**, you've succeeded! The target for the roll is always 20, no matter what.

During **Character Creation** distribute 50 points as you wish, spending no more than 10 points on one skill. Each point spent adds +1 to the skill rating. (So spending 10 adds +10).

If you don't want to do all the math, take the following spread and assign it to your skills in order of priority for your character.

+10, +8, +8, +7, +7, +5, +5.

■ **Crafting:** Life is hard, and resources are scarce, and the only way you'll be able to keep going is if you know how to put something together from discarded pieces. A key skill used to improve your gear and create new items.

■ **First Aid:** Properly making a tourniquet or stitching up a wound will save your life more than once. Once per Room, after resolving all current Challenges, a character may elect to make a First Aid check outside of combat. If successful, they may remove one Wound. However, using this option advances the time track by one and consumes 1xMedical Supplies.

■ **Lock Picking:** Occasionally, you will find locked doors and containers. This is the skill to use to open them when brute force is not an option.

■ **Melee Combat:** This skill will allow a character to fight using close-range tactics with a variety of melee weapons, such as knives, baseball bats, or even hammers.

■ **Perception:** It doesn't matter how many useful items are hidden in the library if you can't find them. Use this skill to find or be aware of something.

■ **Persuasion:** Talking to an NPC is typically more beneficial than simply shooting at them. Other times, a silver tongue is the only way to close a deal.

■ **Ranged Combat:** A character with this skill is familiar with the different types of ranged weapons that exist, from guns and pistols, to rifles, and anything in between.

■ **Resolve:** A character will face many horrors while exploring Riverside. Proficiency in this skill allows them to better withstand the psychological effects of it. Each time a character is confronted with a traumatic situation they may do a Resolve test to avoid earning any Trauma.

■ **Scavenge:** As the old saying goes, "one man's trash is another man's treasure". Resources are scarce, and with this skill you'll be able to find every last scrap of useful materials or food.

■ **Sneaking:** This is used when you have the opportunity to avoid potentially deadly combat. This skill is described in detail on page XXX.

■ **Technology:** This skill will allow a character to use any technological devices, such as computers or any type of electronics.

IMPROVING YOUR CHARACTER

At the core of *Under Ashen Skies* lies your personal quest to figure out who you are, or at least, who you used to be.

During gameplay your character will accrue fragments of their past in the form of **Mneme**. Gather enough of it, and you'll be able to recover another piece of the puzzle. This can often prove to be traumatic, but most of the time you will remember something useful about yourself, and the skills associated with said memory.

Different gameplay activities (such as exploring, certain encounters or combat) will shake your character's memory and grant them Mneme. Once you have accrued 100 Mneme you may choose to increase your level by one.

This will grant you a roll on the Memories table and 1 Attribute point or 2 Skill points, to distribute as you will.

Keep in mind though that Mneme has other uses aside from being spent on directly improving your character, so you may want to hold on to it, instead of spending it as soon as you get 100 points.

We will discuss other uses for Mneme later.

A character may spend 100 Mneme to level up whenever they wish so, with the sole exception being that leveling up cannot occur (and Mneme cannot be spent on it) while a character is engaged in combat.

MEMORIES

Once you acquire a new memory, write it down on your character sheet, together with improvements you picked for that level. For example: "*Level 4: Childhood Memory #23, +1 STR*".

If you roll a memory you already had you may choose to develop that memory further, making it more personal; there is no mechanical benefit from doing this, but it would help you develop your character and understand their past better. So if, for example, at level 3 you obtain the Childhood Memory corresponding to rolling a 1-2, and then at level 16 you roll the same result, you could decide that your character just remembered how they had one favorite toy car that they would never separate from. It became their lucky charm, until they lost it on a road trip during their 20s.

We must warn you though; most characters you will come across during your time in Riverside are not good people, and that includes you. You will sooner or later find out something terrible, disgusting, and upsetting about your character's past, something that will make you dislike them or even hate them. This is by design, as your character will be feeling the exact same way about themselves. Having no recollection of who they were, suddenly learning how they did something terrible in the past will be a hard pill to swallow. Coming to terms with who they were and trying to become better is all part of your character's journey though, so give them a chance!

D6	MEMORIES
1-2	Childhood memories
3-4	Loved-ones memories
5-6	Mundane memories

D100	CHILDHOOD MEMORIES
1-2	When you were around five years old, you were obsessed with toy cars. You quickly learned how to emotionally blackmail your poor mother into buying you a new one almost every day.
3-4	On your way to school one day you found a stray dog. The animal followed you right to the entrance, and you spent that day looking out the window to see if you could catch a glimpse of it. Once the school day was over, you rushed outside, but the dog wasn't there. You never saw it again.
5-6	A lazy summer evening you were with your best friend Susan, strolling through the forest behind your house. You saw a figure lying on the ground a few feet away; once you got close enough you saw it was a dead man. Both you and Susan ran away, crying for your parents.
7-8	You were typing on your phone, answering to another tweet from that obnoxious Brenda, when a truck skipped the red light right in front of you, missing you by a few inches. Unfortunately, the old man in front of you wasn't so lucky.
9-1	Every morning before school, while you were still in bed, your father would get up and get ready for work. The smell of coffee and toast bread still invades your nostrils when you think of it, and you will always associate it with early mornings and the feeling of being home.
11-12	The day you had to put Lula to sleep was the hardest day of your life. Your parents told you that you would eventually get over it, but the pain never went away. Remembering her, so small and fragile, slowly closing her eyes and breathing no more still fills you with despair to this day.
13-14	It was your thirteenth birthday, and your parents had bought you a new clarinet. Other kids were getting the newest PlayStation, and you got an instrument you hated, just so your parents could brag about their talented child.
15-16	You were doing a photo shoot with your parents and your sister, who wanted to have a formal family picture to send out to relatives for Christmas. You were bored out of your mind (you must have been 10 years old), so as a prank you decided to throw some chewing gum at your sister's head. The gum got stuck so badly that your mother had to improvise and forced your sister to wear a hat for the rest of the photo session, before heading out to the nearest hairdresser.
17-18	You must have been thirteen years old when at a friend's sleepover you decided to play with a Ouija board. What started as a joke soon became a terrifying experience, as the board moved while nobody touched it. You called your parents to pick you up since you didn't want to spend the night in that house.
19-20	It was your first time in a swimming pool with your cousins, and you still weren't a good swimmer. You decided to follow them into the deep end of the pool, and then you realized you were sinking without knowing how to go back to the surface. You could see everyone around you, but nobody seemed to notice you were drowning, until one of your older cousins came and pulled you out. She is still your favorite one, to this day.
21-22	You had just moved to a new town, and you had no friends. Fortunately for you, the neighbor's kid was a loner and you two ended up becoming friends pretty fast, which made meeting new people at school easier.
23-24	The day you discovered you were allergic to peanuts was not a good one. Puffed and without being able to breathe, if it weren't for your aunt (who carried an EpiPen with her at all times), you would have probably asphyxiated right there.
25-26	One of your favorite moments of the day was when your mother had to leave you alone in the car for a few minutes to pick up your little brother from school. You would play your Cyndi Lauper album on the car's stereo and sing your lungs out until your mother came back.

D100	CHILDHOOD MEMORIES (CONT.)
27-28	The day you got your own phone was the day you felt like you were leaving your childhood behind. That would have been partially true, if you didn't use it to watch cartoons the whole night under the blankets.
29-30	One of your happiest memories is when, after months of being bullied by that idiot Sam Davis, your older brother came to school and scared the crap out of him. He didn't touch you again.
31-32	At age eight you fell off a small cliff while riding the bike down a dangerous trail. Miraculously you didn't hurt yourself, even though your bike ended up completely trashed.
33-34	While on vacation, the family renting the house next to yours had a horrible daughter that kept teasing you. They also had a beautiful puppy. The day you left, you took the puppy and hid it in your bag. Somehow, the puppy didn't make a noise during the whole trip and your parents didn't realize until you were back home. You got into a lot of trouble, but somehow you managed to keep the puppy.
35-36	Adam, the boy you had a crush on since you first met him at the pool, joined your school trip to the cardboard factory. Luckily for you, he sat the whole trip beside you. It was the most magical moment of your young life.
37-38	Every evening after school you would rush to your neighbor's house and play video-games until it got dark. On Sundays his family went to church though and you had nothing to do but to finish your homework. You hate Sundays more than any other day because of that.
39-40	Every morning you would walk your way to school with a friend who lived nearby. The problem was that he was friends with a guy who bullied you every day, and your friend would always insist on stopping by the bully's house so he could join you. So every day you ended up going to school with the boy that bullied you, always wanting to run away but not doing so because of your friend.
41-42	One of your first memories is of you sitting with a boy in kindergarten, watching him eating a cockroach he just found inside his pocket. He even peeled off the shell before doing it, like a shrimp. To this day, you can't stand shrimps.
43-44	When you were around six years old you went to the beach with your grandfather. Somehow, he got distracted and lost you. Fortunately for you the house you were staying in wasn't far and you managed to find your way back home.
45-46	The day you finally learned how to read was the first day you felt like you accomplished something. You would just go around reading all the billboards and ads from the street to the desperation of your parents.
47-48	You were only twelve years old when you had to flee your country. Fortunately you had family abroad that helped you settle, but many of your friends weren't so lucky. You never heard from them again.
49-50	After years of going from foster home to foster home, you finally found a family that accepted you, disabilities and all. You never felt so grateful in your short life as on that day.
51-52	When you were eleven years old, you ran out chasing a stray cat you saw while going on a walk with your mother. Distracted, you ran onto the road and got hit by a car. You spent a whole year in a coma, but you finally woke up, to everyone's surprise.
53-54	One of your proudest moments was when you won the school's yearly award for being the best writer. You actually went ahead the following year and presented another story, but that one got turned away because they claimed it couldn't possibly have been written by you, an adult must have done so. That was even better than actually winning the award again.

D100	CHILDHOOD MEMORIES (CONT.)
55-56	Growing up your house was always full of exotic animals. Your parents worked as educators and tried to introduce rare species to local kids. While other kids had cats and dogs, you played with Savannah monitors, sugar gliders and kinkajous.
57-58	You used to watch your mother spend hours trying to solve puzzles, each one progressively more complex than the previous one. You never understood the point in building something up, only to tear it down again. Not until you discovered Legos.
59-60	Every day after school your mother would take you and your siblings to walk around the botanical garden, making time until your father could come back from work and pick you all up.
61-62	For your eighth birthday your rich aunt bought you what you wanted the most back then: a new bike. You had been using your older sister's so far, and this new one was a real upgrade. You used that bike until you got your driving license, it was indestructible.
63-64	The day you discovered that the chicken nuggets you loved so much came from actual chickens you didn't stop crying for a week. You must have been five, and your parents tried to convince you that it was all right, the circle of life. Still, that was the last time you ever ate them.
65-66	You must have been four years old when your parents took you to the park to play. The park had some swings and other stuff, but what you really wanted was to climb the castle on the other side. For some reason you weren't allowed to go to that side of the park though. Years later you discovered that side was for the white kids.
67-68	Friday night was pizza night. Your fathers would sit with you and your brother and watch any shows you wanted on TV. It was the best night of the week.
69-70	As a child, you had a terrible sun allergy. It went away once you hit puberty, but by then you were already the weirdo who never played outside.
71-72	You'll never forget the day that your sister disappeared. She used to storm out the house, saying she was going to run away, so when she went missing for a few hours your parents thought it was just another of her tantrums. Things got serious when she didn't come back to sleep that night. Years later your parents still hoped for her to return, since no body was ever found. No one really knew what happened to her.
73-74	It was another lazy summer day. You had slowly worked your way into the cool kids' group, and they wanted to test your loyalty. You had to sneak into Mr. Roger's house and steal something from it, anything. The problem was, they didn't tell you he was still in the house. After being caught your parents ground you for the rest of the summer.
75-76	Chocolate cake. The smell of it still invades your nostrils. Each Sunday your grandmother would get in the kitchen and wouldn't come out until she was done baking the most delicious chocolate cake you've ever had. You will always associate the smell with the memory of your grandmother, happily smiling over you as you ate the whole thing.
77-78	You had just moved to a new town, and that meant a new school. It was your first time moving (you must have been six years old), and it became difficult for you to adjust to the change. Eventually you met James, a talkative kid that sat beside you every day on the school bus. He became your best friend for several years, until he moved away, and you lost contact.
79-80	The day you discovered you were adopted was a hard day for you. You overheard your parents talking about it with a friend, but they never told you anything. To this day they still keep the secret, treating you always as their own child. You never had the guts to ask about it, though.

D100	CHILDHOOD MEMORIES (CONT.)
81-82	You always grew faster than your mother could buy you new clothes, so you would end up using pants that were too short and shoes that hurt your feet. The worst part of it was the kids at school making fun of you.
83-84	Every Saturday your father and uncles would get together and play wargames in the living room. There was something arcane about the complicated rules and the little cardboard pieces and as soon as you were able to understand them you started to play them. The problem is that nobody wanted to play with you, so you made your own rules and forced your little brother to play.
85-86	Your father bailed on you and your mother was often sick, so at a very young age you had to learn how to cook, clean and be responsible. Other kids had parents tucking them to sleep, you spent your nights trying to finish homework, after making sure your mother took her meds and ate enough.
87-88	On a trip to the beach with your family you had to take your turtles with you because nobody wanted to take care of them. While stopping for lunch on the road you forgot to move the turtle box away from the sun. When you returned an hour later it was too late; they were dead, suffocated in the heat of the summer.
89-90	You were always a sickly kid, and other kids made fun of you not being able to keep up with them, or of the fact that you always carried paper tissues to wipe your nose. They called you "grandpa" and ran around you each time you wiped your nose.
91-92	You were hanging out with a friend, when he insisted you go visit a friend of his; the problem was, that kid was a piece of shit. He used to beat other kids and mock everyone for not having as much money as his family did. You accepted to go because you really wanted to play the new video games you knew he had. Once there, he demanded to let you punch you if you wanted to play. After a bit of hesitation you let him do it, but it hurt so bad that you just ran back home, crying.
93-94	Generally speaking, you kept yourself out of school "politics"; if someone was being a jerk to somebody else you would just move along. But that day, when you saw Richie mocking a new foreign student for not speaking English correctly, you just had to intervene. You ended up in the principal's office, but it was so worth it.
95-96	Even as a small kid, you always had different tastes. The one that kept you isolated the most though was your obsession with ambient music and film soundtracks. While other kids listened to pop and rock, you just walked around school in an ocean of calmness, a moment in eternity framed by the perfect soundscape.
97-98	As a kid, your favorite film was <i>Home alone</i> . Since you watched it, you would hide each time your parents wanted to leave, trying to see if they would forget about you and leave you behind. The next step would have been to find some thieves, but you never got there; your parents never forgot about you.
99-100	You uncovered a traumatic memory. Roll on the Dark Secrets table.



D100	LOVED-ONES MEMORIES
1-2	Your grandfather used to tell you stories of when he was in the military, but in a way that it was difficult for you to distinguish what was real from what was fake. For example, you believed his stories of fallen comrades and missing his family, but somehow smoking monkeys that saved the day by distracting the enemy sounded a bit weird.
3-4	You had just moved to a new town and didn't know anyone there. Soon after though you joined a local gym and immediately clicked with Thomas, one of the guys working there. You started exchanging music and comic books shortly after. One day though he missed the gym for the first time, and you didn't hear from him for several days. A week later you found out that he had been hit by a bus. You still have his comic books and CDs, buried inside a box filled with other sad memories.
5-6	Every Christmas you would get together with your family, but not in the same way other families did. You see, you had two mothers, and one of them had an awful family that didn't want to even acknowledge your other mother. So you had to spend Christmas Eve with one side of the family, and then Christmas Day with the other side, carefully engineering everything so people who hated each other wouldn't meet.
7-8	The day you had to leave your apartment, after years of sharing it with your best friend Adrian, was a tough one. You were moving out because you were moving in with your girlfriend (an awesome thing), but you couldn't help feeling you left a part of you behind that day, seeing Adrian waving at you from the train platform.
9-	You used to play crappy music in crappy bands, but seeing your parents there every night you had a live show, listening to weird noise they couldn't possibly like, made you finally understand the meaning and importance of family.
11-12	Your grandmother's birthday was always an excuse for your rather large family to meet. Siblings and cousins from all over the country would come together and set their numerous differences aside just for one day, pretending to like each other for the common love they felt for grandma.
13-1	You will always remember that road trip you took with your sister and her partner to Vegas. Long hours of silence and boredom sparkled by moments of sheer terror, like when your sister's partners would insist on peeing on a bottle while still driving, the car dangerously zigzagging across the road.
15-16	Right after college you were all ready to start your adult life. Unfortunately, adulthood proved to be tougher than you were expecting; your father got sick, and you had to return home, get a shitty job and take care of him.
17-18	After the accident, you had to re-learn lots of things. Among them, how to read. As a person in your twenties, it was embarrassing to admit to others you couldn't read, but thanks to Vicky and her infinite patience a year later you were back on track and studying to finish college.
19-2	Arnold was a family friend your parents met while on vacation. He would travel a lot so you rarely got to see him, but he would always come with some small gift for you. It was a shock for your whole family when they saw him on the news, arrested for drug trafficking.
21-22	When your son got sick, your world collapsed. As a single parent, you had to take an extra shift to be able to cover the medical expenses. The day you managed to get approved for a loan really changed everything for you, even if you would have to spend the next decade working three jobs.
23-24	You met your current partner in rehab, after reaching the lowest point of your life. They understood you like nobody else, and after a couple of months of struggle both of you got out, clean and ready to start a new life.

D100	LOVED-ONES MEMORIES (CONT.)
25-26	You always loved to read, and you think that, aside from the fact that you didn't have that many friends growing up, it was mostly because of seeing your mother always with a book in her hands, enjoying herself in silence. It's actually one of your first and fondest memories of her, sitting comfortably on a chair in front of the hearth.
27-28	Every month your siblings would play a show in a small pub. You always enjoyed watching them, a bit jealous of them because they seem to have gotten all the talent for music in the family, leaving you with none. It was always a fun show, though.
29-30	You never had children of your own, but you loved your brother's kid as if it were yours. You used to take her every Sunday out for ice-cream and somehow she always managed to blackmail a toy out of you.
31-32	Although you were more than capable of doing it yourself, you always let your grandfather help you bring in the grocery bags after returning from the store. He felt very lonely and useless after your grandmother had passed away recently, and these little things were now the cornerstone of his life.
33-34	After years of living in a foreign country you returned back home to your little town to help out your aging parents. Even after all those years things seemed to be frozen in time there, a few thousand people trapped in the amber of routine and monotony.
35-36	One of your cousins was a promising basketball player, and even though you had no interest in the sport itself, going to see him play together with your numerous (and loud) family was always a fun and exciting experience.
37-38	The day you lost your hearing was probably the worst of your life. If it weren't for the constant support and love of your partner you wouldn't have made it very long.
39-40	Driving with your siblings and parents to the coast for the holidays every summer was always a horrible experience, but it was the only time of the year you got to see each other and catch up. You never understood why you didn't simply rent a bigger car for those days, instead of cramming five adults into one same car.
41-42	After months of planning the trip, you and your partner finally managed to visit Paris. The whole purpose was to see the catacombs, but to your disappointment they were closed due to flooding. You had already seen all the things you wanted so you had no other plans. You ended up in a small cafeteria, simply enjoying each other's company, in what turned out to be the best moment of the trip.
43-44	One of the first live shows you ever went to was a small local band that you never even heard of before. Your older sister took you there because she knew the drummer, and even though you didn't know the songs you had the best time of your life, feeling part of your sister's life.
45-46	During the fall, right before it got too cold and the forest would be carpeted with leaves, you and your parents would go for long walks and talk about life in general. Those long, sometimes boring afternoons are some of the dearest memories of your parents.
47-48	You never thought you would be good at drawing, but thanks to the perseverance of Mr. Lockwood, who apparently saw something in you, you would spend hours after class with him. It soon became your passion, and years after, your career.
49-50	Growing up your family had no money. While other kids would spend their summers playing and going on trips, you would do any kind of work that would allow you to help home, and maybe even be able to buy yourself a treat. It was that discipline that led you to never surrender and taught you how to fight for yourself.

D100	LOVED-ONES MEMORIES (CONT.)
51-52	Some people say animals are less important than humans, but for a while after college you found yourself on the street, with nowhere to go and nobody to help you. Your parents lived across the country, and you didn't want to worry them about your situation, so for a whole year your only friend and source of companionship was a stray dog that started following you and never left your side.
53-54	You always hated taking the plane as a child. Fortunately your mother always managed to turn it into a game, keeping you distracted for hours with stories and conspiracies involving the other passengers, and the trip would be over before you even realized it.
55-56	You were always embarrassed to admit that you met your partner via online gaming. Back in the day it used to have a stigma, so sometimes you would invent romantic stories about you two meeting in the subway. Truth is, you met arguing over who got to keep the unique mount that dropped after killing Arthas.
57-58	You always had trouble with math at school. Fortunately for you, your aunt would come visit every week and sit with you for hours, explaining everything. You don't think you would have gone through school without her help.
59-60	During a holiday you met a group of people from different countries that liked to hang together, and you immediately clicked with most of them. At the end of the holiday you invited all of them to come visit you, but the only one that took you seriously was the one you liked the worst. After spending time with him though you realized he was an amazing person, he just needed the opportunity to show it.
61-62	You still remember your first big fight with your parents. You were young and getting into animal rights activism, and you criticized your mother for wearing a fur coat. Years later you realized that she wore it only because it belonged to her mother and it made her feel closer to her, but at that moment you were so mad you left your house for days.
63-64	It's the small things. Your partner was always cold and wanted the heater always on, while you were permanently hot and didn't feel like it was necessary. Those small squabbles are all you can remember now, but you do so fondly.
65-66	Your parents were really into Depeche Mode while you were growing up, and they used to play their records every weekend. To this day you can't listen to Personal Jesus without feeling nostalgic and warm inside.
67-68	While others got their driver's license as soon as possible to gain independence from their parents, you had to do so to be able to drive your brother around. You loved him to death, but as a teenager having to pull out a wheelchair and help your brother get into it usually didn't make you very popular.
69-70	Although everyone said you would get over it with age, your passion for animals just increased the older you got. Once you were independent you would go to local shelters and help as much as you could. Your mother would help you when she could, and sharing that despair and hope that comes with helping those in need really brought you together.
71-72	For a while you and your parents had to stay at your grandparent's place. It used to be a pain in the ass, having to take several buses just to get to school, but on your way back your mother would always take you to have a snack at your favorite cafeteria, and you would stay there just talking.
73-74	Both your parents died when you were young, so the person that actually raised you was your uncle. Everything was fine until your eighteenth birthday, the day when you could inherit their properties. Somehow your uncle thought he would be able to keep it all, so it was a really bitter period of your life.
75-76	After years of spending more time at the office than at home, your coworkers became your family. You would celebrate each other's successes, and help during difficult times. That is why when you lost your job you felt really lost; it had nothing to do with the lack of money but with the lack of true companionship.

D100	LOVED-ONES MEMORIES (CONT.)
77-78	As a professional baseball player, your coach is almost like a god. Whatever they say, you do. That is why you and your teammates felt deeply betrayed when it was discovered that Jim, your coach for the past five years, had been taking money from other teams to slowly tear up your team. After that you just trusted each other, in and outside the field.
79-80	As a child you used to be scared of everything. You would have never learned to swim if it weren't for your older cousin pushing you to the deep side of the swimming pool and leaving you there to drown. It was a brutal experience at the moment, and you never forgave him for it, but it allowed you to realize you could do things on your own.
81-82	You always hated visiting your grandmother at the residence. She had Alzheimer's disease, and she could no longer recognize anyone. It was always painful and confusing, but you knew your mother appreciated it, so you kept doing so.
83-84	You always wanted to work with animals, after a childhood of reading G. Durrell and others. That was the case until the day you accidentally killed your beloved cat with the car while returning drunk from a party. You then decided you couldn't be trusted by animals.
85-86	The day your father got married again was a weird one. He had only known his new wife for a few months, but they seemed to want to get over the marrying part as fast as possible. Meeting your step-brother that same day didn't make things any better, but he seemed fine enough.
87-88	Every day after work you would get home and wait for Sally, the next-door neighbor, to come over. You would then just talk, and smoke weed until dinner time, occasionally watching some Netflix and making out. Life was easy back then.
89-90	The first time you saw your mother cry was a traumatic experience. You must have been thirteen years old, and in retrospective you think it was the day your father decided to leave her. It was the first time, but unfortunately it wouldn't be the last one.
91-92	During college you and your twin brother shared a room in some shady apartment block because you couldn't really afford anything else, and your parents' house was on the other side of the country. Despite the colorful characters that lived there, it was the first time you two lived alone, and you remember those days fondly.
93-94	As a teenager you joined the local karate club. Initially just as a gimmick, it quickly became your second home, especially thanks to a newfound comradery and sense of belonging, something you had never experienced before.
95-96	Working as a nanny for the Smiths was truly a dream job. Not only did you get paid for watching TV, but they took you in like you were their own child, buying birthday presents and inviting you over for dinner. Considering your parents were never home, for a while you felt like you had an actual family.
97-98	For her eightieth birthday, you got your grandmother dancing lessons. She was always very active, so she loved it, and she loved it even more that you joined her. Bonding with her those months really made you two closer.
99-100	You uncovered a traumatic memory. Roll on the Dark Secrets table.

D100	MUNDANE MEMORIES
1-2	For years, your go-to breakfast was a can of tuna and a glass of milk. Your family always found it disgusting, but it was the only thing you could eat in the mornings.
3-4	The third time you crashed your car was on your way to watch The Force Awakens. Now each time someone mentions that film you feel dizzy, as if someone hit you on the head.
5-6	Every time you went to the gym you would listen to the same music. It wasn't because you like those albums you had on your MP3 player so much, it was simply because you always forgot to change them once you were back home.
7-8	On your way to work you would always get a bagel from the same stand, and chat with the owner about the state of the world. You never even knew his name, but it was something that helped you ease into every day's routine.
9-10	You had the privilege of working from home, which allowed you to spoil your cats beyond limit. It got to the point where they would all sleep on top of you while you spend hours immobile in front of your PC, trying not to disturb them.
11-12	You're always leaving stuff behind in public transport. After buying a new umbrella and immediately leaving on the train on your way back home you decided that you would only carry things that would fit in your pockets.
13-14	Saturdays were always your favorite because it was game night. Your friends would come over and after having a nice dinner you would gather around the table and spend the rest of the evening playing some good old fashioned RPGs.
15-16	As a homeless person, the worst part of the day was waking up. Your body would be stiff from sleeping in tight quarters over a hard surface, and the realization that you had another tough day ahead of you always brought you to tears.
17-18	During winter, every night your dog would wake you up, trying to get under the bed covers with you. Hours later she would wake you up again trying to get out, obviously overheated. You never got much sleep because of it, but you didn't really mind.
19-2	Every day after dinner you and your partner would go to the bedroom and have your meditation session. It generally lasted around twenty minutes, and you would always feel refreshed and awake after it, excited to be alive.
21-22	21-22 – You used to go to church every Sunday with your family, not because you really believed but because it's what you do. You always had trouble not falling asleep during the sermon though, so you always looked for a seat behind a column, somewhere dark where the priest wouldn't be able to see you.
23-24	Fridays were salmon and salad day at the office's cafeteria. It was definitely the worst day, since the salmon was always overcooked, and the salad was just a bit of old lettuce with onions. A couple of coworkers decided to make Fridays pizza day instead, ordering in while the boss was out.
25-26	You always hated going to the Vaisakhi parade every year. You understood the importance it had for your family, and you kept doing it, but somehow you always felt out of place there. The only positive thing about that day was when you would then go all together to do seva, feeding the local homeless.
27-28	It always got to you when you would be on the bus sitting alone and some old man would realize that sitting beside you was the only option. They would do so generally with a loud sigh, avoiding eye contact. It made you think people like that surely missed the days when people like you had to travel in the back of the bus.
29-30	One of your small pleasures in life was getting to the office, fetching some coffee and spending the first ten minutes of the day checking your mail and browsing the news. It was the necessary peace before the daily storm of complaints and yelling.

D100	MUNDANE MEMORIES (CONT.)
31-32	Every time you went to the store you would chat with Steven, a homeless man that was always at the entrance begging for money. He was a very educated guy who had one day decided to leave everything behind. You suspected his wife died and he was left broken because of it, but he never told you directly.
33-34	Once a month you should visit your local hairdresser and spend the next thirty minutes gossiping around. You told yourself you liked to be groomed and trimmed but in reality you just loved the bizarre customer stories they would tell you about there.
35-36	Returning home from work was always a fantastic feeling, especially because you got to see your dog patiently waiting for you, looking out of the window of your shabby first floor apartment. He would recognize you while you were still approaching the building, and start barking until you entered your place.
37-38	Every year during the New Year celebrations you would have to take your dog into the toilet, turn on the ventilator and let the water run to try and cover the noise from the fireworks, while the poor little thing would just shiver in fear for the next thirty minutes.
39-40	One of your favorite moments of the week was meeting your siblings for lunch. You had met once a week since the death of your parents, and now you wouldn't be able to go through a whole week without seeing them.
41-42	You hated going to the grocery store with other people because they always liked to wander about without a plan. You liked to be efficient there and always had a route laid out to do so.
43-44	While in college you used to go get high every day after dinner. You had your own little secret spot, inside an abandoned building not far from your dorm. You would have done it at the dorm, but your roommate didn't approve. What's wrong with a bit of heroin now and then?
45-46	You used to spend many hours every single day practicing your singing. It annoyed the hell out of your neighbors, who came frequently to complain about it, but singing was your life and passion, and you would not stop for anyone. Besides, it was perfectly legal and reasonable.
47-48	Every morning on your way to work you would have the same dance as an old acquaintance from high school. He would wave at you, and you would act like you hadn't seen him, only for him to come sit beside you anyway and tell you all about his new collection of miniatures. The worst part was the looks from other passengers, who were trying to catch a nap but weren't able to due to all the excited yelling coming out of your friend's mouth.
49-50	Each day after school you waited for your son to come out of class. Seeing him coming and trying to act cool in front of his friends always made you smile and reminded you of all the times you did the same in front of your parents. Being ashamed of your parents in front of your friends was the real circle of life.
51-52	You always looked forward to your daily conversations with your parents. You used Skype because they lived abroad, but being able to see them and talk to them on a daily basis really made you feel less alone.
53-54	Working at a pet store the worst part of the job (and one that you had to deal with every day) was dealing with the dead animals. People don't know how many animals simply die in those places, and it was your job to take their corpses, shove them in bags and dispose of them.
55-56	Working at a fast food chain was horrible enough, without the help of the typical jerk that would come with ridiculous demands, talking to you like you were their servant. The problem was that the nice customers were the rare ones, and the rude ones were the standard.

D100	MUNDANE MEMORIES (CONT.)
57-58	Driving back home was always a harrowing experience. The road to your neighborhood was an old one with no streetlights whatsoever, so driving there during the night was almost always a close encounter with death due to the local idiots who thought they knew the road well and drove like crazy people.
59-60	Cleaning the streets was not a pretty job, but it had its perks. More than once you'd find wallets, phones and all kinds of stuff. It was actually thanks to those finds that you managed to make it to the end of the month many times.
61-62	Every day you had twenty minutes to read in the subway on your way to work, one of the few moments in the day you had for yourself. In a way, it was something you looked forward to every day, it was almost exciting to run to your seat and take out your book to be lost in it for a little while.
63-64	You traveled a lot by plane due to your job, and you were always amazed (and irritated) at people's blatant racism. The second an Arabic-looking person boarded the plane, it was all whispers and concerned looks. It was very sad to see people fall for simple fear-mongering tactics, but it worked.
65-66	As a roadie, you always traveled around a lot. People always thought it was amazing that you got to watch your favorite band over and over, but after forty shows that shit gets old. More than once you caught yourself daydreaming about a quiet office job instead.
67-68	While others spent the evenings watching Netflix, you used to sit in front of your computer and chat for hours in hacker Discord servers, always challenging each other to hack this or that governmental website. It was all fun and jokes until one of your acquaintances was taken away by the FBI and never came back. You haven't touched a keyboard since.
69-70	You were always heavily into occult stuff, despite your parents' disapproval. You were raised Baptist and as such even the Tarot was a gateway to hell. You got a lot of personal satisfaction freaking your family out every Christmas dinner by offering to do some Tarot reading while flashing out your most evil-looking deck.
71-72	One of the advantages of working from home is that you could spend the whole day in your pajamas and cuddle with your cats while you type away the hours. You always felt guilty when your boyfriend would come back smelling like public transport and tired to death.
73-74	As an influencer, people sent you all types of weird shit to your PO Box. Used underwear was a common find, as were envelopes with pubic hair. Each time you had to open the box you would be equally frightened and amused by the perspective of finding some unusual gross stuff in there. People are never disappointed.
75-76	Working at a bank, it always bothered you when people would think they could just come and ask for a loan for any reason whatsoever. People think they can just get money for free, and even though it sometimes pained you to turn down a single parent in need of help, the system is how it is for a reason.
77-78	Being a DJ was pretty cool, but after a while partying non-stop became old, so you would just go do your set and then pretty much head straight home to cozy up with your cats and dogs while watching some TV.
79-80	The worst part of winter (aside from scraping the ice off the windshield) was walking your dog. The little fucker would take forever to do his thing cause he didn't like getting his paws wet, so you would stand there every evening looking at him while he tried to avoid getting too wet, every single day.
81-82	Since you couldn't really afford public transport every day, you used to go everywhere on your bike. During summer it was always fine, but riding a bike in the middle of a whiteout while at the same time trying to get to work on time is one of the most terrifying experiences you've had.

D100	MUNDANE MEMORIES (CONT.)
83-84	Taking care of your partner during their last days of life was the hardest thing you've ever done. Seeing the slow deterioration, how the cancer ate away the person you loved was both heart-wrenching and terrifying. At the end, only a pale shadow of them was left, all skin and bones barely managing to breathe.
85-86	You always loved driving. Trucking around the country, spending long hours at the wheel and seeing the country's glorious landscapes really gave you a sense of freedom that you rarely found anywhere else.
87-88	It was recess time at the local high school, and that was your queue to go and sell some dope. Those kids never got enough, and were always asking you for stronger things. You're thinking of expanding into coke, but that was a risky move. For now, you're content with taking the money off those idiot kids, selling them overpriced ecstasy and weed.
89-90	Almost every month, this old man would come into the hospital and check in. He was obviously wealthy and had no real health problems, but you all just went along with it because he was clearly lonely and just wanted to feel someone cared for him. That, and he tipped all the nurses fantastically.
91-100	You uncovered a traumatic memory. Roll on the Dark Secrets table.



DARK SECRETS

Certain results rolled on the previous memories tables will direct you to roll on the Dark Secrets table. This table offers a peek into the darkest corners of humanity, and more precisely, of your character's past. These memories will certainly challenge the perception you have of who your character was, and not for the better. Be advised: they are not pleasant memories, and some readers will prefer to ignore these altogether.

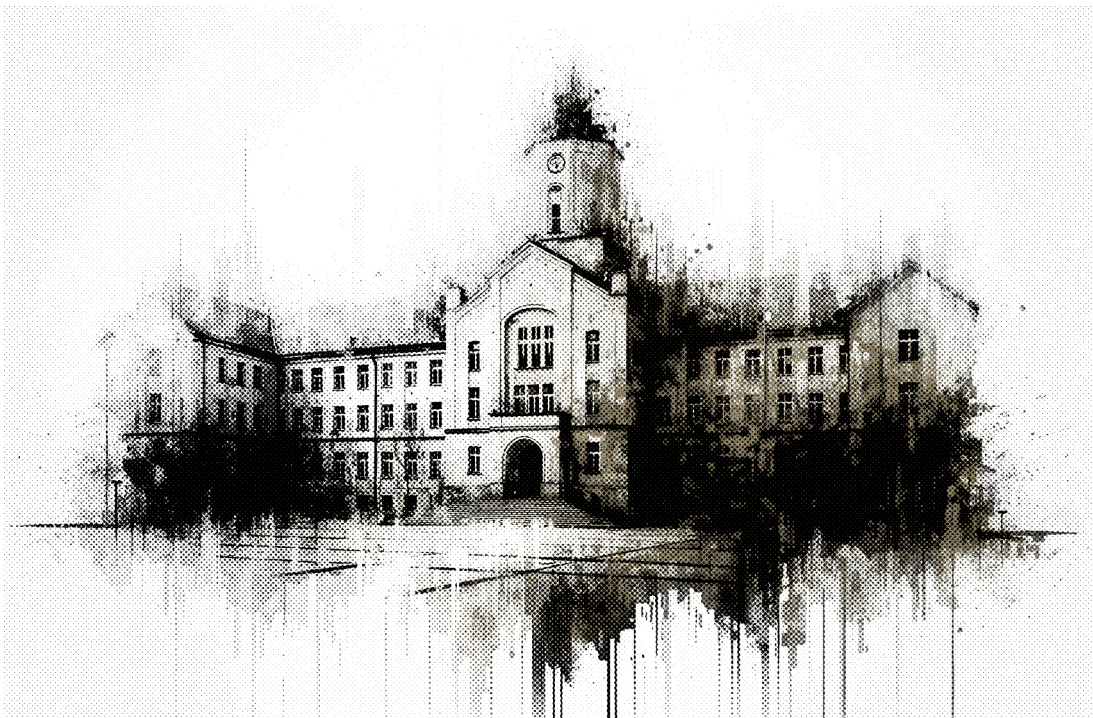
If you do go ahead and use incorporate these memories into your game, roll D6: a result of 1-3 will require to roll on the Dark Secrets - Table I table, and with a roll of 4-6 you must roll on the Dark Secrets - Table II table.

Characters gain 5 Trauma each time they roll on the Dark Secrets table.

For those players who want even more extreme, adult-themed content, they can roll on the alternative Darker Secrets table found at the back of this book on page XXX.

D6	DARK SECRETS - TABLE I
1	You once sold out a dear friend or family member who had committed a crime in a moment of pain and desperation. They had asked you for help afterwards and you'd promised to make sure you took care of them. But when you sold them out, you were in a really tight spot and needed the reward money from the tip. You planned to come clean, but while they were undergoing their probation, they were struck by a car and died.
2	You have spent your entire life constructing a façade that is untrue. You claim to have endured various disadvantages, trials and tribulations, mostly for social gain and some professional advantage, and have leveraged the sympathy and charity others have offered you to advance yourself. You worry constantly that the secret will get out and ruin you.
3	You secretly hate your partner, and are only still with them because they have a terminal illness. You resent how much their illness has impacted you and your life, disrupting your ability to live as you want. You don't love them enough to sacrifice for them, but you can't bear the social stigma of leaving them to die, so you quietly count down the days.
4	You hate your children. You find dealing with them to be exhausting, and you regret ever agreeing to be a parent. You constantly daydream about just upping and driving away, leaving them and your spouse behind to find a new life. You've even written down and prepared a plan so if you ever want to, you finally can.
5	You sabotaged a colleague during a promotion you were both up for. You didn't mean to, but you completely derailed their career and life. They got fired and they ended up killing themselves a few months later.
6	You hit a neighborhood kid while driving a car drunk one night. The child didn't die, but the accident crippled them. You drove away from the scene, and called the police later to make sure they'd be found, but you've never admitted you did it or turned yourself in.

D6	DARK SECRETS - TABLE II
1	You created dark secrets that you never had, attempting to construct a life of mystery to ensure you were socially interesting. The darkest secret of all, is that you're completely ordinary and there's nothing special or unique about you.
2	You once accidentally set your childhood home on fire. No one died, but family heirlooms were destroyed, and your family suffered extreme hardship for years. You blamed it on your sibling, who was young enough they couldn't defend themselves. You've never admitted who did it, and while no one blames the sibling (vocally), you know the family resents them for ruining their lives.
3	You bullied another student through high school, which culminated in a fight in a parking lot one day. You accidentally smashed their head through a window and blinded them in one eye. Because you were a minor, you got off with a minimal punishment, but every time you see them around town, you can't help but wonder how it'd have been different.
4	You once cheated on your partner, while they were at a parent's funeral. Unfortunately, the person you cheated on your partner with is your partner's best friend, and you have to see them regularly. This best friend has been wanting to tell your partner and come clean, and you recently threatened them, swearing you'd ruin their life if they say what happened.
5	You had a small, minor career as a musician and had some regional success. However, most of your music and lyrics were stolen from the notes you found in the dresser an old elderly musician, while you worked at a hospice. They were on death's door, and you stole the notes, secreting them away, later updating them and turning them into your music.
6	You once accused a fellow student of attacking you, in an attempt to skip a test you weren't prepared for. The accusation derailed their time in school, branding them a miscreant and subjecting them to constant mocking, monitoring, and harassment. This accusation eventually caused them to move out of the town, trying to start a new life.



TALENTS

Talents are unique skills and abilities that a character learns while exploring the sinister town of Riverside. These extraordinary abilities give the PC a necessary edge to face the horrors they find during their journey of self-discovery and survival. PCs are only human though, so although some of the talents push the limits of what a human body can do or learn, none of them could be considered as supernatural or superhuman.

Player Characters have a maximum of **5 Talent slots**, and they will need to choose which ones to “equip” each time a new Talent is gained. Each time a character learns a new Talent and they have already reached the 5 Talent limit, they must get rid of another one if they want to be able to equip it. Unequipped Talents are lost, but may be regained again if the character rolls the same Talent on the Talents table.

You may only equip and benefit the same talent once at any given point (you may, of course, lose it and regain it, thereby benefiting from it again!).

Talents are earned via a number of ways, the most common ones being via the Site Exploration track (page XXX) and by defeating your Nemesis (page XXX).

TALENTS AND NEGATIVE TRAITS

Due to several reasons, but mostly because of Trauma, your character will sooner or later acquire some Negative Traits. These traits can become problematic; that is why you may choose to forfeit a Talent, permanently getting rid of it, in order to also get rid of a Negative Trait.

This is a good use for Talents when you already have five that you like and you acquire a new one, as you may immediately get rid of a Negative Trait with it.

D100	TALENTS
1-2	Aim: <i>Cost: 10 Stamina.</i> Deal double damage on your next attack, if it's with a ranged weapon.
3-4	Backstab: <i>Cost: 5 Stamina.</i> Following a successful Stealth check, use a knife to perform a powerful surprise attack, dealing an additional +2D10 damage to one enemy. Can only be used when not engaged in combat.
5-6	Bash: <i>Cost: 10 Stamina.</i> After a successful attack, your base damage with two-handed weapons is 2D10 instead of D10.
7-8	Bounce Throw: You can re-roll one scatter roll when you fail to throw a grenade (or similar item).
9-10	Calm: Each time you gain Stress you gain 1 less (minimum 1).
11-12	Careless: When activated, you gain +5 to your attacks this round but you cannot spend Stamina on defensive moves.
13-14	Charge: You can barge into melee, gaining +5 Skill and +5 damage during your first turn. Cannot be used in conjunction with any form of stealth.
15-16	Charismatic: Re-roll any failed Persuasion tests. The second roll is final.
17-18	Cleave: <i>Cost: 8 Stamina.</i> When wielding a two-handed melee weapon, all enemies adjacent to your target also take half of the rolled damage.
19-20	Compartmentalized Mind: When you gain a Negative Trait, roll twice and choose the result you prefer.

D100	TALENTS (CONT.)
21-22	Counter-Attack: <i>Cost: 5 Stamina.</i> While wielding a melee weapon, if you win the combat roll during an opponent's turn your attack automatically causes 1 Wound.
23-24	Coup de Grace: Gain +D8 damage against knocked-down enemies.
25-26	Diligent Medic: You may attempt to heal the same Wound twice per Cycle, instead of once.
27-28	Discerning: You can perform an INT check to determine if someone's lying or trying to manipulate you.
29-30	Dual Wielding: Each turn you attack, you may use an off-hand weapon to attack again with disadvantage.
31-32	Fast: +1 to all Initiative rolls.
33-34	Fast Feet: Automatically pass all Escape checks.
35-36	Fated: Each time you roll doubles you gain 1 Fate. You may not earn Fate any other way.
37-38	Fearless: Once per Site you may ignore the effects of Dread.
39-40	Field Medic: You have Advantage on all Medical Aid checks.
41-42	Frugal: You can make each ration last 2 Cycles instead of 1.
43-44	Furtive: You may avoid all random encounters during the Devouring.
45-46	Good Organizer: You know how to perfectly arrange things in your bag. +2 Gear Slots.
47-48	Hard to Kill: Gain +1 max Wounds.
49-50	Ignore Cover: <i>Cost: 8 Stamina.</i> Fire at an enemy behind cover as if they had no cover at all.
51-52	Lucky: Each time you roll a natural 11 on the D20, you gain 1 Luck. You may not earn Luck any other way.
53-54	Marksman: Gain +2 damage on ranged attacks.
55-56	Momentum: <i>Cost: 5 Stamina.</i> Deal an extra +1D6 damage to a downed opponent, in an attempt to eliminate them. If the opponent is eliminated, gain +2 damage for the rest of the combat. This effect stacks with itself.
57-58	Movement Economy: You only spend 3 Stamina per round while in Stealth.
59-60	Multi-Target: <i>Cost: 10 Stamina.</i> Target 3 adjacent enemies with a single ranged weapon attack.
61-62	Neutralize: <i>Cost: 10 Stamina.</i> Carefully observe your opponent, then perform an attack to neutralize one of their unique abilities. If you hit and the damage surpasses the target's CON, they can no longer use that ability. No Wounds are caused with this attack.
63-64	Overpower: If you roll max damage (e.g. a result of 16 on D10 + 6), you automatically inflict a Wound.
65-66	Overwhelm: After a knocked-down opponent recovers, their Recovery Status roll is modified by +3.

D100	TALENTS (CONT.)
67-68	Pack Rat: You perfectly arrange the things in your bag, gaining +2 Gear Slots.
69-70	Parry: <i>Cost: 3 Stamina.</i> When hit by an attack, roll your weapon's damage. If the damage you roll is equal or higher than the attacker's, you parry it and receive no damage.
71-72	Point-Blank Expert: You suffer no penalty when using a ranged weapon in melee.
73-74	Quiet: All rolls on the Site Activity table are reduced by 1 (minimum 1). This effect does not stack.
75-76	Reconsider: <i>Cost: 2 Stamina.</i> After attacking successfully you may re-roll a damage roll.
77-78	Rend Armor: <i>Cost: 8 Stamina.</i> Tear through an enemy's defenses, causing them to permanently lose 2 Armor.
79-80	Resilient: You no longer suffer -2 to all actions while injured.
81-82	Resist the Taint: You may ignore the negative effects of a Taint.
83-84	Skill Boost: <i>Cost: 1 Luck.</i> Gain +5 to your next skill check.
85-86	Stable: +1 WIL while performing an Emotion check.
87-88	Stout: You have Advantage on all Resolve checks.
89-90	Strong: Deal +2 extra damage on melee attacks.
91-92	Suppressed Memories: You may roll again if you get a Dark Secrets result on the Memories table.
93-94	Targeted Strikes: Gain +1 to all rolls on the Hit Location table.
95-96	Tough: You roll Recovery checks with +2 WIL.
97-98	Vigorous: Gain +2 extra Stamina per turn.
99-100	Weak Spot: <i>Cost: 2 Stamina.</i> Re-roll a damaged roll after successfully attacking.

