DESCEND

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ver. 1.3.2   **Marek J. Kolcun**

Routine and ordinary day turns into terrifying fight for life. Will you all survive oncoming horrors?

About game

In DescEnd you will take control over characters that found themselves in a place that hides a terrifying secret. Your task will be to uncover it, avoid the evil to prevail or to successfully escape from that cursed place.

The whole story will be prepared by one player, let's call him **Teller**. He will acquaint you with situations, other characters and pieces of story within separated scenes. You will react to things that will oncome via your characters to acomplish the tasks you were given.

DescEnd is system built on the basics of Cthulhu Dark game, but enriches the system with character health management and possibility to fail in any task. System not very suitable for detective stories though, but thanks to its simplicity and fast pace it excels in adventurous and horror stories.

Character

Every other player takes control over single character and participates in adventure through this person.

Characters are ordinary people – they possess no extraordinary skills nor powers. All characters share common background defined by Teller (they may be students, investigators, neighbours, tour participants…).

A character has **5** points of **vitality** and **1** point of **nervostity**. Beside those, every character has following characteristics:

- name
- job or specialisation
- something that scares him/her a lot
- mistake from past that he/she wants to fix

Dr. John Doe (5/1)
- *psychiatrist*
- *affraid of deep water since he almost drowned himself in a lake*
- *6 years ago he sent an innocent and healthy man into asylum. Now he wants to get him out without compromising himself*

Obstacles

Every time a character faces an obstacle that prevents the progress, or endangers his/her health or inner peace, roll a die.

When a character can use perks of his **job** or **specialisation**, you may roll **two** dice and apply the **lower** one.

Otherwise, when obstacle relates to **fear** or **mistake** a character wants to fix, you *must* roll **two** dice and choose the **higher** one.

> **According to obstacle's nature, a vitality or nervosity is in stake.**

Obstacle conclusion

If the final value is **higher** than *obstacle's stake*, a character **failed** and stake's value changes. Vitality **lowers** and nervosity **raises** by one point.

John Doe pursuits the man with documents, whose publishing would ruin Jon's carrier. Man throws down a trash bin. Player of the doctor rolls a 3, what is less than doctor's health (4). John Doe jumps hardly over the bin and continues the pursuit.

Measure of success or failure can be described based on difference among roll result and *obstacles's stake* value.

Man doesn't give up, sits into his car and tries to escape. John Doe (4/2) throws himself onto a windshield – player rolls a 1. John grabs the frame on the roof and moves within car. However a man yankes the wheel. After a roll of 5 doctor (4/2) falls from the car, rolls onto ground and scratches his leg (3/2).

Help

If somebody decides to help your character in overcoming an obstacle, you can use additional dice during roll. Character can have **only one** supporter and help is available only when it makes sense.

*Doctor John (3/5) is trying to find the original documents of a man he sent to Asylum. His secretary Dorothy (5/1) helps him searching. Player of the doctor rolls three dice and finds out the results – **2**, 6 and 4, nervosity is in stake. Secretary felt tired after the search (5/2), but doctor smiled, because files were found. Will he find what he's looking for, though?*

Competing

Always when someone stands between your character and its goal, both competitors roll dice just like during obstacles.

Competitor with **lower** result **wins** and loser lowers his health/psychical state. When competitors get **equal** values, **both** of them **lose** and both lower their stats.

While competing, you apply bonus and penalties like during obstacles. Your character may use *help* from another character.

A few hours after the case John (3/2) found man's hideout. Prepared to get the documents back rings the doorbell and as soon as the man opens the door, he punches him into face. Doctor's player rolls a 2, Teller rolls 4, so teller describes, as man after being punched falls back and hits his back.

Supernatural phenomena

Characters cannot fight supernatural phenomena (ghosts, gods, monsters). Characters may try to evade or banish them, but every direct confrontation with them always results in lowering vitality and/or raising character's nervosity.

Awakening

When values of vitality and nervosity **equals**, your character can perform *action of awakening* and either cure (raise vitality by 1 point) or calm himself down (nervosity lowers by 1 point).

Doctor John Doe (4/3) is haunted by visions of suffering pacient he wrongly acused. But as he accidentaly cut himself on the shard of broken mirror in his house (3/3), the adrenaline in his veins returns him back on earth. He washed the wound and calmed down, lowering his nervosity by 1 point (3/2).

> **You can restore only the attribute that did not cause the awakening. You can't be healed by awakening when new wound initiated it.**

Recovering

The Teller can decide that characters are safe for a while. In that time you get **2 points** that you can distribute among your vitality and nervosity freely to **recover**.

John Doe (2/5) took sleeping pills. In comatic sleep he was pursued by no demons, hence he got better both physically and mentaly (3/4).

Insanity and Death

In a moment the **vitality** reaches **zero**, a character **dies**. You alone can tell how it happened.

When a **nervosity** reaches **six**, your character got irreversibly insane. You can play for this character for a bit (keep in mind he/she is insane), but his/her storyline ended. Say farewell to him/her as soon as possible.

Thoughs of the pacient haunt John for a long time. He closed his ordination, stoped to care of himself and filled his house by files of the patients. Once he had really disturbing dream of his patient. Doctor's (3/5) player rolled a 6 and doctor's nervosity reached six. Not a long time since that, a patient that Doctor wanted to save, met him in person. As equal. In Asylum.

New Character

You will create new character into existing story easily. Create character as usually and then roll dice twice – first roll stands for character's starting vitality and second for nervosity. When rolled 6, you get 5 vitality respectively 1 nervosity point.

Teller then introduces your new character when it suits the story the best.

Survive the horrors. Overcome the fear.

name

_____

job

_____

fear

_____

mistake

_____

vitality

nervosity

Notes

_____

_____

_____

_____

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