

GRAPHIC DESIGN

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BEFORE THE BEGINNING



NARRATOR'S PAMPHLET



THE NARRATOR

Someone will play all the non player's characters (a group of rivals, for example). She will describe the places and effects of the actions during the exploration. To create a story, the narrator will roll dice to define the challenges encountered by players on their explorations. They should not know about her challenges beforehand. The narrator begins by describing the place they arrive, the encounter and the actions of the characters.

Players decide whether to run or face their encounters. Each player takes a test and will only return to play when everyone has taken their actions.

The narrator describes the test results and the players decide again how they will act.

EXPLORATION CHALLENGES

Places

When players choose to explore, the narrator rolls the dice to define places visited, encounters and rewards. The narrator should roll 1 die, imagine and describe in detail the result:

1. A house.
2. A clothing / toys / food store.
3. An enemy camp.
4. A hospital / jail / school.
5. A building / factory / laboratory.
6. Wild nature.

Encounters

Each time the players enter a place, the narrator must roll 2 6-sided dice and add the results. She does not need to tell who is in the place at first. Perhaps the investigation will make the experience more interesting.

2 to 6 = can only be resolved with combat (C).

7 = can be resolved with negotiation or combat (N or C).

8 to 12 = can only be resolved with negotiation (N).

Difficulty (D) indicates the number of successes that players must achieve to overcome the challenge. Each player must make a designated roll or leak test.

2. A witch. DC 8
3. A territorial defense robot. DC 7
4. A group of rival survivors. DC 6.

5. A mutant animal (bear, lion or even rabbit). DC 5

6. A thief who tries to steal items from the characters. DC 4

7. A group of neutral survivors. DC 6 - DN 6

8. Survivors on the run. DN 4

9. A religious sect that prohibits passage. DN 5

10. The walls of an unknown shelter. DN 6

11. A caravan wanting to exchange a commodity, item or family member for another commodity, item or family member. DN 7

12. A mutant or supernatural conscience threatens players' characters. DN 8

Improving objects

You can only find one object per place and they are divided between supplies, items and upgrades. The narrator must roll 1 die to define what each player finds. The narrator must inform the difficulty (D) of investigation (I) per place for the players.

1. An improvement - DI 4

2. 1d6 supplies - DI 3

3. 1d6 rotten supply. When used, it will cause an exhaust point - DI 3

4. One item (choose the type) DI 3

5. 1d6 supplies - DI 3

6. Nothing - DI 2