

*"The boundaries which divide
life from death are at best
shadowy and vague. Who shall
say where the one ends, and
where the other begins?"*

<Edgar Allan Poe>



Lambs of God

GOULLESS

Paranormal Horror Role-Playing Game

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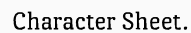
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Roberto Fernández-Regueira, 2024





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Setting

Timeline

“For ease of understanding, throughout the text, the Earth year will be used as the unit of time.”

The Beginning of Time

From the Big Bang, or 'the beginning of time', 13.8 billion years ago, two parallel, three-dimensional and virtually identical universes emerged simultaneously. One of them, our own, is Parallel Universe 2 (PU2) and the other is Parallel Universe 1 (PU1).

For most of the history of PU1, the different civilizations evolved in isolation on their own planets, until the level of technology in some of them was such that they began to interact and evolve together. This milestone accelerated further technological and social progress throughout the universe, leading to the emergence of a great megacivilization, organized as a Republic and known as Ultra.

The rest of the PU1 worlds, lagging far behind Ultra technologically, became a source of slave labor or were simply forgotten.

Both universes run on different timelines, one of which is linear, that of PU1, while the other, that of PU2, follows a sinusoidal line on the same axis, so that for every 343 years in PU2, only 10 years pass in PU1.

Every 49 years, the two lines are aligned, or in phase, for one year in PU2, or 11 days in PU1, so that certain bridges are opened, allowing passage from one universe to the other.

The physical laws that govern the PU1 universe are slightly different from those that govern the PU2 universe. Because of this, and despite the fact that PU1 (where only 402 million years have passed since the beginning of time) is a much younger universe than PU2 (which is already 13.8 billion years old), the conditions for intelligent life were present much earlier, so the technological level of its inhabitants is much more advanced.

At the end of this era, Ultra scientists discovered the existence of PU2 and began to study the phasing phenomenon.

Development of Souls technology

About 3 million years ago in PU1 (about 103 million years ago in our home, PU2), Ultra scientists achieved a major technological breakthrough: an extraordinary new energy source they called Soul.

Souls soon became the primary power source for all technology on Ultra, from the animation of automatons (which served as labor or shells for their owners) to the maintenance of static life support for the minds of its inhabitants (who, thanks to Soul technology, had become immortal beings of pure intellect, or Eternals).



The problem with Souls is the enormous amount of resources required to create them. To obtain a Soul, a large astronomical body (planet or star) must be completely consumed.

The Eternals, their minds having been transferred from their former organic containers to Permanent Digital Devices (PDDs) (which remained static on each of Ultra's dozens of inhabited planets), **were no longer distinguishable from one another**, and for a time, **the Republic was at peace**.

*The maintenance of the Permanent Digital Devices was in the hands of super-advanced automatons, which were power hungry. In addition, the Eternals had **organic shells that they could use when they needed to interact with the physical world**. Automatons and shells were also necessary for defense against the rare attacks of other civilizations, which were far **less advanced and sometimes rebelled against the destruction of their planetary systems**.*

But the peace was short-lived. Some Ultra systems (those located in areas with a higher density of solar systems), using their strategic advantage, soon took control of Soul production and attempted to impose their interests on the common good.

Character Sheet

Irrationality consequences: (Roll 1d6)

- (1 - 2) - **Brain click**, what unknown horrors lurk out there? (The character **raises his/her Irrationality by one (+1)**)
- (3 - 5) - **Surely there is an explanation.** (Character is able to assimilate it and nothing changes)
- (6) - **What a scam.** (The character rationalizes it (the player explains how) and **lowers his/her Irrationality by one (-1)**)

Loss of Control Table (1d6 + Irrationality)

12. **Paralyzed** and loses sphincter control.
13. **Runs in the opposite direction**, screaming. (gain 1 advantage on any Body tests to escape)
14. **Shaking hands.** (gain 1 disadvantage on any Body action until the end of the scene)
15. Screams in terror and **drops anything** in his/her hands.
16. **Screams in terror.**
17. Swallow and **keep control.**
18. **Screams in terror.**
19. Screams in terror and **drops anything** in his/her hands.
20. **Shaking hands.** (gain 1 disadvantage on any Body action until the end of the scene)
21. **Runs in the opposite direction**, screaming. (gain 1 advantage on any Body tests to escape)
22. **Paralyzed** and loses sphincter control.

Ritual Consequences: (Roll 1d6)

- (1) - **Tearing the veil.** You have disturbed 'something'. At the SS's discretion, a ghost or demon begins to stalk or stare at you, **you lose one Luck Point permanently** (the SS may be able to use this for a future adventure)
- (2 - 5) - **Panic.** **Suffers a loss of control** (see "Paranormal Encounter") and **adds one extra point to Irrationality.**
- (6) - **Tact.** You have been favored by 'something', **gain one Luck point permanently.**

This led to numerous internal wars that severely damaged the Republic's spirit and devastated the PU1 universe for half a million years.

The wars greatly increased the consumption of Souls, which, once used, were discarded. In this way, PU1 was gradually emptied of astronomical bodies and became an empty universe.

Meanwhile, taking advantage of Ultra's weakness, some planets (those forgotten after the founding of the Republic) reached a high enough technological level during this period to colonize their systems and resist the Soul Extractors.

Since the universe was thought to contain an infinite number of astronomical bodies, their destruction was not considered a problem until they became scarce. The shortage brought a new period of peace, but it was not to last long.

Within this period of peace, Republic scientists discovered how to interact with PU2 during phase periods, but the research was perceived by the public as a waste of resources and was abandoned.

In time, reaching and exploiting new systems to extract Souls began to require almost as much energy as would be extracted from them. The shortages became more severe, and the inequality between the richer systems and the poorer ones became more pronounced, with the consequences being felt much sooner and much more horribly.

All this led to a new and much more virulent civil war in Ultra. A war that in just 100 years has reduced the population to a thousandth of what it was during the Republic's golden age.

After the war, the Republic was replaced by a new type of political regime in the form of an Empire, in which a single system came to rule Ultra.

During the Imperial era, the God system imposed its will on all other systems and monopolized the production and distribution of Souls, favoring those systems that had sided with it during the war.

Meanwhile, the surviving loser systems were put into hibernation, using the minimum amount of energy (just enough to keep the minds of their best scientists working on a solution to the shortage). Some of this research returned to the study of PU2 interactions.

Sometime after the end of the war (2.5 million years ago in PU1 or 87 million years ago in PU2), scientists in some of the hibernated systems finally discovered, almost simultaneously, how to establish scientific bases in PU2. To accomplish this, they managed to create organic shells in PU2 which could house their mental projections (sent out from PU1 during the phase period) in the same way as their PU1 shells.

The main problem was that when the phase period ended, the Eternal's mind was permanently trapped in PU2 until the next phase period.

For some reason, even though the mind was in PU2, it was still necessary to power the permanent digital device in PU1, as if the mind was 'physically' still in PU1, even though it was not.

*Another problem they discovered, a consequence of the previous one, was that the minds of the Eternals in PU2 **could travel from one vessel to another, but they had a limited time, or the mind would be lost, lying inactive in a limbo, and would not return to consciousness, already in its digital device in PU1, until the universes were back in phase.***

The first thing the scientists from the hibernated systems tried to do was to extract Souls from the astronomical bodies in PU2, just as they had done in PU1, but the local physical laws seemed to work in a different way and the stars and planets lacked Souls. Meanwhile, in some hibernated systems, parabiologists following an alternative line of research discovered that they could **implant their minds into some PU2 creatures**. Unfortunately, they also found that once inside their hosts, **the hosts became prisons for the Eternals**, who were trapped and had no control over the creature **until it died**.

During these investigations, they accidentally discovered a **pseudo-intelligent species** on one of their few inhabited planets, PU2-SC3624, which was **capable of housing an empty PU1 Soul**. This species was also **able to slightly recharge the Soul**. Unfortunately, the process was very **inefficient** and certainly unable to meet the huge

Consequences in Attribute tests: (1d6)

- (1) - **Loses a piece of equipment** (breaks, misplaces, or whatever suits the situation) (randomly, including flashlight, notepad and pencil, and regardless of whether it is a used, or not, personal item)
- (2 - 3) - **Wastes a lot of time.**
- (4 - 5) - Character is **exhausted** (**1 disadvantage** to **Body** and **Mind** until 1 hour rest).
- (6) - Nothing extraordinary happens.

Pursuit consequences (vehicle/on foot): (1d6)

- (1) - **Vehicle rolls over / Protagonist falls down.** (Vehicle occupants suffer 1 wound / protagonist suffers 1 wound) (opponent flees or protagonist is captured)
- (2 - 3) - **The vehicle spins or hits something / The protagonist mis-steps, misses a deviation or stumbles over something.** (the protagonist has **one disadvantage in the next test**)
- (4 - 5) - The way is clear (nothing relevant happens)
- (6) - **Opponent vehicle spins or collides with something / Opponent mis-steps, misses a deviation or stumbles over something.** (the protagonist has **one advantage in the next test**)

Combat consequences: (roll 1d6)

- (1) - ¡Clonk! (The protagonist suffers **1 extra wound** and is **knocked unconscious**).
- (2) - Ouch! (Protagonist suffers **1 extra wound**).
- (3) - ¡Plaf! (The protagonist falls, drops his/her weapon or has to reload. S/he has **1 disadvantage next turn** and suffers a **scratch**).
- (4) - **That was close!** (Protagonist suffers a **scratch**).
- (5) - **Give me a break!** (The protagonist loses his/her breath or his/her position, has **1 disadvantage next turn**)
- (6) - **That's all you can do?** (Nothing extraordinary)

demand for Souls required to reactivate the hibernating Ultra systems. However, the discovery gave the scientists **something to work on**.

Having realized that it was necessary for the hosts to operate under the special physical laws of PU2, they began experimenting with indigenous species (adding minor modifications and even hybridizing PU1 species with PU2 species). In this way, **intelligent life forms began to emerge on many PU2 planets**. Some of these species were simply evolved forms of the original PU2 species, but many others had been modified to **interact differently with the physical laws of PU2**.




*These species, and the failed attempts at animal intelligence created during this time, form the set of creatures known as **First Generation Aberrations**, and can still be found on many planets in PU2.*

Homo sapiens and the recharge of Souls

Finally, about 10,000 years ago in PU1 (about 350,000 in PU2), one of the intelligent life forms of PU2 (indigenous to the planet **PU2-XG1129**), which, ironically, had not been modified by the scientists of PU1, ***Homo sapiens***, proved to have an extraordinary ability to recharge Souls. This opened the door to a new, 'greener' industry to provide the energy needed in Ultra, **the recycling of Souls**.

Ultra's hibernation systems established **Soul Herding Bases** near the only planet capable of sustaining *Homo sapiens*, PU2-XG1129, and began infusing empty Souls into *Homo sapiens* at birth. After the life cycle of these hominid hosts, the Souls, already charged, returned on their own to the local herding base of the Soul owner System. From there, in each phase of universes, the Souls were sent back to PU1 to be used as an energy source until they were completely depleted. Once empty, and in the next phase, they were sent back to PU2 where they



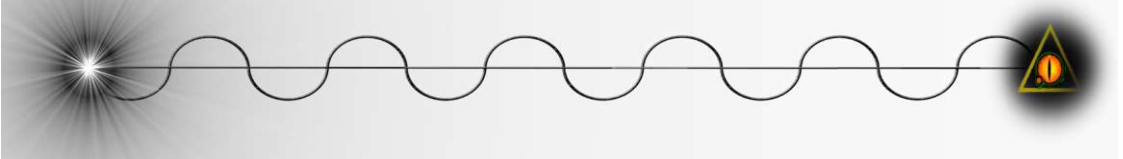
were stored to be infused into new human hosts as they reproduced, continuing a never-ending cycle.

*In PU2, an empty Soul is a small, intangible sphere, a few millimetres in diameter, which is introduced into a Homo sapiens at birth. Throughout the recipient's life, the Soul grows in size and takes on the shape of the host that contains it, **reaching its fullness after the host's 40th year.***

*As a side effect, **the Souls acquire the consciousness and memories of their host, gradually becoming exact copies of it.** Once they have reached their fullness, the Souls are ready to be collected.*

*If the **host lives much longer than 40 years**, the Soul gradually begins to acquire a certain independence, which is sometimes reflected in the form of **insanity or dementia in the host Homo sapiens.***

When **God and other dominant systems** in the Ultra Empire discovered the reactivation of some hibernated systems, they bought the recharging technology in exchange for a significant pool of empty Souls, and began to establish their own herding bases in PU2. The hibernated systems, with this new pool of Souls but still at a disadvantage to the dominant systems, formed **system consortiums** that allowed them to reduce their costs.



Consequences and Loss of Control Tables

Spirits (Ghosts)

Some **Souls** (from people who were very focused on fulfilling some kind of mission or task at the time of their death, or who died in a particularly horrific way) resist returning to the Herding Bases and **wander, intangible and invisible, near where their bodies died.**

These Souls, known as spirits (or ghosts), firmly believe that they are the human they inhabited and **will not return to their herding base until they are certain that their task has been completed.** If their task is impossible, they will wander until a Shepherd of their owner comes to find them. Over time, these spirits not only go mad, but find ways to **interact with the physical world and even partially possess some humans**, making them more dangerous. Some people have the innate ability to see and/or communicate with them.



Spirits.

A Spirit cannot be harmed, as it is intangible, but, if the Spirit is powerful enough to have the power **Telekinesis** or the power **Electromagnetic pulse**, it can interact with the world by moving objects or turning electrical devices on and off.

At its discretion, a Spirit will attempt to possess a human *(see "Protagonist's Possession" in "What Lurks in the Shadows")

The age of the polytheistic religions, expansion of the consortiums.

What seemed to be a new era of peace and prosperity in Ultra eventually led to a new conflict. Despite this new recharging technology, *Homo sapiens* were originally very few, and as hibernated systems were reactivated, it became apparent that their population would have to increase to meet the demand. On the other hand, after eons of empty Souls being disposed of, the pool of Souls for use in recharging soon began to lag behind the number of *Homo sapiens* and the energy demand, so it was necessary to return to conventional mining in PU1 to increase the stock. The problem was that not all systems could afford to do this, as it became increasingly expensive to find new stars to consume.

Scientists in some of these consortiums, overwhelmed by the very high cost of producing new Souls, invested their resources in finding alternative ways of obtaining them. In doing so, they discovered that Soul-bearing *Homo sapiens* (especially those over 40, influenced by their increasingly independent Souls) came to regard the owners of the Souls as deities (thus spawning countless religious cults across the planet, reinforcing the Souls' connection to their herd base). However, as *Homo sapiens* began to form societies and their social influence became far greater than that of the Soul. They observed that if the beliefs of the host *Homo sapiens* were changed, as the Soul grew and took on the form and identity of its recipient, the Souls themselves would change ownership and return to the herding base of the Consortium whose host was worshiped as a deity.

In this way, many consortia, lacking the resources to produce new Souls, devoted all their technological efforts to improving their ability to interact with *Homo sapiens* (all with the sole purpose of stealing Souls from the dominant systems and other consortia).

Through their highly advanced technology, and intervening very subtly so as not to attract the attention of the dominant systems, they began to make life easier for the hosts of their Souls through '**miracles**' and '**prophets**'. In this way, they provided their *Homo sapiens* with the fervor, ambition and means necessary to conquer and subjugate *Homo*

sapiens from other systems or consortia, to expand the cult of the religions that represented their consortium, and thus to **change the ownership of those Souls**

Through human procreation and genetic manipulation, the Eternals created Prophets, humans with special powers due to their PU1 part, who could be controlled by the Eternals.

During this time, numerous polytheistic cults reached their golden age in PU2-XG1129, already then known as “Earth”, and the consortia increased their pool of Souls considerably.



*The **Shepherds**, considered **Gods** by the people, are established in the **herding bases** and use easily distinguishable **corporate shells** (between consortia, and even between different systems within the same consortium).*



In order to maintain the loyalty and fervor of their Soul hosts through **horror and the promise of protection** from other aggressive consortia, the consortia recovered hybridization technology to create **new creatures to develop their civilizations' mythology**.

*The **Second Generation Aberrations**, the nature of which interacts with the physical laws of PU2 to make them appear **magical and/or terrifying in the eyes of the hapless Homo sapiens** (self-proclaimed humans), contribute to the increased fervor and devotion of the latter, who, seeking the protection of their deity or deities, and encouraged by the timely interventions of the **field agents** of the Consortia (known as **Shepherds or Gods**) through **Prophets and Miracles**.*

Zombies

Another type of living dead are the Zombies, they can be **originally corpses** in which some kind of genetic modification, caused by viruses

with aberrant origins, prevents the departure of the Soul at death, however, these **Souls are atrophied** by the disease and are only able to activate the motor response of the corpses.

These atrophied Souls believe that they need human brain matter to restore the rest of their bodily functions, so they use their bodies compulsively to try to obtain and devour it. These aberrant viruses are also highly contagious through blood and saliva. Zombies are usually quite slow, but they often move in hordes, making them very dangerous.



Zombies.

Zombies are slow, but they have Claws, Bite, are **contagious***, invulnerable (except to the head) and go **in hordes**.

Their weakness is blows to the head.

- A single zombie per human will give humans 1 advantage in combat.
- Twice as many zombies as humans means no advantage.
- Three times as many means 1 disadvantage.
- Four times as many (or more) means 2 disadvantages.

All Zombies are Minions.

Knowing **where to hit** gives 1 advantage.

*(see “Transmission” in “What Lurks in the Shadows”)

Living Dead

The people of some civilizations have, without realizing it, created **structures** which, due to their pyramidal design, are able to prevent Souls from leaving their bodies, even after death. Over time, these **Souls have taken control of their dead bodies** and, thanks to their origin, are able to manipulate the physical laws of PU2 in extraordinary ways. However, so **many years of imprisonment have driven them mad**. Some humans refer to these creatures as **mummies**.



Mummies

Mummies.

Mummies have Claws and Bite, are invulnerable (except in the head and heart), can control the elements, and can summon swarms of small animals.

Their weakness are the hits to the head and heart.

- A **Mummy** in combat gives **3 disadvantages** and has **3 challenge levels**.

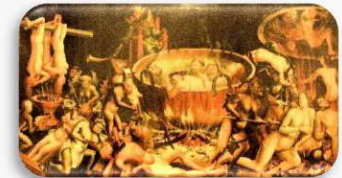
Knowing where to strike gives **1 advantage**.

Imperial Schism

About 222 PU1 years ago (~7600 years PU2 and about 160 years PU1 before the start of the Holy Wars), one of the Shepherds of the God System (*known as Angels*), who disagreed with God's direction in herding methods, was ordered to return to PU1 in the next phase of universes for his retirement. Disagreeing with the decision of the leadership, **Lucifer** (that was his name) moved his herding base and other rebellious Angels like him to a secret location beneath the surface of the Earth.

*Lucifer had made calculations and considered God's policy of intervention in its humans to be too permissive, so **he advocated a more direct intervention**. He considered it a waste of time and energy to allow humans to live beyond the 40 years needed to recharge their Souls.*

The rebel scientists had secretly developed a method that allowed **Lucifer's Angels** (who called themselves **Demons**) to **possess and control ordinary, unmodified humans** (as was the case with the Prophets using the God System and the Consortia). These scientists also discovered that **certain behaviors** (during the lifetime of the human hosts) **caused their Souls to become corrupted and disorientated** upon the death of the host, unable to return to their herding base. With this knowledge, the Demon scientists **designed a special beacon capable of luring** these charged Souls **back to their own herding base** (Hell).



In **each new phase** of the universe, Lucifer and his Demons **rent out these stolen Souls** to other worlds outside the Empire (a few of which have survived the era of Republic and Empire Soul extraction and have finally reached a level of technology capable of harnessing the energy of the Souls for use as weapons and/or as a source of slave labor) **in exchange for the protection and maintenance** of their **digital devices**, **relocated** to a remote and secret planet called **Avernus**, far from Ultra's domains.

Thus, with the freedom to manipulate any human as they please, the **Demons dedicate themselves to corrupt and appropriate the Souls** of the God system and other systems that still possess any. To do this, the Demons and their 'possessed' **trick humans from other cults**, forcing them to **behave in such a way** that their Soul is corrupted before their host's death.

Unfortunately for them, **the hidden location of Hell prevents them from manifesting on Earth unless summoned from there**. As a temporary solution, through their possessed and stolen Souls, they have managed to form a small **secret Cult of Lucifer**, which does not function as a civilization, but **secretly** (mixed in with the rest of the civilizations) and is **dedicated to finding formulas and tools (rituals)** that allow them to **summon or open hidden passages** between Earth and Hell to **allow the Demons access**.

The Age of God and the Holy Wars

Eventually, the day came when the production capacity for new Souls in PU1 was exhausted, or no longer profitable. A series of new **trade wars** began, with the aim of obtaining as many Souls as possible in order to stay in the recharge business.

At that point, **as they stopped producing new Souls and saw their stock dwindle**, the dominant Soul-producing systems became aware of what the consortia had been doing. Some mistakes (by a Demon and some consortia whose civilizations were on the European continent) helped the **God system to discover what was happening before others** and to take advantage of their reaction.

To solve this, **God sent its own Shepherds** to regain ownership of all the Souls that had been taken from them. These Shepherds, known to humans as **Angels**, took on the task of **making the Souls** ('owned' by their systems) **loyal to new monotheistic deities and philosophical cults**.

They used their own prophets, miracles, and aberrations to expand their cults, thus beginning a new historical period on Earth that would be called **'The Age of Holy Wars'**. In this way, **the dominant systems of the Ultra Empire (with the God System at their head)** displaced most



Werewolves

Werewolves and other lycanthropes are **humans who can (or must, with the full moon) turn into beasts**. And they are the result of Shepherds experimenting on humans, either for the sheer pleasure of the research, or as **a curse on those humans for having annoyed them in some way**. Lycanthropy is **contagious**, so many other humans have been infected over the centuries, spreading the lineage.

Werewolves.

In Beast form, they have the powers Super Strength, Super Speed and Regeneration, as well as the traits Smell, Claws and Bite.

But they have a weakness for silver and fire... (You can add as many as you like...).

Werewolves grow old, so fight with them according to their **age**:

- A **Young Werewolf**: 1 **disadvantage** and has 3 Challenge levels.
- An **Adult Werewolf**: 2 **disadvantages** and has 3 Challenge levels.
- An **Old Werewolf**: 1 **disadvantage** and has 2 Challenge levels.

Having the **right tools or weapons** can provide **between 1 and 2 advantages**.

In **human form** it only retains its Smell and some of its strength, reduces its stats by 1 **disadvantage** and one less **challenge level**. Weaknesses affect him in the same way.

Troll.

It has the powers Super Strength and Regeneration. and the characteristics Large Size (large to gigantic), Smell, Claws and Bite.

But they have a weakness for sunlight and fire... (You can add as many as you like...)

Therefore, depending on their size, to fight:

- A Large troll: 1 disadvantage and it is a Minion.
- A Huge troll: 2 disadvantages and has 2 Challenge levels.
- A Gigantic troll: 3 disadvantages and has 3 Challenge levels.

Having the right tools or weapons can give 1 to 2 advantages.

Aberrations.

By changing the powers and characteristics (in the way their attacks are described and to suit the creature), troll stats can be used for almost any aberration.

First or second generation.



of the Consortia, absorbed their civilizations (into their monotheistic and philosophical religions), and regained ownership of the Souls that the Consortia had stolen from them.

Once the method of stealing the Souls of other systems was discovered, the God system itself, from its position of advantage, began to subjugate the civilizations (and Souls) of the other dominant systems.

In the end, only one system remained in Ultra, the result of the absorption of all the other dominant systems by the God system. Only for the sake of economy of resources, God kept the herding bases of the other systems and placed them under its own Shepherds, the Angels, who, using different shells and prophets, in some cases created new and varied monotheistic cults, and in others maintained the philosophical structure already implanted by the previous system.

Aside from the God system, some consortia that were strong enough, or with their Soul populations sufficiently isolated from the God-controlled civilizations, managed to survive and even strengthen by taking advantage of the fall of neighboring systems or consortia.

After the first Holy Wars, some discrepancies in the production model and personal friction between different Angels led to new Holy Wars (this time internal and between humans whose Souls had the same owner, the God System).



The **God System leadership** decided **not to interfere** in these wars, however, as their analysis concluded that the **resulting tense atmosphere had led to an increase in the loyalty** of their humans. Furthermore, as Souls were fully charged in about 40 PU2 years of human life, prolonging human life beyond that was considered wasteful by some Shepherds. The success of these new civilizations, and the technological evolution brought about by the wars, **led to the conquest of new territories**, still in the hands of small consortiums, such as those that controlled the strip of land called the Americas by the humans.

The policy of non-intervention in the internal wars between the Shepherds on the part of God's leadership was also due to the consequences of the handling of the first case, the rebellion of Lucifer and the Demons.

*Taking advantage of the holy wars, **Lucifer** was able to increase his pool of Souls and **take control of some of the creatures of the Second Generation Aberrations** (those created by the systems and consortiums that fell under the yoke of God). Since then, in addition to his demons, **Lucifer controls many magical aberrations of polytheistic origin** and uses them to spread terror and corrupt new Souls for his reserve.*

Aberrations

First Generation

Hidden in the far corners of the planet and on other planets in our universe, some of the first generation aberrations still live. Those that were created before the existence of humans, such as the dragons that were created from dinosaurs, some dangerous predatory species that inhabit the innermost zone of our galaxy, or the aberrant viruses that can lie dormant anywhere in the universe, or even on Earth, waiting to find living creatures to infect.

Second Generation

Also hidden from human eyes, hundreds of second-generation aberrations, those created by the consortia during the polytheistic era, survive, thrive and some even reproduce. This category includes the Trolls of Northern Europe, the Kraken of the seas, the Minotaur, many species of Goblins, Fairies and forest creatures, as well as other aberrations that inhabit deserts and mountains, such as the Yeti and the Big-foot, underground caves, such as the Gouls, and even the bottom of the seas, such as the Tritons and Mermaids. Some of these second-generation aberrations have been under the control of Lucifer's Demons since the end of the polytheistic era.



Unfortunately for him, and despite the protection, his Soul merged with the Demon, creating a new creature capable of the most extraordinary feats and immortal, but **prey to a terrible hunger that could only be satisfied with human blood**, and **condemned to never see the light of day again**, which burned him to death.

This curse, moreover, proved to be **contagious**: by giving its victims a little of its own blood to drink, they woke up transformed into new vampires.

The Demonic blood that gives vampires their powers is diluted as new vampires are created, but over time, like Souls, it becomes stronger, and the vampire's powers grow.



Vampire.

A vampire's powers include super strength, super speed, transmutation (into gas or swarms of small animals), the ability to fly, regeneration and mind control.

But they have a weakness for sacred objects, sunlight, holy water, stakes in the heart... (you can add as many as you like...).

Therefore, depending on their age (as a vampire), to fight:

- A **young vampire**: 1 disadvantage and is a **Minion**.
- A **senior**: 2 disadvantages and has 2 Challenge levels.
- A **venerable** one: 3 disadvantages and has 3 Challenge levels.

Having the **right tools or weapons** and knowing **where to strike** can give **between 1 and 2 advantages**.

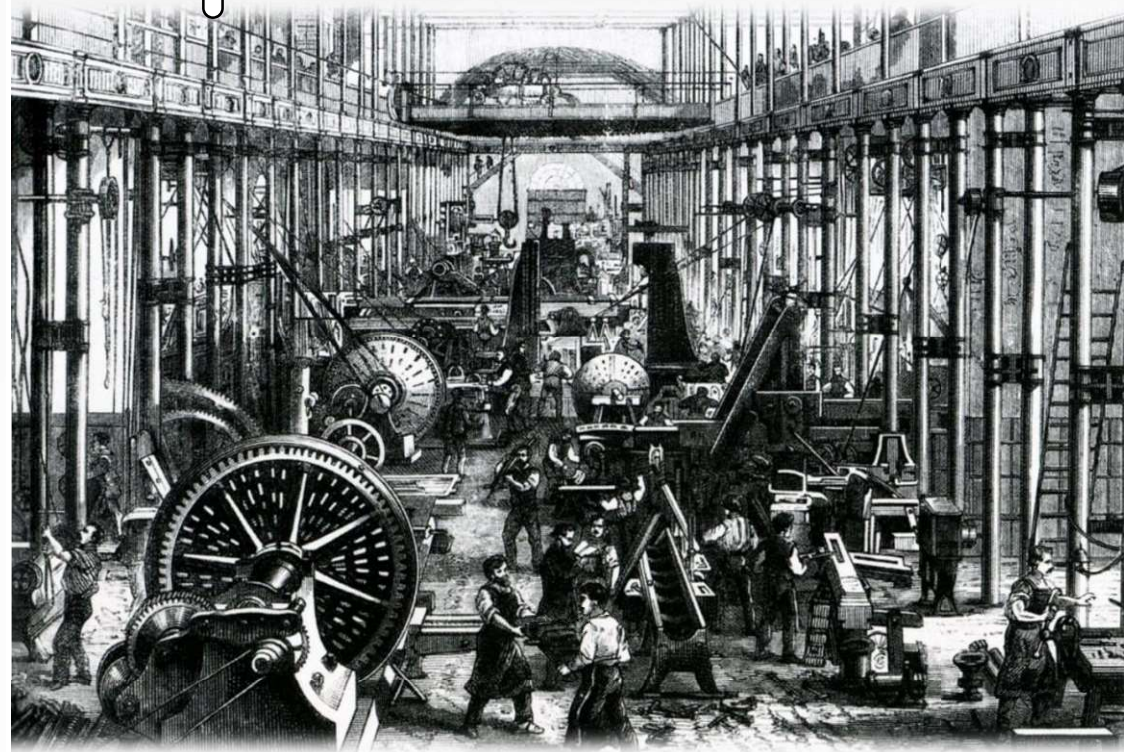
Soulless

The increase of the human population on planet Earth (largely due to the stability that came about when God absorbed the other dominant systems of the Empire and the industrialization), meant that **once the number of Souls available for recharging was exceeded**, there were more and more **Soulless humans inhabiting the Earth**. This created a reservoir of recharging hosts, ready to be infused at any time during their lives.

*Many of these '**Soulless**' worship no deity, but there are many others who, despite having no Soul, continue to worship the traditional deities of their civilization due to cultural inertia.*

The Shepherds began to use these '**Soulless**' to **complete the recharging of Souls** whose host had died prematurely.

*In some of these cases, there is some incompatibility between the host and the new Soul, causing the person to have **mental and behavioral problems**.*



Inter-Universe Phases

Phases between universes take place every 49 years and last a full Earth year in the PU2 universe, or what would be 11 Earth days in the PU1 universe. To find out if a year is a phase year, add or subtract 49 years starting from year 0.

“Lambs of God – Soulless” takes place between the phase of **1862** and the phase of **2058**. During this time, **3 other phases** take place, in **1911, 1960** and **2009**.

During the phase time, all fully or partially charged Souls in the herding bases in PU2 are sent to PU1 for usage. At the same time, a new batch of depleted Souls is sent to PU2 for recharge.

For many centuries, the number of humans on Earth was increasing according to the energy needs of PU1, however, at a certain point, as the Soul reserves stopped increasing in PU1 and the human population exploded on Earth, the percentage of the population of Soulless humans began to skyrocket.

The table shows the approximate percentage of Soulless for each Age.

Age	% of Soulless Humans
Stone Age	0.10%
Ancient Age	0.50%
Middle Ages	1%
Renaissance	5%
French Revolution	7%
Victorian Age	10%
WWI	15%
WWII	20%
2nd half of the 20th century	30%
Contemporary Age	60%

“Lambs of God – Soulless” is a game where you can play paranormal horror adventures from the mid-Victorian Age (with 10% Soulless) to the present day (where it goes up to over 60%).

Demigods and prophets

As a result of experimentation and relationships between the Eternals and humans, **Demigods** appeared.

Most of them, their blood diluted by the passage of time, are the **Prophets**. However, **the first generation**, the direct result of a relationship between a Shepherd or Angel and a human, or created through genetic manipulation, **are known as Demigods**, and in addition to having access to magic similar to the rest of the Prophets, they also possess some of the **supernatural powers** of their Eternal ancestors.



Half Demons

The Demons did not create Prophets, as they could control any human, but there were some affairs that had unexpected results:

During the polytheistic era, **some Demons copulated with humans**, giving birth to some semi-Demonic magical creatures, such as **Mari, the Lady of Amboto**, or the **succubi and incubus**, half-human, half-Demon, descendants of the human Lilith, and some Demons whose names are lost in time

Vampires

Of particular note are the vampires, whose origins date back around 6000 years, when the son of a tribal leader in the Middle East (lucky and protected from possession by an amulet designed by a shaman of the tribe) managed to **hunt down a Demon** in its shell and **devour its heart** (as was the tradition of his tribe) before the Demon had time to possess another body nearby.

Demons

Demons are a special type of Eternal, with special powers and limitations due to their investment in R&D and the location of Hell.

The Demons (who are still waging a secret war with their former partners in the God system, the Angels) do not live hidden in Hell, their base, by choice, but are trapped there because of the place where Lucifer hid them. For this reason, the Demons, through their few followers, try to find ways to infiltrate and corrupt humanity.



Demon

A demon can have super strength, super speed, the ability to fly, mind control and possession.

It has a weakness for cold iron, holy objects, holy water... (you can add as many as you like...).

- A Demon **with its infernal shell** gives, in combat, 3 disadvantages and has 5 challenge levels.
- A Demon in a human body gives, in combat, 2 disadvantages and has 2 challenge levels.

Having the **right tools or weapons** can give at most 1 advantage.

If it is outside a shell, the Demon will attempt to possess the nearest (or most suitable) human (see "Protagonist's possession" in "What Lurks in the Shadows").

Only Demons know **how to control the possessed**, and they can **only do so if they are human**. On the other hand, Demons **cannot leave a possessed body until their host dies**, unless they are expelled by ritual **exorcism**. In **any other animal**, they can only survive **trapped** until they find a new host, but **without control and unable to leave** it while it is alive.

God and the religions

The first religions appeared among *Homo sapiens* 32,000 years ago, but it was not until about 5,000 years ago, that these (mostly polytheistic) religions began to spread in association with advanced civilizations.

Over the centuries, numerous **polytheistic**, consortium-controlled **civilizations** spread throughout the world. Many disappeared, their Souls absorbed into the God system, but some are still strong, such as Hinduism. Here are **some examples of the major religions and civilizations**.

- Hinduism (5000 BC – Present)
 - Indus (2600 BC – 1400 BC)
 - Vedic (1500 BC – 700 BC)
 - Modern (700 BC – Present)
- Sumerian (3200 BC – 2000 BC)
- Ancient Egypt (3000 BC – 100 BC)
- Elamites (2900 BC – 500 BC)
- Hittites (2300 BC – 900 BC)
- Babylonians (2000 BC – 500 BC)
- Mitanni (1600 BC – 1400 BC)
- Assur (1500 BC – 600 BC)
- Classical Greece and Rome (2600 BC – 380 AD)
 - Crete (2600 BC – 1000 BC)
 - Troy (2600 BC – 1000 BC)
 - Mycenae (2500 BC – 1000 BC)
 - Phrygians (800 BC – 500 BC)
 - Classical Greece (800 BC – 100 BC)
 - Etruscans (600 BC – 100 BC)
 - Rome (750 BC – 380 AD)
- Ásatrú (Norse) (1800 BC – 1100 AD)
- Celts (1200 BC – 500 AD)
- Persians (200 BC – 500 AD)
- Indo-American Religions (3000 BC – 1600 AD)
 - Mayan (1800 BC – 1521 AD)
 - Olmecs (1200 BC – 400 BC)
 - Toltecs (650 AD – 1150 AD)

- Aztecs (1325 AD – 1521 AD)
- Incas (1400 AD – 1600 AD)
- Voodoo (1600 AD – Present)
- Zulu (1700 AD – Present)

The **God system**, on the other hand, **controls** almost all **monotheistic** and **philosophical religions** on Earth:

- Judaism (600 BC – Present)
- Confucianism (450 BC – Present)
- Taoism (200 BC – Present)
- Shenism (200 BC – Present)
- Buddhism (100 BC – Present)
- Akan (2000 BC – Present)
- Christianity (0 AD – Present)
- Islam (600 AD – Present)



Bestiary: Eternals and other Paranormal Creatures.

Angels, Demons, and other Eternals

The mental projections of the Eternals, coming from PU1, live hidden in their herding bases in PU2 and rarely intervene in the affairs of the humans, as there are enough humans to recharge all the Souls of the God system and the remaining consortia. When they do intervene, it is usually through their Prophets and Aberrations, and they rarely use their physical shells outside their bases.

Whether inside their shells, in their ethereal form, or occupying the body of a Prophet, the Eternals possess fearsome magical powers that make them virtually invincible.

All Eternals **have the ability to occupy the bodies of living beings** in PU2, known as **Possessed**, and, with a few exceptions, can leave the body whenever they wish. They **can also take control of the Prophets they possess**. **Outside their shells or any kind of host, Eternals can only survive for 49 seconds (10 breaths) before their minds are lost and cannot be reactivated, back in PU1, in the next phase of universes.**



Curse

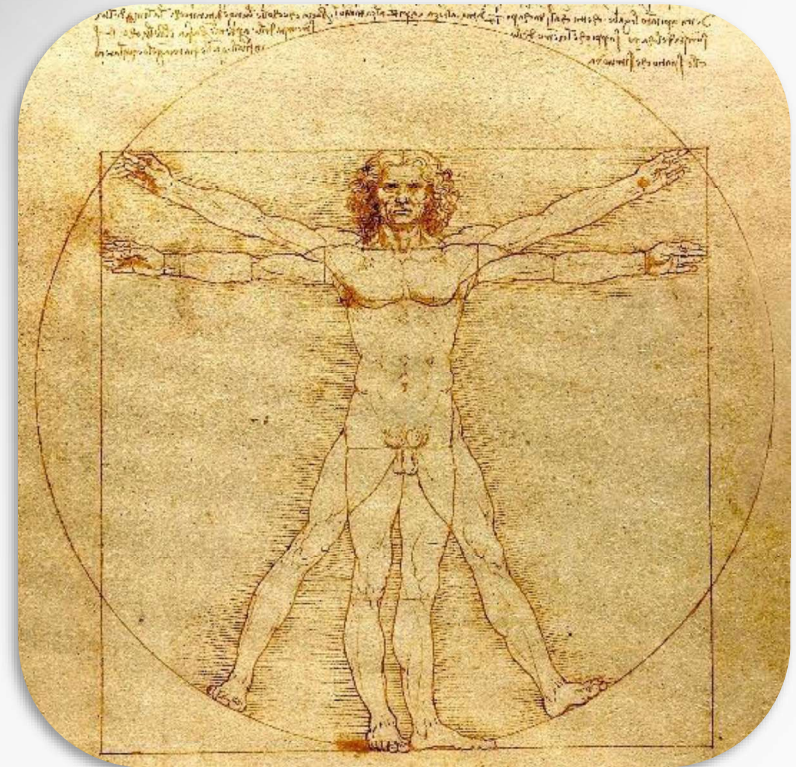
Lycanthropy, vampirism, turning someone into an animal (such as a toad), **sleeping eternally**, or whatever else the Soul Shepherd might come up with for his/her Adventure.

Removing a curse, if it is possible at all, will always involve a **dangerous ritual**.

Blessing

A blessed character gains **1 temporary Luck Point for 12 hours**.

A character receiving a blessing removes a jinx.



Description and Creation of Protagonists

“LoG – Soulless” is a **paranormal horror adventure role playing game** set between the Universal Phases of 1862 and 2058.

The **protagonists**, interpreted by the players, are **ordinary people** who stumble upon (or seek out) unlikely and terrifying adventures in which the **“paranormal”** is an important factor.

The protagonists have to **solve mysteries** and **confront horrors from beyond** equipped with a flashlight, a notepad, a pencil and whatever equipment they can gather.

They have all the technology of the time at their disposal, from firearms to computers (in the late 20th and 21st centuries).

The other player, the **Soul Shepherd (SS)**, does not need to fill a character sheet as s/he is in charge of **playing all the non-player characters** (NPCs), **describing the scenarios** and **setting up the various challenges** that the protagonists will face. S/he is like **the director of the film**. If the adventure is designed by him/her, s/he will also be the scriptwriter

Attributes

Although there are actions that can be performed in different ways (using different attributes), **each of a character's attributes** roughly defines **their ability to perform those actions in a particular way**

Body

Any type of action that uses the character's athletic abilities. Running, climbing, swimming, fighting, stealth, intimidation...

Mind

Anything that requires the use of the character's brain, be it to know things, to make plans, to hide or conceal something, to operate machines, to manipulate mechanisms, to communicate with other characters, to interrogate, to deceive, to discover intentions, to search in archives and libraries...

Senses

Anything to do with using your senses to perceive, aim, search for objects, detect traps or hidden places, drive...

Soul

Anything related to magic, mental stability and the paranormal.

Prophets, Ordinary Humans and the Soulless

A **Prophet** is a human descended from the Eternals, and therefore **has some magical power** (see "Prophets", in "Magic").

Paranormal encounter (no advantage or disadvantage).

Depending on the Eternal they descend from, Prophets control 1 or 2 powers from a different Magic School. A **protagonist's magic school is always determined randomly** by rolling an 8-sided die (1d8).

Magic Schools (Prophet's Power) (1d8)

1 - Manipulation: (Telepathy: Can communicate telepathically, at any distance, but only with someone with whom s/he has spoken before)

2 - Illusion: (Illusion: By spending 1 Luck point, the prophet can create a minor illusion, the size of a person or smaller. The illusion makes no sound and only affects the sense of sight, but can be moved as desired for 10 minutes for each Luck point spent.)

3 - Clairvoyance: (Spiritism: By spending 1 Luck point, the prophet can see the spirits inhabiting a place and communicate with them. Without spending Luck points, the spirits, of their own free will, can become visible and communicate with a clairvoyant.)

4 - Witchcraft: (Transmutation: For 1 Luck point, and only if it is night, the prophet can transform into a cat or raven. The transformation lasts until the sun rises, and can be interrupted at will.)

5/6 - Sacred: (Bless water: For 1 Luck point, the prophet can bless up to a gallon of water.) (Harm: If a prophet fights a paranormal creature, even if unarmed, they count as carrying a Tool.)

7 - Nature: (Talk to animals and plants: The prophet can communicate with animals and plants. They are not intelligent creatures, so the information they can give is often confusing and is at the discretion of the SS.)

8 - Psionic: (Telekinesis: For a cost of 1 Luck point, the prophet can move an object up to 1 kg in an area of 50 meters radius for one minute. This counts as a firearm in combat.)

Paranormal states

Jinx

A character with the Jinx **loses 1 or more permanent Luck points** (subtracted from the roll each session) until it is removed with a blessing.



Outcome

On a **Success** (6 or more) or **Partial Success** (4 to 5), the Ritual is performed and the **expected result or effect is achieved**. On a **Failure** (1 to 3), the Ritual fails and **nothing happens**.

Both **partial success** and **failure** require a roll on the **Ritual Consequences table**.

Consequences

The rituals' consequences **can be very annoying**, but occasionally, they **can bring some good fortune**.

Ritual Consequences: (Roll 1d6)

(1) - **Tearing the veil**. You have disturbed 'something'. At the SS's discretion, a ghost or demon begins to stalk or stare at you, **you lose one Luck Point permanently** (*the SS may be able to use this for a future adventure*)

(2 - 5) - **Panic**. **Suffers a loss of control** (see "Paranormal Encounter") and **adds one extra point to Irrationality**.

(6) - **Tact**. You have been favored by 'something', **gain one Luck point permanently**.

Prophets:

Exceptionally, some humans can use magic at a very rudimentary level; these humans are the **Prophets** and share part of their blood with the Eternals.

Using the powers granted by this magic has a cost in **Luck points to the Prophet** but does not increase their Irrationality.

However, an **ordinary human or friend who witnesses** the use of this magic **must play a**



A **Soulless** is a person without a Soul and is **immune to curses and blessings**.

- Even if s/he is wounded by a creature that spreads a curse (not a disease), s/he will not be cursed.
- If someone casts a curse, jinx, or blessing on a Soulless person, it will not work.



Equipment:

Flashlight: No matter how careful a character is, in horror movies the **flashlight can always fail**. Whenever a character plays an **attribute test in the dark with the flashlight on**, if s/he rolls a **1 on the die**, the **flashlight suddenly runs out of batteries** (or oil or alcohol) (in addition to whatever the consequence of the failure).

Personal item: A souvenir, a sacred symbol, a family relic, a photograph... Spending a personal item (once per item per session) **allows the character to avoid a loss of control** (before making the roll) and the resulting consequence.

Tools: Ropes, camera, lock pick set, crowbar, stake, holy water, extra batteries, an axe... Anything you can think of that might be useful. **Some can even be used as weapons**, depending on how they are used in combat.

Firearms: The SS will take the weapon into account, **by comparison**, when assigning advantages and disadvantages in combat.

- **Ammunition** is "**unlimited**" unless the SS or circumstances indicate otherwise.

- A **magazine ends** only when the player scores a **3 on the combat consequence table**.

Money: The protagonists are assumed to have or be able to get everything they need to survive (food, water, shelter...), unless the circumstances of the adventure indicate otherwise (*e.g., lost in a forest...*).

Extra equipment: A protagonist can always spend a Luck point to try to have or find something s/he don't have (see "Luck").

Luck:

A character **can spend one Luck point at any time during the session**.
A Luck point **can be spent on any of the following options**:

- **Automatically pass a Body test** (can be used after failing).
- **Change the Soul test** in a "paranormal encounter" to a **Mind test**.
- Make a **Senses test to find (or carry) any object, tool, or weapon you need**, anywhere you are. *Example: A car with the keys in the ignition, a bat under the bar, a lighter...*
 - For **Firearms**, roll with **one or more disadvantages**, depending on how unlikely it is to have or find a Weapon in that location.
- **Repeat a Consequences roll**.
- **Add an element to the scenario** to perform an action with one attribute instead of another, or to make an action easier. *Example: A rope to make it easier to get to a place, an awning under the window to prevent a fall...*
- **Bribing someone**.

Irrationality

The protagonist's Irrationality is a measure of their **mental health** and ability to face the unknown. The higher the value of Irrationality, the more detached from 'reality' the character is; the lower the value, the more certain s/he is that the paranormal is just a fairy tale.

Irrationality will always be between -6 and +6, but a character with **+6 Irrationality will be unplayable** and will have to spend some time in a psychiatric hospital.

Profession, components, and places of power

Priests, wizards... **There are not many real professions that seem to be related to the use of magic**, let the player convince the SS with an anecdote.

Some rituals require several **components**, without which it is impossible or very difficult to succeed. The SS can give **disadvantages** for **not having them**, or simply **not allowing the ritual** to be performed. Some **amulets**, some **moments** (*the full moon, an eclipse...*) and some **places** (*imbued with a special power or where the interface between universes is more tenuous*) can help to perform a spell, giving **advantages** in the Spell test.

Coven:

Multiple characters can participate in a ritual. For **every 4 participants**, the main caster gains **one advantage** on his/her Soul Test.

- Every participant **suffers the consequence** (if there is any), **spend 1 point of luck** and **gain as much irrationality as the main caster**.



Roll the dices

A Spell test **always uses the Soul Attribute** and is played like any other Attribute test.

- Corruption. (+2)
- Undo Curse. (+1)
- Exorcism. (+2)
 - To expel a **Demon**, it is necessary to obtain **as many successes as the number of challenge levels it has.**
- Dismiss Demon. (+2)
- Dismiss Spirit. (+2)
- Talk to the dead. (+2)
- Jinx. (+1)
- Curse. (+2)
- Wither. (+2)
- Ouija. (+0)
- Resurrection. (+3)
- Steal Soul. (+2)
- Steal Body. (+3)
- Steal Life. (+2)
- Sacralize. (+1)
- Transmutation. (+3)
- Locate creature. (+1)
- Bird's-eye View. (+1)

Spell Test

To succeed in a ritual, the caster **must play a Soul test**, but using the **ritual consequences**.

Using a ritual also has a **cost**:

- The caster **gains Irrationality points** (as many as the SS decides based on the ritual).
- The caster **spends 1 Luck point**.

Advantages and disadvantages

Depending on the **difficulty and power** of the ritual, the SS gives **more or less advantages or disadvantages** for the test

Rationalize

Once per session, a protagonist can attempt to **rationalize his/her experiences** by performing a **Mind Test**.

To do this, the character must be in a **safe place** and the player must explain to everyone what the character is telling himself.

The consequences of this mind test are rolled on the **Irrationality Consequences table** (see "Paranormal Encounter").

If **successful**, the **Irrationality is reduced by one level**.



Wounds

Depending on the dice assigned to **Body Attribute**, a character **can withstand** more or less wounds **before being incapacitated or killed**.

- With d6, 2 wounds incapacitate him/her.
- With d8, 3 wounds incapacitate him/her.
- With d10, 4 wounds incapacitate him/her.
- With d12, 5 wounds incapacitate him/her.

Recovery

Non-lethal wounds

If the wounds were inflicted in **non-lethal combat**, the character **fully recovers at the end of the scene**.

If the character is **incapacitated** by non-lethal wounds, s/he will **wake up in 1d6 hours and recover all but one wound**, which will become a lethal wound.

Lethal wounds

Lethal wounds recover much more slowly:

- With **regular activity**: 1 per day.
- **Resting**: 2 per day.
- Attended in a **hospital**: 3 per day.

Scratches

A scratch is not serious enough to be considered as a wound, so it does not need to be recorded, and recovery is immediate. However, it is enough to get **poisoned**, catch a **disease** or get **cursed**.

Creating a Protagonist

Create your character by filling the **protagonist's sheet** (at the end of the book) and start by **naming it**.

Characterization:

Give a **Description** so that everyone can put a face to him/her. Describe his/her physical features, his/her height, the way s/he dresses...

Set the **Background**, who is s/he, what has s/he been doing so far?... And explain his/her **Motivation**, what his/her goals are in life, why s/he would get into trouble and why not...

Kind of human:

Choose whether you want him/her to be a **Prophet** (a human with Eternal blood and magical abilities), an **ordinary human** or a **Soulless** (a human without a Soul). Each option has its pros & cons.

- If s/he is a **Prophet**, in the next step you must **assign**, obligatorily, the **d12 to Soul**.
 - Roll 1d8 to determine their school of Magic and note his/her **special power** (see "Prophets" in the chapter "Magic").
 - 1 – Manipulation.
 - 2 – Illusion.
 - 3 – Clairvoyance.
 - 4 – Witchcraft.
 - 5/6 – Sacred.
 - 7 – Nature.
 - 8 – Psionic.
- If **Soulless**, in the next step, you **must assign** the **d6 to Soul**.
 - S/he is **immune to curses and blessings**.



Magic:

In Lambs of God, **magic is due to the different physical laws that govern PU1 and PU2, and is often unreachable for the protagonists.**

Except for characters who are **prophets**, the characters' contact with the supernatural is limited to **rituals** (such as the ancient and arcane ritual, essential to the adventure, which allows a Demon to be exorcised or a dragon to be captured), suffering the effects of creatures' powers or being **cursed**, **jinx** or **blessed**.

Rituals

The SS can come up with any ritual that suits the adventure, or the players can provide suggestions.

Examples of Rituals: (Irrationality cost)

- Animate Undead. (+2)
- Bless. (+0)
- Control creature. (+1)
 - To control a creature, it is necessary to obtain **as many successes as it has challenge levels**.



Attributes

Distribute **1d6, 1d8, 1d10 and 1d12** between the character's **4 Attributes**.

- Body.
- Mind.
- Senses.
- Soul.

Profession (Choose the character's profession)

The character rolls any test for something related to his/her profession with one advantage. The player must explain the relationship or tell an anecdote about how his/her profession helped to do something similar.

Equipment

A flashlight, a notepad, a pen and (your choice):

- A firearm and one personal item.
- A tool related to your profession and 2 personal items.
- 3 personal items.

Luck

At the beginning of every session, the player **rolls the die of Soul and adds +1**, the resulting value is the number of **luck points** the character has for the whole session.

Irrationality

The initial irrationality of an ordinary human and a Soulless is 0, the initial irrationality of a prophet is 2.

Wounds

Initially, a character has no Wounds, but you must indicate **how many s/he can withstand** as indicated by his/her **Body** dice:

- D6: 2 wounds.
- D8 3 wounds.
- D10: 4 wounds.
- D12: 5 wounds.

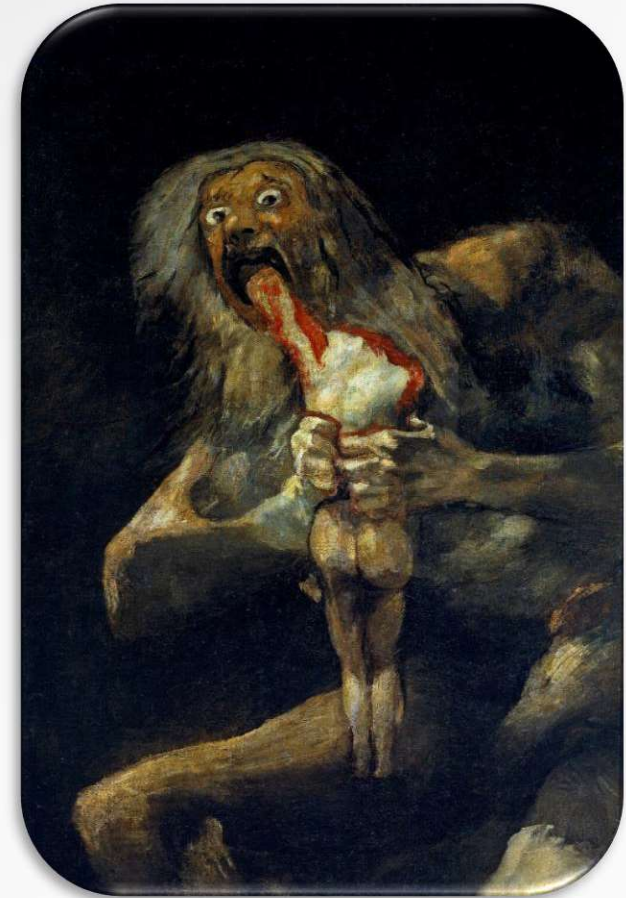


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- The effects of the poison, disease, or curse are as defined by the SS.
- If it's a curse, the Soulless protagonists are immune.

No way to win

There are creatures that are completely beyond the protagonists' abilities, creatures so powerful that the only strategy for survival is to escape without being seen.



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Possessed by an Angel or any other Eternal:

If the human is a **Prophet**, the Eternal **can control him/her completely**, just as a Demon can control any human.

If not, the protagonist **retains full control of his/her body**. Although, if the Eternal wishes, she **can communicate with him/her telepathically**.

- Every time the Eternal speaks to his/her host, the host must face a **Soul test in order not to lose control** (with one disadvantage the first time, with nothing the second time, and with one advantage from the third time onwards). (See "Paranormal Encounter")

Possessed by a Spirit (Ghost):

The creature can **partially control** the protagonist.

- **Once per day** (the ghost must be at full power), the ghost can take control and **force the protagonist to do something against their will**.
- The protagonist must perform a **Soul test**, subtracting **his/her Irrationality** from the die roll, in order not to do that action. The **Irrationality consequences** are used for this test (see "Paranormal Encounter")

Expelling a paranormal entity from a body

The **only way** to expel a **Demon** from a body is through the ritual of **exorcism** or the **death of the host**.

A **spirit**, **Angel** or other **eternal** (except Demons) **can be persuaded** to leave the body, as they **can enter and leave any human body at will**, but they will also leave with an **exorcism** ritual or the **death of the host**.

Transmission

Some creatures (**zombies**, **vampires**, **werewolves**...) are contagious and can **poison** or **spread diseases** or **curses**.

- A wounded (or scratched) character must play a **Body Test** (for **disease and poison**) or **Soul Test** (for **curses**).
- Depending on how contagious the creature is, the SS adds advantages or disadvantages to the test.



Game System

Usually, for any simple or unhurried action, no test should be necessary. If a character is more skilled at the action, s/he simply does it more quickly or with greater accuracy. However, to perform more complicated actions, or to do something under pressure, the **Soul Shepherd (SS)** may require an **Attribute test**.

Attribute test

Pay attention to this section and the examples! because, with small differences, **this is the mechanism** that will be used to solve all the tests in the game.

To perform a Test, **the player** controlling the character says **how and with which attribute** s/he is going to resolve the action and **explains** it to the others (the **SS** has the last word).

Example: *Leslie wants to get into a locked room, she could try to break down the door with Body, but she only has 1d6, so she tries to convince the SS that she can open the lock using either Mind (disarming it*

because she knows it well), or Senses (testing by trial and error and looking for the click). The SS is fine with either, so she chooses Mind, which has the d12.

Advantages and disadvantages

Depending on the way s/he wants to do it, the circumstances, the equipment (tools) the protagonist has and the difficulty of what s/he wants to achieve, the SS will give the player more or less advantages or disadvantages for the test.

- Both advantages and disadvantages cause the player to **roll 1 more die for each advantage or disadvantage**.
- When rolling with **advantages**, the player chooses the **higher die value**; when rolling with **disadvantages**, the player chooses the **lower die value**.
- An **advantage cancels a disadvantage** and **vice versa** (you can't have both).

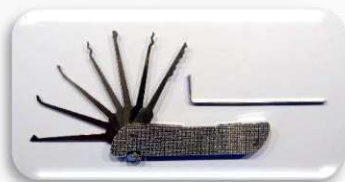
The SS are the one who assign advantages and disadvantages, the player carrying the protagonist is the one who must convince SS that something gives him/her an advantage.

Example: Leslie wants to pick a lock, the SS arbitrarily decide that the lock is very difficult to pick and that she must do it in a hurry because something is approaching, so it gives Leslie a disadvantage for the test.

Profession and Tools

The player gains **one advantage** if s/he can explain or tell an anecdote or flashback (so as not to break the immersion), why his/her **profession** is useful for that test.

The player gains **one advantage** if s/he has a **suitable but not essential tool**. If s/he **lacks an essential tool**, s/he has a **disadvantage**.



Example: Leslie, a **flight attendant**, tries to convince the SS that a lock on a plane often gets stuck, but it doesn't work. Luckily, she also has a set of **lock picks**, which she says are the ideal tool for the situation. The SS grants it to her and **gives her one advantage**.

Darkness

A creature with powers such as 'Electromagnetic Pulse' could turn off all electrical appliances, one with 'Telekinesis' could perhaps extinguish a candle flame. If this is the case, **the SS will judge whether the protagonists reacted quickly enough or whether they took steps to prevent it**. If the SS decide that they did not, **they will lose the advantage for the next possession attempt until they have the light again**.

Outcome

In a possession, although it is played as a combat, the protagonist cannot suffer physical injuries, but:

- With a **Failure** (1 to 3): S/he is possessed by the paranormal entity.
- With **Partial Success** (4 to 5) she is still not safe: S/he must roll on the **combat consequences** table. If s/he suffers a **wound or scratch**, s/he is also possessed.
- With **Success** (6 or more): S/he has managed to **avoid possession**.

A **spirit** can only try to possess a human **once**, so it will not try again.

A **demon, angel or eternal** can try up to **4 times**, as they can only be outside their physical shell or body for **49 seconds** (10 breaths)

What happens when you are possessed?

Possessed by a Demon:

The protagonist is **under the Demon's total control**.

- S/he must play a **Soul test**, subtracting his/her **Irrationality from his/her die roll**, each time s/he wants to stop it from doing something. The **Irrationality consequences** are used for this test (see 'Paranormal Encounter').

In the chapter ***"Bestiary: Eternals and other Paranormal Creatures"*** gives some examples of creatures, their **advantages** and **disadvantages**, and their **challenge levels**.

Profession, tools, weapons, and weaknesses

Depending on the nature of the creature, a character may be able to justify why his/her profession gives him/her an advantage in dealing with it.

Just as they can have powers, paranormal entities can also have **weaknesses**: *Sun, Fire, Silver, Cold, Holy Water, Light...*

The SS considers whether the protagonists are **properly equipped** (weapons and tools) to deal with the paranormal creature, or whether they **know its weaknesses**, and **gives advantages or disadvantages accordingly**.

The examples in the ***"Bestiary: Eternals and Other Paranormal Creatures"*** also show how many advantages can be gained by having the right equipment or knowing a creature's weakness.

Protagonist's possession

Some creatures (ghosts, eternals, Demons...) have the ability to **possess** a human, to do this they will attack them in a "Combat" in which the human will have to play a **Soul Test**.

This Combat works in a special way:

Advantages and disadvantages (light)

There is no profession that gives an advantage in a possession.

The **power of the creature** attempting to possess is **irrelevant**.

Whenever **there is light**, the human has **one advantage** in the test.

- **Flashlights** or **candles** will keep these creatures away, but batteries and oil don't last forever, and a gust of wind will blow out any small flame.

Roll the dices

The player rolls **one die**, of the type associated with his/her chosen **attribute**, and **adds one die** (of the same type) for each **advantage or disadvantage** s/he has (see "Advantages and Disadvantages").

***Example:** One advantage compensates for one disadvantage, so Ane, the player handling Leslie, will only have to roll one die (1d12) and take the value that comes up. If she hadn't had the picks, with one disadvantage, she would have had to roll 2 equal dice (the Attribute die, 2d12) and take the lower value. If she had not been in a hurry, she might not have had the disadvantage, so, with the picks, she would have rolled with an advantage, rolling 2d12 and choosing the higher value*

Outcome:

If the player rolls the dice and gets:

- **Between 1 and 3**, the protagonist **fails** and suffers **one consequence**.
- **Between 4 and 5**, the protagonist **partially succeeds**, succeeds but suffers **one consequence**.
- **6 or more**, the protagonist **succeeds** with **no consequences**.

***Example:** Leslie rolls the d12 and gets a 4, a partial success. She manages to pick the lock but has to roll a die on the consequences table.*

Consequences

If the result indicates that the protagonist suffers a consequence, the player must roll a **6-sided die (1d6)** on the **consequences table**.

Consequences in Attribute tests: (1d6)

- (1) - **Loses a piece of equipment** (breaks, misplaces, or whatever suits the situation) (randomly, including flashlight, notepad and pencil, and regardless of whether it is a used, or not, personal item)
- (2 - 3) - **Wastes a lot of time**.
- (4 - 5) - Character is **exhausted** (1 disadvantage to **Body** and **Mind** until 1 hour rest).
- (6) - Nothing extraordinary happens.

For “regular” attribute tests, the “Consequences in attribute tests” table is used.

***Example:** Leslie has managed to open the door, but... Rolling 1d6 and getting a 5, according to the “Consequences in Attribute Tests” table, the stress of the situation **has exhausted Leslie**, who will need to rest as soon as she gets to a safe place. For the moment, she has **one disadvantage** in any *Body or Mind test* she plays.*



Fighting Paranormal Creatures

The difficulty (advantages or disadvantages) of facing a paranormal creature depends on how **fast, strong or powerful** it is, but also on its **weaknesses** and how the protagonists decide to deal with them.

The **SS will reward good ideas** and the right equipment (silver weapons, stakes, holy water, fire, light...) **with advantages**.

Like any other enemy, the paranormal creatures can also be **minions** or **bosses** (with challenge levels).

Advantages and Disadvantages added to fighting with paranormal entities

Magical powers and natural features

To be bigger, to have claws, to fly, to be small, to have super strength, super speed, to be very slow, to be armored, to breathe fire, immunity, regeneration, electromagnetic pulse, telekinesis... **The magical or natural powers** that give the creatures an advantage or disadvantage are as limitless as your imagination, and are mechanically translated into **advantages or disadvantages** for the protagonists.

Once a Success is achieved and control is maintained after a Paranormal Encounter test, a protagonist will not need to take the test again when encountering a similar event or creature.



Pursuits

A Pursuit is played **like any other Attribute Test**, but taking into account the opponent's equipment (vehicle) (it is a head-to-head test) and using Pursuit consequences for failure (1 to 3) and partial success with consequences (4 to 5).

Advantages and disadvantages

There are some enemies that are particularly **fast or skilled**, or particularly **slow or clumsy**; these unconventional enemies give the protagonist advantages or disadvantages.

Profession and Tools (vehicles)

Some professions, such as **taxi driver** or **athlete**, can give an advantage in a chase. The player must explain or tell an anecdote that justifies this, and the SS has to accept the explanation.

In a car chase, the protagonist will have one or more **advantages** if s/he has a **better vehicle**, and **disadvantages** if s/he has a **worse vehicle**. If the chase is on foot, this is irrelevant, but perhaps one of the participants is barefoot. Use common sense.

Roll the dices

Typically, attributes such as “**Senses**” are used for driving, or “**Body**” for running, but the player may be able to find a way to do this with another attribute

Outcome

Success (6 or more) in the test ensures **capturing a rival** fleeing from the protagonist or **escaping** from a pursuer.

A **partial success** (4 or 5) means **having to play another turn** of pursuit (as long as a bad **consequence**, a 1, does not say otherwise).

A **failure** (1 to 3) means **being captured** (if the protagonist is the pursued) or that the fleeing opponent **escapes definitively**.

Consequences

If the character suffers a consequence during a pursuit, the player must roll 1d6 in this “Pursuit Consequences” table:

Pursuit consequences (vehicle/on foot): (1d6)

(1) – **Vehicle rolls over / Protagonist falls down.** (Vehicle occupants suffer 1 wound / protagonist suffers 1 wound) (opponent flees or protagonist is captured)

(2 - 3) – **The vehicle spins or hits something / The protagonist mis-steps, misses a deviation or stumbles over something.** (the protagonist has **one disadvantage in the next test**)

(4 - 5) – The way is clear (nothing relevant happens)

(6) – **Opponent vehicle spins or collides with something / Opponent mis-steps, misses a deviation or stumbles over something.** (the protagonist has **one advantage in the next test**)

Loss of Control Table (1d6 + Irrationality)

1. **Paralyzed** and loses sphincter control.
2. **Runs in the opposite direction**, screaming. (gain 1 advantage on any Body tests to escape)
3. **Shaking hands.** (gain 1 disadvantage on any Body action until the end of the scene)
4. Screams in terror and **drops anything** in his/her hands.
5. **Screams in terror.**
6. Swallow and **keep control.**
7. **Screams in terror.**
8. Screams in terror and **drops anything** in his/her hands.
9. **Shaking hands.** (gain 1 disadvantage on any Body action until the end of the scene)
10. **Runs in the opposite direction**, screaming. (gain 1 advantage on any Body tests to escape)
11. **Paralyzed** and loses sphincter control.

Consequences

The consequences of Irrationality explain how the protagonist's mind has assimilated what s/he has just seen.

Irrationality consequences: (Roll 1d6)

- (1 - 2) - **Brain click**, what unknown horrors lurk out there? (The character **raises his/her Irrationality by one (+1)**)
- (3 - 5) - **Surely there is an explanation.** (Character is able to assimilate it and nothing changes)
- (6) - **What a scam.** (The character rationalizes it (the player explains how) and **lowers his/her Irrationality by one (-1)**)

Example: Lucia rolls 1d6 and scores a 1. Brain Click, Rosa doesn't understand what's going on, but it's clearly not something that can be explained by science. **Rosa's Irrationality score increases by one (+1).**

Get used to it

Believe it or not, human minds are able to get used to almost anything.

Advantages and disadvantages

The **SS** determines whether the protagonist has **advantages** or **disadvantages** depending on the **characteristics** of the paranormal event or creature.

***Example:** A poltergeist at home is pretty spectacular, especially when your own toaster almost crushed your skull, but the SS don't consider it spectacular enough to give a disadvantage. However, it's not an advantage either.*

Profession

The player **adds one advantage** if s/he can explain why his/her protagonist's **profession** is useful for the test.

***Example:** Rosa is a surgeon, and Lucia cannot think of any reason why this would help her rationalize the poltergeist, so she has no advantage because of her profession.*

Roll the dices

The test is performed like any other attribute test: (1 to 3) **Fail** (with consequences), (4 to 5) **Partial Success** (with consequences) and (6 or more) **Success**. But always using the **Soul** attribute and the **Irrationality consequences**.

***Example:** Rosa has d8 in the Soul attribute, no advantages or disadvantages, Lucia rolls 1d8 and gets a 3.*

Outcome

In addition to the consequences of a partial success (from 4 to 5) or failure (from 1 to 3), **failing** this test **results in** the protagonist **losing control** (rolling 1d6 + his/her **Irrationality** and checking the **Loss of Control Table**).

***Example:** Rosa has failed the test and, in addition to the loss of control, will have an **Irrationality consequence**. Rosa's Irrationality is 0, so she adds nothing to her d6 on the **Loss of Control table**. She rolls 1d6 and rolls a 3. **Her hands begin to shake violently**, Rosa drops the cup she was holding, but the clatter of broken pottery is barely audible over the noise caused by the poltergeist. **Rosa now has a disadvantage in any Body test** she wants to do before she gets out of there.*



Combat

Like Pursuits, Combat is a **head-to-head attribute test**, taking into account not only the tools available to the protagonist, but **also those of their opponent** and the circumstances. Instead of Attribute consequences, **Combat consequences** are used for **fail** (from 1 to 3) and **partial success** (from 4 to 5).

Lethal and non-lethal combat

Fist fights or fights with **stun weapons** are non-lethal combat, **played the same**, but **non-lethal Wounds** recover faster (See "Wounds" in "Description and creation of Protagonists")

Advantages and disadvantages

By themselves, some particularly **dangerous** or **harmless** enemies will give the protagonist **advantages or disadvantages**.

***Example:** A group of 4 thugs have cornered John and Leslie in an alley. They look like tough guys used to violence. The SS indicates that the protagonists have one disadvantage.*

Profession, Weapons, and tools.

The player **adds one advantage** if s/he can explain, with an anecdote or flashback, why his/her **profession** is useful for that combat test.

In combat, the player adds an **advantage** if his/her protagonist is **better armed** (Firearms or Tools) than his/her opponents for the occasion (or the **distance**), or a **disadvantage** if s/he is **worse armed**.

***Example:** John works as a journalist, but says he covered the Vietnam War and has had combat training, the SS gives him 1 advantage. Leslie, on the other hand, says that her plane flies the Manchester to Tenerife route, and that she usually has to fight 150 kg drunk Englishmen, the SS are tempted to give her 2 Advantages, but end up giving her only 1.*

John carries a baseball bat and Leslie a gun, the thugs are armed with truncheons and American fists. The SS considers John to be evenly matched, but gives one advantage to Leslie, because of her firearm.

Roll the dices

Usually, “**Body**” is used for close combat and “**Senses**” for ranged combat, but if the player controlling the protagonist comes up with a different way to fight using **another attribute**, s/he **must explain his/her action** to the rest of the players (the SS always has the last word).

***Example:** John doesn't want to complicate things and will use the bat to try to crack some skulls, he will use Body (1d10). Leslie only has d8 in Senses, but she can't think of any other way to use the gun in this situation and doesn't want to lose the advantage that using the gun gives her. Finally, John has one advantage and one disadvantage, he gets a “regular” roll. Leslie has two advantages and one disadvantage, she gets one advantage, she rolls another die and chooses the higher value.*

Outcome (depending on the enemy category):

How to solve the combats will depend on the **enemy category**, which can be either Minions (unimportant to the plot) or Bosses (characters or creatures relevant to the plot).

Minions (secondary enemies)

- **Success ends the combat**, with the protagonist **winning**.
- **Failure** means **suffering one wound** and **playing another turn** (if the player is not unconscious or surrenders).



Paranormal Encounters (Losing Control and Irrationality)

When a protagonist faces a **paranormal entity or event**, the first thing s/he **must** perform is a **paranormal encounter test** (a Soul test) to avoid **losing control**:

***Example:** A bright light shines through the cracks in the door. —Is someone making photocopies in the kitchen? — wonders Rosa, who goes over and opens the door. Furniture, cutlery, crockery, electrical appliances begin to fly, bouncing in the air and against the walls, cupboard doors open and close with a clatter. Typical poltergeist. The SS ask Lucia, who plays Rosa, to play a **paranormal encounter test** so as not to lose control.*



Bosses (important enemies)

Important characters may be able to withstand more than one success. The number of successes needed to bring down such an enemy is called the **challenge level** (each boss has its own).

- **Success** lowers the opponent's **challenge level** by one.
- **Failure** means **suffering one wound** and **playing another turn** (if the player is not unconscious or surrenders).

Multiple protagonists and enemies

If there is **more than one enemy**, all protagonists **must achieve as many successes as the number of minions or challenge levels** of their opponents. **Each success removes a minion or lowers an opponent by one challenge level.**

***Example:** John rolls his d10 and gets a 7. **Success**, he knocks out one of the minions, splitting his head open with a blow worthy (in elegance and violence) of Babe Ruth himself. Leslie has one advantage, so she rolls 2d8, gets a 5 and a 3, and keeps the higher number, 5. **Partial success**, another minion is knocked out with a hole in his knee (the thug begins to scream in pain as he holds his knee as he lies on the ground), but Leslie suffers a combat consequence.*

Consequences

No matter how good a protagonist is at fighting, sometimes fighting has consequences that cannot be avoided.

Combat consequences: (roll 1d6)

- (1) - ¡Clonk! (The protagonist suffers **1 extra wound** and is **knocked unconscious**).
- (2) - Ouch! (Protagonist suffers **1 extra wound**).
- (3) - ¡Plaf! (The protagonist falls, drops his/her weapon or has to reload. S/he has **1 disadvantage next turn** and suffers a **scratch**).
- (4) - **That was close!** (Protagonist suffers a **scratch**).
- (5) - **Give me a break!** (The protagonist loses his/her breath or his/her position, has **1 disadvantage next turn**).
- (6) - **That's all you can do?** (Nothing extraordinary)

***Example:** Leslie rolls 1d6 on the combat consequences table, to see what has happened to her this turn, and gets a 3. **The blowback from her pistol has tripped Leslie**, who has fallen backwards and got a scrape. **Next turn**, she will have **one disadvantage** to add to her test.*



What Lurks in the Shadows: Confronting Paranormal Creatures.

This chapter explains what happens when the protagonists encounter creatures or paranormal events, and how to play these scenes.