

# AMEN



AN EERIE TABLETOP ROLE-PLAYING GAME  
OF PARANORMAL INVESTIGATION

DESIGNED BY  
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# INTRODUCTION



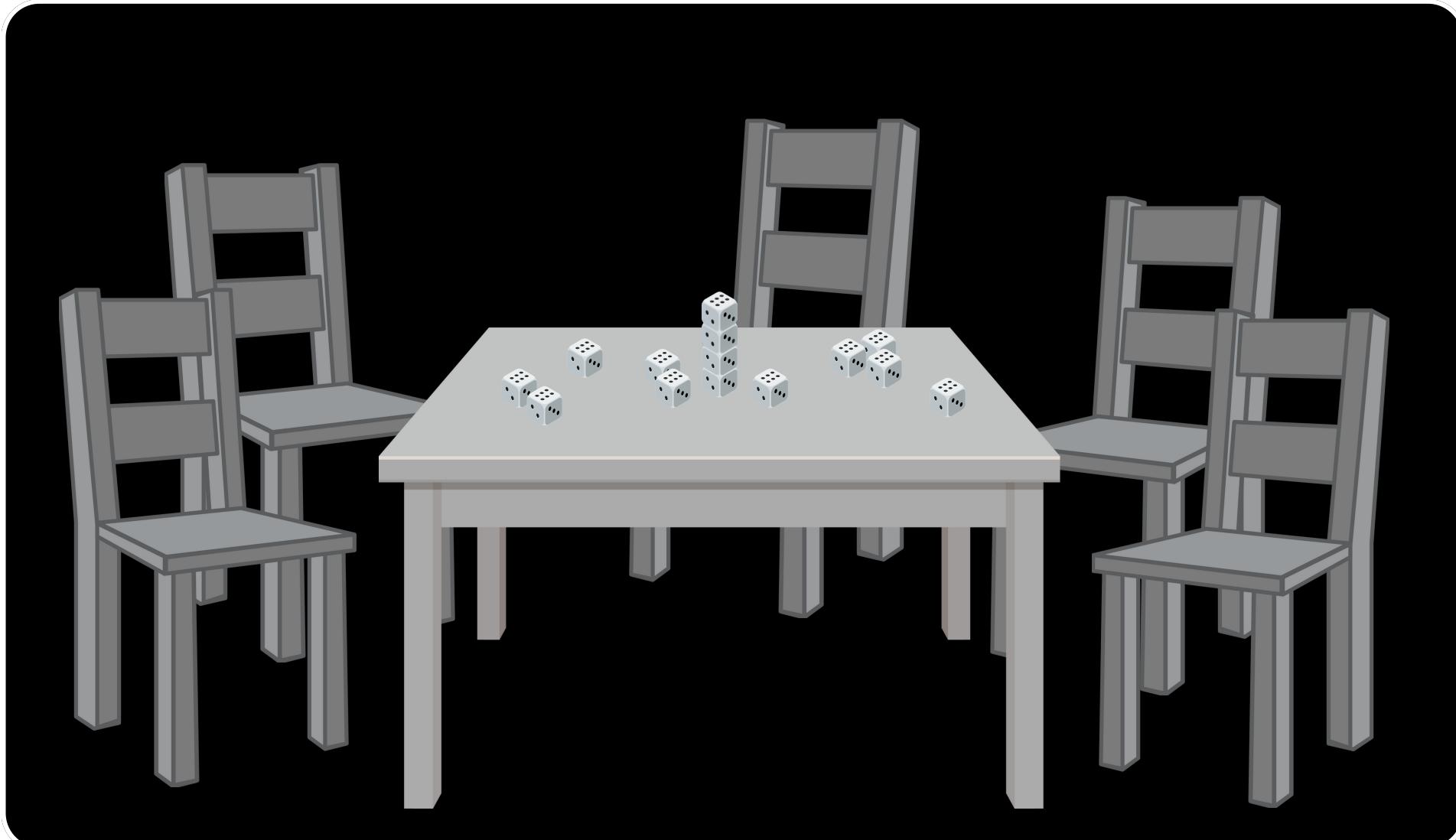
Dear Paranormal Enthusiast,

Welcome to Amen, a thrilling tabletop role-playing game where you venture into haunted locations to confront malevolent spirits. Step into the roles of priests, mediums, ghost hunters, clairvoyants, paranormal investigators, and ritualists, each with unique abilities, as you navigate darkened halls and eerie encounters.

In Amen, your ultimate goal is to detect the type of spirit haunting the location and then banish it by performing a ritual. This game emphasizes rich storytelling and immersive experiences, guided by the Game Master (GM) to bring the narrative to life. Your decisions shape the unfolding narrative, from deciphering clues to performing ancient rituals and facing ghostly apparitions. Collaborative storytelling brings each session to life, with dice rolling adding excitement and unpredictability.

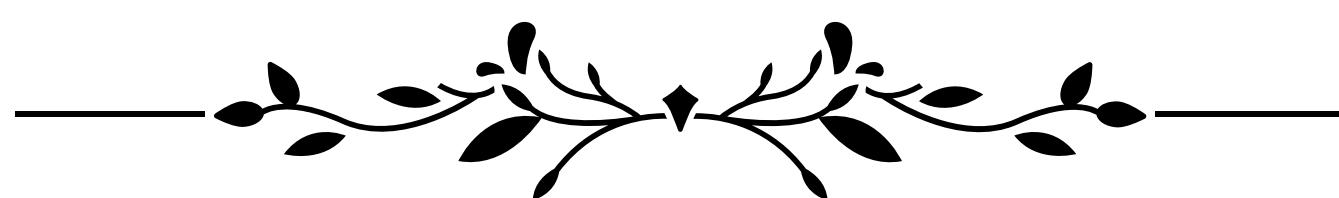
Prepare for an adventure filled with chills, challenges, and unforgettable moments. Embrace the unknown, tame the unseen, and join us on this supernatural journey.

Sincerely,  
The Creator of Amen

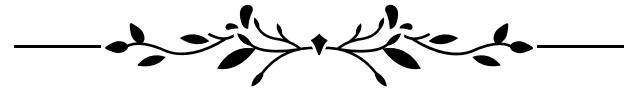




# CHARACTER



# CHARACTER



Each Player in Amen exists in the game world as a Character, a unique individual with specific attributes that define their role and capabilities. These attributes are:

ATTRIBUTE	DESCRIPTION
<b>NAME</b>	The Character's name, chosen by the Player.
<b>CLASS</b>	The Character's class determines their unique ability, or "Gift," and significantly influences both their role-playing and gameplay.
<b>BACKGROUND</b>	A brief backstory that reveals the Character's history, motivations, and potential connections with the Group.
<b>TRAUMA</b>	The Character's deepest trauma, which shaped them and even possibly led them to paranormal investigation.
<b>SANITY</b>	This represents the Character's mental stability and life force. Each Character begins with 6 Sanity points. If a Character's Sanity reaches "0", they are considered "insane", and special rules apply during their turn.
<b>GIFT</b>	A special ability provided by the Character's class, granting them unique advantages or actions during the game.
<b>ITEM</b>	A specific item the Character carries, offering additional special abilities or benefits during gameplay.



Character creation is the process of bringing a Character to life in the Amen world. This occurs at the start of the game, before the narrative begins, allowing Players to establish their Characters and prepare for the adventure ahead.

# CLASS



In Amen, each Character belongs to a specific class, which defines their unique abilities and role within the group. The class is determined at the start of the game by rolling a six-sided die (D6). Each class provides the Character with a special ability, known as a "Gift," which can significantly impact the outcome of the game.

Below is the table that lists the possible classes and their associated gifts:

D6 ROLL	CLASS	GIFT
1	<b>PRIEST</b>	Advantage on Prayer Sanity Checks. Also, can Pray for other Players.
2	<b>MEDIUM</b>	Once per turn can reroll a Sanity Check by losing 1 Sanity Point.
3	<b>GHOST HUNTER</b>	Can carry 2 additional Items.
4	<b>CLAIRVOYANT</b>	Advantage on Perception Sanity Checks. Also, can call the next Paranormal Event by losing 1 Sanity Point.
5	<b>PARANORMAL INVESTIGATOR</b>	Advantage on Provocation Sanity Check. Also, can request another Paranormal Event roll once per turn by losing 1 Sanity Point.
6	<b>RITUALIST</b>	Advantage on Preparation Sanity Check. Also, on Preparation Sanity Check success, can place up to 2 dice instead of 1 in the Ritual Stack.

**Advantage:** When you have Advantage on a specific check, you roll the check twice and choose the result you prefer from the two rolls.



Each class not only contributes to the individual Character's strengths but also plays a critical role in the group's overall strategy and success. Choosing or rolling your class is an important step in Character creation, as it will guide how you approach challenges and interact with the supernatural forces in Amen.

# BACKGROUND

A Character's Background in Amen provides the foundation for their identity and motivations. It helps shape how they approach the supernatural challenges they face. Some key aspects of a Background are:

- **Origin:**
  - Where the Character comes from and how their upbringing influences their views.
- **Occupation:**
  - What the Character did before becoming a paranormal investigator.
- **Past Encounters:**
  - Any previous experiences with the supernatural, which might affect their behavior and decisions.
- **Fears and Goals:**
  - Specific fears that haunt them or goals that drive them.



Role-Playing Tips:

- **Personal Motivation:**
  - Use your Character's Background to guide their decisions and reactions. A past trauma might make them more cautious or determined.
- **Interpersonal Dynamics:**
  - Create connections with other Characters based on shared or conflicting backgrounds.
- **In-Game Relevance:**
  - The GM might incorporate elements of your Background into the story, making your Character's journey more personal and engaging.

A well-crafted Background adds depth to your Character, making the role-playing experience richer and more immersive.

# BACKGROUND



A Character's Background in Amen provides the foundation for their identity and motivations. Players can roll on the following tables to randomly generate aspects of their Character's Background, or choose options that best fit their vision. If you want a quick game, you can fast-create your Character's background by rolling on these tables, allowing you to dive into the action sooner.

D6 ROLL	PREVIOUS OCCUPATION
1	POLICE OFFICER
2	JOURNALIST
3	DOCTOR/NURSE
4	ACADEMIC/RESEARCHER
5	CONSTRUCTION WORKER
6	RETired MILITARY

D6 ROLL	BOND
1	CHILDHOOD FRIEND
2	FORMER COLLEAGUE
3	RELATED BY BLOOD
4	FORMER RIVAL
5	MENTOR/STUDENT RELATIONSHIP
6	UNITED BY A SHARED TRAGEDY

D6 ROLL	FEAR
1	FEAR OF THE DARK
2	FEAR OF DEATH
3	FEAR OF BEING FORGOTTEN
4	FEAR OF LOSING CONTROL
5	FEAR OF ISOLATION
6	FEAR OF THE UNKNOWN

# TRAUMA

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Trauma in Amen is a pivotal, painful experience that has shaped your Character and led them to the path of paranormal investigation. Some key aspects of Trauma are:

- **Defining Event:**
  - A significant event—such as a tragic loss or a supernatural encounter—that has left lasting emotional scars.
- **Behavioral Impact:**
  - This trauma influences your Character's reactions, making them more cautious, driven, or even reckless.
- **Paranormal Connection:**
  - The trauma may be linked to the supernatural or a personal tragedy that drives your Character to seek answers.



Role-Playing Tips:

- **Leverage the Trauma:**
  - Use it to guide your Character's decisions and actions.
- **Add Depth:**
  - Let the trauma add layers to your Character's story, creating moments of challenge and growth.
- **Character Arc:**
  - Allow your Character to confront or heal from their trauma as the game progresses.

Trauma provides rich material for role-playing, deepening your Character's connection to the world of Amen.

# TRAUMA

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Trauma in Amen is a pivotal, painful experience that has profoundly shaped your Character's life and led them to the path of paranormal investigation. Players can roll on the following tables to randomly generate aspects of their Character's trauma, or choose options that best fit their vision. If you want a quick game, you can fast-create your Character's trauma by rolling on these tables, allowing you to quickly establish their backstory and dive into the gameplay.

D6 ROLL	WHEN AND WHERE
1	CHILDHOOD HOME
2	DURING MILITARY SERVICE
3	ON THE JOB
4	WHILE TRAVELING ABROAD
5	IN A SECLUDED PLACE (FOREST, MOUNTAIN, ETC.)
6	DURING A MAJOR LIFE EVENT (WEDDING, FUNERAL, ETC.)

D6 ROLL	TRAUMA
1	LOST A LOVED ONE UNEXPECTEDLY
2	BETRAYED BY SOMEONE TRUSTED
3	EXPERIENCED A SUPERNATURAL PHENOMENON
4	WITNESSED A VIOLENT DEATH
5	SURVIVED A LIFE-THREATENING EVENT
6	HAD A NEAR-DEATH EXPERIENCE

D6 ROLL	EFFECT
1	DEVELOPED A PHOBIA
2	BECAME WITHDRAWN AND ISOLATED
3	BECAME OBSESSED WITH THE PARANORMAL
4	STRUGGLES WITH GUILT OR SHAME
5	DRIVEN TO SEEK REVENGE
6	BECAME HYPERVIGILANT AND PARANOID

# ITEMS

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In Amen, each Character may possess a unique item that grants them additional special abilities throughout the game. These items play a crucial role in detecting spirits, defending against their attacks, and aiding in the final ritual. Items are typically assigned randomly at the start of the game, using two six-sided dice (2D6) to determine which item each Player receives.

Below is a list of possible items, their associated abilities, and the roll needed to obtain them:

2D6 ROLL	ITEM	ABILITY
2	<b>THERMOMETER</b>	DETECTS <b>SPECTERS</b> AND <b>WRAITHS</b> .
3	<b>EMF DETECTOR</b>	DETECTS <b>REVENANTS</b> AND <b>POLTERGEISTS</b> .
4	<b>SPIRIT BOX</b>	DETECTS <b>DEMONS</b> AND <b>BANSHEES</b> .
5	<b>GHOST WRITING BOOK</b>	DETECTS <b>DEMONS</b> , <b>REVENANTS</b> , AND <b>SPECTERS</b> .
6	<b>SPIRIT BOARD</b>	DETECTS <b>WRAITHS</b> , <b>POLTERGEISTS</b> , AND <b>BANSHEES</b> .
7	<b>HOLY WATER</b>	PROVIDES DEFENSE AGAINST <b>DEMONS</b> AND <b>POLTERGEISTS</b> .
8	<b>SALT</b>	PROVIDES DEFENSE AGAINST <b>BANSHEES</b> AND <b>SPECTERS</b> .
9	<b>INCENSE BURNER</b>	PROVIDES DEFENSE AGAINST <b>REVENANTS</b> AND <b>WRAITHS</b> .
10	<b>TAROT CARDS</b>	<b>DETECTS</b> POSSIBILITIES OF SOME CERTAIN <b>SPIRIT</b> TYPE EXISTENCE: <ul style="list-style-type: none"><li>• “THE HIGH PRIESTESS” - <b>SPECTER</b></li><li>• “THE MOON” - <b>BANSHEE</b></li><li>• “JUDGMENT” - <b>REVENANT</b></li><li>• “THE HANGED MAN” - <b>WRAITH</b></li><li>• “DEATH” - <b>POLTERGEIST</b></li><li>• “THE DEVIL” - <b>DEMON</b></li></ul>
11	<b>RITUAL CANDLE</b>	CAN BE BURNED TO <b>IMMEDIATELY ADD A DIE</b> OF A DESIRED VALUE <b>TO THE RITUAL STACK</b> (ONE USE).
12	<b>CRYSTAL PENDULUM</b>	LETS THE <b>SPIRIT</b> TO INDICATE A LOCATION OR OBJECT.

These items not only enhance the player's ability to interact with the supernatural but also play a vital role in the final stages of the game, where the correct usage of items can determine the success or failure of the ritual.

# ITEMS - TAROT CARDS

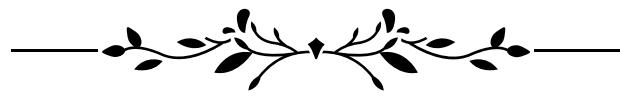


Sometimes, GM might want to give some clues utilizing the Tarot Cards of a Character.

This list might help the GM and the Players to give clues or detect a spirit presence respectively.

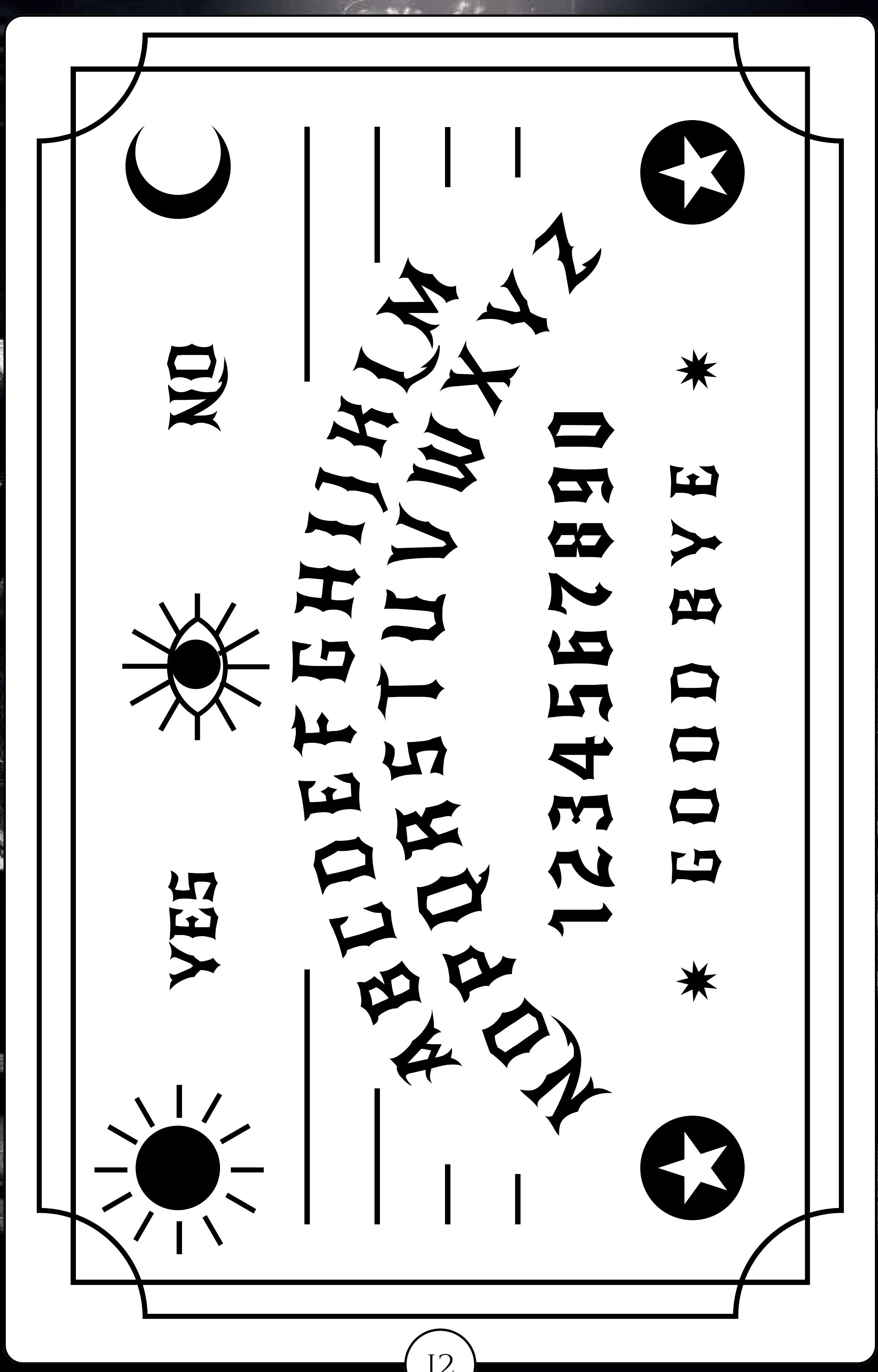
NAME	MEANING	NAME	MEANING
THE FOOL	BEGINNINGS, INNOCENCE, SPONTANEITY, A FREE SPIRIT	THE MOON	ILLUSION, FEAR, ANXIETY, SUBCONSCIOUS, INTUITION ( <b>BANSHEE</b> )
THE MAGICIAN	MANIFESTATION, RESOURCEFULNESS, POWER, INSPIRED ACTION	THE SUN	POSITIVITY, FUN, WARMTH, SUCCESS, VITALITY
THE HIGH PRIESTESS	INTUITION, SACRED KNOWLEDGE, DIVINE FEMININE, THE SUBCONSCIOUS MIND ( <b>SPECTER</b> )	JUDGEMENT	JUDGEMENT, REBIRTH, INNER CALLING, ABSOLUTION ( <b>REVENANT</b> )
THE EMPRESS	FEMININITY, BEAUTY, NATURE, NURTURING, ABUNDANCE	THE WORLD	COMPLETION, INTEGRATION, ACCOMPLISHMENT, TRAVEL
THE EMPEROR	AUTHORITY, ESTABLISHMENT, STRUCTURE, A FATHER FIGURE	ACE OF WANDS	INSPIRATION, NEW OPPORTUNITIES, GROWTH, POTENTIAL
THE HIEROPHANT	SPIRITUAL WISDOM, RELIGIOUS BELIEFS, CONFORMITY, TRADITION, INSTITUTIONS	TWO OF WANDS	FUTURE PLANNING, PROGRESS, DECISIONS, DISCOVERY
THE LOVERS	LOVE, HARMONY, RELATIONSHIPS, VALUES ALIGNMENT, CHOICES	THREE OF WANDS	EXPANSION, OVERSEAS OPPORTUNITIES, RAPID GROWTH
THE CHARIOT	CONTROL, WILLPOWER, SUCCESS, ACTION, DETERMINATION	FOUR OF WANDS	CELEBRATION, HARMONY, MARRIAGE, HOME, COMMUNITY
STRENGTH	COURAGE, BRAVERY, CONFIDENCE, COMPASSION, SELF-CONFIDENCE	FIVE OF WANDS	CONFLICT, DISAGREEMENTS, COMPETITION, TENSION, DIVERSITY
THE HERMIT	SOUL-SEARCHING, INTROSPECTION, BEING ALONE, INNER GUIDANCE	SIX OF WANDS	SUCCESS, PUBLIC RECOGNITION, PROGRESS, SELF-CONFIDENCE
WHEEL OF FORTUNE	GOOD LUCK, KARMA, LIFE CYCLES, DESTINY, A TURNING POINT	SEVEN OF WANDS	CHALLENGE, COMPETITION, PROTECTION, PERSEVERANCE
JUSTICE	JUSTICE, FAIRNESS, TRUTH, CAUSE AND EFFECT, LAW	EIGHT OF WANDS	MOVEMENT, FAST-PACED CHANGE, ACTION, ALIGNMENT, AIR TRAVEL
THE HANGED MAN	PAUSE, SURRENDER, LETTING GO, NEW PERSPECTIVES ( <b>WRAITH</b> )	NINE OF WANDS	RESILIENCE, COURAGE, PERSISTENCE, TEST OF FAITH, BOUNDARIES
DEATH	ENDINGS, CHANGE, TRANSFORMATION, TRANSITION ( <b>POLTERGEIST</b> )	TEN OF WANDS	BURDEN, EXTRA RESPONSIBILITY, HARD WORK, COMPLETION
TEMPERANCE	BALANCE, MODERATION, PATIENCE, PURPOSE	PAGE OF WANDS	INSPIRATION, IDEAS, DISCOVERY, LIMITLESS POTENTIAL, FREE SPIRIT
THE DEVIL	SHADOW SELF, ATTACHMENT, ADDICTION, RESTRICTION, SEXUALITY ( <b>DEMON</b> )	KNIGHT OF WANDS	ENERGY, PASSION, INSPIRED ACTION, ADVENTURE, IMPULSIVENESS
THE TOWER	SUDDEN CHANGE, UPHEAVAL, CHAOS, REVELATION, AWAKENING	QUEEN OF WANDS	COURAGE, CONFIDENCE, INDEPENDENCE, SOCIAL BUTTERFLY, DETERMINATION
THE STAR	HOPE, FAITH, PURPOSE, RENEWAL, SPIRITUALITY	KING OF WANDS	NATURAL-BORN LEADER, VISION, ENTREPRENEUR, HONOR

# ITEMS - TAROT CARDS



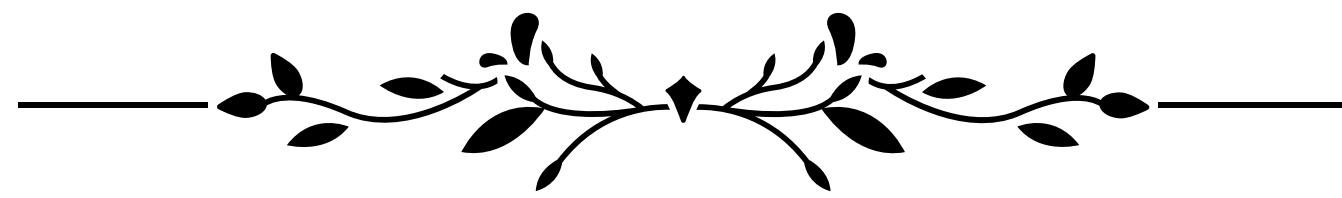
NAME	MEANING	NAME	MEANING
ACE OF CUPS	LOVE, NEW RELATIONSHIPS, COMPASSION, CREATIVITY	NINE OF SWORDS	ANXIETY, WORRY, FEAR, DEPRESSION, NIGHTMARES
TWO OF CUPS	UNIFIED LOVE, PARTNERSHIP, MUTUAL ATTRACTION	TEN OF SWORDS	PAINFUL ENDINGS, DEEP WOUNDS, BETRAYAL, LOSS, CRISIS
THREE OF CUPS	CELEBRATION, FRIENDSHIP, CREATIVITY, COMMUNITY	PAGE OF SWORDS	NEW IDEAS, CURIOSITY, THIRST FOR KNOWLEDGE, NEW WAYS OF COMMUNICATING
FOUR OF CUPS	MEDITATION, CONTEMPLATION, APATHY, REEVALUATION	KNIGHT OF SWORDS	AMBITION, ACTION-ORIENTED, DRIVEN TO SUCCEED, FAST-THINKING
FIVE OF CUPS	REGRET, FAILURE, DISAPPOINTMENT, PESSIMISM	QUEEN OF SWORDS	INDEPENDENT, UNBIASED JUDGMENT, CLEAR BOUNDARIES, DIRECT COMMUNICATION
SIX OF CUPS	REVISITING THE PAST, CHILDHOOD MEMORIES, INNOCENCE, JOY	KING OF SWORDS	MENTAL CLARITY, INTELLECTUAL POWER, AUTHORITY, TRUTH
SEVEN OF CUPS	OPPORTUNITIES, CHOICES, WISHFUL THINKING, ILLUSION	ACE OF PENTACLES	A NEW FINANCIAL OR CAREER OPPORTUNITY, MANIFESTATION, ABUNDANCE
EIGHT OF CUPS	DISAPPOINTMENT, ABANDONMENT, WITHDRAWAL, ESCAPISM	TWO OF PENTACLES	MULTIPLE PRIORITIES, TIME MANAGEMENT, PRIORITIZATION, ADAPTABILITY
NINE OF CUPS	CONTENTMENT, SATISFACTION, GRATITUDE, WISH COME TRUE	THREE OF PENTACLES	TEAMWORK, COLLABORATION, LEARNING, IMPLEMENTATION
TEN OF CUPS	DIVINE LOVE, BLISSFUL RELATIONSHIPS, HARMONY, ALIGNMENT	FOUR OF PENTACLES	SAVING MONEY, SECURITY, CONSERVATISM, SCARCITY, CONTROL
PAGE OF CUPS	CREATIVE OPPORTUNITIES, INTUITIVE MESSAGES, CURIOSITY, POSSIBILITY	FIVE OF PENTACLES	FINANCIAL LOSS, POVERTY, LACK MINDSET, ISOLATION, WORRY
KNIGHT OF CUPS	ROMANCE, CHARM, IMAGINATION, BEAUTY	SIX OF PENTACLES	GIVING, RECEIVING, SHARING WEALTH, GENEROSITY, CHARITY
QUEEN OF CUPS	COMPASSION, CALM, COMFORT, EMOTIONALLY INTUITIVE	SEVEN OF PENTACLES	LONG-TERM VIEW, SUSTAINABLE RESULTS, PERSEVERANCE, INVESTMENT
KING OF CUPS	EMOTIONAL BALANCE AND CONTROL, GENEROSITY	EIGHT OF PENTACLES	APPRENTICESHIP, REPETITIVE TASKS, MASTERY, SKILL DEVELOPMENT
ACE OF SWORDS	BREAKTHROUGH, CLARITY, SHARP MIND	NINE OF PENTACLES	ABUNDANCE, LUXURY, SELF-SUFFICIENCY, FINANCIAL INDEPENDENCE
TWO OF SWORDS	DIFFICULT DECISIONS, WEIGHING UP OPTIONS, AN IMPASSE, AVOIDANCE	TEN OF PENTACLES	WEALTH, FINANCIAL SECURITY, FAMILY, LONG-TERM SUCCESS, CONTRIBUTION
THREE OF SWORDS	HEARTBREAK, EMOTIONAL PAIN, SORROW, GRIEF, HURT	PAGE OF PENTACLES	MANIFESTATION, FINANCIAL OPPORTUNITY, SKILL DEVELOPMENT
FOUR OF SWORDS	REST, RELAXATION, MEDITATION, CONTEMPLATION, RECUPERATION	KNIGHT OF PENTACLES	HARD WORK, PRODUCTIVITY, ROUTINE, CONSERVATISM
FIVE OF SWORDS	CONFLICT, DISAGREEMENTS, COMPETITION, DEFEAT, WINNING AT ALL COSTS	QUEEN OF PENTACLES	NURTURING, PRACTICAL, PROVIDING FINANCIALLY, A WORKING PARENT
SIX OF SWORDS	TRANSITION, CHANGE, RITE OF PASSAGE, RELEASING BAGGAGE	KING OF PENTACLES	WEALTH, BUSINESS, LEADERSHIP, SECURITY, DISCIPLINE, ABUNDANCE
SEVEN OF SWORDS	BETRAYAL, DECEPTION, GETTING AWAY WITH SOMETHING, STEALTH		
EIGHT OF SWORDS	NEGATIVE THOUGHTS, SELF-IMPOSED RESTRICTION, IMPRISONMENT, VICTIM MENTALITY		

# ITEMS - SPIRIT BOARD

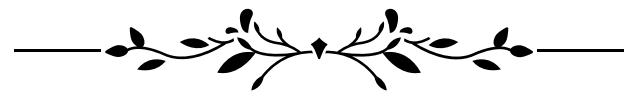




# SPIRIT



# SPIRIT - INTRODUCTION



A spirit is often understood as a non-physical entity that exists beyond the boundaries of the material world. Spirits are typically associated with the souls of the deceased, lingering in the mortal realm due to unfinished business, strong emotional ties, or unresolved conflicts. They can also be seen as manifestations of energy, embodying the fears, memories, or desires of the living. In many cultures, spirits are believed to have the ability to interact with the physical world, influencing events, environments, and people in profound ways.



Once a spirit has emerged, it can interact with the physical world in various unsettling ways. They might manipulate the environment, such as moving objects, creating cold spots, or causing eerie sounds and whispers. Spirits can also manifest visually as shadowy figures or ghostly apparitions, and may even influence or possess the living, leading to frightening and unpredictable encounters.

# SPIRIT - HISTORICAL

Throughout human history, spirits have played a significant role in the myths, legends, and religious beliefs of cultures across the globe. In ancient Egypt, spirits were believed to be the ka or ba, parts of the soul that lived on after death, while in China, ancestral spirits are honored and revered through rituals and offerings. The Celtic and Norse cultures had rich traditions of ghostly apparitions and restless souls, often associated with battlefields or sacred sites. In Christianity and Islam, spirits are often seen as either benevolent angels or malevolent demons, influencing the moral decisions of the living. Hinduism and Buddhism also speak of spirits, often in the context of reincarnation or as beings trapped between worlds due to karma. Across all these traditions, spirits are woven into the fabric of human understanding, representing both the fear of the unknown and the enduring connection between the living and the dead.



# SPIRIT - IN GAME

In Amen, the Spirit is a central Character controlled by the GM, serving as the primary antagonist in the game. This malevolent entity is not merely a background threat—it actively engages with the Players, causing chaos and instilling fear. The Spirit's presence shapes the narrative, influencing the environment and challenging the Players at every turn. As the Players strive to identify and banish the Spirit, it becomes more dangerous, testing their resolve, strategy, and teamwork.

D6 ROLL / TARGET VALUE	SPIRIT	PLAYSTYLE
1	<b>SPECTER</b>	Often manifests clues related to its <b>unresolved past</b> . Bound to specific items and locations.
2	<b>BANSHEE</b>	A <b>mournful</b> and vengeful spirit that <b>targets the emotionally vulnerable</b> , creating intense, fear-driven encounters.
3	<b>REVENANT</b>	<b>Relentless</b> and vengeful. Pursues a single target with unyielding aggression, <b>focusing its fury on one Character</b> .
4	<b>WRAITH</b>	Full of <b>anger</b> and hatred, the Wraith lashes out unpredictably, often exploiting the fears and weaknesses of the group.
5	<b>POLTERGEIST</b>	<b>Moves objects</b> aggressively, creating <b>physical hazards</b> like falling objects, blocked paths, and other environmental dangers.
6	<b>DEMON</b>	Extremely <b>aggressive</b> , the Demon <b>attempts to possess Characters</b> , using fear and manipulation to turn the group against itself.

The Spirit's playstyle varies by type, shaping how it interacts with Players and the environment. Each Spirit has a unique haunting style, which the GM uses to craft suspenseful and terrifying scenarios. The GM ensures the Spirit feels like a constant, unpredictable threat, driving the narrative and keeping Players on edge. Through subtle manipulations or direct attacks, the Spirit forces Players to confront their fears, anticipate its behavior, and devise strategies to survive and banish it.

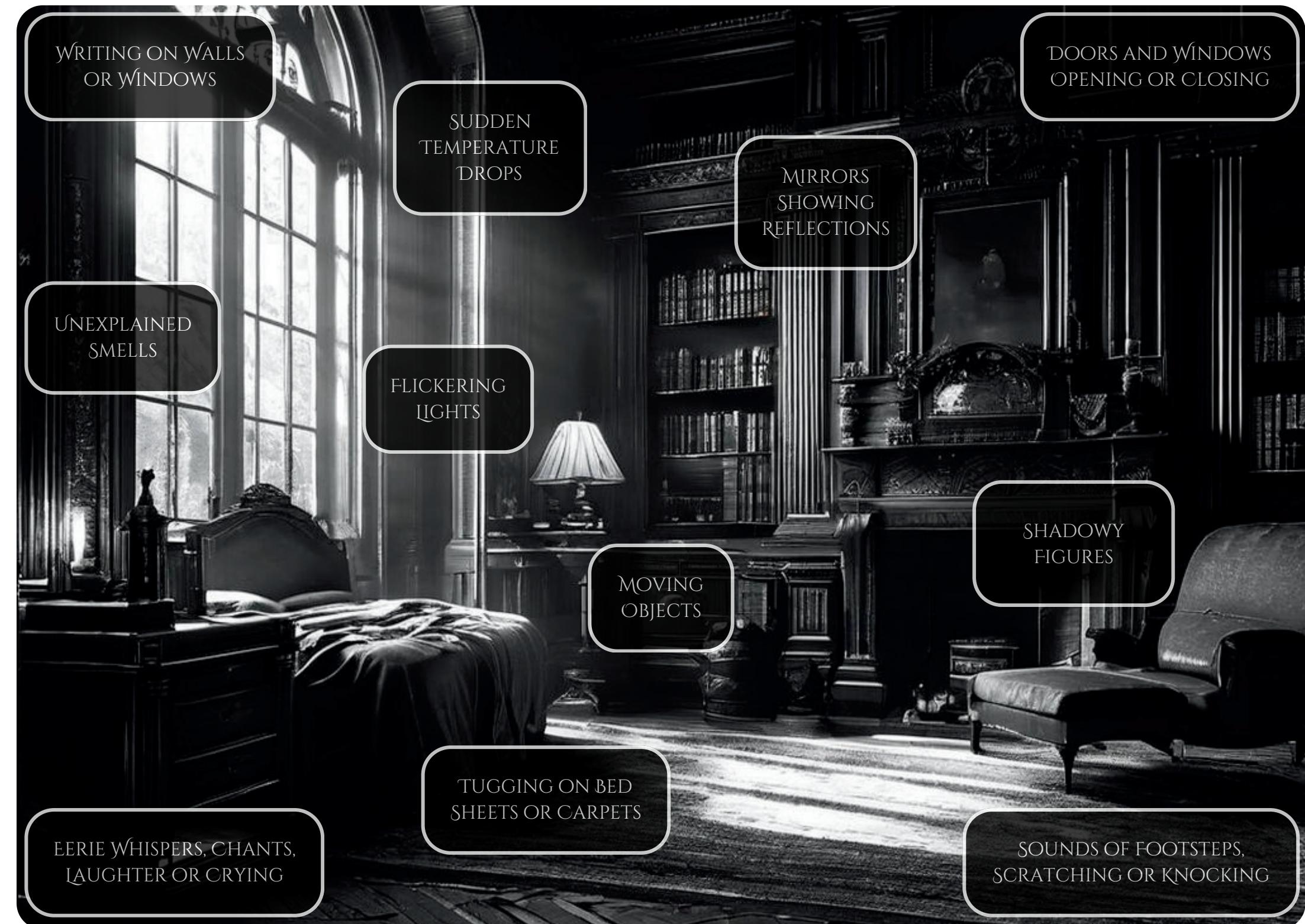
# SPIRIT - EXAMPLE SCENE

Several unexplained phenomena can occur in a spirit-infested area, creating an unsettling and eerie atmosphere.

The spirit might manipulate the environment in subtle yet terrifying ways, such as causing the temperature to drop suddenly, making the room feel unnaturally cold. Objects like picture frames, books, or furniture could move on their own, or the bed might shake slightly.

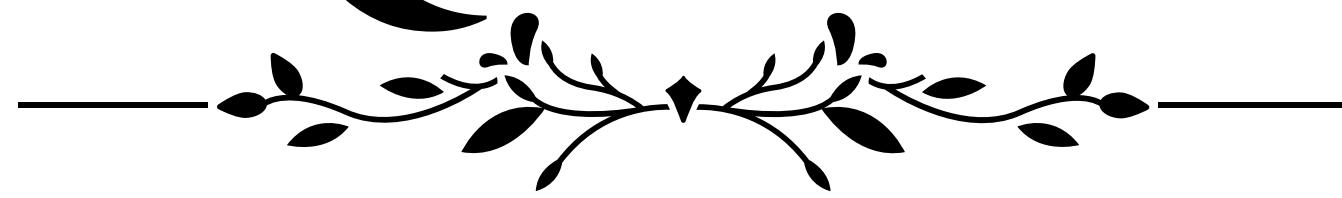
The GM can guide Players by gradually intensifying paranormal activity, subtly directing them toward key areas or objects that advance the story.

By using these eerie events as clues, the GM can lead Players to uncover important evidence, unlock new locations, or trigger crucial encounters, all while maintaining tension and suspense to keep the narrative moving forward.





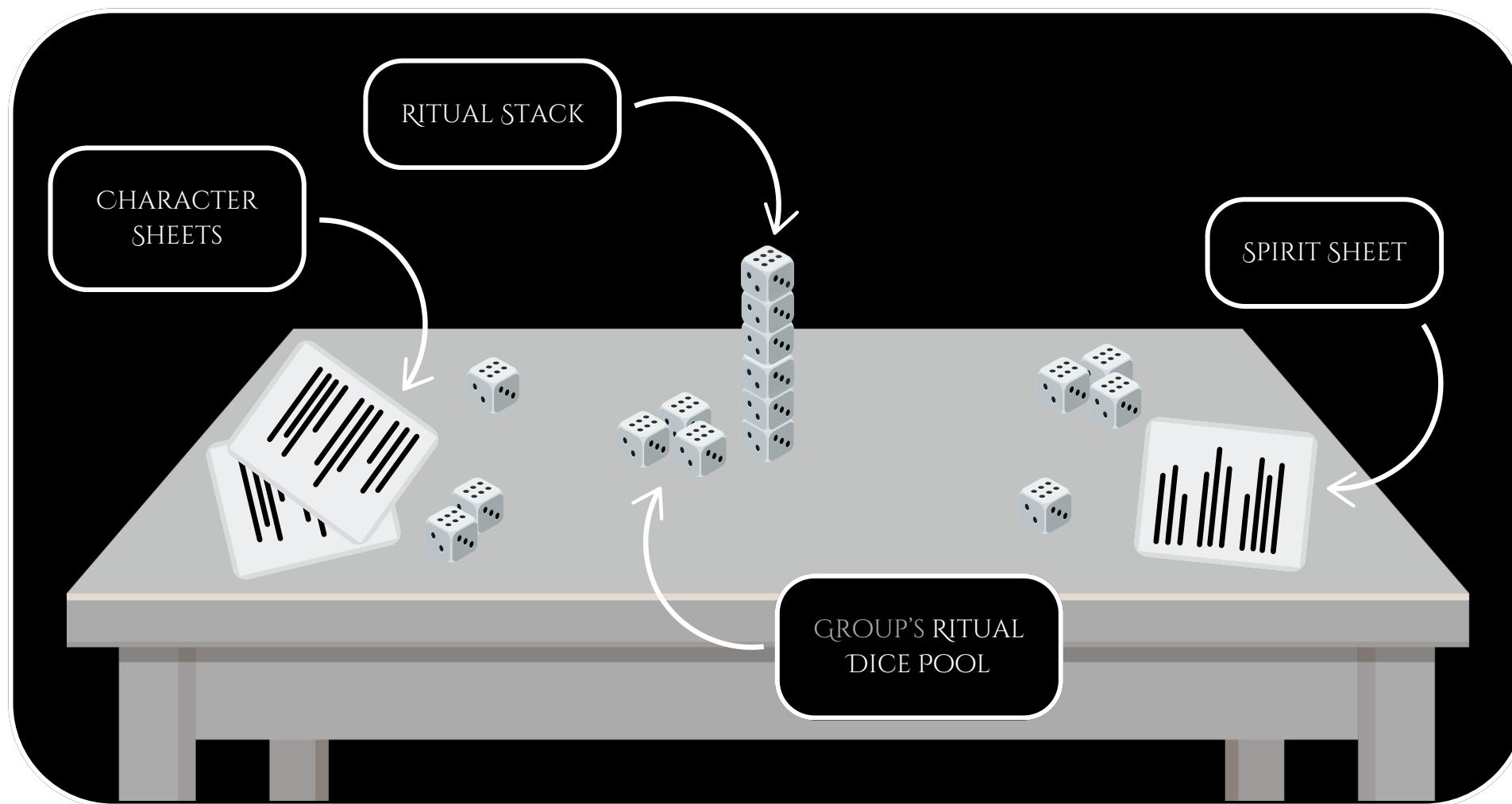
# RULES



# RULES - HOW TO WIN

In "Amen", the Groups goal is to banish the spirit that haunts the location by performing a ritual together. To achieve this, the Players must have successfully stack a tower of six dice. The exact number that each die must show to complete the tower is initially unknown and is determined by the "Target Value" of the specific spirit type, which is gradually revealed mainly throughout the "Items Indications".

At the start of the game, the group possesses a common empty Dice Pool, the "Ritual Dice Pool". Dice can be added to this pool through "Discoveries" made by successfully performing "Perception" actions and each die represent a piece of knowledge about the Spirit the Group collects throughout the Game.

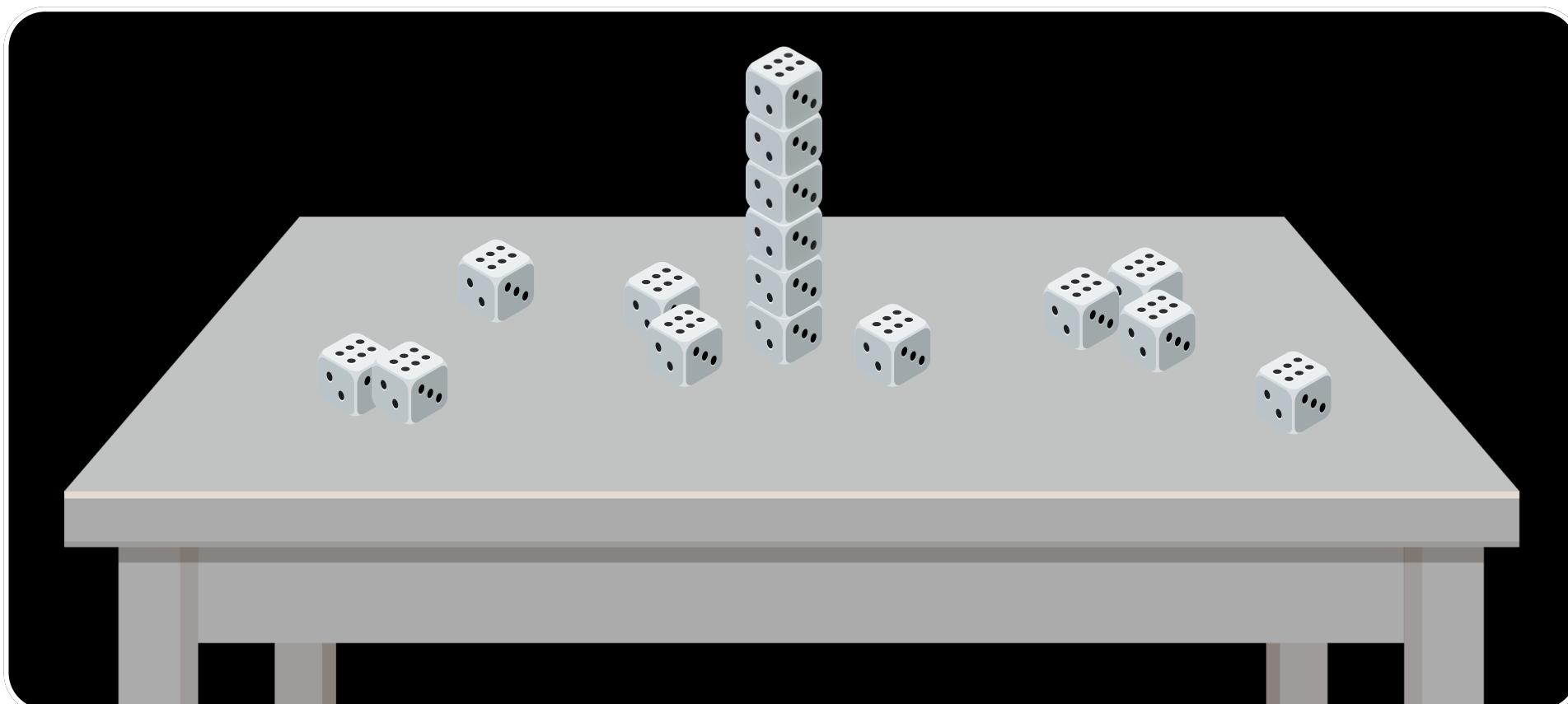


Once dice are in the pool, Players are able to use the "Preparation" action to roll any number of dice from the common Dice Pool and optionally choose one to stack it to the Ritual Stack, gradually building towards the final ritual.

# RULES - HOW TO WIN

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Once the 6-dice tower is built, each Player rolls their final Check. If at least one Player succeeds and the numbers (selected for the dice) on the Ritual Tower are the ones that corresponds to the Spirit, the ritual is successful, and the spirit is banished or purified, resulting in a win for the group. Otherwise, the Game continues until the Group succeeds that final Check.



However, if all Players' Sanity reaches "0" before this occurs, the game is lost—their minds, bodies, and souls are devoured by the malevolent spirit.

# RULES - OVERVIEW

The core of Amen revolves around a simple yet engaging game loop: the GM narrates the environment, Players describe their actions, and the GM then explains what happens next. This back-and-forth interaction between the GM and the Players is the heart of the game, driving the story forward and creating dynamic, immersive experiences.

Game Overview:

GAME PHASE	DESCRIPTION
<b>SET UP</b>	Prepare the game Backstory, Spirit Sheet, environment and materials.
<b>CHARACTER CREATION</b>	Players create their Characters by filling their Character Sheets.
<b>GAME LOOP</b>  (REPEAT UNTIL A SUCCESSFUL RITUAL HAPPEN OR ALL CHARACTERS HAS "0" SANITY)	<b>GM Narration:</b> The GM sets the scene and describes the environment.  <b>Players Actions:</b> Players describe what their Characters do in response.  <b>GM Response:</b> The GM explains the outcome and how the environment or Spirit reacts.



The overall game experience is structured into scenes. At the end of each scene, the GM says "Amen." If any Player fails to repeat "Amen" immediately and in unison with the others, they suffer a loss of 1 point of Sanity.

Additionally, all Players lose 1 point of Sanity at the end of each scene, indicating the cumulative stress and mental toll of the experience as time passes.

This ritual reinforces the unity of the group and the gravity of their mission, adding an additional layer of tension to the game.

# RULES - GM NARRATION

In "Amen", the GM is responsible for creating the atmosphere and advancing the Story by describing what the Characters perceive in the game's environment.

To effectively narrate as a GM, focus on engaging all the senses—describe the sights, sounds, smells, and even the textures that the Characters encounter. Use vivid, evocative language to bring the scene to life, and vary your tone and pacing to match the tension of the moment. Whether it's the creaking of an old floorboard, the flicker of a candle, or the sudden chill in the air, these details immerse the Players in the world and heighten the suspense.

In "Amen," this process is more structured. At the beginning of the GM's turn, a die is rolled, and the narration unfolds according to the result, as indicated by the table below:

D6 ROLL	NARRATION
1	The Narration continues, indicating the next Discovery
2	The Narration continues, indicating the next Discovery
3	The Narration continues, indicating the next Discovery
4	A random Paranormal Event happens.
5	The Spirit attacks a single Character (random or GM's choice), causing potential 1 Sanity Point loss if Player's Sanity Check fails.
6	All Players perform a Sanity Check, any Player who fails, loses 1 Sanity Points.



# RULES - GM ACTIONS

The GM plays a crucial role in “Amen”, guiding the story and ensuring the game runs smoothly. As the GM, you are the storyteller, referee, and the main driver of the game’s atmosphere, helping to create a memorable experience for everyone involved.

WHEN	RESPONSIBILITY
ALWAYS	<ul style="list-style-type: none"><li>Guide the story and ensure smooth gameplay.</li><li>Act as the storyteller and atmosphere creator.</li><li>Create a fun and memorable experience for each Player of the Group</li></ul>
BEFORE THE GAME	<ul style="list-style-type: none"><li>Prepare the backstory for the session.</li><li>Select the type of spirit that will haunt the location.</li><li>Set up discoveries that Players can uncover.</li><li>Sketch the map of the haunted location.</li><li>Optionally, create Characters if Players prefer or if time is limited.</li></ul>
DURING THE GAME	<ul style="list-style-type: none"><li>Narrate each scene according to the dice roll.</li><li>Describe the outcome of any incident.</li><li>Execute Paranormal Events.</li><li>Ask for Sanity Checks when any Player attempts something that isn’t guaranteed to succeed.</li><li>Provide “Discoveries” to Players as they explore and interact with the environment.</li></ul>
AFTER THE GAME	<ul style="list-style-type: none"><li>Ensure everyone had fun and enjoyed the session.</li><li>Gather feedback from Players on what worked well and what could be improved.</li><li>Use feedback to refine future sessions and enhance the overall experience.</li></ul>



# RULES - PLAYERS ACTIONS

On their turn, Players can choose from a variety of actions to influence the game:

PLAYER ACTION	DESCRIPTION
<b>PERCEPTION</b>	Usually perform a <b>Sanity Check</b> , on success an attempted <b>Search</b> , <b>inspection</b> or interaction with the environment <b>succeeds</b> .
<b>PROVOCATION</b>	Perform a <b>Sanity Check</b> , on success an attempted <b>manifestation</b> for <b>paranormal events</b> occurrences <b>succeeds</b> .
<b>PREPARATION</b>	Roll any number of dice from the group's <b>Ritual Dice Pool</b> and (optionally) <b>stack 1 die</b> from it to the <b>Ritual Stack</b> .
<b>PRAYER</b>	Perform a <b>Sanity Check</b> , on success <b>gain 1 Sanity point</b> (up to 6).

These actions give Players different ways to engage with the game, each carrying its own risks and rewards, and are crucial for advancing the story and overcoming the challenges posed by the Spirit.



# RULES - GM RESPONSE

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A fundamental pillar of Tabletop Role-Playing Games is improvisation, and the ability of the GM to remain flexible as the story unfolds.

"Amen" is no exception. During the game, Players have the freedom to take any actions they wish through the "Perception" Action, such as walking around, interacting with objects, or engaging in conversation. Before resolving the Action, the GM may ask for a Sanity Check to determine whether the Action succeeds.



In certain instances, the GM may invite a Player to describe the resolution of a successful Action, allowing them to contribute directly to the narrative.

# RULES - DISCOVERIES



Exploration is a core element of the experience while playing "Amen." The GM, when crafting the story, will hide pieces of information about the backstory in various locations that the Group explores.

"Discoveries" can range from a letter written by a relative of the Spirit that reveals crucial details, to a diary where the Spirit has confessed everything about its past. Other possible Discoveries might include video or audio recordings, photographs, or even objects placed in unusual locations that offer clues to the story the Group is trying to uncover.



Most "Discoveries" are revealed through a successful Sanity Check during a Perception Action, where a specific Character notices something others have overlooked.

In some cases, a "Discovery" can be revealed simply by entering a new scene, providing the Characters with insights into the Spirit's backstory.

The value of "Discoveries" lies in their ability to add one or more dice to the Group's Ritual Dice Pool. The number of dice awarded is determined by the GM, based on the difficulty and significance of each "Discovery."

# PROVOCATION

In Amen, provoking the Spirit is a risky but potentially rewarding strategy. When the group successfully provokes the Spirit multiple times, it may trigger a Paranormal Event. These events can yield valuable evidence, cause harmful attacks, or even affect the ritual process. The GM rolls 2D6 to determine the nature of the Paranormal Event and its impact on the Players' Sanity.

Below is the table that outlines possible Paranormal Events and their effects:

2D6 ROLL	PARANORMAL EVENT	EFFECT
2-12	<b>VICIOUS ASSAULT</b>	All Players perform a <b>Sanity Check</b> , Any Player who fails, loses 1 point of <b>Sanity</b> .
3-11	<b>FORTUNATE OMEN</b>	All Players perform a <b>Sanity Check</b> , if half or more Players Succeed, add 1 die to the Ritual Pool.
4-10	<b>FOCUSED ATTACK</b>	The Spirit attacks a single Character (GM's choice), causing potential <b>Sanity loss</b> if failed on a <b>Sanity Check</b> or other effects.
5-9	<b>INSTRUMENTAL EVIDENCE</b>	The group finds <b>evidence</b> detected by the <b>Thermometer</b> , <b>EMF Detector</b> , or <b>Spirit Box</b> .
6-8	<b>DOCUMENTED EVIDENCE</b>	The group gains <b>evidence</b> recorded on the <b>Ghost Writing Book</b> or <b>Spirit Board</b> .
7	<b>NOTHING HAPPENS</b>	Nothing interesting happens...



Provoking the Spirit is a double-edged sword. While it can lead to gathering crucial evidence or boosting the ritual process, it also increases the risk of strong attacks and the potential loss of sanity. Players must carefully weigh the benefits and dangers before deciding to provoke the Spirit, knowing that each action can bring them closer to victory—or doom.

# RULES - ROLLS

When a Player attempts something that isn't guaranteed to succeed, a dice roll is needed to determine the outcome. The primary method for this in Amen is a Sanity Check. To perform a Sanity Check, the Player rolls a number of dice equal to their current Sanity points.

SANITY CHECK OUTCOMES	DESCRIPTION
<b>SUCCESS</b>	If at least one of the dice shows a "SIX", the action is successful, and even the Player gets to describe what happens next,
<b>FAILURE</b>	If there are no "SIX" rolled, the GM describes the outcome and the consequences of the failed action.
<b>SANITY LOSS (IN EITHER OCCASION)</b>	For each "ONE" rolled, the Character loses 1 point of Sanity, reflecting the mental toll the action takes on them.

Example:

LETS SUPPOSE THAT A PLAYER HAS SANITY EQUAL TO "6", THEREFORE THE SANITY CHECK WILL USE 6 DICE.

THERE ARE 2 POTENTIAL OUTCOMES:

SUCCESS: 

FAILURE: 

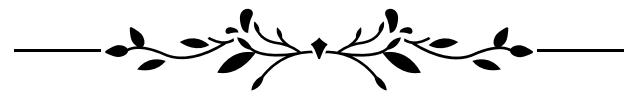
IN EITHER OCCASIONS ANY "ONE" APPEARS IN THE OUTCOME LEADS TO THE LOSS OF 1 SANITY POINT.

LOSE 1 SANITY POINT: 

LOSE 2 SANITY POINT: 

This system adds a risk-reward element to actions, where success can come at the cost of the Character's sanity, making each decision and roll critical to the unfolding story.

# INSANITY



If a Character's Sanity reaches "0", they are considered "insane", and special rules apply during their turn.

An "Insane" Player must first roll 2 dice to determine their action from the table below without taking any other actions.

2D6 ROLL	INSANITY EVENT	EFFECT
2-12	<b>PARANOIA</b>	Remove all the dice from the Ritual Stack, if any are present.
3-11	<b>SABOTAGE</b>	Remove 1 die from the Ritual Stack, if any are present.
4-10	<b>HALLUCINATIONS</b>	The "Insane" Player chooses another Character to perform a Sanity Check, if they fail, they lose 1 Sanity point.
5-9	<b>EERIE CHANT</b>	Triggers a random Paranormal Event.
6-8	<b>AIMLESSLY WANDERING</b>	The Player loses the turn.
7	<b>ACTS NORMALLY</b>	The "Insane" Player can perform any Action normally.

Also an "Insane" Player does not count as a member of the Ritual at the end of the game.

If, at any point of the game, all Players are "Insane", they lose the game immediately.





# SHEETS

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# CHARACTER SHEET



## CHARACTER SHEET

NAME:	<input type="text"/>	SANITY:	<input type="text"/>
BACKGROUND:	<input type="text"/>		
TRAUMA:	<input type="text"/>		
CLASS:	<input type="text"/>		
GIFT:	<input type="text"/>		
ITEM:	<input type="text"/>		

PLAYER ACTION	DESCRIPTION
PERCEPTION	Usually perform a Sanity Check, on success an attempted Search, inspection or interaction with the environment succeeds.
PROVOCATION	Perform a Sanity Check, on success an attempted manifestation for paranormal events occurrences succeeds.
PREPARATION	Roll any number of dice from the group's Ritual Dice Pool and (optionally) stack 1 die from it to the Ritual Stack.
PRAYER	Perform a Sanity Check, on success gain 1 Sanity point (up to 6).

GAME PHASE	DESCRIPTION
SET UP	Prepare the game Backstory, Spirit Sheet, environment and materials.
CHARACTER CREATION	Players create their Characters by filling their Character Sheets.
GAME LOOP <small>(REPEAT UNTIL A SUCCESSFUL RITUAL HAPPEN OR ALL CHARACTERS HAS "0" SANITY)</small>	<p><b>GM Narration:</b> The GM sets the scene and describes the environment.</p> <p><b>Players Actions:</b> Players describe what their Characters do in response.</p> <p><b>GM Response:</b> The GM explains the outcome and how the environment or Spirit reacts.</p>

2D6 ROLL	PARANORMAL EVENT	EFFECT
2-12	MULTIPLE ANOMALIES	All Players perform a Sanity Check, Any Player who fails, loses 1 point of Sanity.
3-11	MANIFESTATION	All Players perform a Sanity Check, if half or more Players Succeed, add 1 die to the Ritual Pool.
4-10	VICIOUS ASSAULT	The Spirit attacks a single Character (GM's choice), causing potential Sanity loss if failed on a Sanity Check or other effects.
5-9	EERIE SIGN	The group finds evidence detected by the Thermometer, EMF Detector, or Spirit Box.
6-8	FOCUSED ATTACK	The group gains evidence recorded on the Ghost Writing Book or Spirit Board.
7	FORTUNATE OMEN	Nothing interesting happens...

D6 ROLL	CLASS	GIFT
1	PRIEST	Advantage on Prayer Sanity Checks. Also, can Pray for other Players.
2	MEDIUM	Once per turn can reroll a Sanity Check by losing 1 Sanity Point.
3	HOST HUNTER	Can carry 2 additional Items.
4	CLAIRVOYANT	Advantage on Perception Sanity Checks. Also, can call the next Paranormal Event by losing 1 Sanity Point.
5	PARANORMAL INVESTIGATOR	Advantage on Provocation Sanity Check. Also, can request another Paranormal Event roll once per turn by losing 1 Sanity Point.
6	RITUALIST	Advantage on Preparation Sanity Check. Also, on Preparation Sanity Check success, can place up to 2 dice instead of 1 in the Ritual Stack.

2D6 ROLL	ITEM	ABILITY
2	THERMOMETER	Detects Specters and Wraiths.
3	EMF DETECTOR	Detects Revenants and Poltergeists.
4	SPIRIT BOX	Detects Demons and Banshees.
5	GHOST WRITING BOOK	Detects Demons, Revenants, and Specters.
6	SPIRIT BOARD	Detects Wraiths, Poltergeists, and Banshees.
7	HOLY WATER	Provides defense against Demons and Poltergeists.
8	SALT	Provides defense against Banshees and Specters.
9	INCENSE BURNER	Provides defense against Revenants and Wraiths.
10	TAROT CARDS	<p>Detects possibilities of some certain Spirit Type existence:</p> <ul style="list-style-type: none"> <li>• "The High Priestess" - Specter</li> <li>• "The Moon" - Banshee</li> <li>• "Judgment" - Revenant</li> <li>• "The Hanged Man" - Wraith</li> <li>• "Death" - Poltergeist</li> <li>• "The Devil" - Demon</li> </ul>
11	RITUAL CANDLE	Can be burned to immediately add a die of a desired value to the Ritual Stack (One use).
12	CRYSTAL PENDULUM	Lets the Spirit to indicate a location or object.

D6 ROLL / TARGET VALUE	SPIRIT	PLAYSTYLE
1	SPECTER	Detects Specters and Wraiths.
2	BANSHEE	Detects Revenants and Poltergeists.
3	REVENANT	Detects Demons and Banshees.
4	WRAITH	Detects Demons, Revenants, and Specters.
5	POLTERGEIST	Detects Wraiths, Poltergeists, and Banshees.
6	DEMON	Provides defense against Demons and Poltergeists.

## NOTES:



# SPIRIT SHEET



## SPIRIT SHEET

NAME:

TYPE:

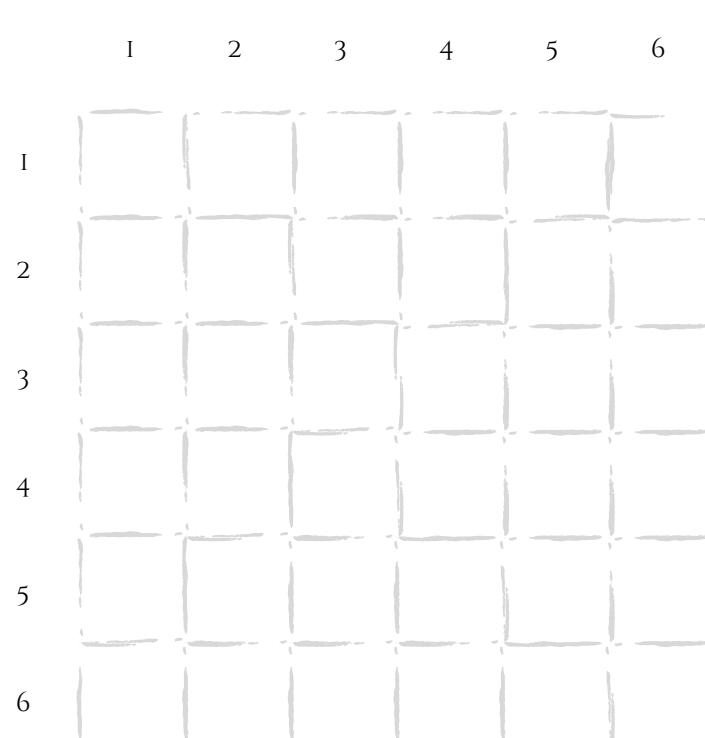
TARGET VALUE:

BACKSTORY:

SANITY	CHARACTER NAME	ITEMS	ATTACK TARGET
/ 6			
/ 6			
/ 6			
/ 6			
/ 6			
/ 6			
/ 6			
/ 6			

TD	DISCOVERY	LOCATION		NEED CHECK
1				
2				
3				
4				
5				
6				

## MAP:



D6 ROLL	NARRATION	
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