



**CRUCIAMEN 9X**





## Requisites

To play you need: Mature friends, six-sided dice and at least one copy of this game.

## Survival Horror's notions

This game is inspired by the **Survival Horror** sub-genre of video games, so it has some special considerations:

- Many of its mechanics lie in emulating the resource-management of a video-game.
- Settings are sinister, dark, isolated and disturbing.
- This game works best with 1-3 **Survivors** protagonists. Few and lonely.
- Staying and acting alone is a viable path, if you have the necessary **Items**.
- This game works best with a **Map**, prepared in advance.

## Roles

Play with at least one other person. One of you will be the **Hostess**, while the rest will be the main **Survivors**:

- **Survivors**: build and play your protagonists, describe their actions. Survive.
- **The Hostess**: describes the environments, places **Obstacles** and **Dangers**, describes the actions of the side characters and describes the consequences of everyone's actions.

## Chapters

Each game session is called a "**Chapter**". Any participant can request the **Hostess** to change her **Survivor** for another one at the end of a **Chapter** to experience the story with a different perspective.

## Credits

**CRUCIAMEN 9X** (v.4.4) is a tabletop RPG made by Benjamín Aníbal Reyna (January 2021). - Thanks to: Ana Laura Pulzoni, Sile Sileno, Santiago Bastera, Gregorio Catalan Berce, Xavi Xenón, Rankor, Martín Bravo, David Silva - **Fonts**: *Crimson Text* (Sebastian Kosch) and *Titillium Web* (Accademia di Belle Arti di Urbino).

## Inspiration

Use these works for reference and inspiration:

- **Clock Tower** series (Hifumi Kono; 1995-2002)
- **Biohazard / Resident Evil** series (Shinji Mikami, Capcom; 1996-2020)
- **Hellnight / Dark Messiah** (Atlus Co; 1998)
- **Parasite Eve** (Square, 1998)
- **Countdown Vampires** (K2 LLC, 1998)
- **Deep Fear** (Sega AM7, System Sacom / SIMS / ISCO, 1998)
- **Siren / Forbidden Siren** series (Project Siren, 2003-2008)
- **Dino Crisis** series (Shinji Mikami, Capcom; 1999-2003)
- **Silent Hill** series (Konami, Team Silent, Creature Labs, Climax Studios, Double Helix Games, Vatra Games, WayForward Technologies, Kojima Productions, 1999-2012)
- **Cursed Mountain** (Sproing Interactive Media & Deep Silver Media, 2009)
- **Amy** (VectorCell, 2012)
- **The Evil Within / Psycho Break** series (Shinji Mikami & Tango Gameworks, 2014/2017)
- **Daymare 1998** (Invader Studio, 2020)





# Premise

Before playing, define some fictional elements. You can choose as a group, let **The Hostess** decide or choose randomly. These last two options can be defined in secret.

There is *something* affecting *something* in the region, transforming them into savage and ruthless monsters.

## Location

In what solitary and remote **Location** does this *Evil* takes place?

- Underwater
- Outside civilization
- The City
- Virtual Reality
- Outer space
- Another dimension

# Prologue

The **Hostess** describes how the characters enter the main story. It can be defined by **The Hostess**, by the group or randomly. You can ask some essential questions like:

- *Where do they come from?*
- *Do they have any bond between them?*
- *What do you think happened here?*
- *What is your plan?*
- *Is there a rumor about this place?*

The **Prologue** can help the **Hostess** define some conditions such as:

- The starting **Inventory** of the characters.
- The amount of starting points in each **Counter**.
- The starting **Zone**.

## Origin

*What is the origin of this evil?*

- Curse
- Cosmic energy
- Alien life-form
- Discovered life-form
- Experimental bio-weapon
- Artificial being

## Effect

*What is it causing?*

- Mutates life-forms
- Raises undead
- Drive machines crazy

# Map

It is suggested that **The Hostess** draw a **Map** of the **Zones** of an **Area** in advance, although it is not necessary to define what is inside yet. Draw a handful of circles and draw lines between them. Each circle will be a **Zone** and each line a connecting path between them. A **Zone** symbolizes a section of that **Area**, you can consider it as a *floor*, a *level*, a *room*, etc. A path is only a space that connects the **Zones**, such as a *corridor*, a *hall*, a *tunnel*, an *elevator*, a *staircase* or just *the threshold of a door*.

- The **Hostess** must define the starting **Area** for the **Survivors**. They may even all start in separate **Zones**.
- Place at least one **Loot** (randomly defined) in each **Zone**.
- The **Hostess** can place **Obstacles** in each **Zone** and on each path. Generally, an **Obstacle** in a **Zone** can be a *monster* and an **Obstacle** in a path can be a *closed door*.
- If a **Zone** has no **Danger**, it is considered a **Safe Zone**.
- It is recommended to define from the beginning which is the "final" **Zone** where there will be an **Obstacle** of [Class A] or [Class S], which when passed will grant access to a new **Area**, the end of the **Chapter** or the end of the game. For example, it's where the *escape vehicle* or the *self-destruct button* is located.
- An **Area** of (9) **Zones** is enough to have a **Chapter** of several hours of playtime.

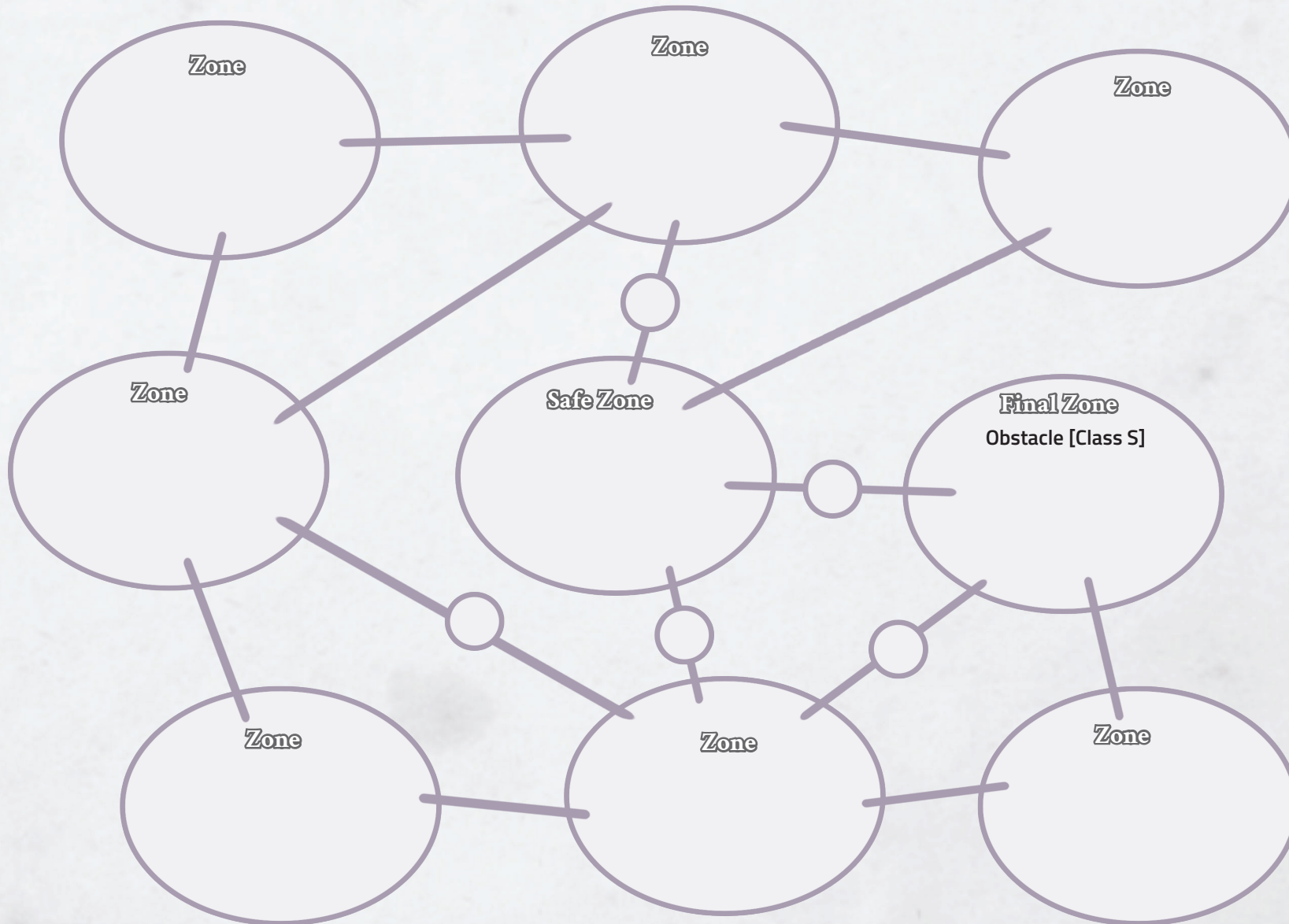
# Areas

Before starting the game, the **Hostess** must define a group of **Areas**. It is recommended that each **Area** have (9) **Zones**, to have a few hours of playtime. **Areas** must be *mysterious*, *enclosed*, *desolate*, *dark*, *dirty*, *disturbing* and *terrifying*. You can define the **Areas** by choice, by random or create new ones. If you want to define the first **Area** at random, roll two dice. One result is to define the row, the other is to define the column.

●	●	●	●	●	●	●
●	The Mansion	The Asylum	The Subway	The Forest	The Village	The Chemical Plant
●	The Labyrinth	The Coliseum	The Complex	The Ship	The Cemetery	The School
●	The Laboratory	The Nest	The UFO	The Cave	The Hospital	The Hotel
●	The Castle	The Island	The Oil Station	The Dungeon	The Swamp	The Lighthouse
●	The Train	The Megalopolis	The Gas Station	The Temple	The Police Station	The Casino
●	The Factory	The Mountain	The Prison	The Sewers	The Mall	The Office

# Map example

Set **Zones** in the large spaces. The **Hostess** can include **Obstacles** and **Loot** in there. The lines are the paths. The small circles are there to place **Obstacles** that prevent access to **Zones**.





# Survivor

## Name

Choose an **Archetype** for your **Survivor**. You may have lived horrible events, but never like what you are about to live. You are not immune to fear, nor are you someone sadistic.

☐ **VICTIM** [You abruptly ended up against the Evil.]

► **STEALTH**: gain +1D when you stealthy avoid a **Danger** using an **Item** as a **distraction** or to hide your presence.

► **LUCK**: gain +1D when you **Scavenge** an area (keep one).

☐ **SPECIAL FORCES** [A routine mission is quickly compromised.]

► **COMBAT TRAINING**: gain +1D when you fight a **Danger** using an **Item** that serves as a [weapon].

► **VIGOR**: increase your **STRESS** by [1] to remove an **Obstacle** or **Danger** using your raw strength.

☐ **GENIUS** [Your research is inherently tied to this Evil.]

► **MEDICINE**: when you use an **Item** to reduce **COUNTERS**, reduce an additional [1]. You can analyze, modify, and craft [medical] **Item**.

► **TECHNICAL SKILL**: you can analyze, make, modify and disassemble any **Item**, if you have the necessary tools and time. This can take the form of computer, engineering, medical and/or chemical knowledge.

► **SOLUTIONS**: increase your **STRESS** by [1] to remove an **Obstacle** using your logic to hack or decipher.

☐ **SURVIVALIST** [While exploring, you came across an unthinkable Evil.]

► **SURVIVAL**: you can analyze, craft, modify, and disassemble [primitive], [medicinal], or [natural] **Items**, if you have the necessary tools and time. This can be presented as knowledge about survival. When you use one of these **Items** you have built, you take +1D.

► **SCAVENGING**: you get +1D when you search a [natural] or [wild] area to **Scavenge** (keep one).

☐ **PSYCHIC** [Something called you to this place and you responded unknowingly.]

► **HEALING AURA**: raise your **STRESS** by [1] to reduce another character's **CONTAMINATION** by [1] or remove their **INFECTION** or **FEAR**.

► **MIND PUSH**: increase your **STRESS** by [1] to remove an **Obstacle** or **Danger** by pushing it away with a burst of psychic force.

► **ESP**: you can focus so that you can instantly identify any [supernatural] or [strange] **Danger**, **Obstacle**, **Character** or **Item** in the **Area** and their general position. This may present as sensations or visions.

☐ **CONDEMNED** [The Evil has altered you, turning you into something non-human.]

► **REGENERATION**: increase your **CONTAMINATION** by [1] to reduce your **DAMAGE** by [1] or remove your **FATIGUE**, **WOUND**, **BLEEDING** or **POISON**.

► **SUPERHUMAN STRENGTH**: increase your **CONTAMINATION** by [1] to remove an **Obstacle** or **Danger** using your brute force.

► **SENSE OF DANGER**: when there's a **Danger** near, you'll know.

## Appearance

Draw your character.

## Drive

Your **Goal** is always to *survive*, but *surviving is not worth it if everything else is lost*. It is up to you which characters you will rescue and which ones you will not. Choose your priority:

- ☐ *Save the innocent.*
- ☐ *Exterminate the threat.*
- ☐ *Solve the mystery.*
- ☐ *Carry out my superior's orders.*
- ☐ *Discover the salvation.*

After a *significant event*, you can request to change your **Drive** to The **Hostess**.



## Status

Certain consequences may allow The **Hostess** to place negative conditions on your character.

- ☐ **FATIGUE**: you can never roll more than one die in a dice roll, until you reach a **Safe Zone**.
- ☐ **WOUND**: you get one less die for your rolls against **Danger**.
- ☐ **INFECTION**: after each roll you make, you receive **CONTAMINATION**+1.
- ☐ **FEAR**: after each roll you make, you receive **STRESS**+1.
- ☐ **BLEEDING**: after each roll you make, you take **DAMAGE**+1.
- ☐ **POISON**: after each roll you make, you take **DAMAGE**+1.
- ☐ **IMMOBILIZATION**: you can't act without first being set free.

Depending on the **Status**, you can remove them by consuming or using certain **Items** or treating yourself in a **Safe Zone**.

## Counters

Depending on the **Prologue**, some **Counters** may start with some points. Each time one of your **Counters** increases, The **Hostess** relates how this *manifests in your body*.



### DAMAGE

**DAMAGE**, depending on the **Premise**, can be role-played as: *physical wounds, infections, necrosis*, etc.



### TERROR

**TERROR**, depending on the **Premise**, can be interpreted as: *anxiety, spiritual possession, stress, dementia*, etc.



### CONTAMINATION

**CONTAMINATION**, depending on the **Premise** can be interpreted as: *supernatural corruption, parasitism, development of a curse, radiation, sin, disease*, etc.

When a **Counter** reaches [3], The **Hostess** describes how your character *receives a terrible fate* that can mean *death, permanently losing self-control, mysteriously disappearing, becoming non-human or perhaps worse (What do you leave behind for the rest of the survivors?)*. In any case, you lose control of your character and must make another character. At the first opportunity that makes sense within context, you can enter the game with a new character.

# Inventory

Some **Items** can be *consumed, combined, discarded, throw or used as a tool*. Their effects can be *positive, negative* or simply *ineffective*.

► **CLASS:** Each **Item** must have a **Class** defined by The Hostess: [Class C], [Class B], [Class A] or [Class S]. **Items** can be used as *weapons* or *tools* as long as a **Survivor** can put them to meaningful and consistent use, but always within the limits of their **Class**.

► **USES:** each **Item** must have a number of **Uses**: [3 **Uses**], [2 **Uses**], [1 **Use**], or [**Disposable**]. They do not necessarily represent the amount of "*ammo*", but rather the number of times an effect can be used before the **Item** is *no longer useful*. You can use **Items** to restore the uses of another **Item** to maximum (such as *batteries for a flashlight* or *ammo for a specific weapon*). **Disposable Items** are disposed of after one use, they are not *rechargeable* or *repairable*. Any **Item** completely used up can leave *residues* that still have some use.

► **Items** may have unspecified qualities or effects, depending on the context. For example, the *noise of a firearm can attract more monsters, fire can quickly consume oxygen, bright light can destroy photosensitive enemies*, etc. You can propose effects to The **Hostess** when using an **Item**. Some **Items**, such as the **Clamp**, are used to close a **Zone** and turn it into a **Safe Zone**.

► If you combine **Items** you can make them take up less space in your Inventory. For example: *attaching a **Flashlight** to the barrel of a **Shotgun**.*

## Effects

Each **Item** can have any of the following effects, designated by The **Hostess**. Effect examples:

- Increase or decrease one or more **Counters** by [1].
- Acquire or remove one or more **Statuses**.
- Cause an alteration on something or someone.
- Produce one or more new **Items**.
- Solve or cause a particular **Obstacle** or **Danger**.
- Enable an action that was previously not possible.
- Upgrade or reduce the **Class** of an **Item**.
- *Incapacitate, distract, drive away, disarm or destroy* **Dangers**.
- Unlock or lock a **Zone**.
- Discover something hidden.
- Grant a new **Skill** temporarily.

## Load

Your **Inventory** is limited to carry only (6) different **Items**. But any **Item** of the same type can be stacked in the same **Space**. You can discard or store any leftover Items in a **Safe Zone**. Worn **Items** (such as *disguises* and *attires*) do not count in the **Load's** limit. This rule emulates the mechanics of video games, the group can ignore it if it works to the detriment of fiction.

[illegible]

## Records

Any **Item** with information that does not have an effect in itself (such as *diaries*, *documents*, *memories*, *images* and *clues*), do not count in your **Inventory's** load limit.

[illegible]



# Survive



## Exploration & Scavenging

To explore a place, you just have to declare it. The **Hostess** must describe the surroundings and if there is something relevant (such as **Obstacles**, **Dangers**, **Objects** or other **Survivors**), she must explicitly point it out, unless this is impossible to find due to an **Obstacle** (for example, if the *place is too dark*, you require *something to light* or if what you are looking for is *invisible*, you require a *particular tool* to perceive it).

When you search for **Items** in a location or collect a character's belongings or cache, you always get everything available. If you can't get something, The **Hostess** will tell you what you need in order to get it. For example, *clues about this place, people, exits, shortcuts, particular tools, something with which to defend yourself, maps*, etc.

If possible, The **Hostess** will draw a map. Any **Zone** on the **Map** that has been *explored and scavenged* must be crossed out.



## Crafting

You can *craft, analyze, combine, modify, disarm* or *repair* **Items** using other **Items** as long as they are **[Simple]**. To *craft, analyze, combine, modify, disarm* or *repair* **[Complex]** **Items** you require that your **Archetype** allows you to. Describe how you will do it.

Depending on the complexity of what you are trying to do, the **Hostess** will indicate different conditions:

- You can put it together quickly and on the spot.
- You require a long time.
- You require a **Safe Area**, with tools and where you can focus.

When you craft something, you are supposed to use some additional non-remarkable components (*containers, adhesive, lubricants*, etc.). Ignore what is not essential or that is easy to find in the **Safe Zone**.

### CONSIDERATIONS

- When you bond two **Items** of the same **Class**, the result is an **Item** of the next higher **Class**.
- The resulting **Item Uses** is a sum of the remaining **Item's Uses**, but the maximum is 3. If the **Item** has unlimited **Uses** or is **[Disposable]**, at the **Hostess's** discretion.
- If both combined **Items** are **[Disposable]**, the resulting **Item** is **[Disposable]**.
- If the **Items** are **[Complex]**, but have some easy method of attachment or mounting, such as *attaching a silencer to a revolver*, it can be done by any **Survivor**.

## Overcoming obstacles

When The **Hostess** presents an **Obstacle**, The **Survivor** must describe how they will *overcome it within their human limits*. At the discretion of The **Hostess**, some **Obstacles** may require the **Use** of an **Item** (such as *something to force or open a door* or *something to stun or distract a monster*). If an **Item** is necessary, it must be of the same **Class** or higher, or its effect must be *particularly effective* (for example, you cannot use a **[Class C]** weapon to defend against a **[Class B]** enemy). In addition, you can spend 3 **Uses** of the same **Item** for the effect to be considered a higher **Class** category (for example, if you spend all 3 **Uses** of an **[Class C]** **Item**, it causes an effect as if it were **[Class B]**). Some other **Obstacles** can be simply circumvented with your *stealth, reflexes* or *speed* (but they do not remove **Obstacles** permanently).

## DANGER!

If, when attempting to overcome an **Obstacle**, The **Hostess** considers that you are in **Danger** (such as a *trap at the door* or *moving within range of a monster*), you must roll the dice to resolve your fate. If any condition gives you **+1D**, for every **+1D** you receive, add one die to the roll, but only keep the highest-result die.

- You always have at least one die to roll unless a **State** removes it from you.
- If you are helping yourself with an **Item** of the same **Class**, you receive **+1D**. If the **Item** is a higher **Class**, add **+1D** for each **Class** category that exceeds the requirement. For example, if you use a **[Class C]** **Items** against a **[Class C]** **Obstacle**, gain **+1D**; If you use a **[Class S]** **Item** against an **[Class C]** **Obstacle**, you receive **+4D**.

Depending on the result of the kept die, there will be a different consequence.



Receive a **Drawback** of your choice, but you overcome the **Danger**.



You evade the **Danger**, without **Drawbacks**.

**DRAWBACKS** [when you receive one, you choose which one]

- A **Companion** is *incapacitated, dies* or *disappears* (at the **Hostess's** discretion).
- You must sacrifice one or more **Items** or **Item's Uses** (The **Hostess** chooses which).
- Marks **Statuses** and one or more **Counters** increase by [1] or more (The **Hostess** chooses which ones).
- Allow a volunteer ally to mark **Statuses** and increase **Counters** by [1] or more in your place (their choice).
- You are *incapacitated and captured* or *become lost*. You are put in another **Danger**, must be *rescued*.

## Optional variant rule: Item advantages

If the rules of **Item's [Classes]** are unnecessarily complex to the game experience you want to have as a group, apply the following rules instead:

- If the **Item** is *inappropriate* or *ineffective* for this situation, it has *no effect* or has a *mitigated effect*, at The **Hostess's** discretion (for example, instead of *destroying* an enemy, just *stuns* it for a while.).
- If the **Item** seems *particularly effective* against a **Danger**, gain **+1D** for the dice roll.

# Items & Loot

When **Survivors** scavenge a **Zone** in an **Area**, the **Hostess** can arbitrarily choose, roll a die in the basic **Loot**, or choose a special **Loot**:

- **Special Forces case**
- **Emergency case**
- **Survivor's bag**
- **Toolbox**
- **First-aid kit**
- **Explosives case**
- **Scrap pile**
- **High-tech container**

One of the **Survivors** rolls a dice to define what they find, then crosses out the **Zone**. The **Hostess** may choose from 1 (for an almost *empty* or *small* place) to 3 (for a *replete* or *large* place) **Items** depending on the relevance.

If the result is not something that makes sense within context, The **Hostess** can change it to another **Item** of similar kind. If they already own that **Item**, the **Hostess** may place the *ammo* or *fuel* in its place.

## Special Forces case

- **Handgun**  
[Class C], [Complex], [3 Uses]
- **Semi-auto Shotgun**  
[Class B], [Complex], [3 Uses]
- **Flame-thrower**  
[Class B], [Complex], [3 Uses]
- **Grenade**  
[Class A], [Complex], [Disposable]
- **Sub-machine gun**  
[Class A], [Complex], [3 Uses]
- **Rocket Launcher**  
[Class S], [Complex], [1 Use]

## Survivor's bag

- **Food ration**  
[Class C], [Simple], [Disposable]
- **Lighter**  
[Class C], [Complex], [-]
- **Flare gun**  
[Class C], [Complex], [1 Use]
- **Flashlight**  
[Class B], [Complex], [3 Uses]
- **Knife**  
[Class C], [Simple], [3 Uses]
- **Handgun**  
[Class C], [Complex], [3 Uses]

## Emergency case

- **Food ration**  
[Class C], [Simple], [1 Use]
- **Flare gun**  
[Class C], [Complex], [1 Use]
- **Oxygen mask**  
[Class B], [Complex], [3 Uses]
- **Flashlight**  
[Class B], [Complex], [3 Uses]
- **Bandages**  
[Class C], [Simple], [Disposable]
- **Handgun**  
[Class C], [Complex], [3 Uses]

## Toolbox

- **Scrap pieces**  
[Class C], [Simple], [Disposable]
- **Clamp**  
[Class C], [Simple], [Disposable]
- **Fuel container**  
[Class B], [Complex], [3 Uses]
- **Crowbar**  
[Class C], [Simple], [3 Uses]
- **Flashlight**  
[Class B], [Complex], [3 Uses]
- **Axe**  
[Class B], [Simple], [3 Uses]

## Basic loot

- **Trash, but maybe you can give it some use.**
- **A record with information that may be useful.**
- **Something to restore something that no longer works or is depleted.**
- **Something that can help you recover from something that has been done to you.**
- **Something to defend yourself from something that has attacked you.**
- **Something that can be used to enter a Zone that you could not enter before.**

It is up to The **Hostess** to define the **Item** and its **Class**, **Complexity** or **Uses**, based on the context and **Zone** in which it was found.

## First-aid kit

- **Healing herbs**  
[Class C], [Simple], [Disposable]
- **Oxygen mask**  
[Class B], [Complex], [3 Uses]
- **Bandages**  
[Class C], [Simple], [Disposable]
- **Medicine pills**  
[Class B], [Complex], [Disposable]
- **Healing syringe**  
[Class A], [Complex], [Disposable]
- **Experimental cure dose**  
[Class S], [Complex], [Disposable]

## Scrap pile

- **Shiv**  
[Class C], [Simple], [Disposable]
- **Scrap pieces**  
[Class C], [Simple], [Disposable]
- **Lockpick**  
[Class C], [Simple], [Disposable]
- **Fuel container**  
[Class B], [Complex], [3 Uses]
- **Electronic components**  
[Class B], [Complex], [Disposable]
- **High-tech components**  
[Class A], [Complex], [Disposable]

## Explosives case

- **Fuel container**  
[Class B], [Complex], [3 Uses]
- **Grenade**  
[Class A], [Complex], [Disposable]
- **Flame-thrower**  
[Class B], [Complex], [3 Uses]
- **Grenade-launcher**  
[Class A], [Complex], [3 Uses]
- **Remote controlled bomb**  
[Class S], [Complex], [Disposable]
- **Rocker Launcher**  
[Class S], [Complex], [1 Use]

## High-tech container

- **Hacking Device**  
[Class B], [Complex], [Disposable]
- **Level 1 security pass**  
[Class C], [Complex], [-]
- **Level 2 security pass**  
[Class B], [Complex], [-]
- **Level 3 security pass**  
[Class A], [Complex], [-]
- **Rocker Launcher**  
[Class S], [Complex], [1 Use]
- **Experimental cure dose**  
[Class S], [Complex], [Disposable]



# The Hostess

## Obstacles

These are elements, events or conditions that prevent **Survivors** from acting freely. When you place one or more, you must define its **Class**:

- **[Class C]:** common, like a *walking undead* or a *padlocked door*.
- **[Class B]:** superior, uncommon. Like a *peculiar mutation* or an *organic barrier*.
- **[Class A]:** very rare. Like a *colossal monster* or a *high security door*.
- **[Class S]:** unique. Like the *final boss of the game* or an *interdimensional barrier*.

Optionally, when you introduce an **Obstacle**, it can only be overcome using an **Item** (you cannot *simply break a chain with your hands*). Sometimes, depending on the **Item** used, the **Obstacles** only disappear momentarily (as when *distracting an enemy*).

When presenting **Obstacles**, if they pose a **Danger** (for a main or side **Survivor**), introduce them appropriately:

- *"One of the vents leaks a sticky fluid (...)"*
- *"That android behaves strangely (...)"*
- *"All maximum security cells are opened at the same time (...)"*
- *"The crows fly over the place (...)"*

Then ask, *"What will they do about it?"*.

## Global Counters

These are **Counters** that affect all main **Survivors** simultaneously. The **Hostess** chooses which **Counters** will be used during this story, for example: *Asphyxia, Chaos, Weather, Impatience, Plague, Ruin, Time*, etc. Also, define what circumstances can affect the movement of the **Counters** (*time, attacks, contacts*, etc.). Depending on the **Prologue**, some **Counter** may start with some points. Each time a **Counter** increases, The **Hostess** recounts how this *manifests itself in the world*.

■■■■■■ COUNTER #1

■■■■■■ COUNTER #2

■■■■■■ COUNTER #3

When a **Counter** reaches [6], The **Hostess** defines how the world receives a *terrible fate* that can mean its *destruction*, its *eternal suffering* or perhaps something *worse*. In any case, it's the *end of the story*.

## Ending

At the end of the last **Chapter** or when one of the **Global Counters** reaches (6), The **Hostess** narrates an *ending to the story*. Check each of the following conditions that were completed:

- ☐ No **Global Counter** reached [4+].
- ☐ All **Areas** on the **Map** were visited.
- ☐ They have *discovered the secrets of this place*.
- ☐ The *great evil that plagued this place* has been *stopped*.
- ☐ They have *rescued* all the characters that *could be rescued*.

The **Ending** will depend on the number of conditions they completed:

**[0+] Final C:** *"Nothing they have done has been worth it..."*

**[2+] Final B:** *"They have managed to flee, but under a very great sacrifice..."*

**[3+] Final A:** *"They have managed to flee, but an evil still awaits in that place..."*

**[4+] Final S:** *"All evil is extinguished and you can go in peace..."*

The **Ending** also affects the **Companions**.

## Sequels

After the last scene of the **Final Chapter**, you can continue the story with the same or different characters, in the same or another location. Reset all **Counters**.

## Obstacles for paths

■ **Darkness** [Class C]  
*Shadows, fog, smoke* or something else?

■ **Flood** [Class C]  
With what liquid?

■ **Locked door** [Class C or B]  
What kind of door and how?

■ **Barricade** [Class C or B]  
With what things?

■ **Organic barrier** [Class C or B]  
What kind of fabric?

■ **Noxious air** [Class C or B]  
What floats in the air?

## Enemies

■ **Safe Zone**  
There are no enemies.

■ **(1) Enemy** [Class C]  
-

■ **(2) Enemies** [Class C]  
-

■ **(3) Enemies** [Class C]  
-

■ **(1) Enemy** [Class B]  
-

■ **(1) Enemy** [Class A]  
-



## Obstacles

You can define random **Obstacles** by rolling a die on the following tables. If the result is not coherent within context, you can choose something similar. It is not necessary to roll against an **Obstacle**, unless it includes a **Danger**. It is enough to spend an **Item** of the same **Class**.

### Old building

- **Darkness** [Class C]
- **Wooden door** [Class C]
- **Barrier** [Class C]
- **Flood** [Class C]
- **Organic barrier** [Class B]
- **Debris** [Class B]

### Outdoors

- **Darkness** [Class C]
- **Darkness** [Class C]
- **Darkness** [Class C]
- **Organic barrier** [Class C]
- **Flood** [Class C]
- **Debris** [Class A]

### High-tech Complex

- **Darkness** [Class C]
- **Damaged door** [Class C]
- **Flood** [Class C]
- **Organic barrier** [Class C]
- **Debris** [Class B]
- **High-tech door** [Class A]

### Cursed place

- **Darkness** [Class C]
- **Flood** [Class C]
- **Organic barrier** [Class C]
- **Debris** [Class B]
- **Supernatural darkness** [Class B]
- **Magical barrier** [Class A]

## Other Survivors

Non-protagonist survivors are controlled by The **Hostess**. When another new **Survivor**, she probably is in danger or on a task, needing to be assisted or rescued.

### Trading

In this survival situation, *money has no value*. You can obtain favors, information, or **Items** from another character by trading your **Items** or by performing tasks for them (but they should consider this fair). In order to trade, the other character must trust you, but you can earn their trust by giving them **Items** or fulfilling a task for them.

### Companions

The non-protagonist characters who follow you on your way are **Companions**. Each **Companion** has at least one **Skill** and any number of weaknesses, defined by The **Hostess**. You can *give them orders* or *give them Items*, but they are characters controlled by The **Hostess** and have their own personal **Motivation**. **Companions** do not roll dice, but rather depend on the rolls of the main **Survivors**. If they are of *great help*, they may add an additional die to the roll of a protagonist **Survivor** (keep only one).

### Other Survivors

They can be *human, supernatural beings, aliens* or *robots*.

- **Kid**  
[Boy, girl or other]
- **No-Human**  
[Alien, dog, ape or other.]
- **Genius**  
[Doctor, scientist, professor or other.]
- **Investigator**  
[Police, detective, journalist or other.]
- **Soldier**  
[Guard, Spec-Ops, clandestine or other.]
- **Outlaw**  
[Thief, smuggler or other.]

### Rewards

- **Info**  
[A piece of information of great relevance to the **Record**.]
- **Item**  
[Contextualized, random.]
- **New companion**  
[Gives you their **Skill**.]



# Custom tables

As a **Hostess** you can create specific **Items**, **Dangers**, **Obstacles**, **Survivors** and other tables for the needs of your **Areas**.

Table

- Option #1
- Option #2
- Option #3
- Option #4
- Option #5
- Option #6

Table

- Option #1
- Option #2
- Option #3
- Option #4
- Option #5
- Option #6

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