

GET UP.  
GET MOVING.

# WAKE

AN RPG  
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THE SLEEPERS  
KNOW YOUR  
FACE

Welcome to the Ward: a stitched-together warren of hospital corridors, of flickering fluorescent bulbs and dusty waiting rooms, of windows to a vast and suffocating greyness. When you fall into a coma, you come here. You stay here until you find a way to wake up or you die.

YOU'LL DIE  
WE ALL DIE  
THERE IS NO WAKING

It grows more each year; whenever someone falls into a coma, they bring the area around their unconscious body with them into the space. That's why it's mostly hospitals, and why we call it the Ward; there are bedrooms, too, and temples, and if you go deep enough, caves. Hungry spectres haunt the forgotten places and crave the warmth of living flesh.

THEY'RE SO COLD  
IT'S NOT THEIR FAULT

It's run by a cadre of ancients - the Sleepers. Their souls are slick with sin and power, and they trail ghosts behind them as they walk. They don't want to wake up while they can rule here, and they try to hide the secret of waking as best they can.

HOW DO YOU WAKE? WITH BLOOD THE SPECTRES  
WITH A KISS WITH FIRE HOLD THE KEY

You can't stay here; you have business back in the waking world. You're going to wake up or die trying.

GOOD LUCK.

**KIT** You'll need a deck of standard playing cards and a D12 to play this game.

SOME CARDS WIND UP HERE BUT:  
IT'S SYRINGES, DRIPS, BEDDING,  
DEAD FLOWERS, MOSTLY

**TRAITS** Draw three cards and allot them face-up to your traits - something you are, something you believe, and someone important that you know. Choose from the lists below or invent your own.

IT DOESN'T MATTER WHO  
YOU WERE BEFORE

**MECHANICS** When you make an action and the outcome is in doubt, roll a D12 and add the value of the card on your relevant trait, then consult the table below to determine the outcome. If you don't have a relevant trait, you must trust to Dream. A = 1, J = 11, Q = 12, K = 13.

2-4: **Abysmal failure.** (Draw two banes)

5-7: **Failure.** (Draw one bane)

8-12: **Failure with a benefit.**

13-18: **Success.**

19-22: **Success with collateral.** (Draw one bane)

23-25+: **Success with major collateral.** (Draw two banes)

GOOD THING  
YOU DON'T  
NEED TO EAT.  
THERE'S BARELY  
ANY FOOD DOWN  
HERE

## STARTING EVENTS (D4):

- 1: A sleeper is calling you out in the marketplace
- 2: Hungry ghosts threaten your turf
- 3: One day before the heist, your leader is killed
- 4: The Mother, a prophet, says she knows the secret of waking

## SOMETHING YOU ARE:

- ☐ Brutal
- ☐ Quiet
- ☐ Manipulative
- ☐ Duplicitous
- ☐ Ostentatious

WHEN YOU WAKE UP,  
YOU WON'T  
REMEMBER  
A THING

## SOMETHING YOU BELIEVE:

- ☐ I can communicate with the spectres
- ☐ I'm immune to the Sleepers' mind tricks
- ☐ I can sense secret paths
- ☐ I can sense what happened in the past
- ☐ I am too angry to die

## SOMEONE IMPORTANT:

- ☐ Navid, who talks to the spectres
- ☐ Santiago, an enforcer for the Sleepers
- ☐ Fong, who makes weapons
- ☐ Siobhan, a banshee singer
- ☐ Georg, who's been here three times

I am...

I believe...

I know...



**BANES** Place Banes earned due to failure or collateral face-up here. When you make an action and roll, the GM can choose to add the value of the card to your result if it's RED, or subtract it if it's BLACK. When a GM uses a Bane, discard it.  
YOU MESSED UP AND NOW SHE'S DEAD

**SHIFT** If you roll a 1 or a 12 on the D12, your power shifts in the unreal dreamspace of the Ward after the action is resolved. Replace the card on the trait with a new one drawn from the main deck, and explain what changed.  
EVERYTHING KEEPS CHANGING

**DREAM** Place five cards face-down here to make your Dream deck. You can choose to trust to Dream, channeling the raw essence of the Ward into your actions. When you do this, add the value of the top card of your Dream deck to the D12 instead of a trait, then add it to your hand. You can do this before or after you roll the D12.  
TRUST TO DREAM AND  
BECOME THE LEFT HAND  
OF GOD

When you do this, you unleash the whispering in your head, and are no longer in full control of your actions - the GM describes what happens.  
SURE, YOU "LOST CONTROL,"  
IT WON'T BRING THEM BACK

When you extinguish the life of another patient in the Ward, add 3 cards to your Dream deck.  
SUCK THE MARROW  
FROM THEIR SOUL

**WAKE** The more you dream, the closer you come to the truth; your hand represents how much you know about the secret of waking up. You can never have more than five cards in your hand - at the end of your turn, discard down to five.

At the **climax** of the session, the GM draws five cards to make their hand; each player compares their hand to the GM's using standard poker rules. If a player's hand is superior, they wake up - say how. They won't remember any of this. If the GM's hand is superior, the character dies at the hands of the Sleepers - say how.

WE ALL KNEW IT WAS  
GOING TO END TONIGHT,  
ONE WAY OR ANOTHER

H  
A  
N  
D

SOMETHING IS ALWAYS  
GOING WRONG

B  
A  
N  
E  
S

I'M SORRY  
ABOUT THIS.  
I NEVER MEANT  
FOR YOU TO GET  
HURT.

I SAW A  
GHOST WITH  
HER FACE  
AND YET -