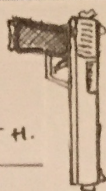
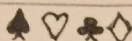




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WE THAT REMAIN.

A SURVIVAL HORROR RPG BY GRANT H.



THEY ARE OUT THERE, AND THEY ARE HUNGRY FOR OUR BLOOD, BUT: WE ARE HERE, AND WE HAVE EACH OTHER, AND THAT'S ENOUGH FOR NOW.

FIRST: describe what THEY are. Say what they want, and what they're prepared to do to get it. Say what makes them so terrifying. Give us: a look, a sound, a smell, a taste, a feel.

This is a game for a gamesmaster and three to five players. GM: take a deck of cards and deal five to each player. Keep the rest for yourself.

EDGES AND SECRETS

Edges give characters an advantage when tackling challenges. If the ^{suit of} card the GM draws to determine success matches one of your edges, you can use ^{that edge} instead of the drawn card to resolve the action. Then, flip the card - you can't use that edge again until you play a secret.

You can play a secret on any action you make, even if the drawn card doesn't match the secret's suit. Add the secret's value to the drawn card and resolve the action, but: something you don't want the others to know is revealed. The player to your left determines the secret - the player to your right adds a detail beginning with "and..." or "but..."

GETTING HURT

When They attack you, the GM draws to see if you escape harm. If you fail, you discard an edge in your possession. If you have no edges remaining, the GM draws a card: if it matches your personality suit, take it as an edge and continue. If it doesn't, you die - or you are taken by Them, or you lose your mind, or some other horror befalls you.

GAMESMASTER:

Describe the world and the safe haven the characters have temporarily holed up in. It won't last: the game begins when They break in.

When the characters attempt an action, you decide how difficult it is: 5 for something simple, 8 for something difficult, Queen for something really dangerous or taxing.

Draw a card: if it's higher than the difficulty, the character performs the action. If it's lower, they fail.

If it's equal and the suit matches the one they chose to represent their personality, it's a critical success - otherwise, it's a critical failure.

PLAYERS:

Choose a name, a look, and a ~~card~~ suit that reflects your personality. Suits are:

CLUBS are blunt and brutal

SPADES are sharp and quick

HEARTS are kind and wise

DIAMONDS are clever and strange

(Your personality is how you've survived this long.)

Look at your cards. You can put them face-up in front of you as EDGES - traits, abilities, items - or keep them in your hand as SECRETS. (Name your edges)



USEFUL THINGS

When the players find something or someone useful, the GM gives them 1-5 cards to share and use as new edges or secrets.

RUNNING OUT OF TIME

When there are no more cards in the deck, there is no more hope, and the survivors can make no further impact.