



All Things Truly Wicked

The night is long. Too long. The Sun sets and the temperature falls. They come with the Dark. Beasts the size of houses stalk the streets. Doors and window shutters clap and clatter, brushed by towering, spindly figures, skittering past. Foul-breathed demons leave the sidewalk slick with slobber. The grownups complain about the rain as they side-step the reeking pools. There's something evil happening in town, but they don't see it.

But there is hope. You have power. If you believe in the good and the power of things, you can hold the Dark at bay. The small brown bear you've kept close since your birth has a power, a goodness in it. Hold it tight against the dark, and keep the worst at bay. Perhaps the tattered old army jacket that belonged to your grandfather will act as a shield against the monsters. It will if you have faith.

But the nights are still getting longer, the world is getting darker. Things are changing. Voices call to you from beneath the floorboards. The scratching on the walls is getting louder, frantic, violent, and hungry. They want out. They want in. They want you.

What is All Things Truly Wicked?

All Things Truly Wicked (ATTW) is a horror game, where the players take on the roles of young children and teenagers, in order to investigate and explore the strange evil that afflicting their small, suburban neighbourhood. Only the children can see these horrors, and only they have the power to stop them.

Character Creation

Mind -	Your character's intelligence and awareness
Blood -	Your character's physical speed and dexterity
Heart -	Your character's charisma and bravery
flesh -	Your characters physical toughness and strength
Soul -	Your character's sensitivity to the surrounding evil and magic

Character creation in ATTW is very simple. It all hinges on players coming up with a concept for their character. Concepts are just one or two sentences that can neatly sum up your character. Something as simple as "My character likes to climb trees. He's always getting lost in the woods" is sufficient to begin character generation. The MC should take this opportunity to ask loaded questions, and determine how characters know each other.

Next, give your character a name and age. Age is determined by rolling D8+6, resulting in a minimum age of 7, and a maximum of 14. You begin play with a pool of Energy equal to your age, and a stock of Faith Points equal to (15-age)+soul.

Attributes

You have 10 points to spend on the Attributes listed on the left. Attributes are five values that describe your character and their raw ability in certain areas. No Attribute can be raised above 4 in character generation, nor can any be less than 1.

Traits

The next step is to assign Traits. Traits are qualities, aspects and skills your character possesses, that modify their dice rolls. Traits depend heavily on the character concept you came up with at the beginning. You need to come up with a number of traits both positive and negative.

You have a main Trait, which is more or less a statement of your character concept. This main Trait is at +2. This main trait has two sub-traits, which are more specific aspects of your main trait. These sub-traits each get +3. Next, you can either have another trait at +2, or two more at +1 each.

Finally, you need to have some negative traits. You only have three or four negative traits. You can have two at -2 each and one at -1, or one at -2 and three at -1 each.

Let's continue with the example given at the start, and see what aspects our tree climbing woodsman character has.

Stuff

The last thing you need to do is give your character stuff. Characters can have as much stuff as could reasonably fit in a school bag. If you can argue that your character would have access to an item, you can have it. The rule is, be reasonable.

How to Play

To play, you need a group of three to six friends, pencils, character sheets and a full set of dice from d4 to d20. One of the players takes on the role of Master of Ceremonies (With thanks to D. Vincent Baker). The MC's role is to make sure that everything in the world seems real. Their job is to populate suburbia with realistic characters, obstacles and adventures, as well as a Poe-ish sense of the gothic. Other players have the job of describing their own characters' actions, thoughts and feelings.

<u>Traits</u>	
I spend a lot of time in the Woods.	(+2)
I like climbing trees.	(+3)
Animals like me.	(+3)
I'm good at noticing things.	(+2)
I have a short temper	(-2)
I'm not good at school	(-2)
I am shy	(-1)

For the most part, this is fine. However, sometimes, the MC might decide that there is a chance a character might fail at a given task. When this happens, the player must clearly state what they intend to do, and how they intend to do it. They then roll a die. The MC decides which attribute is appropriate for the task, and how difficult the action is. The difficult determines which die is rolled, based on the chart, and the result is added to the attribute. Finally, any Traits that may apply to the roll are factored in.

D4	-	Near Impossible
D6	-	Very Difficult
D8	-	Difficult
D10	-	Average
D12	-	Easy
D20	-	Very easy

Roll + Attribute + Trait
-7 / 8-10 / 11+

If the result is 11 or higher, the task is completed; the character manages to do what attempted, in the way they intended. If the result is 8, 9 or 10, the character succeeds in what they attempted to do, but there's a twist. It's a success,

but not entirely as they intended. Maybe they fumble slightly, and only get through the locked door just as their pursuers catch up to them. Whatever happens, the twist must not render the success useless. Finally, if the result is 7, or less, they fail at the task. The MC gets to tell the player what happened, and they player will not like it. It doesn't just mean failure, it means bad things happen. Failure is always interesting.

Energy

To increase your chances of success, Energy can be spent from your pool. Spending two points of energy can increase the size of the die by 1, i.e. from a d4, to a d6. However, doing this is costly, as your Energy is also how much damage you can take. If a character reaches 0 energy, they are unconscious. It is entirely possible to spend yourself into unconsciousness.

Any damage taken in excess of Energy is Critical Damage, and results in death. However, if a character has a faith point to spend, they may forego death in favour of taking a debility. Debilities should not be taken lightly. They are permanent, -1 modifiers to a stat, and completely change your character, not just mechanically. A character who has taken a debility should play differently; how differently, is up to the discretion of the MC and Players.

Debilities	
Shaken	(-1 Heart)
Damaged	(-1 Mind)
Broken	(-1 flesh)
Wrecked	(-1 Blood)
Scarred	(-1 Soul)

Rest

Rest Track
Rest for a moment in the light
Rest for a while in the warmth
Rest for some time and eat
Rest for the night (2d6)

You can recover Energy by resting. To rest, you follow the Rest Track. Each step on the rest track must be taken consecutively. You may take multiple steps at the same time. Each time you mark the rest track, you recover d6 Energy, unless stated otherwise. You may also give out items that restore Energy. If a character reaches 0 Energy, they fall unconscious. If that happens, skip directly to the end of the track. The character is out of play until they can Rest for the night.

Faith Points and Belief Magic

Faith Points represent a character's innocence, imagination and belief in the strange things that surround them, but also their ability to affect their surroundings using that belief. Character's start with a number of FP equal to (15-age)+soul. Faith Points are a kind of currency for using belief magic. To use belief magic, a character must roll+soul. If successful, they can spend a number of FP to make something happen.

For example, if a character believes that their trusty pocket knife should be able to cut through the shadow creature, they can roll+soul spend a number of FP decided by the MC to make that happen. A better success may mean less FP to spend.

FP can also be used to tip the scales in your favour. Spending a Faith Point can let you reroll a failed dice roll, or increase the size of a die by an additional 1, if it has already been increased using energy (you cannot reroll a die increased this way).

FP are not regenerated outside of sessions, but rather awarded for roleplaying, or for allowing interesting or undesirable things to happen to your character.

Combat

Combat in ATTW is very simple, but also quite deadly. Monsters and evil creatures deal massive amounts of damage, and players are encouraged to find alternative solutions. If a character does to hit something, they roll+flesh. If they wish to dodge, roll+blood. Damage dealt by players is equal to flesh, modified by any weapons, if applicable. Damage taken is reduced by flesh, and taken from Energy.

If a character wishes to use Belief Magic offensively, then they roll+soul, and spend the necessary FP. Damage dealt is equal to soul, and damage taken from magical attacks is reduced by soul.

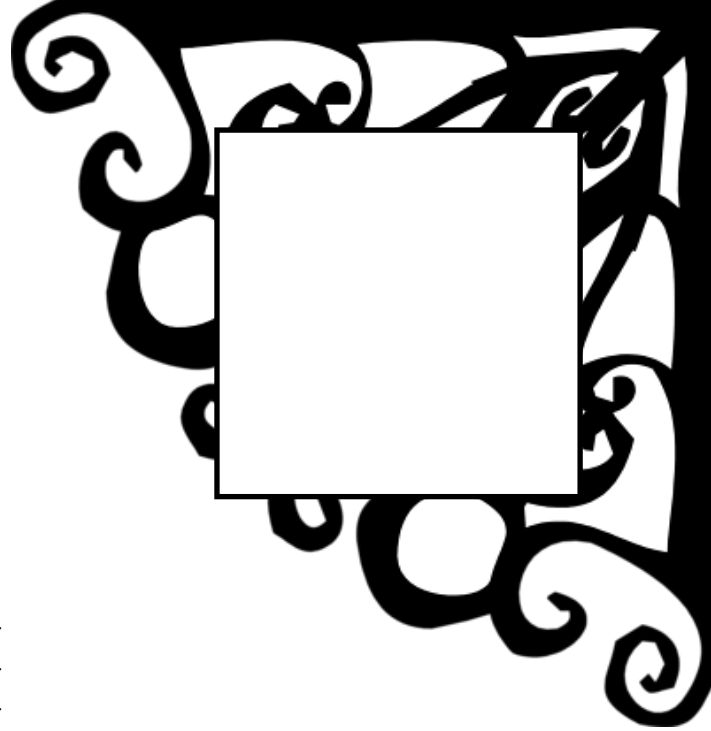


All Things Truly Wicked

Name: _____

Age: 2d6+8 _____

Story Points: _____



Traits

Positive Traits

Negative Traits

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Rest Track (Recover D6 Energy.)

Rest a moment in the light

Rest for a while in the warmth

Rest for some time and eat

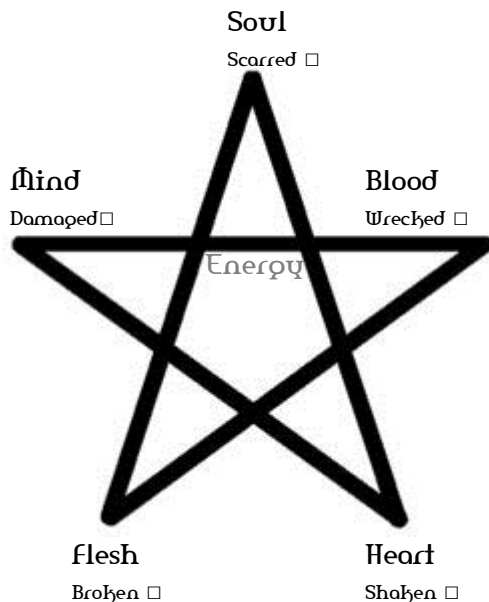
Rest for the night

Roll + Attribute + Aspect

-7 / 8-10 / 11+

2 EP to increase die
D4 - Near Impossible
D6 - Very Difficult
D8 - Difficult
D10 - Average
D12 - Easy
D20 - Very easy

Attributes



Stuff
