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PUPPY
PRESENTS

DIMDAY_RED

QUICKSTART_

ABOUT THIS QS

Welcome to the DDR Quickstart! This is a comprehensive preview of Dimday Red, a tabletop RPG set in the final days of humankind.

Dimday Red has been a labor of love I have been working on for the past couple of years, but it has been in the back of my mind for much longer. It encompasses the experiences, ideas, and stories of a lifetime. Although it may not always be evident, and until the Netflix adaptation arrives, this is a personal project made possible with a great deal of actual sweat, digital blood, and metaphorical tears!

The Quickstart contains all the main mechanics you will need to play the game, but please bear in mind that they are still being fine-tuned for the upcoming finalized version. They are based on the Powered by the Apocalypse system, so those familiar with it can jump right in. For those who haven't played a PbtA game before, you'll find it quite easy to join in as it prioritizes storytelling over complicated mechanics.

I personally want to thank you for taking the time to check it out! If you have any questions or feedback or simply want to exchange views about the end of the world, you can reach out on the Dimday Red Discord server. Cheers,

Spiros Drakatos / Creator - Dimday Red

CREDITS

Although I have Robert-Rodriguez-ed the whole DdR project, writing, designing, illustrating, prototyping, marketing and PRing since the summer of 2020, it wouldn't be here if not for the help and support of these special people.

Constantinos Drakatos - TTRPG consulting
Tonia Avgoustaki - Consulting & emotional support
Orion Makrinelis - All round support & feedback
Caio Nery - Character art
Jason Gemenetzis - Editing & feedback
Thomas Tamblyn, aka Lorc - Character move icons (used under the CCBY 3.0 license)

I would also like to thank all the artists who have contributed to the **Dimday Red Artbook** project and the writers who have added their stories to the Fragments project. You can check more at dimday.red/fragments

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“Grab my hand!” he yelled, blazing bullets bouncing off of him.

Nora had never touched a Hardskin before. She used to walk by them, holding her breath so she wouldn't inhale their disease. There was no proof they were contagious, but it was better to be safe than sorry.

Among all mutations, Hardskin was the most common yet least respected. Those who couldn't afford the effective but pricey Sun Guardian™ cream often developed hard, rock-like tumors on their skin. The tumors would grow, covering the host's entire body, making their skin impenetrable but eventually leading to their death.

As bullets flew around her, she second-guessed her decision to play detective and investigate that mysterious note.

What seemed like ages ago, Nora led a quiet life behind her desk in the Citizenship Approval Office. Her job was to review whether Authorized Citizens fulfilled their appointed duties and were thus eligible to remain in their Safe Zone. Every month, those deemed unworthy were sent to the Center slams.

Lately, the numbers of the less fortunate had been rising, but she paid little attention. It wasn't her problem, was it? Until she found that folder on her desk. Inside was a document listing the next month's Unworthies, and to her horror, her name was on it. The document seemed official, bearing the Seal of the Eight and all. A yellow sticker outside the folder read: “Broken Record, Sector 05, Center - 22:00.”

Reluctantly, she found her way to the infamous Broken Record bar, and despite her dread, she felt a bit proud she had made it. It was an adventure far beyond anything she had experienced in her ordinary life, and the omnipresence of danger invigorated her. But that excitement was gone now, as warm blood splattered onto her left cheek, bringing her back to harsh reality. A blast had taken half her ear off, though it would be some time until she realized it. The Solar Knights were upon them, and she knew it was too late for explanations.

She reached out and grabbed the Hardskin's hand.

Story by **1sickPuppy**
Part of the **Fragments** project
Read more at www.dimday.red

WORLD MAP





THE WORLD OF
**DIM
DAY
RED**

OVERVIEW

Dimday Red is a dystopian fantasy tabletop roleplaying game centered around the final days of humankind. Earth hurtles toward a collision with the Sun, leaving a mere 52 years until its unavoidable demise. As a result, social structures have crumbled, and totalitarian regimes have seized control over the remnants of society.

In Dimday Red, players immerse themselves in Neu Bonn, a city divided by social Castes, religious and enigmatic Factions, and mutations caused by solar radiation. Your character's choices shape their abilities, powers, and stance in the face of impending doom.

Whether you succumb to your darker impulses, prioritize personal gain, or seize control of your virtues to serve the greater good, you navigate a world where every action carries consequences, and no act of kindness remains unpunished. Will you find yourself amidst the ruins of humanity or succumb to the overwhelming allure of power in the engulfing darkness?

THE WORLD

Ninety-three years have passed since Earth's orbit was perturbed, causing it to head towards the sun. This event, known as the Lapse, has drastically changed the world. In the aftermath of the initial unrest, subsequent wars, and the re-colonization of the South, the world has undergone profound transformations.

Technology has regressed to the level of the Industrial Revolution due to incessant solar storms that rendered all electronic devices useless. In addition, the weather has become increasingly unpredictable, characterized by high winds and superstorms, which impede long-distance travel.

Consequently, people across the globe find themselves once again isolated.

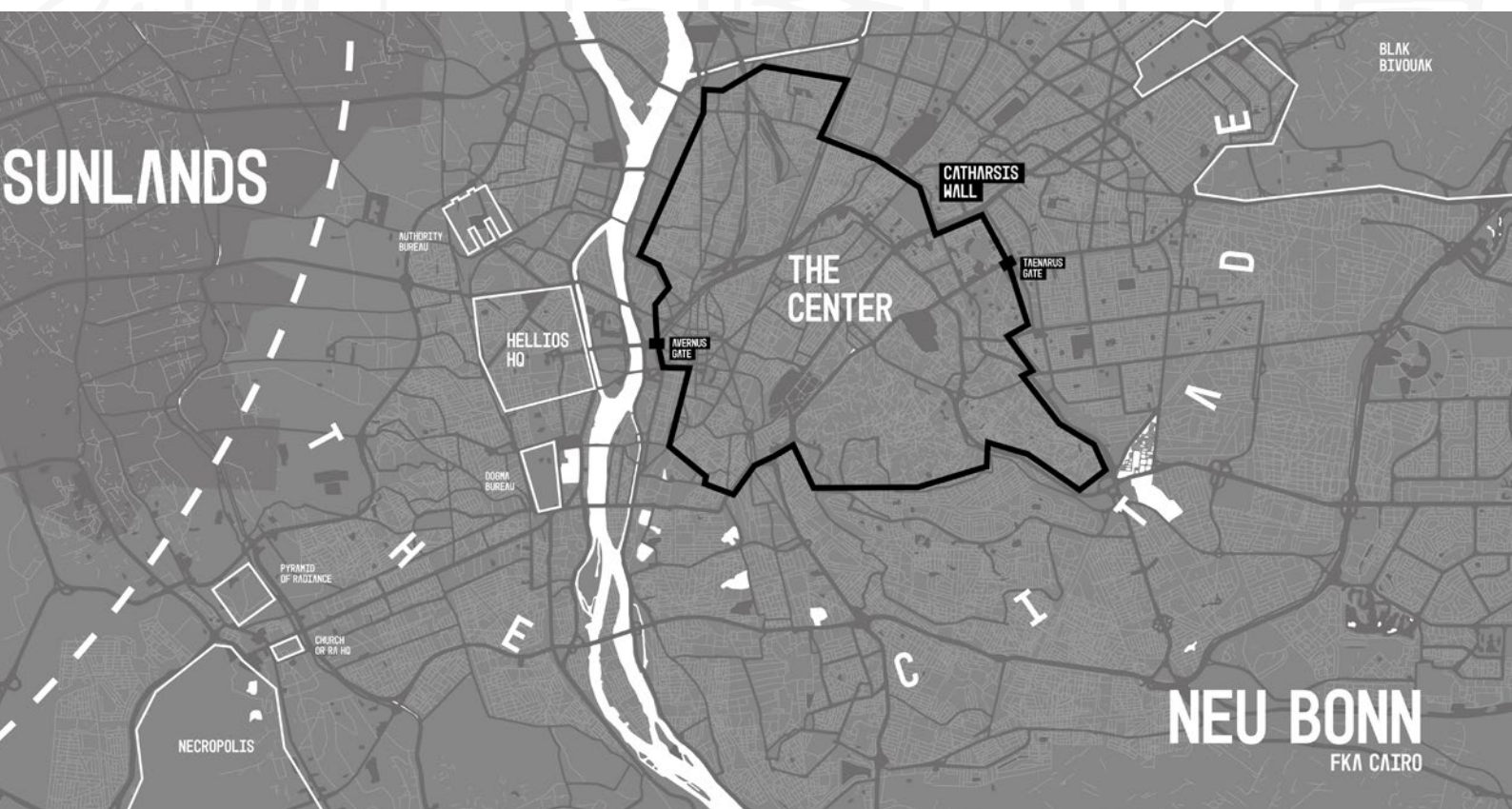
For most metropolitan areas, democracy is now a thing of the past, as power has shifted to those who already held it, operating from the shadows. New superpowers have emerged, with Paneuropa standing as one of the most dominant. When Old Europe succumbed to the floods caused by melting polar ice, a new coalition was established and relocated to the South to initiate the re-colonization of Africa.

NEU BONN

The capital city of Paneuropa, Neu Bonn, stands as the northernmost metropolis on the continent. Built upon the site of Cairo in the Old World, it is divided into two colossal regions: the Citadel, where the Upper Castes reside and operate, and the Center, a ghetto encompassed by the Catharsis Wall, confining the Lower Castes. Its strategic placement aims to assert dominance over the Sahra, where the Diedrich Family's primary sources of income and authority, the immense solar-power factories, are located. However, this advantageous position also renders Neu Bonn unbearably hot due to its perilous proximity to the scorching Sunlands.

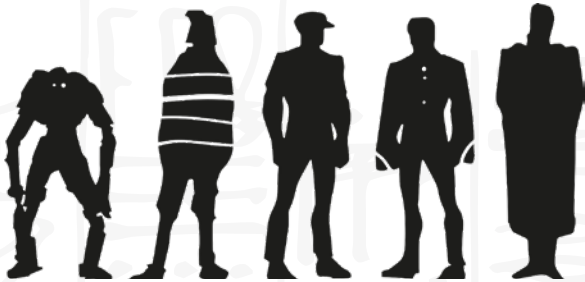
Dominating the skyline, the towering structure of the Hellios Conglomerate symbolizes the city's significance as the economic and governmental nucleus for the influential Diedrichs, one of the most powerful Families among the Eight.

Within Neu Bonn, one can also find the headquarters of the Church of Ra, a meta-religion extolling the divine powers of the Sun. Shrouded in mystery for most, the recently constructed Pyramid of Radiance serves as a wellspring of inspiration for countless rumors and conspiracy theories.



CASTES

After the Descent Wars, the heads of the all-powerful Eight Families of Paneuropa gathered in its newly founded capital, Neu Bonn, to establish an order for what remained of the world. They drafted the Novus Ordo, a set of rules aimed at bringing order to chaos and structure to anarchy.



The Ordo introduced and enforced the division of the general population into Castes based on their social and professional status:

THE UPPER CASTES

Luminaries - Members of The Eight Families, up to the fourth degree of consanguinity with the Heads.

Collars - The working force of the Conglomerates.

THE LOWER CASTES

Plebis - People who function outside the System.

Dirt - They are considered non-persons by the System.

People belonging to the Upper Castes are afforded basic necessities such as food, housing, and security, whereas everyone else must rely on themselves. The System does not trouble those who do not disrupt its affairs. However, for anyone who opposes the Novus Ordo, there exists only one system of justice: banishment to the Sunlands, which effectively means certain death!

FACTIONS

Surviving in the Lower Castes on one's own isn't an easy task. People tend to gather and form groups, not necessarily driven by a collective conscience, but rather as a means of survival. These factions are the most notable contenders vying for control, some in broad daylight and some hidden in the shadows.

Norms - People who attempt to establish and maintain some form of organized society reminiscent of the Old World within the Catharsis Wall.

Blak - A guild of merchants who oversee the Blak Markets in urban areas across the world.

FOI - The Forces of the Inferior believe that the Novus Ordo must be overthrown through armed confrontation.

Seed of Ra - A fanatical group that follows and acts in the name of the Church of Ra.

Oldboys - This faction comprises individuals obsessed with preserving mechanical knowledge and its application.

Rayweavers - A highly secretive and exclusive sect capable of invoking and manipulating the rays of light surrounding them.

Augs - They seek to incorporate various materials into their bodies for practical purposes or to inspire fear.

Knights of Ayyadieh - Commonly referred to as Solar Knights, they are a group of religious zealots determined to make everyone embrace the Divine Light.

Subhumans - Rather than being a faction, they resemble more of a horde, consisting of beings who live outside society, devoid of much humanity.

MUTATIONS

As the Earth orbits closer and closer to the Sun, solar radiation mercilessly assaults its inhabitants. Those unfortunate souls exposed for prolonged periods develop skin tumors. At the same time, children born after the Lapse often harbor other potent yet invariably fatal mutations.

Marble Eyes - They develop a rare condition caused by mutated tumors growing behind their retinas. This condition affects their vision, enabling them to see heat signatures in the dark and even through objects.

Hardskins - They are the most common yet least respected of the Solar Mutations. Due to excessive sun exposure, their skin becomes covered with rock-hard, cancerous tumors.

Controllers - These individuals possess the ability to bend reality by entering the minds of others, manipulating them as they see fit.

Deevos - Their mutation triggers a rapid reversal of genetic evolution, resulting in their physiology resembling that of their primate ancestors.

Zealots - They develop a brain tumor that adversely affects their memory and cognitive abilities. As a consequence, they can be programmed to enter a focused state for the duration of 9 minutes.

For in-depth information about the world and people of DdR, check out the extensive Lore site at Worldanvil.dimday.red/lore

ABOUT DIVERSITY

Even in its final days, Neu Bonn is a microcosm like our own metropolises, with diverse people from around the world gathered within the Catharsis Wall.

They bring their beliefs, ideas, and cultures, necessitating coexistence as they shape the essence of this remaining metropolis. Embrace diversity, immerse yourself in their lives, and share their passions, blessings, and flaws as if they were your own.

THE DOOM MONGER

In Dimday Red, one player will take the role of the Doom Monger (DM). The DM is responsible for portraying the Center ghetto, including all the non-player characters (NPCs). The DM isn't playing against the players; their job is to bring the world to life, making it a vibrant, meaningful, and ever-clashing place that inspires and challenges the players and their characters.

THE PBT A SYSTEM

Unlike other TTRPGs, PbtA empowers players to actively shape the story, with the Doom Monger responding dynamically to player actions in order to enhance the drama. The simplicity of PbtA's mechanics allows for a focus on the characters and plot, making it accessible for both new and experienced roleplayers. PbtA's rules are not rigid boundaries but flexible guidelines, making it a system where the rules are a means to an end – crafting a captivating and memorable story.

Feel free to experiment with Dimday Red's rules to achieve the storytelling and roleplay you crave!

TONE & THEME

Dimday Red is not a post-apocalyptic story; rather, it depicts the path leading to an impending apocalypse, a slow but inevitable descent. Despite its world's crumbling and withering state, it bears striking similarities to our own. In Dimday Red, the characters embark on a quest for purpose and strategies to survive each passing day, much like many of us.

The city of Neu Bonn, torn and divided, serves as the backdrop for a dystopian and socially charged narrative that compels the protagonists to make crucial decisions, always at a cost. At times, the world may appear devoid of hope, knowing that everyone will perish within 52 years when Earth draws perilously close to the Sun, rendering life unsustainable. However, people perpetually discover means to foster hope, whether through hard-earned triumphs, the birth of a baby, or even a simple kiss.

Dimday Red delves into the perpetual struggle between Hope and Despair, Light and Darkness. The choices you make will determine which side your character aligns with and how they either combat or succumb to the impending doom.

MAKING CHARACTERS

CHOOSING AN ARCHETYPE

However familiar, nothing is ordinary in the world of Dimday Red, and this holds true for its player characters. Each of them possesses a unique set of personality traits and pow-

ers. They are presented as archetypes that encapsulate the core aspects that drive this world. In this Quickstart, you will find five of these archetypes, with more on the way!

Marble Eyes - **Oracle** - Gifted with extraordinary sight, the Marble Eyes is esoteric and provident, carefully considering various viewpoints and seeking resolutions.

Hardskin - **Tank** - Tough both inside and out, the Hardskin is accustomed to enduring and overcoming challenges, persevering through each day.

Zealot - **Berserker** - Deadly yet focused, the Zealot embodies unwavering determination and loyalty, whether consciously or not.

Oldboy - **Mechanic** - Resourceful and tactical, the Oldboy stands as a pillar of knowledge and preservation, especially concerning anything mechanical.

Aug - **Enforcer** - Proficient in the remnants of technology, the Aug strives to manipulate information and cognition to their advantage.



Each player (except for the DM) chooses an archetype at the beginning of the game and utilizes it to create their character. No two players can select the same archetype. Dimday Red is all about bringing together a diverse array of conflicting characters and pitting them against all odds.

When selecting an archetype, choose one that empowers the stories you want to tell. Each archetype possesses its own strengths and weaknesses, carrying its own experiences and burdens. Their physical and spiritual traits will shape the narrative and present you with challenges, goals to achieve, and obstacles to overcome.

NAME, APPEARANCE, ATTITUDE

After selecting an archetype, you can create your character and determine their name, appearance, and attitude: Give your character a name. Names can hold meaning,

sound pleasing, or be unique. We have provided some suggestions that may fit your archetype well, but feel free to give them a name that suits them best.

Decide on their appearance. Looks aren't everything, but they serve as the initial layer through which others perceive us. You can be a formidable individual with a gentle heart or a small and deadly combatant. Regardless, your appearance can project or conceal your true nature, so choose accordingly.

Define their attitude. The archetypes represent individuals from diverse backgrounds and experiences, resulting in unique attitudes and mindsets. Therefore, you can choose and define your character's attitude accordingly.

CHARACTER QUIRKS

Character Quirks dictate your character's traits, strengths, and weaknesses. Each archetype has four Quirks:

AFFINITY reflects how you connect and interact with others, encompassing your level of charisma and charm.

EGO gauges your determination and the strength of your will, serving as the internal driving force behind your actions and decisions.

INTELLECT manifests as your capacity for critical thinking and problem-solving, showcasing the dominance of your mind in navigating the circumstances surrounding you.

PASSION embodies your physical prowess and combat skills, demonstrating your character's aptitude for thriving in battle or handling physically demanding situations.

Each archetype comes with predetermined stats, typically consisting of one rating at -1, one at +0, and two at +1. At the start of the game, you mark +1 to any one of these stats! Quirks can range between a maximum of +3 and a minimum of -3.

INITIATION QUESTIONS & INTRODUCTIONS

After choosing and creating your character, take a look at the initiation questions provided. They have been designed to give insight into your character's mindset and inner motivations, allowing you to establish their trajectory. By jotting down a few quick answers, you'll find it easier to introduce your character to the group once the game begins.

At the start of the game, it is essential for each player to take a few minutes to present their character's name, appearance, demeanor, responses to the initiation questions, and any other pertinent information that the other players

should know in advance. Perhaps your character possesses a compelling backstory that shapes their actions, and the group would benefit from being aware of it. Other players or the DM may have inquiries regarding your character in order to gain a more comprehensive understanding of your ideas and intentions. Endeavor to respond to these inquiries in a thorough manner.

POSSESSIONS

Dimday Red is a game that delves into the inner quest of finding one's place in a dying world. It also tests your survival skills in a harsh and unforgiving environment. Alongside your character traits and unique powers, you will require gear to aid you in dealing with and conquering challenges. Depending on your archetype, this gear can include weapons and offensive equipment, or mystical items that unlock new pathways and possibilities.

Certain items can be obtained from your archetype's play-book, which you can select at the beginning of the game. Some items possess specific abilities and statistics, while others must be established at the story's outset and can be upgraded as the narrative progresses.



MOVES & IDIOMS

When playing *Dimday Red*, advancing the story usually involves making moves. Each archetype has its own set of moves, allowing you to select the ones that align with your goals at the start of the game. In many cases, making a move will require rolling a specific Quirk, so consider how your character's Quirks influence and enhance your moves. Additionally, each archetype possesses distinctive idioms, abilities, and characteristics. It is advisable to synergize your chosen moves with the idioms associated with your archetype. This way, they can collaborate harmoniously to aid you in accomplishing your objectives.



PLAYING THE GAME

People have loved telling and hearing apocalyptic stories since the dawn of time, and through roleplaying, we can become part of those stories. As you tell your own and bring your character to life, you will use the rules and mechanics listed below to provide a framework for your narrative. Just remember that no rule, no matter how complex or simple, is as powerful as your imagination.

One of the main mechanics in *Dimday Red* is the use of moves whenever you want to take action. These moves can be aggressive, such as hitting a Praetorian with a make-shift mace, in which case you would use the "Seeing Red" move. Alternatively, they can be more strategic, like finding a peaceful way out of a standoff, where you would use the "Size them Up" move. You will roll the dice and add their respective Quirk to make these moves. For example, you would "Bare your Teeth" by rolling with Passion and adding or subtracting its value.

If your actions trigger a move, you will continue following its instructions. Otherwise, the story will continue until a move is initiated. Some actions and decisions are more crucial than others, so it is up to the DM to determine when the players need to make a move and when they can proceed with the story.

ROLLING DICE

When a move requires you to roll dice, roll two eight-sided dice (2d8) and follow the instructions provided in that move based on the results. The dice included in the physical game are numbered from 0 to 7. If you are using regular eight-sided dice, treat the 8 as a 0.

In most moves, you need to roll with a specific Quirk, such as "roll with Ego" or "roll with Affinity." This means you add the corresponding attribute value to the result of the roll.



There are four kinds of roll outcomes:

11+ a **Full Hit**, you will achieve your goal, and something unexpectedly helpful happens.

8-10 a **Partial Hit**, you will make it, but you will pay a cost.

7- a **Miss**, the DM decides what happens, it won't be good, but something positive may come out of it.

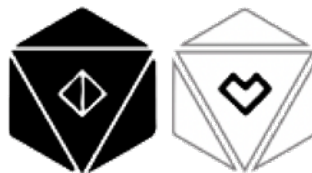
0 a **Holy Mess**, an untold tragedy will fall upon you! You mark +1 Heat and roll two Tenet Dice.

Depending on their type, some moves specify the outcome in a precise manner: "On an 11+, you inflict Harm." Meanwhile, others grant you the freedom to choose based on your roll: "On an 11+, pick 3. On an 8-10, pick 1."

In *Dimday Red*, the DM never rolls dice. Their role is to unfold the story, describe what is happening, and react to the actions your characters take. Sometimes, they are called upon to settle differences between the players by maintaining objectivity as much as possible.

TENET DICE

When you reach the end of your Passage, or if you choose a Moribus card that grants you this option, you may roll a Tenet die of your choosing (black for Sins and white for Virtues). Mark one point to the related Sin or Virtue, according to the symbol that comes up. If you get the wildcard symbol ♠, you can allocate a point to the tenet of your choosing.



In the boxed game, the Sin and Virtue (Tenet) dice will be custom-designed, but you can simulate their rolls using regular d8 dice. For further details, please refer to the Index.

BASIC MOVES

All characters use the Basic Moves that cover most situations their characters can encounter, and each is connected with a Quirk.

- Seeing Red** - Passion
- Bare your Teeth** - Passion
- Help the Other** - Affinity
- Under the Radar** - Affinity
- Size them Up** - Intellect
- Become Temptation** - Intellect
- Unwind and Cool** - Ego
- Open your Mind** - Ego

Most of your characters' actions and challenges fall within these moves. They are designed to create engaging situations that will require you to fully utilize your character traits and abilities.

OTHER MOVES

There are other sets of moves that complement your Basic Moves, giving your character a more comprehensive range of options and abilities but also presenting challenges to overcome. All Moves that don't require a Roll can be used once per scene without penalty. For each time they are used after that, mark +1 Heat.

Archetype Moves - These moves are specific to your archetype. They are connected to your unique powers and disadvantages, often resulting from your Mutation or Faction.

Tenet Moves - These moves are acquired when you obtain a Sin or Virtue card. They are the most powerful moves, but they also carry devastating consequences.

Exodus Moves - There are multiple ways to escape Death in Dimday Red. However, when it is time to depart, you can do so with a bang! Your Exodus move helps bring your character's story to a memorable end.

BASIC MOVES

SEEING RED

Aggressive action



When you are Seeing Red, roll with Passion. On a Hit, you inflict Harm to your opponent as this is calculated by your skills and gear, and they can choose one of the following:

- they inflict Harm back to you
- they give you a hard time
- they try to escape

On an 11+, you also get to pick an option:

Wreak havoc: you empower your attack by adding +1 Harm to your total damage capability.

Make use of something around you: make use of your environment to increase your damage or put your foes at a disadvantage.

Create an opening for a companion: Choose an ally; they gain +1 forward on their next move against a foe or situation.

Seeing Red always has some kind of cost. Even on a Hit, your opponent has a chance to strike you back. If they try to escape, you have a chance to stop them by playing another move. In any case, you get to inflict Harm on a Hit.

BARE YOUR TEETH

Intimidation



When you Bare your Teeth, you roll with Passion. On a Hit, you intimidate your opponent to avoid conflict, but you have to choose one of the following consequences:

- **Suffer +1 Harm** from the physical exertion as the situation escalates.
- **Give up a valuable possession** or break a piece of gear in the process.
- **Mark +1 Heat** on your gauge as your internal temperature spikes from the effort.

On a Miss, mark -1 forward to your Ego.

At the end of days, achieving a goal often requires a raw explosion of physical will. Trigger this move when you attempt to overcome a physical obstacle, lift an impossible weight, or endure a grueling task through sheer strength and effort. Use your Passion to force the world to bend to your physical power.

HELP THE OTHER

Offer assistance



When you Help the Other you roll with Affinity. On a Hit, you can lend a helping hand to other players, or NPCs in a non-violent way. Help is not what it always seems though. You can pretend to be helpful in order to achieve your own hidden goals.

On a Hit, you get to offer them your assistance. On a Miss they may get suspicious of your actions and question you about them. If you don't manage to ease their doubts they may even turn against you. Trust is hard to earn in the Center!

Sometimes your intentions may be honest, but the other side still won't believe you. Argue your case passionately, but remember that no good deed escapes punishment; you might gain a new enemy.

UNDER THE RADAR

Go unnoticed



When you go Under the Radar, you roll with Affinity to become almost invisible in a social sense.

You dampen the signals of your physical presence and people will hardly notice you, except if they are actively looking for you. As a result, your charisma and charm will lower and you have to suffer one of the following:

- pick an ally; the DM makes a soft complication for them
- mark -1 ongoing to your Affinity

On an 11+ you can also choose:

- remove 1 Heat
- mark +1 forward to your Intellect

Knowing how to be discreet, or your inability to do so, will play a significant role in how your character evolves in the story. Passionate individuals are the ones who make things happen, but it is essential to be aware of the potential costs involved.

SIZE THEM UP

Get info from others



When you Size them Up you roll with Intellect. On a Hit you can get information about another player or NPC. Ask two of the following questions:

- who is behind their actions?
- what are their intentions?
- what do they need to help you?
- what do they fear/hope?
- why do they think they have a drop on you?

On a Miss you have to unmark a point from your Tenets chart.

Getting to know those around you, other players or NPCs, will let you assess a situation better and, in many cases, give you an advantage. Sometimes though, socializing can leave you open for others to read and take advantage of you.

BECOME TEMPTATION

Charm others



When you Become Temptation you roll with Intellect. You will use your wit and silver tongue to tempt the other side in order to achieve your goals. On a Hit choose one of the following:

- convince them to follow your cause
- make them an offer they can't refuse
- become irresistible and mark +1 Heat

On an 11+ mark +1 to your Ego. On a Miss, mark -1 forward to your Intellect.

Your mind is a powerful weapon capable of bending people's wills to your advantage. Whether your intentions are noble or selfish, as long as you assert your influence, they will provide you with everything... until they no longer do!

PUSH THROUGH

Make things happen



When you Push Through, you roll with Ego. On an 11+ you will be able to overcome whatever stands in your way, or achieve what you set to do.

On an 8-10 one of the following also happens:

- you injure yourself in the effort (+1 Harm)
- something nearby gives way too
- you're spent; mark -1 forward to your Passion
- mark +1 Heat

Pushing through can help you overcome physical obstacles that block your path. Unlike Seeing Red, where violence is aimed at an opponent, Push Through turns your strength and willpower against the world itself. The cost may be steep, but the reward is moving forward when others would be stopped.

OPEN YOUR MIND

Discover stuff



When you Open your Mind you roll with Ego. On a Hit you get a more comprehensive view of what's happening around you. You can choose one of the following:

- ask another character about their backstory
- investigate your surroundings or other characters
- combine information to assess your goal
- ask a friendly character to share their view on a situation

On an 11+ choose one of the following:

- remove 1 Heat
- discover a hidden secret from your environment

When you open your mind, you see the bigger picture, with yourself positioned in the center of it all. All other characters assume the role of pawns in a chess game within your mind. You possess the power to manipulate them, whether for good or evil, as you stand as the game master. Well, at least in your own imagination!

MORIBUS

Your Moribus (traits) define your character's progression through their Sins and Virtues. They represent a combination of conscious choices in our lives and the element of luck that often disrupts our plans.



Players begin the game with a shared deck of 49 Moribus. Each Moribus is associated with one of the Seven Deadly Sins or the Seven Heavenly Virtues. When you select a Moribus, remove it from the set and mark +1 on the corresponding Sin or Virtue gauge. Once you fill a Tenets gauge, you can acquire that Sin or Virtue along with its perks. Moribus also offer a one-time use perk before returning to the set. Each player can hold up to three Moribus, but only one can be played at a time. There are three ways to get Moribus:

- In the start of the game, you draw three Moribus at random, and get to choose which one to keep.
- When you reach the edge of your Passage you can pick three Moribus at random. This can be done by either selecting cards or throwing dice and referring to the Moribus Chart. You have the freedom to choose which one you want to keep, based on which Sin or Virtue card you hope to obtain, or the associated perks.
- When faced with an important task or dilemma that requires a substantial choice. At that point, the DM may offer you three cards to choose from. The word on the card you select (i.e., Insanity) will influence your actions, but you can define how it does.

Select your Moribus based on how you wish to play the game and shape your character. Your Sins and Virtues, as the outcome of your trait choices, will impact not only your character's physical functions but also their very soul. Be prepared for the price you will be asked to pay!

DEITY CARDS

There are 7 Deities in the Moribus card set. These represent the divine element and function as wildcards for the Sin and Virtue symbols. If you choose a Deity card, you can mark whichever gauge you wish. Be warned though! The gods always require some kind of sacrifice, so each card comes with an impairment instead of a perk, and you have to apply it instantly!

SINS & VIRTUES



Your Tenets, aka your Sins and Virtues, serve as the ultimate embodiment of your character's psyche in the world of Dimday Red. Every action you take will lead you closer to these aspects of your being, granting you remarkable skills and powers. However, it's important to note that there are always consequences associated with them, regardless of how hard you try to evade them. The central concept behind the Tenets system is that our world, as well as the doomed world of Dimday Red, lack absolutes of pure good or evil. Even in the darkest slum, traces of light can be found, just as shadows will exist even in the brightest daylight. The choices you make and the way you live will offer you glimpses of both sides, and even if you are drawn to one extreme, there will always be a path to the other.

You can obtain a Sin or Virtue card by filling its gauge in your character's Playbook. You mark Tenet points in two ways:

- When you pick a Moribus card (mark a point related to the symbol on it).
- When you roll Tenet dice.

It's important to choose strategically, as each specific Sin or Virtue can only be possessed by one player. Each Tenet comes with a considerably powerful move. However, playing that move requires you to return the corresponding Sin or Virtue card to the set. In the boxed game, Sins and Virtues are represented by cards. However, it's possible to play the game without the cards by utilizing the Tenets Chart provided in this Quickstart Guide.

ORIGINAL SIN

Therefore, just as sin came into the world through one man, and death through sin, and so death spread to all men because all sinned.

Life in the Center is always challenging. Even when things appear to be going well, the obstacles you must overcome will place a heavy burden on your shoulders. Your Original Sin represents that burden. It will weigh you down constantly, but because what doesn't kill you makes you stronger, you have the opportunity to embrace it and grow more powerful.



Each player begins the game with an archetype-specific Original Sin. Some archetypes share the same Original Sin. It comes with the disadvantage of that sin, but not its advantage.

You can choose to Embrace your Sin, in which case you can instantly benefit from its advantage, but you will also have to pay the price by marking +1 permanent Heat.

You can only utilize the special Move of your Original Sin if you fill its gauge and acquire its card.

ADVANCEMENT

As the story deepens, your characters evolve alongside it. They gain experience, develop a clearer understanding of their surroundings, and grasp the implications of their choices and actions.

PASSAGE

In Dimday Red, leveling up is known as Passage, where your progression can take you towards either the left (Darkness) or the right (Light). Your character's development depends on the side you choose, shaping your character's presence accordingly. Your true nature and subsequent aura will emerge from these choices.

At the beginning of the game, you place a mark at the midpoint of the Passage gauge. As you earn Passage points, you mark them to the left or the right, depending on the side, Darkness or Light, you want to reach.

There are three methods to earn additional Passage points:

- Whenever you fail a roll containing a 0, you gain a point.
- Certain Moribus will grant you Passage points.
- The DM can award Passage points after certain events.

In any case, you can allocate points to either side of your choosing.

Once the Passage gauge fills up completely on either side, you mark a new level for that side and begin anew from the midpoint. Check D or L depending on your chosen path. You also mark a Tenet point (sin or virtue accordingly) of your preference. With each level gained in Light or Darkness, you have the option to add new Perks or Moves to your Playbook.

The side you choose, Darkness or Light, will dictate how your character acts and how they are perceived by the world. The more levels you gather in any chosen side, the more impactful your presence and actions will be in that respect.

Darkness and Light will also empower your Sins and Virtues respectively. Every 5 Dark (or Light) Passages, you get to mark +1 to the positive perks of the Sins (or Virtues) you have in your possession.

PIVOT POINTS

Everybody deserves a second chance in life, even when the world is ending. Regardless of how dark you have painted your soul or how pure you have strived to be, the opportunity to change your path will present itself.

These opportunities are called Pivot Points. They are critical moments in the story where something dramatic and life-changing occurs, such as the death of a loved one or the birth of a puppy. The Doom Monger (DM) may seize this opportunity to offer the players involved in that part of the story a chance to pivot their Passage, or a player may request it.

A Pivot will reset all Passage points, bringing you back to the beginning. Although you will lose your Passage levels, Tenet cards, and the advancements you earned by leveling up, you will have a chance to start anew. This may be the opportunity you have been waiting for to escape the darkness and embrace the Light you desire. Alternatively, you may be fed up with always being the good guy and yearning to repay the world in kind.

Furthermore, you will receive Pivot perks based on the previous levels in your Passage.

1 Level - Remove 1 Heat

2 Levels - Remove 1 Heat, +1 to Quirk of choice

3+ Levels - Remove 2 Heat, +1 to Quirk of choice, Remove a Misery

HEAT

The world of Dimday Red is ablaze, both literally and metaphorically. As the Earth inexorably hurtles towards the Sun, temperatures have soared to barely sustainable levels. Prolonged exposure in the open is out of the question in certain areas. Neu Bonn, the northernmost metropolis in Paneuropa, is the epitome of scorching conditions.

The Heat profoundly impacts the lives of all individuals, yet none suffer more than those residing in the Center. Forsaken by the system and left with scant resources to endure, the relentless heat becomes their most formidable foe.



Heat has three stages:

1-2 - **Hot** - The Heat is high wearing you down, but you are used to it by now.

3-4 - **Blazing** - The air you breathe burns your lungs. - Mark 1 additional Harm every time you mark Harm.

5-7 - **Scorching** - You can barely think straight. Your body functions are shutting down. Mark 1 additional Harm every time you mark Harm. You can't heal. Get -1 to all your Rolls.

Your Heat will be influenced by various factors throughout the story. In most cases, any actions leading to physical or emotional stress will contribute to an increase in your Heat gauge. However, there are methods to reduce your Heat, such as resting, staying hydrated, or taking time to calm yourself mentally.

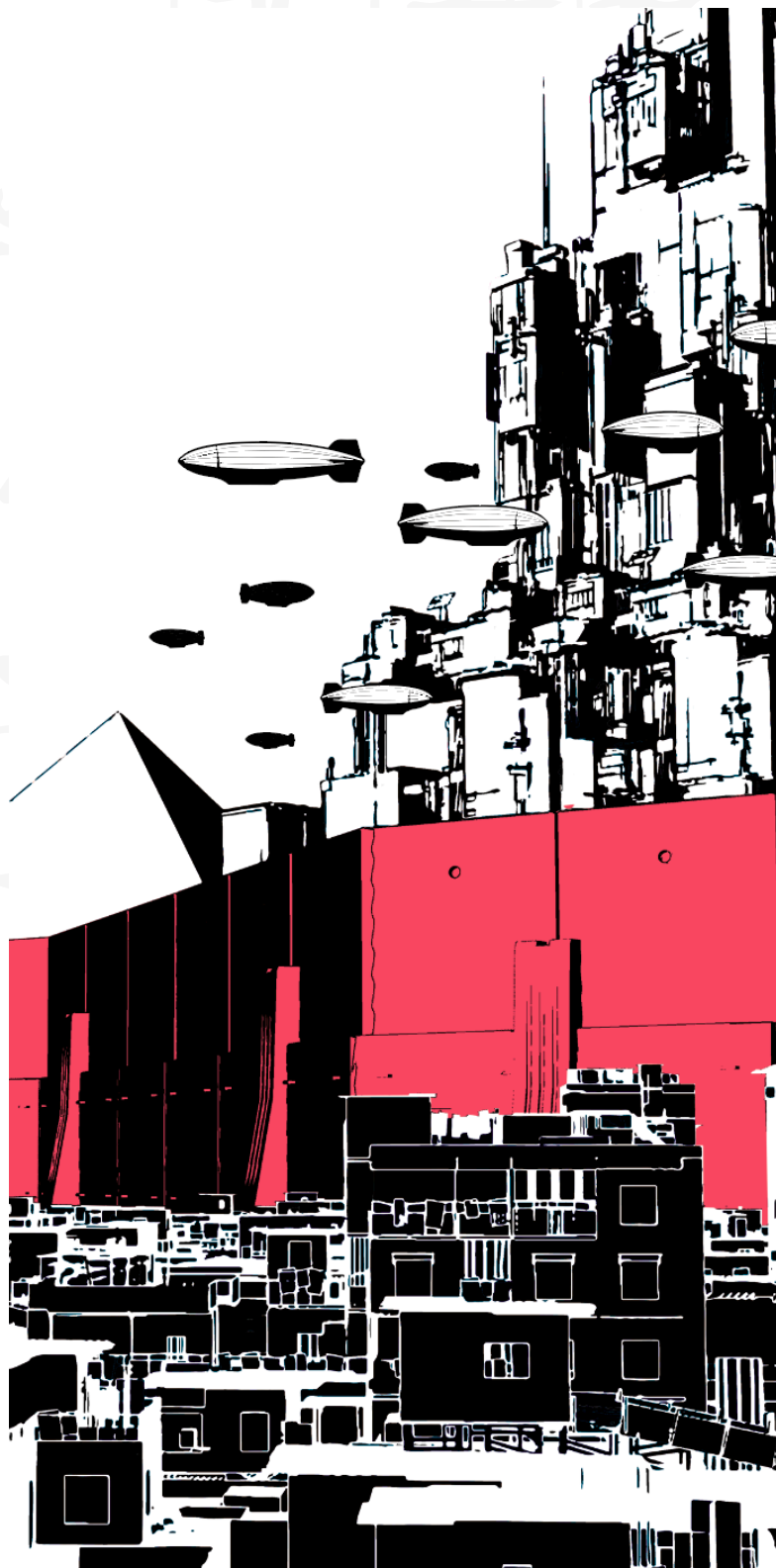
Heat also impacts several aspects of your abilities and

interactions, particularly your Rolls, Harm, and healing ability.

If a character has Heat Resistance through a Perk or an equipment attribute, fill the appropriate Resistance boxes before marking Heat in its gauge.

OUTBREAK

Some moves allow you to perform an Outbreak, during which you can fill your Heat gauge when it is below Scorching and unleash it on your enemies, doubling the effects of your moves. The Outbreak can be a desperate action when everything seems lost. It will leave you exhausted, weak, and vulnerable, and you will definitely need the help of others to reach a safe place and recover.





HARM & VIOLENCE

Dimday Red's world is filled with conflict, whether physical, political, or spiritual. Peaceful days are nonexistent in Neu Bonn. In the Center, animosity brews among the Lower Castes, with oppression and exploitation from the Syndicates. Additionally, the watchful eye of the Hellios Conglomerate and the Praetorian patrols looms over everything. No matter how hard you try to avoid it, Harm will inevitably find you.

MARKING HARM

The hostile encounters you will have during your adventures in the Center, both physical and mental, will evoke different degrees of damage. For instance, a quick dagger stabbing in the Center slums will inflict +1 Harm. On the other hand, a firearm shot from a Praetorian will result in +2 Harm for an unarmored player. Furthermore, a devastating mental attack from a Syndicate Controller can cause you +3 Harm and leave you defenseless temporarily. Your Harm gauge has three stages:

1-2 - Mild - Mostly superficial damage you can handle by yourself.

3-4 - Major - More severe damage you will need help to overcome.

5-7 - Grave - Soon to be fatal damage you will need expert attention to heal.

If you fill your Harm gauge, you succumb to your wounds, and you enter the Purgatory where it will be decided if you will live or die.

HEALING HARM

Depending on your Harm state, getting better will be easier or harder. Medical resources in the Center are minimal, so don't hope for an easy fix when you need it.

Mild - Having made it so far, one thing is certain. You are a tough cookie. You can tend to yourself when needed, so Mild Harm will heal by itself over time.

Major - If nothing else you are not invincible. When your wounds are more serious, you will need medicine, rest, a medic, or all of the above.

Grave - When Death knocks on your door, you had better find a specialized medical facility (good luck with that in the Center), or a Rayweaver to bring you back.

When you enter the healing process, it is up to your DM to tell you how long it will take, and when you can remove Harm. In most cases it will depend on the seriousness of your condition and the circumstances of your surroundings. For example, it will be much easier to heal in the comfort of your home than in a moldy warehouse where you hide from your enemies with insufficient food or water.

ARMOR

Depending on the archetype they are based on, your character will have access to a certain level of armor, ranging from +1 to +3, which effectively reduces the amount of damage taken.

There are two types of armor: physical and mental. Physical armor is effective against tangible attacks such as punches and weapons. Still, it doesn't provide defense against mental and energy-based attacks like a Controller's Mindhack or an Oldboy's Rod Blast. Mental armor, on the other hand, can protect against both physical and mental attacks, but it tends to be lighter in most cases.

Certain archetype moves can contribute to your overall armor. In such cases, you would add that move's protective effect to your current armor level. If the potential Harm caused by an attack is equal to or lower than your armor, you mark zero Harm. However, suppose the attack bypasses your armor due to factors like armor-piercing ammunition or mental attacks. In that case, the full amount of the attack will count towards your Harm gauge.

MISERIES

Life in the Center is hard, and you will receive a lot of Harm often! When your Harm gauge fills, you enter Purgatory, a mental state between Life and Death. There, you will have the choice to let your character die or have them cling to life, returning with a Misery that marks their near-death experience.

You can choose one of four miseries:

Dismayed - **-1 Passion** - Returning with a broken spirit and a depleted body, you'll have difficulty keeping up with your physical activities and achieving your goals.

Abashed - **-1 Intellect** - You come back, but some part of your mind has been left behind. Your concentration and critical thinking will never be the same.

Dismal - **-1 Affinity** - You return, but you are cold and detached from everyone, and can't find any comfort in your relationships.

Fragile - **-1 Ego** - You come back but don't feel like yourself anymore. Your will to overcome has faded. Everything looks gloomy and meaningless.

Living in misery may sound like a better deal than not living at all. Still, having been brought to the edge and tasted defeat, it will take considerable courage to get back to the fight. One thing is certain: life will continue with or without you!

When dealing with players dying and returning to life with a Misery, the DM should try to keep things reasonable. For example, after blowing someone into pieces, it wouldn't make much sense to let them return to life!

EXODUS MOVES

If you decide to end your suffering and give up, through death or withdrawal from the story, you have an opportunity to leave a lasting impression on others.

Exodus Moves are specific to each archetype and come into effect when you die or withdraw, excluding situations where you fake your death or departure. These moves are unique to each archetype and can either temporarily or permanently affect the ongoing narrative.

When your departure time arrives, declare your Exodus Move and follow its instructions. Your suffering in this world has come to an end, so it is time to let others handle it.



THE DOOM MONGER

The Doom Monger (DM) is the one charged with the duty to bring the End of Days! In Dimday Red, the DM's main task is to move the story forward in a way that grips the players' interest and imagination. As this is a game based on the Powered by the Apocalypse system, storytelling and role-play are central points. The DM gets to set details, like how powerful an opponent is or if a player's ability can be used in a certain way. That way, the focus stays on the story, not on elaborate charts and mechanics.

GAME PLAN

The Doom Monger will be moving the story forward in an intriguing and memorable way. While they introduce dangerous situations and villains to challenge the players, the DM's role is to support the players rather than oppose them. The Doom Monger should:

- Utilize the political and social tensions of the Center.
- Create circumstances that unsettle the players.
- Play to discover the outcome.

FOUNDATIONS

- Make everyone real, with genuine motives and emotions.
- Bring the suffocating world inside the C-Wall to life.
- Keep the characters in the Center. Talk to the characters, not the players.
- Posing questions will create a more captivating story.
- Provide a path for the players.
- Place the characters at the epicenter of the narration.
- Give them what they deserve.
- Allow the players to incorporate their own elements into the story.
- Conceal your motives in plain sight.
- Ensure no one is excluded from the action.
- In the Center, everything comes at a cost. Make them pay.

DOOM MONGER BASIC MOVES

The DM plays the part of everyone else except the player characters. The DM doesn't get to roll dice, but they have moves of their own:

Establish friction.

Inflict Harm.

Offer an opportunity with a cost.

Disclose hidden information.

Turn the tables.

Propose a Pivot Point.

Turn the tables with a Deus ex Machina.

Caution of incoming crisis.

Raise environmental heat.

After every move, ask: "What do you do?"

Push the story forward

At times, the narrative may seem like it has entered a cul-de-sac. Here are some suggestions on how to jump-start a dead battery!

Introduce an NPC

When progress appears to stall, introducing a new character can inject fresh energy into the situation. Give the non-player character (NPC) depth, a significant purpose, and perhaps a hidden agenda. This will inspire the other characters to actively engage in the NPC's storyline.

Polarize the atmosphere

Neu Bonn teeters on the brink of ignition, consumed by a polarization so intense it threatens to unravel at any given moment. Harnessing this seething tension infuses the narrative with a gripping political crisis that emerges either from within the confines of the Catharsis Wall or from an external source. Let this crisis infiltrate the lives of your characters, upending their carefully laid plans and plunging them into chaos.

Encourage players to Size them Up

Using the "Size them Up" move allows players to gather additional information about other characters and the world they inhabit. This can lead to discovering new clues, which in turn may reveal hidden or previously unknown pathways.

Wreak some havoc!

Nothing beats a good old brawl, especially when things feel stagnant. Ramping up the action will not only propel the narrative but it can also lead to fresh ideas and new situations.

CREATING NPCs

Creating and utilizing NPCs in Dimday Red is designed to be a seamless and stress-free process, allowing DMs to effortlessly introduce new characters and weave them into the narrative. The simplicity of the system revolves around the idea of shaping the dynamic relations between the tormented souls of the Center. To introduce a new character, give them a name and let your players choose to add them to their circles. Provide them with a concise description, emphasizing key traits and characteristics.

Encourage a dynamic storytelling experience by pondering the off-screen activities of NPCs. Uncover clandestine dealings, secret alliances, and hidden agendas, gradually revealing these elements to the players. This approach invites them to engage with the city's political landscape, providing a sense of agency and immersion in the unfolding drama.

RAISON D'ETRE

As challenges arise within the narrative, the NPC's reason for existence becomes a guiding compass for their responses. When a challenge directly contradicts or threatens their motivation, expect the NPC to react swiftly and aggressively. The intensity of their response reflects the strength of their drive, making interactions more tense and dramatic for the players.

Considering the interplay between challenges and NPC driving forces, the story unfolds dynamically and unpredictably. The evolving nature of these interactions ensures that every encounter contributes to the overarching narrative, creating a living and breathing world where characters' motivations steer the course of events.

CANNON FODDER

As players navigate the intricacies of Neu Bonn, they may encounter minions in various contexts, each time facing a different set of challenges and dilemmas. The goons become a recurring motif, representing the underbelly of power in the city.

Players gradually become attuned to the presence of these faceless entities, creating an atmosphere of suspense as they wonder who might be pulling the strings from behind the scenes. Importantly, this narrative technique allows for a gradual unveiling of important NPCs. As the story progresses, key figures emerge from the shadows, each accompanied by their entourage of minions.

COMBAT

Foreshadowing impending danger is a delicate art. One effective method is to present milder situations that hint at the potential for conflict. These situations allow the PCs to respond, giving them agency in shaping the narrative.

Once the initial setup is in place, the PCs are given the choice to retaliate or navigate the impending threat in their own way. This approach not only empowers the players but also ensures that the Harm inflicted upon them is a consequence of their decisions and actions within the game world.

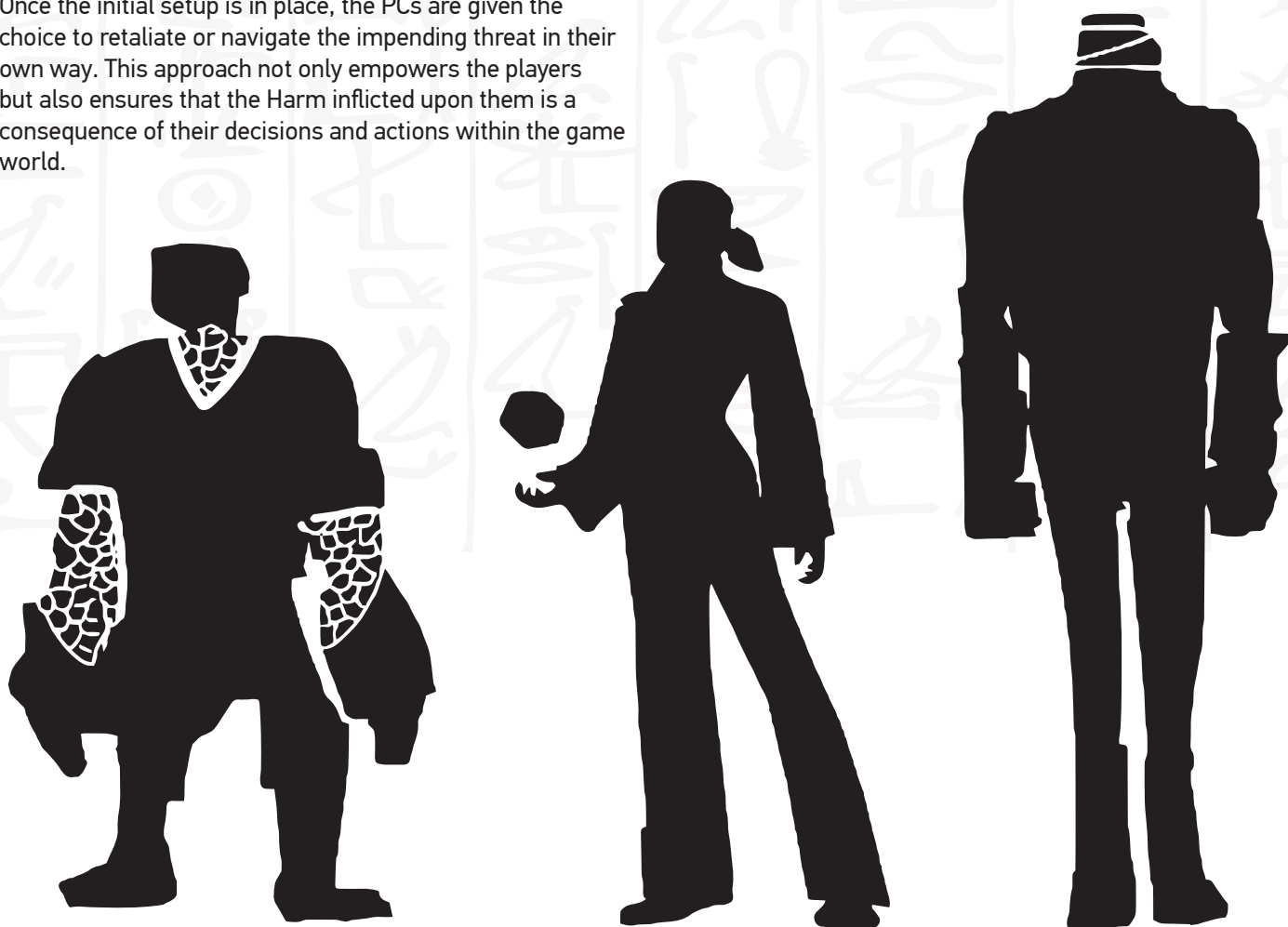
HARM & HEALING

In Dimday Red, the rules for NPCs sustaining Harm closely parallel those governing player characters, contributing a layer of realism and consequence to the game world. In combat situations, the calculation of Harm involves subtracting an NPC's armor value from the Harm inflicted by a weapon, factoring in any special moves used. By maintaining consistency in the rules for Harm across player characters and NPCs, Players are not only engaged in tactical decision-making but also confronted with the lasting impact of their actions on both characters and the unfolding narrative.

PCS TURNING ON EACH OTHER

When player characters find themselves in conflict with one another, a key strategy is to offer assistance and obstruct the opposing player's moves. While one character may initiate the conflict, the focus should shift seamlessly to involve all players, allowing each of them to contribute to the unfolding narrative.

The emphasis on shared attention and the ability to obstruct moves adds depth to player interactions, encouraging collaboration, negotiation, and tactical creativity. This approach enhances the overall gaming experience, making each player's contribution integral to the evolving narrative of the game.



PLAY MATERIALS

TENET DICE CORRESPONDENCE

In the boxed game, the Sin and Virtue dice are custom-made, but you can roll them with regular d8s. Please refer below for the corresponding regular dice options.

SEVEN DEADLY SINS



LUST



SLOTH



ENVY



WRATH



PRIDE



GREED



GLUTTONY



WILDCARD



SEVEN HEAVENLY VIRTUES



CHASTITY



DILIGENCE



KINDNESS



PATIENCE



HUMILITY



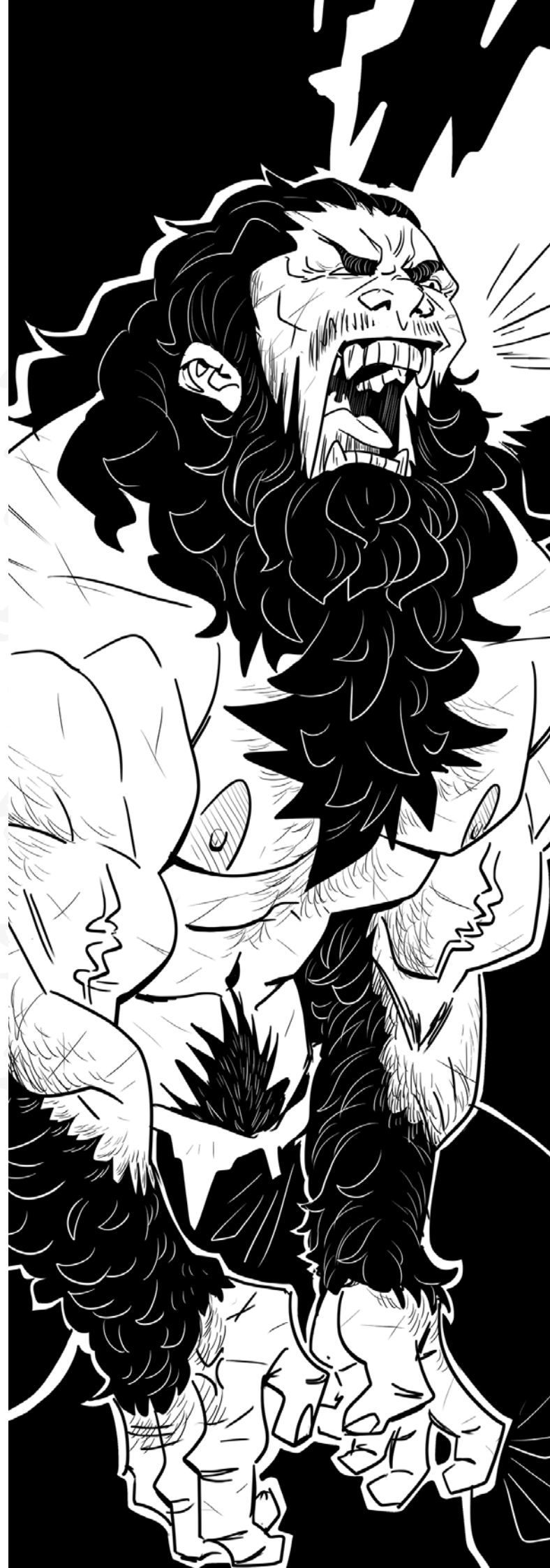
CHARITY



TEMPERANCE



WILDCARD



BASIC MOVES INDEX

SEEING RED

Roll with Passion
Aggressive action

8-10 inflict Harm to your opponent, calculated by your skills and gear. They can choose one of the following:

- they inflict Harm back to you
- they give you a hard time
- they try to escape

11+ you also choose one:

- wreak havoc (+1 Harm)
- make use of something around you
- create an opening for an ally

BARE YOUR TEETH

Roll with Passion
Intimidation

8-10 intimidate your opponent to avoid conflict, but you have to choose one of the following consequences:

- suffer reduced Harm (-1), but you escalate the situation
- suffer Harm but you escape
- have to sacrifice something
- mark +1 Heat

0-7 mark -1 forward to your Ego

HELP THE OTHER

Roll with Affinity
Offer assistance

8-10 get to offer them your assistance.

0-7 they may get suspicious of your actions and question you about them. If you don't ease their doubts, they may even turn on you.

UNDER THE RADAR

Roll with Affinity
Go unnoticed

8-10 dampen the signals of your physical presence, and people will hardly notice you, except if they are actively looking for you. As a result, your charisma and charm will lower and you have to suffer one of the following:

- pick an ally; the DM makes a soft complication for them
- mark -1 ongoing to your Affinity

11+ you can also choose:

- remove 1 Heat
- mark +1 forward to your Intellect

SIZE THEM UP

Roll with Intellect
Get info from others

8-10 get information about another player or NPC. Ask two of the following questions:

- who is behind their actions?
- what are their intentions?
- what do they need to help you?
- what do they fear/hope?
- why do they think they have a drop on you?

0-7 you have to unmark a point from your Tenets chart.

BECOME TEMPTATION

Roll with Intellect
Charm others

8-10 choose one of the following:

- convince them to follow your cause
- make them an offer they can't refuse
- become irresistible and mark +1 Heat

11+ +1 to your Ego

0-7 -1 forward to your Intellect

PUSH THROUGH

Roll with Ego

11+ you just do it! The thing moves, breaks, or notes. **Make things happen**
You're winded but unhurt.

8-10 you push through but one of the following happens:

- you injure yourself in the effort (+1 Harm)
- something nearby gives way too
- you're spent; mark -1 forward to your Passion
- mark +1 Heat

OPEN YOUR MIND

Roll with Ego

8-10 get a more comprehensive view of what **Discover stuff**
around you. You can choose one of the following:

- ask another character about their backstory
- combine information to assess your goal
- ask a friendly character to share their view on a situation

11+ either acquire more information, or discover a hidden secret from your environment

ADVANCED MOVES

When you choose to advance your Basic Moves, you will have access to the following options:

- SEEING RED** - On a 14+, you inflict Harm and destroy your opponent's armor.
- BARE YOUR TEETH** - On a 14+, you intimidate your opponent and suffer no consequences.
- HELP THE OTHER** - On a 14+, they will feel obliged to return the favor when asked.
- UNDER THE RADAR** - On a 14+, you became almost invisible physically.
- SIZE THEM UP** - On a 14+, you can ask up to two more questions.
- BECOME TEMPTATION** - On a 14+, choose one more.
- PUSH THROUGH** - On a 14+, can remove 1 Heat more.
- OPEN YOUR MIND** - On a 14+, your discoveries will be of great value to your cause.

When you advance a Basic Move check the box next to its name in your playbook.

1SHOT GUIDELINES

The Dimday Red TTRPG is designed to provide a profound and meaningful experience, focusing on the intricate relationships between player characters and the world around them. The game delves deeply into the interplay between characters and their environment, fostering an immersive storytelling experience. A core component of this exploration is the Tenets mechanic, which is intricately designed around the Seven Deadly Sins and the Seven Heavenly Virtues.

This mechanic plays a crucial role in examining the morality and temperament of the player characters and it is instrumental in managing and influencing the relationships between the player characters, adding another layer of depth to the gameplay.

However, in event games and one-shot sessions, there isn't sufficient time to thoroughly explore the intricacies of a character's psyche and their interactions with others. These shorter game formats necessitate a different approach, allowing players to engage more with the harsh and unforgiving world of the Center, where the myriad ways in which characters can meet their demise become a focal point.

To enhance the gameplay experience in these brief sessions, several adjustments to the basic rules and mechanics have been proposed. These modifications aim to simplify the gameplay and make it more dynamic, making it easier for players to experience the ruthless nature of the Center.

TENETS

In one-shot games, the acquisition and use of Tenet cards undergo significant changes to streamline gameplay and enhance the overall experience. Typically, Tenet cards are earned throughout the game by accumulating points in their corresponding Sins and Virtues. However, in one-shot sessions, this progression can be bypassed for simplicity.

Instead, players select one Tenet card at the beginning of the game, which remains with them until the game's conclusion. This chosen Tenet card grants players immediate access to its perks and drawbacks, along with the ability to use its special move right from the start. This change allows for quicker immersion and immediate utilization of the Tenet card's unique abilities.

Additionally, if the chosen Tenet card aligns with a player's Original Sin, they have the option to ignore the card's disadvantage. However, this benefit does not apply if they choose to Embrace their Original Sin, maintaining a balance in the gameplay dynamics. The Tenet dice, which are normally used to mark points in the Tenet gauges, are omitted for the duration of one-shot games. Similarly, the Tenet symbols on Moribus cards, are rendered irrelevant in one-shot sessions.

MORIBUS

At the beginning of the game, players draw three Moribus cards from the deck and select one to keep. The acquisition of Moribus cards follows the core rules for the remainder of the game: players receive them upon leveling up and when confronted with significant challenges, as determined by the Doom Monger (DM). However, in one-shot games, the Tenet symbols on the Moribus cards hold no significance, streamlining the gameplay to focus more on immediate action and decision-making without the need to manage these additional elements.

PLAYBOOKS

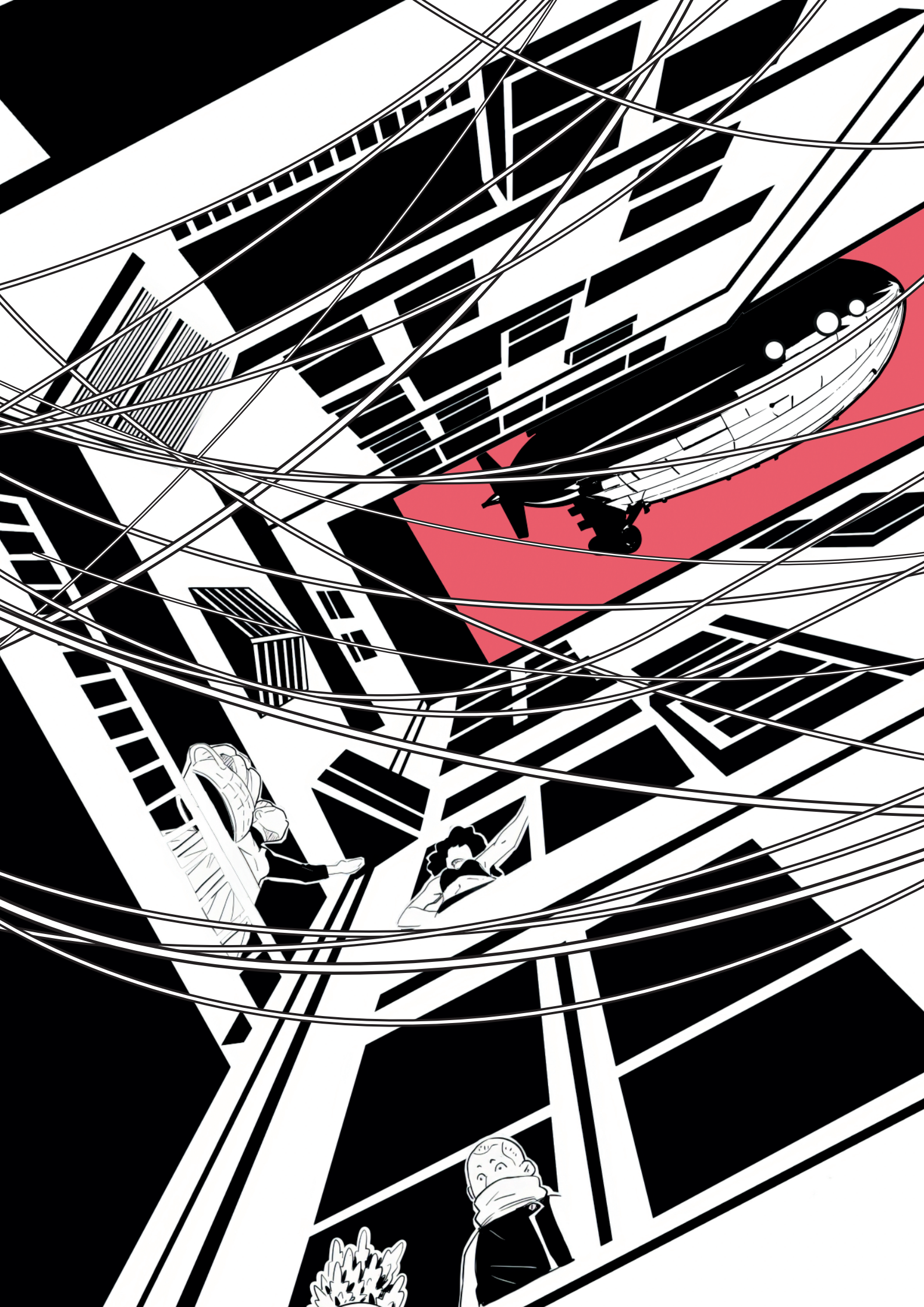
The Dimday Red playbooks have been optimized for one-shot games, ensuring that players can quickly and easily engage with the game. The first page of the playbook, featuring the character's picture, contains all the essential information and mechanics needed for gameplay. This streamlined design allows players to dive straight into their doom without getting bogged down by the unused systems.

The first page includes all the main mechanics of the game, providing a comprehensive overview that players can refer to throughout the session. Players will only need to consult the second page of the playbook for character creation and checking key elements like their Original Sin and Exodus Move. This page is primarily used during the initial setup, ensuring that players can swiftly create their characters and get into the action.

Everything else on the second page is considered unnecessary for one-shot games and is unlikely to be needed. This design choice helps to keep the focus on the immediate gameplay experience, allowing for a more dynamic and engaging session without the distraction of additional, less relevant details.

PLAYING THE GAME

One-shot gameplay in Dimday Red is designed to make players feel the heat by pitting them against impossible odds and challenging them to find ways to survive. Players' morality can play a significant or minor role, largely based on their role-play choices. Throughout the game, players must constantly decide how they want to face their impending doom. Will they strive for good or succumb to evil? This moral dilemma adds depth to the experience, prompting players to consider what they would do if their world were ending in just 52 years.



DIMDAY_RED

MORIBUS CARDS

Embrace your Sins & confront your Virtues! Use the Moribus cards to advance your character as you fight for survival at the end of days!

Print and cut-out!

All rights reserved
1(□◊)!
KJIZ
PUPPY



FERVOR
AFFINITY +2 FW



CORRUPTION
CHOOSE PASSAGE +1



SACRIFICE
INTELLECT +2 FW



NIHILISM
EGO +1 FW



REBIRTH
NEXT ROLL +2



DOUBT
INTELLECT +1FW



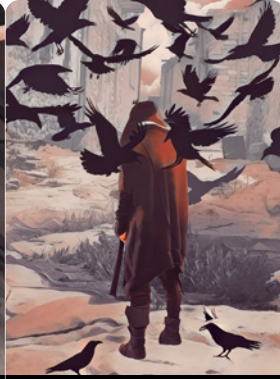
EVASION
CHOOSE QUIRK +1 ON



INJUSTICE
CHOOSE TENET TO ROLL



GRACE
PASSION +1 ON



GUILT
LIGHT PASSAGE +2



PROTECTION
AFFINITY +1 FW



VENGEANCE
EGO +1 ON



FOCUS
PASSION +2 FW



DECEPTION
CHOOSE QUIRK +2 ON



SAVVY
DARK PASSAGE +1



TURMOIL
MISS BECOMES PARTIAL HIT



COMPASSION
HIT BECOMES FULL HIT



SPITE
ROLL BLACK TENET



DREAM
+2 FW HEAT RESISTANCE



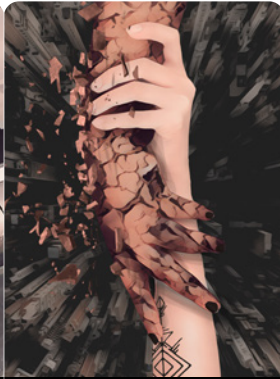
RAGE
NEXT ROLL +1



AFFECTION
HARM -1



REVOLT
PASSION +1 FW



ALLIANCE
ROLL WHITE TENET




ENFORCEMENT
ARMOR +1 FW



DUTY
NEXT ROLL +1

Embrace your Sins & confront your Virtues! Use the Moribus cards to advance your character as you fight for survival at the end of days!

Print and cut-out!



CURIOSITY
CHOOSE TENET TO ROLL



SURVIVAL
EGO +2 ON



INSANITY
ARMOR +2 ON



APTITUDE
AFFINITY +1 ON




DEPRESSION
ARMOR +1 ON



CREATIVITY
EGO +2 FW



RETREAT
LIGHT PASSAGE +1



EPIPHANY
INTELLECT +1 ON



SUBMISSION
CHOOSE QUIRK +2 FW



EXCITEMENT
AFFINITY +2 ON



FOLLY
HOLY MESS BECOMES FAIL



PATIENCE
PASSION +2 ON



FEAR
DARK PASSAGE +2



STOICISM
ARMOR +2 FW



INERTIA
INTELLECT +2 ON



INTUITION
HEAT -1



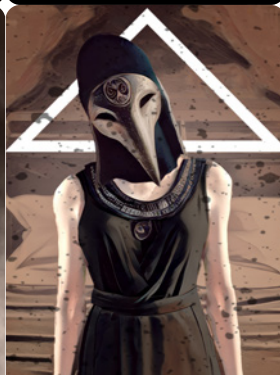
BIGOTRY
CHOOSE QUIRK +1 FW



ANUBIS
HEAT +1



HATHOR
PASSION -1 ON



HORUS
INTELLECT -1 ON



ISIS
HARM +1



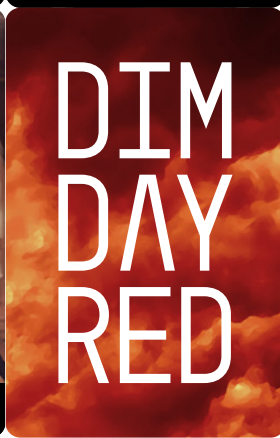
RA
AFFINITY -1 ON



SOBEK
NEXT ROLL -1



THOTH
EGO -1 ON



DIM DAY RED

TENETS CHART SEVEN DEADLY SINS



GLUTTONY

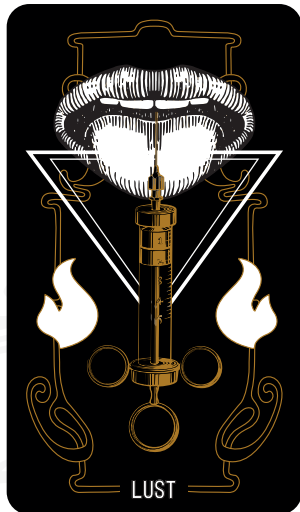
Enjoy unprecedented short term levels of vigor but in the long term your energy will decrease.

+1 Armor
-2 Passion



APPETITE FOR DESTRUCTION

Consume their will to oppose you, whether physically or mentally. They will **fear you without understanding why**, and their fear will intensify as time elapses. Once you depart from their presence, the spell you have cast upon them will gradually diminish. Yet they will remain aware of your formidable power.



LUST

You magnify the impact of your every interaction but deplete your focus skills.

+1 Weapon Damage
+2 Passage points to Level up



MORTAL ATTRACTION

Your body emits pheromones that cause others around you, regardless of their sexual preferences, to be **physically attracted to you**. They will be under your spell as long as they are in your presence. Ask, and they will deliver.



ENVY

Become resilient and quick to recover by losing your ability to critically assess your status.

+1 Heat Resistance
-2 Intellect



I FOR AN EYE

Your words form an enchanting incantation, rendering them **powerless against your calculated defamation**. In due course, they will inevitably turn on one another, regardless of their close bonds. They transform into puppets for you to manipulate and toy with, as long as they remain within your vicinity.



WRATH

Deliver unparalleled punishment but you leave yourself open and unprotected.

+1 Passion
+2 Harm (permanent)



RAGE AGAINST

Explode in an **uncontrollable and devastating wave of rage**. Your aura becomes visible, even to those who couldn't normally see it, projecting your murderous instincts. Whoever comes in your way, friend or foe, will suffer your wrath.



GREED

You become cunning and sharp but others will keep you at a distance.

+1 Intellect
-1 All rolls



NEVER ENOUGH

You intimidate them into **giving you whatever you ask for**, whether tangible or not. You can continue asking, and they will be unable to resist. However, you will also be unable to resist asking for more, regardless of its cost to your relationship with them. You keep taking until they have nothing left to give you.



PRIDE

You become certain that you can achieve anything but you end up becoming less and less social.

+1 Ego
-2 Affinity



ADONIS CURSE

You create a **mental image of superiority over others**, projecting yourself as significant and influential. This allows you to exert authority, causing them to perceive you as a leader and willingly follow you, as long as you remain by their side. You possess the power to inspire them or coerce them to comply with your desires.



SLOTH

Achieve high levels of perception, but you must sacrifice your potency and performance.

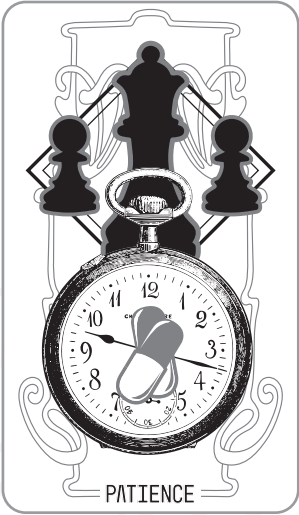
+1 Affinity
+2 Heat (Permanent)



IDLE HANDS

In any kind of confrontation, you can choose to **stay out and let others fight**. They will turn on each other if you find yourself alone against many. If you are in a one-on-one situation, they will lose interest in confronting you. Regardless of the scenario, they will have no recollection that you abstained after the confrontation.

SEVEN HEAVENLY VIRTUES



PATIENCE

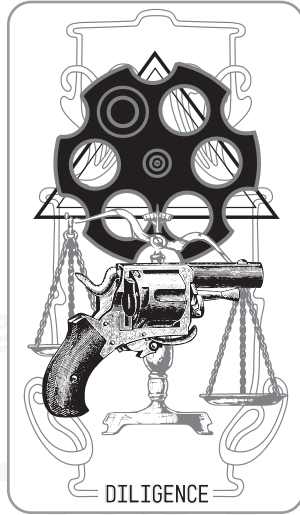
You are amassing focus and determination but lose efficiency and energy.

- +1 Intellect
- +2 Harm (Permanent)



GOOD THINGS COME

Time, though finite, holds no sway over your ability to patiently await the opportune moment. **Express an intention and it shall manifest** itself during your next Passage. The universe, the gods, or whichever entity you perceive as the orchestrator of events shall align to grant you your desires.



DILIGENCE

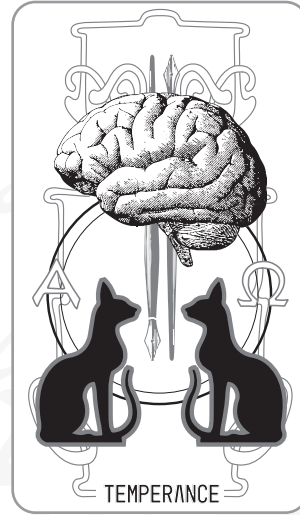
You become stronger and more confident at the cost of making your relationships suffer.

- +1 Passion
- 1 All rolls



ALL WORK & NO PLAY

You enter a state of focus and clarity that allows you to **achieve a goal, no matter how hard**. All parties involved will perceive your contribution as important, and they will be compelled to help you. However, their original feelings and ideas will remain unaffected once you are gone.



TEMPERANCE

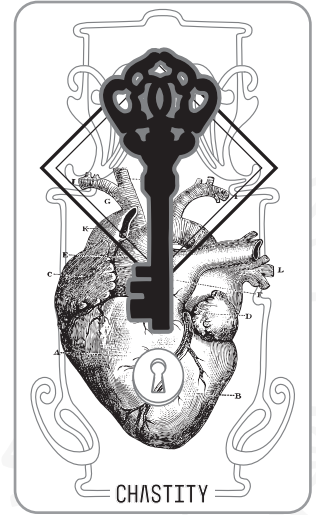
You enjoy a growing level of empathy but you lose sense of what is really important.

- +1 Affinity
- 2 Passion



KEEPING IT DOWN

You know how to keep your cool. Now, you can also impose it on others. You will be able to **de-escalate a situation** between friends or enemies, whether it is physical or emotional. In any case, all parties involved will feel compelled to cool down and find a peaceful solution.



CHASTITY

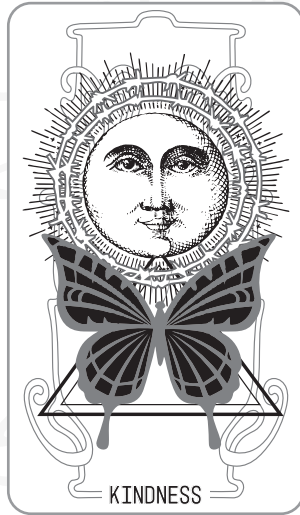
By achieving inner balance you become easy target to be taken advantage of.

- +1 Armor
- 2 Ego



PURE AS SNOW

Your body emits a luminous white aura visible to all. The **purity of your heart instills trust** and compels others to follow you, placing faith in your cause and intentions. However, this influence gradually diminishes over time, emphasizing the importance of making the most of the time you spend with them.



KINDNESS

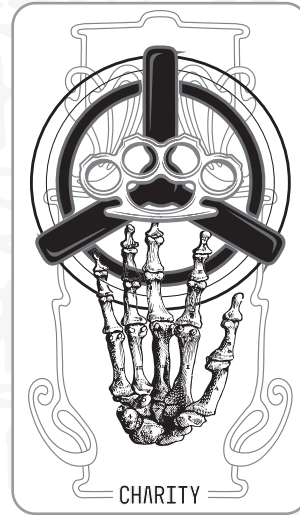
Empower your resolution, but it will leave you vulnerable to external forces.

- +1 Ego
- +2 Heat (permanent)



MILD AT HEART

Your mellow state of being expands to others, **inspiring them to be sympathetic and kind**. People will be able to see the other side and work together to achieve a goal. You will be recognized as the one making this possible as your power becomes visible to others.



CHARITY

You get widespread acceptance but you overlook your own needs in order to aid others.

- +1 Main weapon damage
- +2 Passage points to Level up



SHARING IS CARING

You gain access to your hidden stash in order to **share resources that will assist others**. The stash is only available for an act of selfless kindness and generosity like this. Still, it will be more than sufficient for individuals facing desperate situations.



HUMILITY

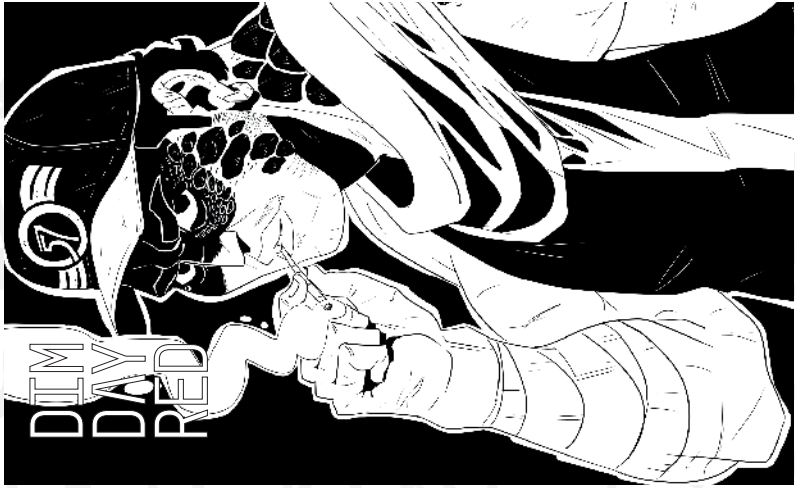
You control your emotions and achieve tranquility, but it takes a toll on your mentality.

- +1 Heat Resistance
- 2 Intellect



ALL BECOMES ONE

You enter a phase of all-seeing nirvana. Your most **important question will be answered**, no matter how secret or unforeseen it may be. The answer may not always be clear, but it will provide you with a solid understanding of things as they are or as they will be.



HARDSKIN

TANK

Stone-hard tumors grow across your body on command, forming spikes, blades, shields, or an impenetrable shell that no weapon can break.

NAME

AGE

HARM

ARMOR



MILD

MAJOR

GRAVE

HEAT

RESISTANCE

HOT

BLAZING

SCORCHING



QUIRKS

On creation add +1 to any of the starting values

PASSION



INTELLECT



SEEING RED

Aggressive action

SIZE THEM UP

Get info from others

BARE YOUR TEETH

Intimidation

BECOME TEMPTATION

Charm others

AFFINITY



EGO



HELP THE OTHER

Offer assistance

PUSH THROUGH

Make things happen

UNDER THE RADAR

Go unnoticed

OPEN YOUR MIND

Discover stuff

ADVANCEMENT

PASSAGE LVL



When you fill your Passage, draw 3 Moribus cards and pick 1. Mark Sin and Virtue based on the card's Tenet symbol. Choose one from the list below.

DARKNESS



LIGHT



Available from the beginning

- +1 to Quirk (max+1)
- +1 to Quirk (max+1)
- +1 to Quirk (max+1)
- a new Hardskin move
- a new Hardskin archetype
- choose one more Gift
- choose a move from another archetype

Available after 5 passages

- erase a Misery
- advance 3 Basic Moves
- advance 3 Basic Moves
- change to a new archetype
- retire to safety
- choose a move from another archetype

MISERIES

Instead of dying pick one of these.

DISMAYED

-1 Passion

DISMAL

-1 Affinity

ABASHED

-1 Intellect

FRAGILE

-1 Ego

HARDSKIN MOVES

HOLD



You have this move.



GROWTH

In order to use your gifts, you must grow the tumors that compose your Hardskin. Roll with Passion.

- On a Full Hit, Hold 3 and remove 1 Harm.
- On a Hit, Hold 3 and choose one: mark +1 Harm, mark -1 Passion Ongoing for the scene, or mark +1 Heat.
- On a Miss, Hold 1 and you can't use Growth again this scene.
- On a Holy Mess, no Growth until your next Passage; mark +1 Heat.

Choose two more.



SOLID AS A ROCK

Spend 1 Hold and roll with Passion. On a Full Hit, you create a wall of your Hardskin around a nearby companion, +2 Armor and you may take any Harm meant for them in their place until the end of the scene. On a Hit, +1 Armor and you may take a single Harm in their place. On a Miss, the Hardskin forms wrong; +1 Armor only to yourself.



HOLDING A GRUDGE

When someone wrongs you and you swear vengeance, mark +1 Heat and name them. You gain +1 Ongoing Passion on rolls against them. The grudge lasts until they're dead, broken, or you choose to release it (mark -1 Heat to release).



I, TANK

When playing Seeing Red mark +1 Passion and your opponent can't choose a countermeasure.



SOFT SPOT

Your body may be hard, but your heart is soft. When someone has a meaningful connection with you, choose one to do with them now:

- Share an intimate conversation
- Exchange a personal object
- Provide emotional support

Once per scene, when they're in danger, you may spend 1 Hold to take a blow meant for them. You take half their Harm; they take none.

TENETS

Fill one side of the spectrum to earn a Tenet Card.

LUST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHASTITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLUTTONY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TEMPERANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GREED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHARITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SLOTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DILIGENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENVY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	KINDNESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WRATH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PATIENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HUMILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

POSSESSIONS



OLD WATCH



QUIRKS

On creation add +1 to any of the starting values

PASSION

+

SEEING RED
Aggressive action

BARE YOUR TEETH
Intimidation

INTELLECT

+

SIZE THEM UP
Get info from others

BECOME TEMPTATION
Charm others

AFFINITY

+

HELP THE OTHER
Offer assistance

UNDER THE RADAR
Go unnoticed

EGO

+

PUSH THROUGH
Make things happen

OPEN YOUR MIND
Discover stuff

ADVANCEMENT

PASSAGE LVL

When you fill your Passage, draw 3 Moribus cards and pick 1. Mark Sin and Virtue based on the card's Tenet symbol. Choose one from the list below.

DARKNESS

Available from the beginning

- +1 to Quirk (max+1)
- +1 to Quirk (max+1)
- +1 to Quirk (max+1)
- a new Rayweaver move
- a new Rayweaver move
- join a new Circle
- choose a move from another archetype

Available after 5 passages

- erase a Misery
- advance 3 Basic Moves
- advance 3 Basic Moves
- change to a new archetype
- retire to safety
- choose a move from another archetype

LIGHT

MISERIES

Instead of dying pick one of these.

- DISMAYED** -1 Passion
- ABASHED** -1 Intellect
- DISMAL** -1 Affinity
- FRAGILE** -1 Ego

RAYWEAVER MOVES

HOLD

You have this move.



WEAVE LIGHT

To use your gifts, you must channel the light around you and shape it to your will. Roll with Ego. On a Full Hit, Hold 3. On a Hit, Hold 3 and choose one:

- Mark -1 Ego Ongoing.
- Mark +1 Harm from the strain
- Mark Heat +1
- On a Miss, Hold 1. You will not be able to Weave Light again for the rest of the scene. On a Holy Mess, your light dims dangerously. Mark +1 Heat and you cannot Weave Light again in this scene. You can spend Hold to cast any Weaving you know.

Choose two more.

SUNCRAFT

Spend 1 Hold to heal Mild Harm on someone you can touch. Spend 2 Hold to heal Major Harm. Grave Harm cannot be healed by a single Weaving and requires extended work at your Sanctum.



SHIELD OF LIGHT

Spend 1 Hold to grant +1 Armor to yourself or someone nearby until the end of the scene. Spend 2 Hold to grant +1 Armor to everyone in a small area, possibly including yourself. You can stack multiple uses of Shield of Light at once.



LET THERE BE LIGHT

Spend 1 Hold to draw a soft, steady light from your hands, bright enough to illuminate a room or a stretch of tunnel. The light lasts as long as you concentrate on it.



THE WHITE PATH

Spend 1 Hold to bend the light around yourself and one other person, making you both hard to see for a few moments. Long enough to cross a street, slip past a patrol, or vanish from a balcony. It is not invisibility; anyone actively searching for you may still find you



STILL THE BLOOD

Spend 1 Hold to slow a dying person's wounds. They will not worsen for one hour, but they will not heal either. This buys time to reach your Sanctum, or another Rayweaver who can do more.



DRAW THE FEVER

Spend 1 Hold to take a sickness, poison, or radiation burn into yourself from another person. They are cured but you have to suffer what they suffered.



TENETS

Fill one side of the spectrum to earn a Tenet Card.

LUST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHASTITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLUTTONY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TEMPERANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GREED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHARITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SLOTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DILIGENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENVY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	KINDNESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WRATH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PATIENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HUMILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

POSSESSIONS

	MYSTERY KEY								

RAYWEAVER HEALER

You weave the light around you into acts of healing, shielding, and concealment, channeling power that can pull others back from the edge of death.

NAME _____ **AGE** _____

HARM

MILD

MAJOR

GRAVE

ARMOR

HEAT

RESISTANCE

HOT

BLAZING

SCORCHING



CHARACTER CREATION

NAME PICK ONE OR WRITE YOURS

Khepri, Soraya, Anan, Layla, Tariq, Inara, Yusuf, Maren, Idris, Zora, Hakim, Selene, Rashid, Esma, Faruk, Nadia, Anselm, Reza, Saba, Tomas, Amenhotep, Mira, Othman, Talia, Bashir.

LOOK PICK AS MANY AS YOU WANT

- Common, extraordinary, androgynous
- White, Black, Middle Eastern, Asian, _____
- Clothing: casual, oiled, uniform, worn

DEMEANOR PICK ONE

Charming, crass, professional, reserved, mysterious

INTRO QUESTIONS

- How did Ra first speak to you?
- What did your life look like before the faith?
- Who owes you their soul, and do they know it?
- What does the Divine Light have to answer for?
- If the Merge came tomorrow, would you be ready?

STARTING GEAR

A small chapel in a basement, a battered scooter painted with sun-marks, a sun-bleached robe with the Eye stitched at the collar, a flask of consecrated water. One implement of choice:

- The Double Lash, a corded whip with two tails
- A prayer book, the cover reinforced with brass
- A bronze sun-knife, ceremonial and sharp



HOLLY SAND VIAL

A small glass vial of sand, rumored to be gathered at the foot of the Pyramid of Radiance. Every Preacher carries one. The grains are red-gold and finer than any sand the Center has ever seen, and you have been told they were touched by Ra's first light.

ORIGINAL SIN +2 Heat (Permanent)

This is your Original Sin. It was bestowed upon you since the day you were born. You get its drawback but not its advantage. If you choose to embrace it, you get its advantage, but at a steep price.



EMBRACE YOUR SIN

+1 Intellect

+1 Harm (permanent)

EXODUS

If you die or retire, whoever opens the vial and pours the sand onto an open flame will see what you saw in your final hours. The faces, the voices, and they inherit the last Prophecy you carried.

IDIOMS

YOUR PROPHECIES

You have seen what is coming, and you have come to understand: a Preacher's task is not only to wait for prophecy, but to bring it to pass. When you set a Prophecy in motion, declare what you have foreseen, choose a target and two complications, and the Doom Monger will tell you what opportunity Ra has shown you. When the Prophecy comes to pass, choose a reward.

Targets: a Divine Light cell, a soul to save or use, a Syndicate to bend, a Church official to impress, a relic to recover.

Complications: you promised something you don't yet have, a Solar Knight has your scent, a Church official outranks you, the work must be done on a holy day, a loved one of the target stands in the way.

Rewards: a new convert, a new asset for the Chapel, a Debt erased, a Debt taken on an NPC, a new Dark Miracle learned, +1 Status with the Church.

YOUR CHAPEL

You preach somewhere — a back room, a burned-out store, a basement. Choose one asset: a devoted second who runs things in your absence, a hidden room for harsher work, a Zealot whose trigger word belongs to you, a small armory of lashes and blades. Choose one trouble: a rival Preacher building their own Chapel nearby, the Divine Light knows where you are, a convert breaking under what they have seen, the Church suspects you of unsanctioned work.

DARK MIRACLES

Ra answers your prayers. The Sun gives nothing for free. Roll with Ego, on a Miss the Prophecy turns on you. Choose one Miracle now. Learn more when you fulfill prophecies and through advancement.

THE EYE OPENS

See through a person's eyes for a few seconds, anywhere in the Center. Mark +2 Heat. They will see your face in their dreams.

THE TONGUE OF FIRE

The next person who hears you speak believes what you say for an hour. Mark +1 Heat. The next thing you say to a loved one will be a lie you cannot stop.

THE HAND OF ANUBIS

Mark a person for death. They die within a day, somehow, somewhere. Mark +3 Heat. One of your own Crew dies the same day.

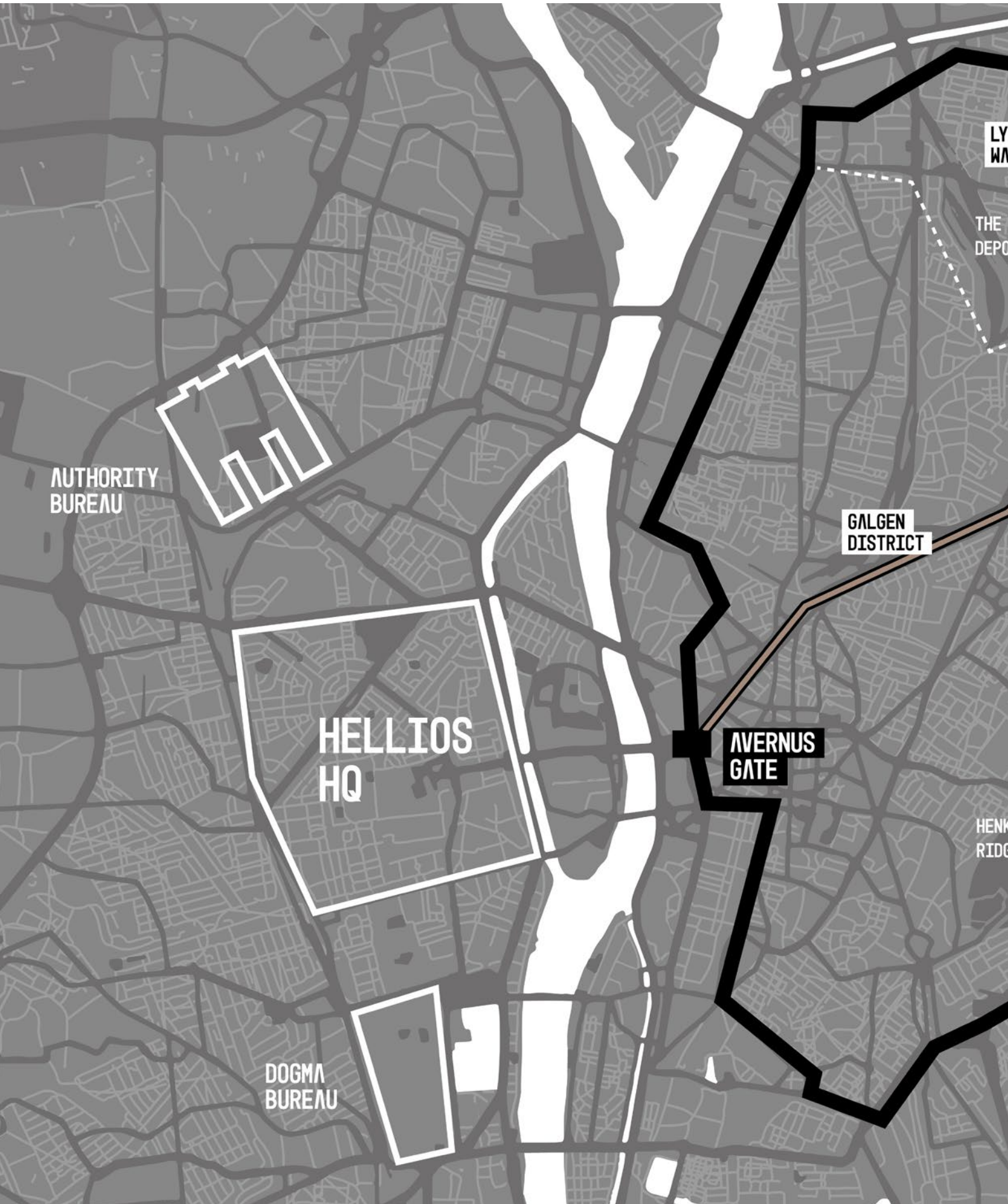
THE SOLAR LASH

A beam of unbearable heat falls on someone you can see. 3 Harm, ignores armor. Mark +3 Heat.

NOTES

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THE CENTER MAP



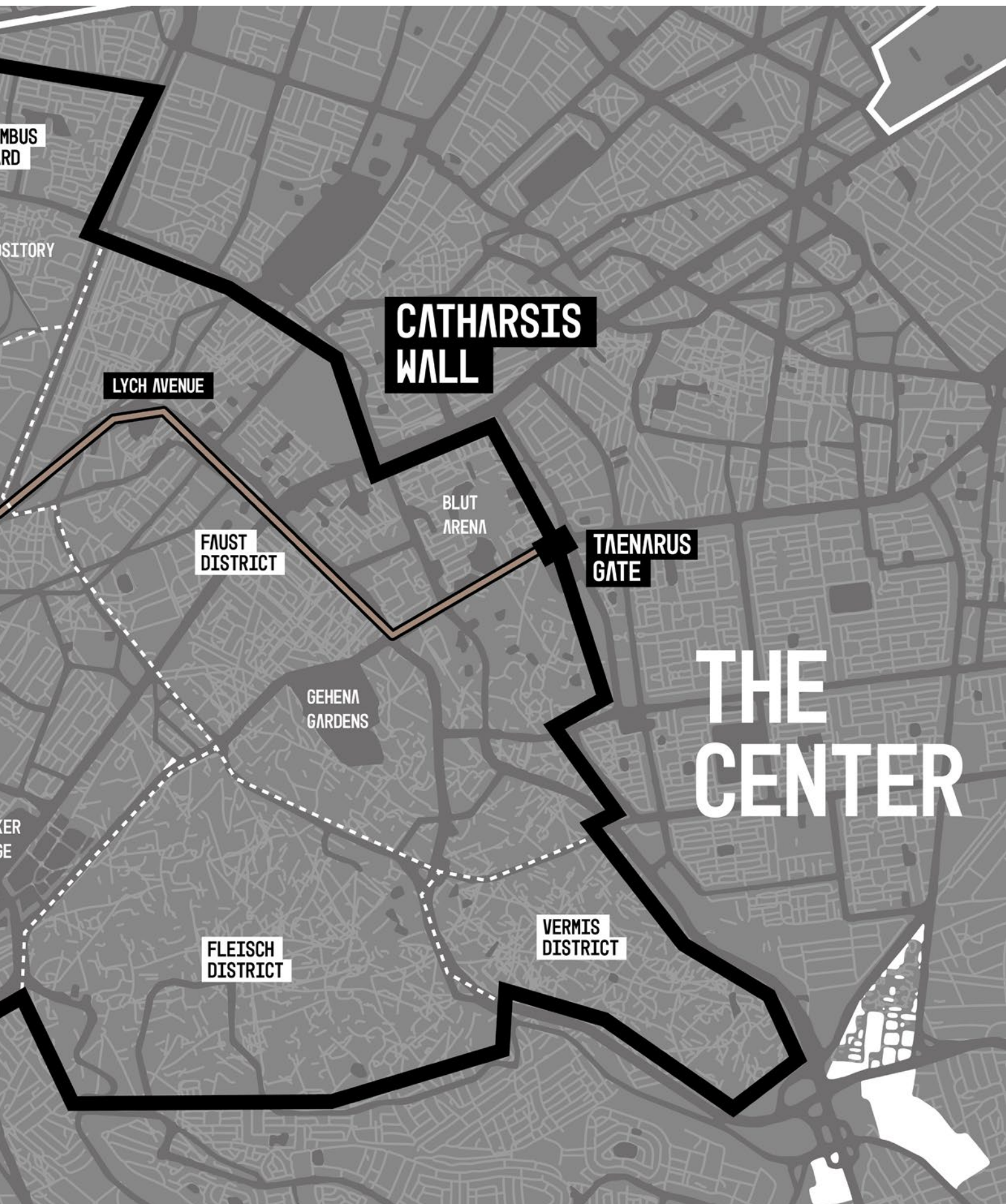
AUTHORITY
BUREAU

HELLIOS
HQ

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GALGEN
DISTRICT

AVERNUS
GATE





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