

Your mentor wants you to learn (Curious) but you have obligations on the farm (Steady)
Your tribe expects you to lead (Vocal) when you are only a common soldier (Violent)
Your aunt beats you (Violent) for speaking to things in the woods (Sensitive)
Your paramour wants you to declare your love (Vocal) but you want to keep it secret (Quick)

When you play DRAMA SCENES involving this person they should be pulling your PC towards the behaviour they want to see and away from the behaviour you naturally fall into. For example:

RELATIONSHIPS with other characters, on and off screen. Think of a NPC your PC has a Relationship with, and give them an *Impulse*, then pick one of your own *Impulses* to oppose it. This forms the RELATIONSHIP AXIS with your character at one end and who the other person wants your character to be at the other.

3. RELATIONSHIPS

4. ABILITY SCORES

ABILITY SCORES are used in the ADVENTURE GAME and cover the things that all PCs can do:

STRENGTH (STR) covers fighting, applying force, shoving, lifting, moving, holding and restraining
CONSTITUTION (CON) is about enduring (fatigue, illness), working, travelling, waiting, staying awake
DEXTERITY (DEX) is moving silently, quickly, precisely, handling things delicately and with finesse
INTELLIGENCE (INT) is about noticing things (see/hear etc.), understanding, making mental connections, knowing the past and predicting the future
WISDOM (WIS) is about feeling, understanding desires and wishes, making unconscious or unspoken connections
CHARISMA (CHA) is about talking, gaining trust, intimidating, charming, leading people
Use these scores in the game for Saving Throws, Risk Tests, Combat and Spell Casting, etc.

Your game will have its own method of generating these histories — for example random tables, playbooks, lifepaths, asking questions between the group, shared world building, etc.

Usually the HISTORY is chosen first, and the associated IMPULSE follows.

“Children often fight, but I never lost” (+Violent)
“My family farmed goats on the mountain” (+Steady)
“I lived alone in Shade Wood” (+Sensitive)

They are usually written as a short sentence.
Examples:

They can be memories, ethnic background, upbringing, childhood friends, family situation, etc.

Impulses come from personal HISTORY.

2. HISTORY

5. CHARACTER CLASS

Work out your CLASS ABILITY SCORES by dividing roughly 65 points among the 6 scores anyway you like. This can be done randomly, by assigning points, or assigning a spread of numbers (e.g. 14/13/12/10/9/7).

Tag 3 of your Ability Scores:
- one CENTRAL TRAIT that describes the main vocation of the Character Class
- two SIDE TRAITS that describe additional skills or advantages (memberships of groups, racial qualities, skills and talents)

To personalise the Class and link it to your character, for each Impulse boost the associated Ability Score by 2 points.

These can be expressed on their own or as HISTORY.

Violent (STR)	Curious (INT)
Steady (CON)	Sensitive (WIS)
Quick (DEX)	Vocal (CHA)

Typically characters start with three of these.

Used to (a) shade and personalise the Character Class and (b) as basis for Relationships and the DRAMA GAME.

Leanings towards different kinds of behaviour; phrased as an experience or background.

I. IMPULSES

STORMHACK SRD LITE

(introduction to characters and rules)

6. DEMONS

Demons are “magic” or superhuman ability. Each Demon is tied to a different Ability Score, and has its own advancement table of Levels which tell you:

a) What Services the Demon offers. This will vary depending on the Demon and the game using this SRD, but typically new Services are gained at each level.

b) Chatter, or independent thought (and the amount the Demon can Transgress in certain circumstances). Chatter gets louder at each level.

c) Demonic Impulses, and Metamorphosis. When a Demon grows in power it undergoes Metamorphosis into an advanced form. These happen at levels 3, 5 and 7.

Note that the Demon tables also give some advantages for TRAITS; for example a Trait that tags Strength may give greater combat ability, and a Trait that tags Wisdom may give Psychic Resilience.

Inspiration:
Chaosium’s Stormbringer
Whiteback
WaRP (Over the Edge)
Hillfolk (Dramasystem)

Turn this sheet over for information on the INTERIOR (“Drama”) and EXTERIOR (“Adventure”) Games.

- Advancing one’s Demons, if one wishes
- New BONDS with new characters, or transformed BONDS.
- New and stronger TRAITS.
- Transformed HISTORY.

Social advancement brings power. As the characters climb the Ladder they gain various Boons including

8. THE LADDER

7. DEMON REALMS

REALM OF VIOLENCE (STR): *Demon Weapons* come from this Realm, with an impulse to harm and destroy

REALM OF DURANCE (CON): *Demon Armour* and *Wards* protect against physical and metaphysical harm

REALM OF FLUX (DEX): *Demons of Movement*, *Teleport*, and *Gate Demons* exist to move their master through time and space

REALM OF SCIENCE (INT): *Memory Demons*, *Scrying Demons* and *Seer Demons* retrieve information from past, present and future

REALM OF DESIRE (WIS): *Promise Demons* conjure objects of desire from thin air; the power of the Demon determines the durability of the illusion

REALM OF DOMINION (CHA): *Possessing Demons*, *Charms* and *Gas* implant suggestions and instil trust, fear or other emotions

I. THE DRAMA GAME

Play the DRAMA GAME between sessions in DOWNTIME when the PCs have returned to a safe place; or between scenes as FLASHBACKS. Play as often as you like, or not at all.

In this game the player explores one of their Relationships. Choose a PC to go in the spotlight, and another player to play the NPC in their Relationship. The other player doesn't have to be the GM — it may be fun to have the person to the right playing that NPC (and if you play several drama scenes, “owning” that NPC).

Frame the scene. Where are they, why are they coming together? Is it a coincidence, or is one of them seeking the other out? The reason for meeting up doesn't have to be connected to the Relationship Axis (for example, one side may want something from the other e.g. to buy something, for them to attend a family gathering, to do something illegal for them) but the conversation should *always* end up as a conflict between the two Impulses (yes, most relationships aren't so reductive, but these are, that's why you picked those for your character — because they will make the game interesting).

Now, *this is important*. This is not a symmetrical conversation because one side is a PC and the other side is an NPC. The PC's player can handle it however they like; but it's the NPC player's job to push their Impulse hard. And when I say *hard* it needn't be *obvious* — they can be disingenuous, duplicitous, or dithering — but the one thing they want is the PC to be a bit more like them, and to see the world from their point of view. Here are suggestions on how to play out the six Impulses for NPCs:

VIOLENT

Communicates through violence, force and threats. Wants the PC to respond in kind, either by rising to the conflict or submitting to their will. The more obvious character is someone who is violent and confrontational but this could also include someone who is subordinate and expects to be abused. (as always but here in particular consider LINES AND VEILS)

STEADY

Sees a world of work, labour towards a goal, social order, timetables, plans. Wants the PC to live up to obligations, obey traditions, adopt defined roles without complaint, to integrate and conform.

QUICK

Sees a world of opportunity that must be seized, of flexible morality, subtlety, innovation, personal accountability, nonconformity, and necessary illegality. May imply illicit work, impulsiveness, and short term opportunities. An obvious template is someone who works on the wrong side of the law, outside social order, etc. (note: the counterpoint to STEADY)

CURIOUS

Expresses interest, questions everything; wants the PC to take the same interest and ask questions. This could be scientific, political, journalistic, artistic. Not without bias — it could be academic for its own sake with no real purpose, or it could be coloured by political, religious or cultural bias.

SENSITIVE

Concerned with sentiment, feeling, culture and emotions. Can be framed to the PC as an appeal to take action based on emotional positions (anger, love, fear, pride, patriotism/nationalism, etc.). As such can represent tribal divisions and ideologies, and even ties between friends and family that drive people to do otherwise awful things. (note: similar to STEADY but using emotional or ideological levers rather than community/tradition).

VOCAL

All about being heard. Maybe the NPC wants the PC to lead, or endorse something (a cause, a person, a product). But also it could be adversarial because interactions result in raised voices, insults, escalation of stakes in the verbal conflict, etc. (note: potentially strong overlap with VIOLENT)

When you play out the scenes they should present a DILEMMA for the PC that stretches between the two poles. After a short conversation you may resolve the Dilemma with either a yes or a no — in which case move your marker along the RELATIONSHIP AXIS towards the Impulse that you're obeying — or (more likely) it will be UNRESOLVED. In the latter case you can do two things: (1) hold the Dilemma to the next Drama Scene with that character (flashback, etc.) or (2) resolve the Dilemma in the ADVENTURE GAME, which is potentially more fun. To resolve in the Adventure, at a point where the Drama scene in the past hits a theme in the present that calls for a die roll, the GM may offer the PC an Advantage to the roll if they move their marker towards the Impulse. If the player takes the Advantage they need to justify how their PC has now made up their mind. Whatever the resolution, think about how it affects future Drama scenes with the same NPC (consequences, etc.).

II. THE ADVENTURE GAME

Play the ADVENTURE GAME exactly as you would any other OSR type RPG (I won't tell you how; make it work for you). Here are the nuances of the system:

ROLLING DICE

This is a roll-under system, meaning you roll under your Ability Scores to attempt actions. Rolling higher is good, so the best roll is the one which matches your Ability score.

TRAITS

If you have a Trait that applies to the situation then if you justify it, you can use it to either (a) roll with Advantage or (b) roll using a different Ability score. If you have a Superior Trait you can do both. There may be other benefits to Traits e.g. the GM may judge an automatic success on some actions if your PC is knowledgeable.

NORMAL AND EXTRA SUCCESS, DEMON CRITICALS

If you roll above your Ability score, that's a failure, and may have Consequences.

If you roll equal or less than your Ability score, that's a normal success. If you also roll 10+ that's an Extra success, phrased as “I do the thing and this other thing”.

If you roll above your Ability Score but below your score + Demon Impulses, that's a Demon Critical. It's going to be a spectacular success, but it may have Consequences later.

In some games the GM may give the player the option of taking the Demon Critical, or failing.

ADVANTAGE

If you roll with Advantage you roll 2d20 and keep the better result. If you roll with Disadvantage do the same, but the GM chooses the dice to keep.

SAVING THROWS

Roll these to avoid harm (survive poison, resist a hold, dodge a shot, resist psychic domination, etc.). Roll as a simple Ability Score check, no Extras apply (but Advantages will).

COMBAT

(Note: this system works for physical combat but tweak it to work for psychic, social or other conflicts.)

In combat, roll to hit using the appropriate Ability Score. If you hit, you get to tag your target with a Damage Die. You can roll the die right there and then or you can save it (call it aiming, setting, etc.). If you save it the next hit will stack a follow up die on top of the first and you can roll them together to do damage. The reason for doing this is you only subtract Armour Class once; so a heavily armoured target might shrug off a single die but get hit badly by two or three dice.

COMBAT MOVES

There are a number of combat moves or stances available, e.g.

Strike (STR): a normal attack roll

Tank (CON): roll to up your Armour and/or soak hits from others

Shoot (DEX): use a ranged weapon

Flank (DEX): roll to outflank and attack by stealth, etc.

Spotter/Tactics (INT): roll to spot weaknesses and buff your team-mates

Evade (WIS, or DEX): roll to avoid a damage dice tag

Taunt (CHA): roll to attract attention

There are many options which might be considered depending on (a) genre and (b) arenas of conflict, like psychic combat.

WOUNDS

Count hits on your character and others individually. 1-2 is a minor hit that heals easily, 6+ could be a knockout, incapacitating or killing attack. Wounds can get worse, have individual effects, etc. If you're wounded and it has a conditional effect then any saving throw that rolls under the wound may make the wound worse, or cause other problems. All wounds heal at the same time, so several 1-point scratches will be gone in a few hours.

THE SIX DEMON LADDERS

The Demon Ladders tell you what powers and other abilities you get at each level of Demon. These will include “magic” and also things like Damage Dice, Armour Class, etc.

THE SEVENTH LADDER

The Seventh Ladder is progression in the World, usually social progression. Going up a level means more people you come into contact with, more exposition about the world, etc. as well as PC specific things like Demons gaining levels, new Traits, and even new Relationships and Impulses.