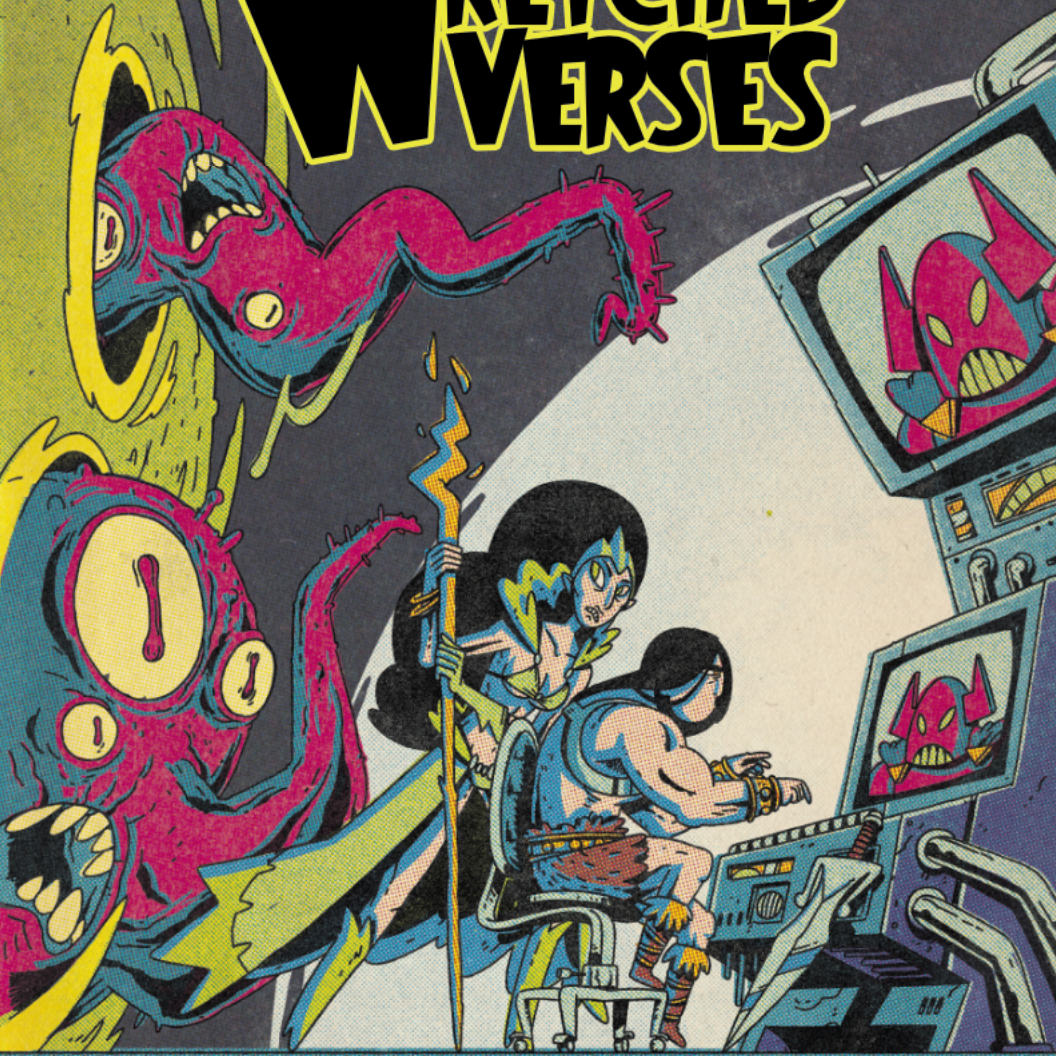


ISSUE 2/1

WRETCHED VERSES



**A GUIDE TO THE
WRETCHEDVERSE**



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WRETCHED

ROLE-PLAYING GAME



MIGUEL RIBEIRO

INTRODUCTION

In the grim realms of the *Wretched Role-Playing Game* you are beckoned to embody an anti-hero character.

Delve into different worlds in the Wretchedverse: from the dark fantasy of *Wretched Bastards*, reminiscent of 1980s Conan ripp-offs, to the gritty spaghetti westerns of *Wretched Country* or the horrors of 19th-century Paris in *Wretched Époque*.

For those drawn to the future noir, *Wretched New Flesh* offers a dystopian Moroccan cityscape, while *Wretched Space, Orbital Decay* and *Wretched Apocalypse* thrust you into sci-fi adventures.

The urban fantasy setting of *Wretched Darkness* explores the darker side of human nature, while *Wretched Vigilantes* allows you embody a street-level super hero and *Wretched Interbellum* opened up a new world of adventures set in the timeline between the two world wars. Upcoming additions, such as the planned *Wretched Chambara*, will expand this universe even further.

Wretched isn't just a game it's a whole concept. Breaking away from the confines of traditional genres like high fantasy and space adventures, it endorses a spirit of non-conformity against social norms, typical principles, and common morality.

Obviously, you are always free to blend *Wretched* settings or mechanics with your favorite role-playing game. For us, the mechanics are secondary to the ethos of the game, where staying true to the 'wretched' spirit is paramount.

WHAT MAKES WRETCHED UNIQUE?

Wretched stands apart as an OSR game where players characters inhabit cinematic settings as anti-heroes. These characters, often morally ambiguous or unethical, challenge societal norms and expectations.

Engaging in criminal activities and pushing the boundaries of morality, these anti-heroes can still emerge as unexpected saviours in their extraordinary adventures.

THE ESSENCE OF THE SPAGHETTIPUNK

The term Spaghettipunk, coined by the RPGPundit during a review of one of the games, encapsulates the unique flair of *Wretched*. Drawing inspiration from Italian productions like spaghetti westerns and 1980s post-apocalyptic movies, the games prioritize entertainment and embrace a low-budget aesthetic. Flaws are seen as adding charm and fun, with the aim of creating enjoyable role-playing experiences rather than historical accuracy. It also exempt us from paying for an editor for all released. Or so we believe...

THE EVOLUTION OF WRETCHED RULES

While the core tenets of *Wretched* remain, there have been adjustments and additions in second editions to enhance character creation, magic, and combat. These updates aim to amplify the anti-heroic nature of characters and standardize the rules across the *Wretchedverse*, ensuring compatibility with previous publications.

DICE MECHANICS

Wretched Role-Playing employs a variety of dice, including d4, d6, d8, d10, d12, and d20. Occasionally, a d100 or percentile die is used, rolled by combining two d10s.

CHARACTER CREATION

In *Wretched RPG* your character is a blend of natural abilities and learned skills, represented through various statistics that define who they are in the *Wretchedverse*.

STATISTICS

Your character is defined by seven key attributes:

Muscle

Brains

Wits

Agility

Toughness

Magnetism

Sex-appeal

Each attributes ranges from 3 to 18. Skills, varying based on your character's occupation and archetype, are learned abilities like marksmanship or knowledge in specific fields.

NINE-STEP CHARACTER CREATION PROCESS

1. Choose a Deadly Sin
2. Roll for Background: Origin and Lifepath
3. Roll for Attributes
4. Determine Health
5. Choose a Species/Race
6. Select a Character Occupation & Archetype
7. Select Skills
8. Select Perks & Drawbacks
9. Select Gear and Equipment

STEP 1:

SINS AND VIRTUES

This system is pivotal in the Wretchedverse, offering a nuanced approach to alignment. It moves beyond traditional good vs. evil or chaos vs. order paradigms, centering around the Deadly Sins and the Holy Virtues. This alignment guides your character's actions and decisions, adding depth and consequences to their choices.

DIFFERENT WAYS TO USE SINS AND VIRTUES

Characters as Anti-Heroes

(Choose One Sin): Embrace a sinful nature and tread a morally ambiguous path.

Characters as Heroes (Choose One Virtue)

(Choose One Virtue): Embody the best aspects of humanity in a cruel world.

Nuanced Individuals (Choose One Sin and One Virtue):

Create complex characters with internal struggles.

Combining with Traditional Alignment:

Add further depth to the classic nine-alignment grid by selecting a Sin and/or Virtue.

Each Sin and Virtue comes with its unique boons and banes, influencing how your character interacts with the world around them. For example, a character with Wrath might have to roll under their Wits to control their urge for violence, while receiving bonuses in intimidating others. Similarly, a character embodying the Virtue of Patience may gain bonuses when maintaining composure but face challenges in situations requiring swift action.

STEP 2: BACKGROUND

In *Wretched RPG* your character's background is shaped by their Origin and Lifepath, crucial elements that define where they come from and the experiences that have moulded them. This step involves rolling dice to determine these aspects, adding layers of depth to your character's story.

ORIGIN

Your character's Origin shapes their early life and influences their initial abilities and resources. Players roll a die to determine their Origin, each category offering unique traits and starting conditions.

Destitute: Born into poverty, struggling from an early age. This tough upbringing enhances Toughness and Wits but reduces starting wealth.

Struggling: From a lower or working-class background, increasing Wits but decreasing starting wealth slightly.

Comfortable: A middle-class upbringing leaves starting wealth unchanged and enhances Brains.

Wealthy: Born into an upper-middle-class family, this privileged background increases starting wealth and Magnetism.

Filthy Rich: A life of luxury from birth, significantly increasing starting wealth and Sex-appeal.

Elite: Born into immense wealth and power, boosting starting wealth and Magnetism.

Each Origin category also involves a secondary roll to further specify the character's early life experiences, like being a 'Street Urchin' or a 'Medical Doctor', each providing specific skill bonuses.

LIFEPATH

Lifepath represents significant events and experiences in your character's life. Players roll on different life events tables depending on the *Wretchedverse* setting they are playing in. Each setting offers a unique array of life events that can include everything from encountering supernatural entities to surviving post-apocalyptic landscapes. The Lifepath system ensures that each character has a unique and compelling story before even beginning their adventure.

STEP 3: ROLL FOR ATTRIBUTES

Character attributes are a crucial aspect of gameplay, defining your character's strengths and weaknesses. There are seven mandatory attributes: Muscle, Brains, Wits, Agility, Toughness, Magnetism, and Sex-appeal.

CANNON FODDER MODE

Method: Roll 3d6 in order for each attribute.

Re-roll: Optionally, if your lowest score is below 8, the GM may allow a re-roll.

Adjustment: After rolling, you can trade two points from one attribute to raise one point in another.

SAFETY NET MODE

Method: Roll 4d6 for each attribute, discard the lowest die, and assign the values as desired.

VETERAN MODE

Application: For creating higher-level (5th-7th) characters.

BONUSES & PENALTIES

The attribute score translates into modifiers affecting various rolls and scores. Different ranges for modifiers exist between Cannon Fodder/Veteran Mode and Safety Net Mode.

ATTRIBUTE SCORE AND ADJUSTMENTS

Cannon Fodder/ Veteran Mode

Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Safety Net Mode

Score	Modifier
3	-3
4-5	-2
6-7	-1
8-10	0
11-12	+1
13-14	+2
15-17	+3
18	+4

ATTRIBUTE DETAILS

Muscle (MUS): Physical might, affecting melee/unarmed attack and damage rolls, and feats of strength.

Wits (WIT): Quick reasoning and clever improvisation, influencing resistance to fear and mental sharpness.

Brains (BRN): Logical and emotional intelligence, impacting communication and problem-solving abilities.

Agility (AGL): Dexterity, speed, coordination, affecting balance, precise movements, defense, and ranged attacks.

Toughness (TOU): Resilience against wounds, toxins, and infections, potentially influencing health upgrades.

Magnetism (MAG): Charm and presence, modifying social skills focused on convincing others.

Sex-appeal (SEX): Ability to attract or arouse sexual interest, used in manipulation through physicality.

STEP 4: HEALTH

Health is based on the character's Toughness score and the occupation table (most occupations will grant a +1 per level). In Fantasy/Pulp/Space Opera the Toughness attribute modifier may be added to health upgrades per level.

STEP 5: SPECIES/RACE

The Wretchedverse offers a diverse range of species/races, each with unique traits and abilities. Players should ensure their choice is available for their game.

Examples include Adityan, Android/Bioroid/Clone, Children of the Night, Deva, Dolphar, Dwarf, Elf, Gnome, Gustora, Half-Elf, Half-Orc, Human, Incubus/Succubus, Jegarni, Klarish, Loup-Garou, Pherat, Seraphani, Tzangi, Wampyr.

Each species/race comes with special abilities, requirements, advantages, and disadvantages, significantly influencing the character's capabilities and interactions within the game world.

STEP 6: OCCUPATION

& ARCHETYPE

OCCUPATION

Occupation - the equivalent to Class in other games - defines a character's professional background, skill progression, and experience points required for advancement.

Each occupation comes with a set of skills and a unique progression table.

ARCHETYPE

Archetypes refine the character's occupation, adding flavour and specificity.

Each archetype comes with a unique feat and a set of bonuses, influencing how the character interacts with the game world.

Examples of Occupations and Archetypes:

COMMON CITIZEN OCCUPATION

Accidental Hero, Outsider, Potential Suspect, Likely Victim

CONJURER OCCUPATION

Cybermancer, Dream Magician, Necromancer, Sex Magician, Shaman, Urbanomancer, and Unspecialised Conjurer
Archetypes: Each with unique magical styles and rituals.

INVESTIGATOR OCCUPATION

Bounty Hunter, Cop, Occultist, Private Eye, Reporter
Archetypes: Skilled in solving mysteries and uncovering secrets.

MAN OF ACTION OCCUPATION

Avenging Angel, Barbarian, Fighter, Martial Artist, Street Samurai, War Veteran
Archetypes: Experts in combat.

Proselytizer Occupation

Cult Leader, Politician, Priest
Archetypes: Persuasive and influential.

ROGUE OCCUPATION

Femme Fatale, Hustler, Mobster, Terrorist
Archetypes: Living on the fringes of society.

LEVELLING UP AND SKILLS

Each occupation has a specific table for levelling up, dictating health improvements and skill bonuses.

CHANGING OCCUPATION/

ARCHETYPE

Wretched RPG allows changing occupation or archetype, retaining certain aspects like health points, skills, and unique feats. This flexibility allows characters to evolve and adapt to ongoing narratives in the game.

STEP 7: SELECT SKILLS

Skills represent learned or trained aptitudes of characters, distinct from innate attributes. Players roll 1d20 against a Difficulty set by the Game Master, modified by skill level and relevant attribute modifiers.

Skills are grouped into Mental, Physical, and Social categories, with starting skill points influenced by the character's occupation and attributes.



SKILL SELECTION AND USAGE

Mental Skills: Include academic, scientific, or esoteric knowledge like Academics, Astrology, and Science.

Physical Skills: Cover combat, athleticism, and manual abilities like Archery, Martial Arts, and Stealth.

Social Skills: Involve interpersonal interactions like Charm, Persuasion, and Seduction.

ADVANCED SKILLS

Certain skills, marked with an asterisk, require formal training and can only be used by characters who have learned them.

BASIC SKILLS

All characters possess basic skills like Climb, Hide, and Sneak at a +1 bonus. These skills do not level up but can be enhanced by upgrading related skills.

SKILL MECHANICS

Target Numbers (TN): Vary based on task difficulty, ranging from 10 (Simple) to 30 (Impossible). Very easy tasks aren't rolled unless requested by the Game Master.

Untrained Skill Use: Attempting skills without training is possible, except for advanced skills.

Cooperation: Multiple characters can assist in a task, with the leader's roll determining the outcome. Every helper who passes the check adds a +1 bonus. However, the leader must apply a -1 penalty for every character who failed.

Opposed Rolls: Used in confrontations, with the highest roller succeeding after modifiers.

Investigations & Failing Forward: Allows progression even after failing a skill roll, often with consequences.

Avoidance Rolls: Used for scenarios like resisting poison or magical attacks, based on appropriate attributes.

SKILL LIST

- Academics
- Acting
- Acrobatics
- Animal Training
- Archery
- Art
- Art of Dreaming
- Astrogation
- Astrology
- Athletics
- Auto Weapons
- Brawling
- Brewing
- Carousing
- Charm
- Computers
- Disguise
- Divination
- Driving
- Engineering
- First Aid
- Gambling
- Gunnery
- Hacking
- Interrogation
- Interview
- Intimidation
- Investigation
- Leadership
- Lockpick
- Martial Arts
- Medicine
- Melee
- Navigation
- Native Language
- Occult
- Other Languages
- Persuasion
- Pilot

Magnetism/Agility/Brains/ Wits Score and Starting Skills Bonus

Occupations grant additional skill points based on these attributes, with restrictions on how they can be spent (e.g., Magnetism for Social Skills).

Score Extra Skill Points

1-11	No modifier
12	4 extra Skill Points
13-15	5 extra Skill Points
16-17	6 extra Skill Points
18	7 extra Skill Points

Special Manoeuvres and Stances in Martial Arts

Martial Arts skill provides various combat techniques and stances, offering tactical options in hand-to-hand combat.

STEP 8: SELECT PERKS & DRAWBACKS

Perks and Drawbacks offer unique benefits and challenges. Players start with one free Perk and can add more, balanced by corresponding Drawbacks. These traits are not permanent and can change due to character development or game events.



PERKS

Acute Sense: Enhanced senses, providing bonuses on perception rolls.

Allies: Support from people willing to help.

Ambidextrous: Ability to use both hands equally, beneficial in combat and non-combat situations.

Born Athlete: Natural athleticism, granting bonuses in sports and athletic activities.

Catlike Balance: Exceptional acrobatic abilities.

Commanding Presence: Inspiring trust and confidence in others.

Company Support: Financial backup from employers for work-related expenses.

Contacts: A network of individuals for support and information.

Cyber-enhanced/Bio-augmented: Possession of minor or major cybernetic implants or biotech augments.

Danger Sense: Ability to anticipate danger.

Eidetic Memory: Exceptional recall ability.

Famous: Known for achievements or fame, influencing social interactions.

Fast Healer: Increased healing rate.

Fearless: Resistance to fear in terrifying situations.

Ghost: Hard to trace or find information about.

Grease Monkey: Skilled in mechanical aspects and engine repair.

Gunslinger: Advantage in ranged combat initiative.

Guileful: Skilled in achieving aims through deceit.

High Pain Threshold: Resistance to physical pain.

Immunity: Resistance to specific substances.

Invisible: Increased ability to move unnoticed.

Iron Will: Resistance to attempts to influence or intimidate.

Lightning Reflexes: Increased speed and agility.

Lucky: Fortune in avoiding bad outcomes.

Membership: Benefits from belonging to an organization.

Night Vision: Ability to see in low light conditions.

Polyglot: Fluency in multiple languages.

Retainers: Employees whose salary isn't deducted from income.

Scavenger: Skill in finding valuable objects among rubbish.

Sex Bomb: Exceptional sexual performance.

Sexually Alluring: Ability to arouse desire in others.

Spacer: Adapted to space travel, unaffected by low gravity.

Spaceship Owner: Ownership of a spaceship.

Stunt Driver: Exceptional driving skills.

Stunt Pilot: Expertise in flying aerial vehicles and light spacecraft.

Wealthy: Substantial wealth influencing acquisition rolls.

DRAWBACKS

Addiction: Dependency on a substance.

Anxiety Disorder: Persistent dread affecting performance.

Arrogance: Overestimated capabilities.

Bad Luck: Less fortunate, often facing negative outcomes.

Bipolar Disorder: Mood and concentration shifts.

Borderline Disorder: Unstable moods and behaviours.

Catatonia: Withdrawal from reality, requiring care.

Chronic Illness: Ongoing illness requiring treatment.

Cowardly: Loss of composure in troubling situations.

Delusion: Strong belief in something untrue.

Depression: Persistent sadness and loss of interest.

Dependent: Responsibility for others' support.

Dirty Little Secret: Hidden facts that could cause serious trouble.

Emotional Baggage: Unresolved emotional issues.

Enemy: Pursued by an individual or group.

Fear of Heights: Difficulty in high places.

Flashbacks: Post-traumatic flashbacks affecting current actions.

Hallucinations: Sensory experiences not based in reality.

Homicidal Mania: Compulsion towards murderous thoughts and actions.

Impaired Sense: Reduced effectiveness of one or more senses.

Infamous: Bad reputation influencing trust.

Legal Trouble: Legal problems affecting interactions with authorities.

Masochist: Sexual gratification from own pain or humiliation.

Nightmares: Regular, terrible nightmares affecting daily performance.

Obsessive-Compulsive Disorder: Uncontrollable

thoughts and behaviors.

Old: Effects of advanced age.

Out of Shape: Physical limitations affecting exertion and combat.

Panic Disorder: Recurrent, intense fear or anxiety attacks.

Phobia: Irrational fear.

Physical Disability: Limitations due to a physical disability.

Poor: Influences acquisition rolls.

PTSD: Symptoms making daily functioning difficult.

Reckless: Tendency to act dangerously without considering repercussions.

Sadist: Sexual fulfillment from causing pain.

Slow Healer: Prolonged recovery from injuries.

Slow Reflexes: Reduced motor coordination and reaction speed.

Ugly: Affects social interactions.

Wanted: Hunted by law enforcement or other entities.

Weak-willed: Vulnerability to influence and intimidation.

STEP 9: EQUIPMENT AND RULES OF ACQUISITION

Acquisition Roll: Determines if a character can purchase an item.

Target Number (TN): Assigned by GM for each item or service.

Roll Mechanism: Roll 1d20, add acquisition bonus and modifiers, and compare against the item's TN.

Skills Affecting Acquisition: Carousing, Persuasion (legal items), Streetwise (Black Market items), and occasionally Seduction.

Perks & Drawbacks Influence: Wealthy perk adds +3; Poor penalizes by -3.

Origin Bonus/Penalty

- Elite: +3
- Rich: +2
- Wealthy: +1
- Comfortable: 0
- Struggling: -2
- Destitute: -3

WEAR & TEAR AND RESOURCE MANAGEMENT

Wear & Tear Ratings: Range from 0 (broken) to 10 (pristine), decrease with use, critical failures, and damage.

Maintenance & Upkeep: Skilled characters can repair and maintain items.

Resource Management: Involves managing basic necessities, medical supplies, crafting materials, trade goods, and information, with a "Resource Rating" system.

Acquisition and Use of Resources: Through scavenging, trading, bartering, quests, missions, and natural renewal.

Effects of Depletion: Including resource scarcity, quality drop, and penalties.

Management Actions: Maintenance, resource extension, and trade management.

EXPERIENCE POINTS

Earning Experience:

Experience Points (XP) are used for levelling up characters.

By default, *Wretched RPG* rewards anti-heroic actions, greed, selfishness, and salacity. GMs decide if actions against other player characters count for XP.

The level cap is set at 10, a change from previous versions where advancing up to Level 14 was possible.

THE WRETCHED COMMANDMENTS

Honour No One: Earn 1 XP for selfish actions.

Thou Shalt Kill: XP is awarded for killing NPCs/creatures based on their Health Dice. Add 1 Health Dice for special abilities.

Thou Shalt Steal: Stealing from known victims earns XP based on the value of the loot.

Thou Shalt Covet Thy Neighbor's Wife: Earn 1 XP for seduction, more for strategic seductions.

Thou Shalt Love Thyself: Narcissistic and vice-indulgent actions earn 1 XP.

Thou Shalt Live to Tell the Tale: Surviving an adventure earns XP, more for significant achievements.

Thou Shalt Play Thy Role: Excellent role-playing earns 1 XP.

Thou Shalt be Devious & Untrustworthy: Betraying major NPCs or avoiding harm through deceit earns 1 XP.

Thou Shalt Taint Thy Neighbours: Corrupting someone earns 1 XP.

Thou Shalt Conquer: Achieving personal objectives earns 1 XP.



THE VIRTUOUS COMMANDMENTS

Characters in *Wretched RPG* progress by engaging in morally ambiguous or outright villainous actions, reflecting the game's dark and gritty nature.

The optional Virtuous Commandments offer an alternative for players who wish to pursue noble deeds within the same framework.

Rewards characters for noble, selfless, and virtuous actions. Applied if you are using the optional Virtues.

Honour All: Selfless acts earn 1 XP.

Thou Shalt Protect: Saving lives earns XP, similar to "Thou Shalt Kill."

Thou Shalt Give: Assisting materially earns XP, more for significant aid.

Cherish Thy Neighbour's Bonds: Resolving conflicts or fostering relationships earns 1 XP.

Know Thyself: Overcoming personal flaws earns 1 XP.

Live and Let Live: Ensuring well-being in adventures earns XP.

Thou Shalt Embody Virtue: Portraying virtuous characters earns 1 XP.

Thou Shalt be Trustworthy: Earning trust or upholding promises earns 1 XP.

Thou Shalt Uplift Thy Neighbours: Redeeming someone earns 1 XP.

Thou Shalt Achieve: Accomplishing virtuous objectives earns 1 XP.





WANTED LEVEL/NOTORIETY

Characters may focus on portraying despicable actions due to the game's Wretched reward system. To balance that we created Wanted Level.

Wanted Levels: Linked to XP levels, change based on character activities.

Notoriety: Acts as an additional attribute affecting intimidation, black market dealings, and more.

Notoriety Levels: Range from 1 to 18, with increasing bonuses to Intimidation and Streetwise rolls.

Infamy: Characters become infamous in expanding areas, eventually becoming globally known and feared.

OPTIONAL RULES FOR WRETCHEDNESS

WRETCHED POOL

Rewards anti-heroic and villainous behaviour with points, which can be traded for roll bonuses. Points can be used in the same session or saved for later.

Actions and Points:

Dirty tricks in a fight: 1 Point

Disable an opponent: 2 Points

Kill an opponent: 3 Points

Lying: 1/3 Points

Cheating in games: 1/2 Points

Fooling NPCs in business:
1 Point

Fooling contacts/allies: 2 Points

Fooling player characters:
3 Points

Backstabbing a trusted ally:
4 Points

Leaving a comrade behind:
3 Points

Mind tampering: 3 Points

WRETCHED RUSH

Activates when character's health drops to 1/5 or less. It grants a +3 bonus to physical rolls, -2 penalty to mental and social rolls. Mental/social penalties last 1d6 turns post-event.

Example: Grom the barbarian gains a +3 bonus to physical rolls but -2 to mental and social rolls during combat.

WILD DICE

Adds randomness to rolls. The GM gets a number equal to players, each player gets one. The Wild Dice should be rolled at cinematic moments. Odd numbers are penalties, even numbers are bonuses. There's a narrative obligation, though: Players and GM must describe the outcome's impact.

Example: Ragnar's Wild Die roll affects his attack, narratively explained as the bandit leader using a nun as a shield.

EXPLODING DAMAGE DICE

Re-roll damage dice that hit the maximum value; re-rolling continues as long as maximum values are rolled, thus increasing combat lethality.

Example: Rolling 2d6 for damage, getting a 6 allows for re-rolling and adding to the total damage.

WRETCHED MEN OF ACTION

This applies only to characters who are Men of Action: An Aimed Shot provides a +3 hit bonus for a second action in combat. First action is aiming, no attack roll. The second action gets a +3 hit bonus. Characters with three actions only get the bonus on the second action.



COMBAT MECHANICS

Combat in *Wretched RPG* is designed to be intense, with various phases ensuring a dynamic flow of battle. It includes detailed rules for different combat scenarios, emphasizing the game's dark and gritty nature.

DEFENSE

Base Defense: 10 for unarmoured characters, modified by Agility and armour bonuses.

Modifiers: Shields, helmets, and agility affect Defense.

ORDER OF COMBAT

Roll for Surprise: Determines if any party is caught off-guard.

Roll for Initiative: Decides the order of actions.

Resolve Phase: If needed, NPCs roll for their resolve to continue fighting.

Avoidance Phase: Characters make Avoidance Rolls as necessary.

Movement: Moving between melee, ranged, and out-of-range zones.

**Ranged/Magic/
Psychic Attack Phase:**
Targeting and attacking.

Melee Attack Phase: Similar to ranged attacks, but in close combat.

Second Side Acts: The other side performs their actions.

End of Combat Round:
Concludes the round and repeats if necessary.

SURPRISE AND INITIATIVE

Surprise Check: Roll 1d6, with 1-2 indicating surprise.

Initiative: For a group Initiative, roll 1d6 plus the highest Agility bonus in the group. Can also be resolved individually.

MOVEMENT

Zones of Engagement: Melee, Ranged-Attack, and Out-of-Range.

Dynamic Movement:
Characters can move between zones, affecting their combat options.

ATTACK PHASES

Ranged and Melee Attacks:

Roll skill level + attribute modifier + other modifiers against the target's Defense.

Modifiers: Various situational modifiers, like darkness or target size, apply.

SPECIAL COMBAT ACTIONS

Short Bursts & Auto Fire: A short burst adds +2 to your attack roll and the damage done to the target in case of a hit. After a short burst, roll an Ammo Avoidance Roll to see if you need to reload. When firing a fully automatic weapon, add +2 to the attack roll and triple the damage to the target in case of a hit. After shooting a full-auto burst, roll an Ammo Avoidance Roll at a -3 penalty

Suppressive Fire: Controls enemy movement. Anyone in the area must pass a Wits Avoidance Roll to be able to move away from cover (opponents may still fire back, but they will not be able to approach, retreat or move from the place they are at if they fail this roll)

Called Shots: Target specific body parts at a penalty (-2 or -3).

Dirty Tricks: Gain damage bonuses for unorthodox tactics.

Disarm: Attempt to disarm opponents.

Stunts: Elaborate moves requiring Acrobatics rolls.

DAMAGE

AND CRITICAL HITS

Health Points: Characters lose Health when wounded, with zero Health leading to unconsciousness (or death, if the GM so chooses).

Hit Locations: There are specific tables for ranged, melee/unarmed combats and fist fights.

Ranged Combat, Roll 1d20

1-3 Left Leg

4-6 Right Leg

7-13 Abdomen

14-16 Left Arm

17-19 Right Arm

20 Head

Melee And Unarmed, Roll 1d20

1 Left Leg

2 Right Leg

3-13 Abdomen

14-16 Left Arm

17-19 Right Arm

20 Head

Punching, Roll 1d20

1-15 Abdomen

17 Left Arms

18 Right Arm

19-20 Head

Critical Hits: Achieved by rolling natural 20s or targeting specific body parts.

RESOLVE AND NPC BEHAVIOUR

Resolve Checks: Made under certain conditions like severe wounds or magic effects.

NPC Resolve Table: Provides guidelines for NPC behaviour under stress.

DUELLING

There are special rules for fast and cinematic pistol and sword duels.

DAMAGE TYPES AND CRITICAL HITS

Types of Damage: Unarmed, blunt, blade, firearm, fire, and corrosive, each with unique critical hit tables.

Called Shot Critical Hits: Specific outcomes for targeted attacks on different body parts.



VEHICLE COMBAT

COMBAT ROUND

Surprise Phase: Vehicles rarely surprise each other, but exceptions exist, like a hidden ship in a nebula or a car approaching with headlights off.

Initiative Phase: Leadership rolls for vehicles with commanders or piloting checks for single-pilot vehicles determine the order of actions.

Resolve Phase: NPCs roll for Resolve if necessary, with any damage or critical hit modifiers applying.

Avoidance Phase: Characters make Avoidance Rolls as needed.

Movement: Vehicles always move during this phase, with zones like Ramming Speed/Boarding Zone, Short-range and Long-range weapon zones.

Ranged Attacks: Vehicle's mounted guns require dedicated gunners. Attacks involve appropriate skill checks and damage rolls.

Second Side Acts: The opposing side takes its actions.

End of Combat Round: The round ends and the process repeats.

SPECIAL RULES FOR VEHICLE COMBAT

Manoeuvres: Evasive manoeuvres can improve vehicle Defense, but can't avoid ramming attacks.

Modifiers: Various situational modifiers apply, such as damaged sensors or size differences.

Manoeuvres & Special Actions: Include called shots, shooting into dogfights, and hit location determination.

Critical Hits: If a natural 20 is rolled, consult the Vehicle Critical Hits Table.

Dogfights: Have a faster, more cinematic resolution with a dedicated Dogfight Table.

Cinematic Manoeuvres: Quick resolution with competing skill checks and narrative outcomes.

VEHICLE CHASES

For detailed vehicle combat, these rules cover the setup, chase rounds, resolution, and conclusion phases.

Special manoeuvres like J-Turns, Handbrake Turns, and Ramming offer strategic options.

Cinematic Elements: Stunt Points

Player characters can earn and spend Stunt Points for daring manoeuvres, adding a layer of excitement and strategy to chases.

VEHICLES: TYPES AND CUSTOMIZATION

The game provides stats for various vehicles, including ground vehicles, aircraft, watercraft, and spaceships.

These stats cover crew, defense, health dice, speed, manoeuvrability, shields, weapons, and cargo capacity.

Vehicle customization options allow for further personalization.

SEA BATTLES

Sea battles incorporate weather, wind, and sea conditions, affecting combat dynamics. Different ship types, like Sloops, Brigantines, Galleons, Frigates, and Schooners, each have their unique stats and features.

SCALES IN COMBAT

The game distinguishes between personnel/ground vehicle scale and starship scale for handling combat between different-sized targets.

HEALING DAMAGE

Healing in *Wretched RPG* varies depending on the realism level of the game. Different healing methods are available, from First Aid to Medicine, with varying effectiveness.

First Aid and Medicine

First Aid: Restores 1d4 Health (unrealistic play) or 1 point (realistic play). Works once per day per character.

Medicine: Restores 1d6 Health/1d4 points based on realism level. Also effective once per day per character.

TARGET NUMBERS

FOR HEALING

A few Health Points lost:

Simple (TN 10)

Half of total Health Points lost:

Average (TN 15)

Reduced to zero Health:

Difficult (TN 20)

-10 Health: Very Difficult (TN 25) for over-the-top play.

Realistic genres cap at -5

Health, with a TN 25 for First Aid/Medicine to save.

Bonuses: Access to medicines, drugs, medical equipment, and a sterilized environment provides bonuses to healing rolls.

NATURAL HEALING

Regular Healing: 1d6 Health recovered after a night's sleep or full day's rest.

Reduced to Zero or Less

Health: Slower recovery, 1 point per day at rest.

Realistic Approach: Halve the healing rate for a more grounded experience.

ASSISTED HEALING

Medical Facility: Doubles the healing rate. High-tech facilities further accelerate the healing process.

Realistic Style: 1d6 points recovered per day in standard facilities, 2d6 in high-tech facilities.

DISEASES, DRUGS, POISONS & OTHER HAZARDS

Poison: Toughness Avoidance Roll to resist, effects vary.

Drugs & Alcohol: Resist with Toughness Avoidance Roll. Carousing skill bonus applies. Effects include Attribute penalties or bonuses.

Drug Examples: Alcohol, Marijuana, Cocaine, Hallucinogens, Amphetamines, each with specific effects and downsides.

Other Negative Effects of Drugs: Range from visual disorientation to cardiovascular problems.

Addiction: Risk of addiction from frequent use, leading to the Addiction drawback.

Falling Damage: 1d6 damage per 3 meters fallen. Acrobatics roll can halve the damage.

Disease: Toughness Avoidance Roll to resist illness, with severity impacting the resistance roll.

Treatment: Varies by era, from natural remedies to modern medicine.

Incubation Periods: Ranging from acute to terminal, impacting disease progression.

Severity Rating: From mild to terminal, with varying recovery times and effects.

Dealing with Symptoms: Ranging from mild discomfort to critical life-threatening symptoms.

Hunger & Thirst

Hunger: Toughness Avoidance Roll daily, failure leads to loss of Toughness points.

Thirst: Toughness Avoidance Roll, failure results in immediate Health loss.

Exposure to Vacuum

Immediate Effects: Lung rupture, embolism, hypoxia, with various Avoidance Rolls to mitigate effects.

Continued Exposure: Unavoidable loss of Health over time.

Exposure to Radiation

Immediate Effects: Varying damage based on radiation source.

Long-term Effects: Include loss of Attribute points, radiation sickness, cancer, genetic mutations.

Low-Gravity/Hypergravity

Effects: Impact on physical and cognitive abilities, with penalties to attributes and skills.

Spacer Perk: Reduced/negated penalties for characters accustomed to these environments.



CAROUSING

Carousing offers characters a chance to engage in various activities during downtime, potentially leading to benefits or drawbacks.

Carousing Table

1-5 (Problems): Range from getting into a fight, being pickpocketed, police raids, food poisoning, losing valuables, to making an enemy.

6-10 (Uneventful):
No significant outcomes.

11-15 (Minor Benefits):
Gaining useful information, winning small gambles, making new acquaintances, finding useful items, learning secrets about rivals, and minor quest/job offers.

16-20 (Significant Benefits):
Meeting influential individuals, finding valuable objects, job offers, befriending skilled individuals, uncovering secrets about enemies, contacting underground groups, and substantial gambling wins.



THE BEYOND

The Beyond is a dark, evil dimension disconnected from time and physics, serving as a realm for ancient monsters and cosmic horrors.

The dimension itself is uncanny. Whether you are being pursued by demons or performing a known and well-researched ritual, contact with the Beyond is dangerous--the only certainty with the Beyond is that nothing is certain, nothing is guaranteed. It's a source of magic and occult phenomena in the Wretchedverse. Enigmatic and dangerous, its origin is unknown. It's filled with entities seeking to influence or enter the mortal realm. Most people are unaware of its existence.

SHOCKING EVENTS & FEAR ROLLS

Characters must make a Wits Avoidance roll when encountering violence or supernatural events.

Modifiers: Career backgrounds and certain traits can modify the character's response to these events.

FEAR EFFECT: NATURAL & SUPERNATURAL EVENTS

Characters roll on a table to determine the effects of fear, with outcomes like dizziness, panic, vomiting, freezing, fainting, or developing mental derangements.

Fear Effect: Natural & Supernatural Events Table

1. Slight Dizziness:

-1 penalty to all actions next round; lasts for 1 round.

2. Action Loss:

No actions for next round.

3. Screaming and Running :

Runs for 1d6 rounds.

4. Hiding:

Hides for 1d6 rounds; -2 penalty to actions for next 2d6 minutes.

5. Vomiting :

Loses 1d6+2 rounds; -2 penalty to actions for next 2d6 minutes.

6. Shock:

Freezes for 1d6+4 rounds; -2 penalty to actions for next 2d6 minutes.

7. Severe Reaction:

Loses control, loses actions for 2d6 rounds; -3 penalty to actions for next 2d6 minutes.

8. Panic : Frozen in shock for 3d6 rounds; -3 penalty to actions for next 2d6 minutes.

9. Fainting: Faints for 3d6 rounds; -3 penalty to actions for next hour.

10 . Mental Derangement : Develops mental derangement; frozen for 3d6 rounds; -3 penalty to rolls for next hour.

11. Hair Turns White: Hair whitens, frozen in shock for 3d6 rounds; later develops mental derangement.

12. Extreme Physical Reaction: Suffers a stroke or similar; develops mental derangement.

FEAR EFFECT: ONLY SUPERNATURAL EVENTS

Failed by 1: Minor shock; no significant effect.

Failed by 2-5: Shaken for 30 minutes; -2 to all rolls.

Failed by 6-9: Haunted and shaken; nightmares reduce natural healing; requires Wits Avoidance roll to recover.

Failed by 10-15: Fight or flight response; roll 1d6 (1-3: +2 to combat rolls; 4-6: forced to run); post-encounter shock.

Failed by 16-18: Panicked; frozen for a turn; then fight or flight effects.

Failed by 15-20: Deep rooted fear; phobia or derangement develops; includes effects of all prior entries.



DERANGEMENTS & OTHER CONDITIONS

Failing Wits Avoidance Rolls can result in various mental conditions.

Examples: Addiction, Anxiety Disorder, Bipolar Disorder, Catatonia, Delusion, Depression, Flashbacks, Hallucinations, Homicidal Mania, Nightmares, Obsessive-Compulsive Disorder, Panic Disorder, Paranoia, PTSD, Phobia, Sado-Masochism.

RECOVERING FROM INSANITY

Varies depending on the severity and type of insanity.

Treatment: Involves therapy, medication, and support from mental health professionals.

Duration: Can range from months to years, with varying degrees of recovery.

CONJURER MAGIC/PSYCHIC

Magic and psychic abilities draw upon the Beyond, risking the caster's sanity. A Fear Check is Required when casting a spell or using psychic abilities. Failure can result in spell casting with added fear effects.

MAGIC IN THE WRETCHEDVERSE

All magic in the Wretchedverse originates from the Beyond, a dark, alien dimension. There are several styles of magic”, including necromancy, technomancy, urbanomancy, etc., each tapping into the Beyond differently. The rituals require focus, symbolic power, and will. Tools and ritual sites are tailored to the conjurer's style (e.g., cybermancers use technology, urbanomancers use cityscapes). Power Sources can be blood, sexual fluids, ashes, psychoactive compounds, relics, and ancient bones amplify effects.

The ritual performance involves invoking forces, ancient utterances, ecstatic states, and focused willpower. Blood sacrifice, especially human, is very potent.

PERFORMING RITUALS

Skill Level: Novices take longer, while seasoned conjurers are more efficient and safer.

Time Requirement: Generally one hour per ritual, modified by experience.

Corruption Risks: Certain rituals, especially those involving the Beyond, pose risks of psychological corruption.

MAGIC CORRUPTION

Engaging with entities from the Beyond or performing taboo acts triggers Corruption Saving Throws.

Degrees of failure range from gaining minor quirks to debilitating conditions like paranoia or catatonia.

DIFFERENT PATHS

Each tradition (e.g., traditional ritual magicians, urban magi, sex magicians) has unique practices and focuses.

Conjurers can learn limited rituals from aligned schools but with increased difficulty and unpredictability.

INVOCATIONS

Invocations access supernatural forces, spirits, demons, angels, or cosmic principles. Invoking these forces is dangerous but potent for disciplined adepts.

COMMON RITUALS

Include divination, wards, healing, elemental manipulation, and summoning entities.

Specific Rituals differ by tradition, such as tech curses for cybermancers, dream manipulation for dream magicians, necrotic curses for necromancers, etc.



PSYCHIC TALENTS

Psychic abilities in the Wretchedverse are natural, interacting with gravitational fields and quantum forces, distinct from supernatural magic.

Psionics, The Folding, and Attunement are key psychic manifestations.

Psionics: Studied and systematized in the 21st century, leading to space colonization.

The Folding: An intrinsic power of the Adityan race to manipulate reality.

Attunement: A martial art form developed by the Knights of Cydonia (*Wretched Space*).

PSYCHIC TALENT ROLLS

Simple task rolls (TN 10) with attribute and level bonuses, minus current modifiers.

Psychic talents can be countered by similar abilities or opposed rolls.

RECOVERING

Limit: Number of talents performable equals level plus attribute modifier.

Recovery: Through sleep or meditation, one hour per talent.

PSYCHIC TRAUMA

Excessive use of psychic talents can lead to mental disorders or psychosis.

Triggering Events include natural ones, rising levels, and specific talent failures. The consequences can be temporary symptoms or permanent disorders, impacting the character's abilities.

Disorders: Phobias, compulsions, paranoia, bipolar disorder, schizophrenia, delusions, hallucinations, delirium, sleep deprivation, and psychosis.

PSYCHIC TALENT LIST

Categories: Bio-PK, Cryokinesis, Pyrokinesis, Telekinesis, Telepathy, TELAesthesia, Precognition, and Special talents.

First Level Talents: Basic abilities like Radiate Light, Health Scan, and Communicate.

Second Level Talents: More advanced abilities like Toughen, Empathy, and Neutralise Toxins.

Third Level Talents: Include Adrenaline Rush, Invisible Hand, and Mend Wounds.

Fourth Level Talents: Powerful talents like Hold, Flame Projectile, and Portal.

Fifth Level Talents: Exceptionally strong abilities like Dominate, Ice Burst, and Teleport.



WRETCHDEVERSE: THE SETTINGS

WRETCHED BASTARDS

In the *Wretched Bastards* setting players are thrust into a realm where the traditional notions of heroism and villainy are subverted in favor of a more complex, morally gray landscape.

This world, steeped in elements of dark fantasy and spaghetti western genres, weaves a narrative rich in brutality, cunning, and the pursuit of power and survival.

The world of *Wretched Bastards* is a canvas painted with the darker shades of human nature. Here, the remnants of great empires lie in ruin, giving way to a new order where corruption and lawlessness reign supreme.

It's a place where the once-mighty have fallen and the cunning and savage rise to prominence. In this bleak setting, characters face the treacherous currents of power, driven by their own codes of honor, personal ambitions, and the primal instinct of survival.

These Bastards are not heroes in the conventional sense; they are survivors, each with a story etched by the harsh realities of their world.

The setting is marked by a pervasive sense of despair and decay. Societies are in decline, and the structures that once held order are now but shadows of their former selves.

In this world, the struggle for power is relentless, and alliances are as fickle as they are treacherous. The Bastards find themselves caught in the midst of these power plays, often acting out of necessity rather than nobility.

The World and Its Inhabitants

This world is a mosaic of harsh landscapes and decadent cities, each with its own unique set of challenges and tales. The wastelands are a testament to past wars and ongoing strife, home to dangerous marauders and creatures.

Dark forests conceal ancient magics and long-forgotten secrets, while cities become the stages for intricate political dramas and criminal undertakings.

Within this world, various factions and powers vie for dominance. Noble houses, relics of a bygone era, engage in complex political machinations to preserve their waning influence. Mercenary bands, recognizing strength as the ultimate currency, offer their swords to those who can afford them.

Meanwhile, cults and dark religions exploit the fear of the unknown, wielding forbidden magic as a means to power. Guilds and syndicates control the flow of trade and information, and outlaw gangs challenge the remnants of authority, each carving out their own domains in this fragmented landscape.

Magic in this setting is a rare force. It's a path fraught with danger, often leading to corruption and madness. Those who wield it are both feared and sought after, their powers a source of awe and dread.

Themes and Gameplay

At the heart of *Wretched Bastards* is the exploration of moral ambiguity. Characters are complex individuals with their own motivations and dilemmas.

They are often forced to make difficult choices that blur the lines between right and wrong.

The game emphasizes themes of survival, power, and the consequences of corruption. It challenges players to delve into the complexities of their characters and the world they inhabit. The mechanics of the game support a range of playstyles, from intense combat to intricate role-playing and strategic problem-solving.



WRETCHED COUNTRY

Wretched Country plunges players into the heart of a raw, lawless world inspired by spaghetti Westerns, a setting where morality is blurred and heroes are scarce. In this setting anti-hero characters roam the vast plains and lawless towns of the Old West. *Country* draws its inspiration from European interpretations of the American cowboy saga, filled with roughened rogues and desperate outcasts.

The setting of *Wretched Country* is characterized by its expansive, unforgiving landscapes. From the dusty plains to the bustling, often chaotic towns, players are immersed in an environment that demands resilience, cunning, and sometimes moral ambiguity.

The towns are melting pots of various cultures, with a mix of saloons, brothels, and trading posts, each teeming with their own stories and secrets. From seasoned gunslingers and cunning outlaws to stoic natives and ruthless lawmen, each character comes with a backstory that reflects the harsh realities of the Wild West.

The game emphasizes character development, encouraging players to delve deep into their character's motivations, flaws, and strengths.

Wretched Country's narrative is driven by the conflict between law and lawlessness. The struggle for power, wealth, and survival is a constant theme, with characters often finding themselves in the middle of feuds between rival factions.

These conflicts can be as straightforward as a showdown between outlaws and sheriffs or as complex as navigating the intricacies of local politics and alliances.

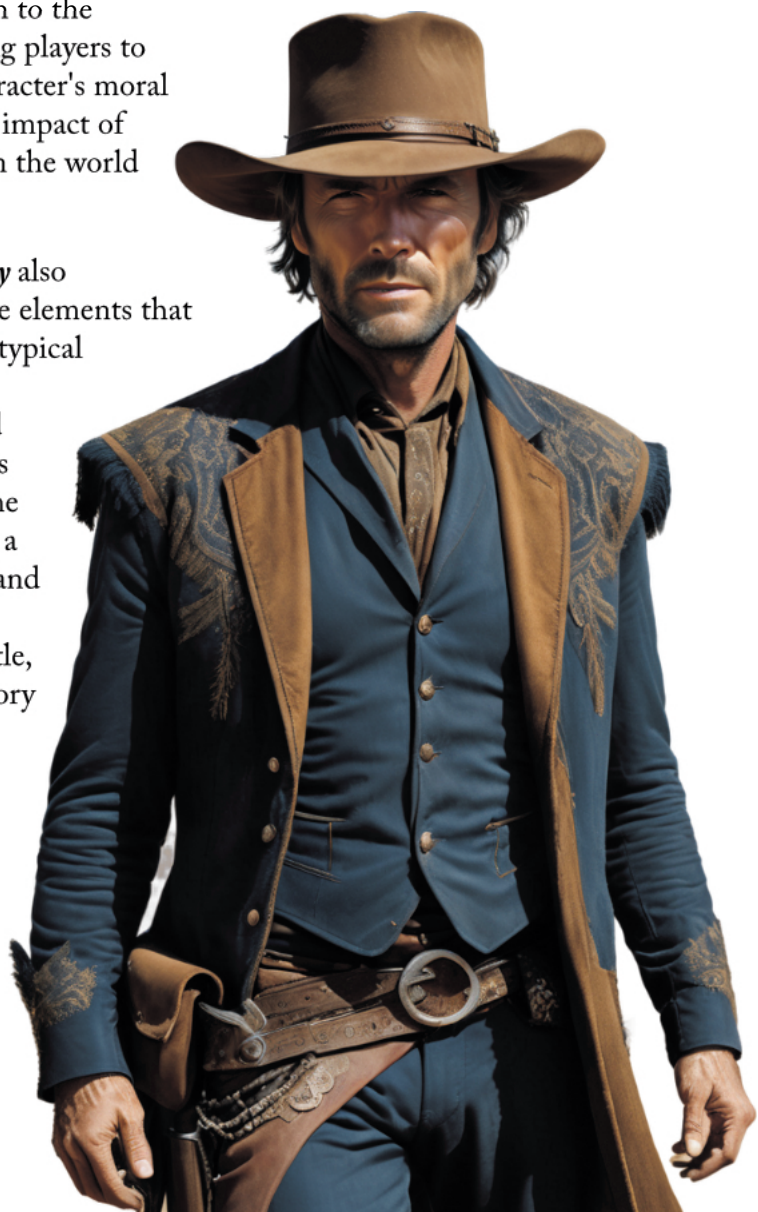
Deadly bullets

The game mechanics in *Wretched Country* are designed to enhance the storytelling aspect. The rule system encourages role-playing and decision-making that impact the narrative's direction.

Combat is gritty and realistic, reflecting the dangers of the Wild West, where a single bullet can end a life. Players must weigh their actions carefully, as the consequences can be far-reaching.

One of the standout features of *Wretched Country* is its focus on the moral grey areas. The game challenges players to make difficult choices in scenarios where the line between right and wrong is often blurred. This aspect adds depth to the gameplay, pushing players to explore their character's moral compass and the impact of their decisions on the world around them.

Wretched Country also introduces unique elements that set it apart from typical Western RPGs. Supernatural and mystical elements are woven into the narrative, adding a layer of mystery and intrigue. These elements are subtle, enhancing the story without overshadowing the setting's realism.



WRETCHED ÉPOQUE

Époque presents a unique and intricate world that mirrors the complexities and contrasts of the Belle Époque era, extending from 1871 to 1914. This period, often romanticized for its cultural and artistic prosperity, also grappled with underlying societal and political unrest, making it an ideal backdrop for the dark and mature themes of the *Wretched RPG*.

The Belle Époque was a time of great change and progress. It saw significant advancements in technology, science, and the arts. The world was rapidly modernizing, with the advent of electricity, the telephone, the automobile, and more. Cities like Paris, Vienna, and London became hubs of innovation, culture, and political thought. However, beneath this veneer of progress and prosperity, there existed stark inequalities, political strife, and the brewing tensions that would eventually lead to World War I.

In *Wretched Époque*, this historical backdrop is captured with fidelity, yet imbued with dark, fantastical elements. The game world mirrors the real-life Belle Époque but takes creative

liberties to enhance the role-playing experience. Horse-drawn carriages and early automobiles coexist with shadowy alleyways where nefarious deals are struck, and arcane mysteries unfold.

Players can choose from a variety of character archetypes reflective of the era. This could include a dapper gentleman thief akin to Arsène Lupin, a hard-boiled detective reminiscent of Chevalier Auguste Dupin, or a pioneering scientist dabbling in the nascent field of electricity. Women characters can (slightly) break the period's gender norms, embodying rare - but existing - roles like cocottes, suffragettes, avant-garde artists, or even spies, yet will have to face the complex social hierarchies and restrictions of the time.

The technological advancements of the era are a key element of the game. Steam power and early electrical devices coexist with alchemical experiments and mystical artefacts.

This fusion creates a rich environment for storytelling, where players might investigate a series of electrically charged murders or thwart a plot involving an arcane steam-powered device.

The game delves into the political undercurrents of the era, such as the rise of anarchism, workers' movements, and the activities of secretive groups.

Players might find themselves entangled in conspiracies involving royal families, anarchist plots, or even uncovering the machinations of clandestine societies vying for power in a world on the brink of change.

True to the *Wretched RPG*'s dark themes, *Wretched Époque* incorporates supernatural and occult aspects. The era's fascination with spiritualism, the occult, and the mysterious can lead players into encounters with otherworldly entities, cursed artifacts, and rituals that blur the line between science and magic.

Époque encourages a narrative-driven approach, with storytelling taking precedence over strict rule adherence.

Scenarios can range from solving a series of gruesome murders in the fog-laden streets of London to thwarting an elaborate heist in the glittering halls of Paris.

The mechanics are designed to facilitate immersive role-play, allowing players to fully engage with the complexities and dualities of the epoch.

Reflecting the artistic boom of the Belle Époque, the setting is rich in cultural references. Players might find themselves at a bohemian gathering in Montmartre, a grand opera in Vienna, or a clandestine meeting in a smoky vaudeville club.

The game setting weaves in historical figures from the arts and literature, adding depth and authenticity to the narrative.

While not distinctly aligned with either the pulp or historical genres, nor fitting neatly into the Steampunk or Dieselpunk categories, represents a unique time in history for the *Wretched RPG* setting. The game world features a blend of real and fictional characters.

The backdrop of the game is marked by the turbulent political and social events of the time, including anarchist bombings and the machinations of secret societies.

It is ripe with the intrigue of the Dreyfus affair and the nefarious activities of mad geniuses, offering a fertile ground for conspiracy theories and complex plotlines.

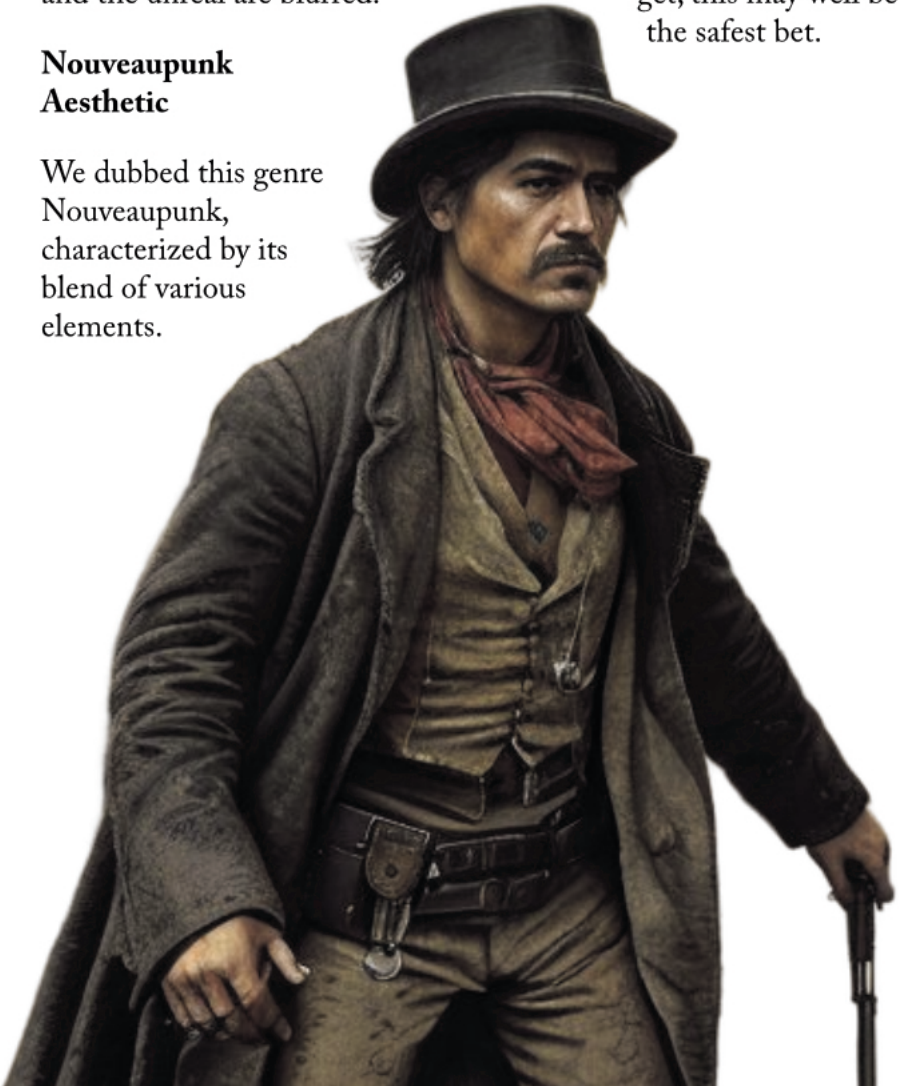
While maintaining a historical base, *Wretched Époque* integrates supernatural and mystical elements, creating a world where the boundaries between the real and the unreal are blurred.

Nouveaupunk Aesthetic

We dubbed this genre Nouveaupunk, characterized by its blend of various elements.

This term encapsulates the unique flavor of the setting, distinguishing it from other punk genres through its focus on this specific historical period and its unique blend of realism, mysticism, and intrigue.

Wretched Époque is our best-selling setting and we have only received positive reviews so far. If you are unsure about what to get, this may well be the safest bet.



WRETCHED INTERBELLUM

Set in the interwar period, a tumultuous time between the end of World War I and the beginning of World War II. This era, rich in historical significance and filled with global uncertainty, forms a compelling backdrop for the *Wretched RPG*.

The interwar period was marked by the aftermath of the Great War. It saw the rise of new political ideologies, the redrawing of national borders, and significant social and technological changes. This period is characterized by a global sense of recovery mixed with apprehension about the future, providing fertile ground for storytelling in the *Wretched RPG*.

Wretched Interbellum captures the essence of an era defined by its contrasts – between the Roaring Twenties and the Great Depression, between burgeoning democracies and rising totalitarian regimes. The atmosphere is one of cynicism, disillusionment, and moral ambiguity, reflecting the complex realities of the time. Players can choose from a varied range of character archetypes that reflect the era's multifaceted

nature. These could include war veterans struggling with the traumas of the trenches, daring explorers seeking fortunes in uncharted lands, cunning spies entangled in international intrigue, or artists and intellectuals challenging societal norms.

The game embraces the global scale of the interwar period, with potential settings ranging from the hectic streets of New York and Paris to the remote jungles of South America or the deserts of the Middle East. This diversity allows for a wide array of adventures, from urban mysteries to archaeological expeditions.

The era's political landscape, marked by the rise of fascism, communism, and other ideologies, offers a rich environment for espionage and intrigue-based narratives. Players might find themselves embroiled in plots to overthrow governments, uncover secret alliances, or navigate the dangerous waters of international diplomacy. True to the *Wretched RPG*'s themes, *Interbellum* incorporates supernatural and occult elements into its historical setting.

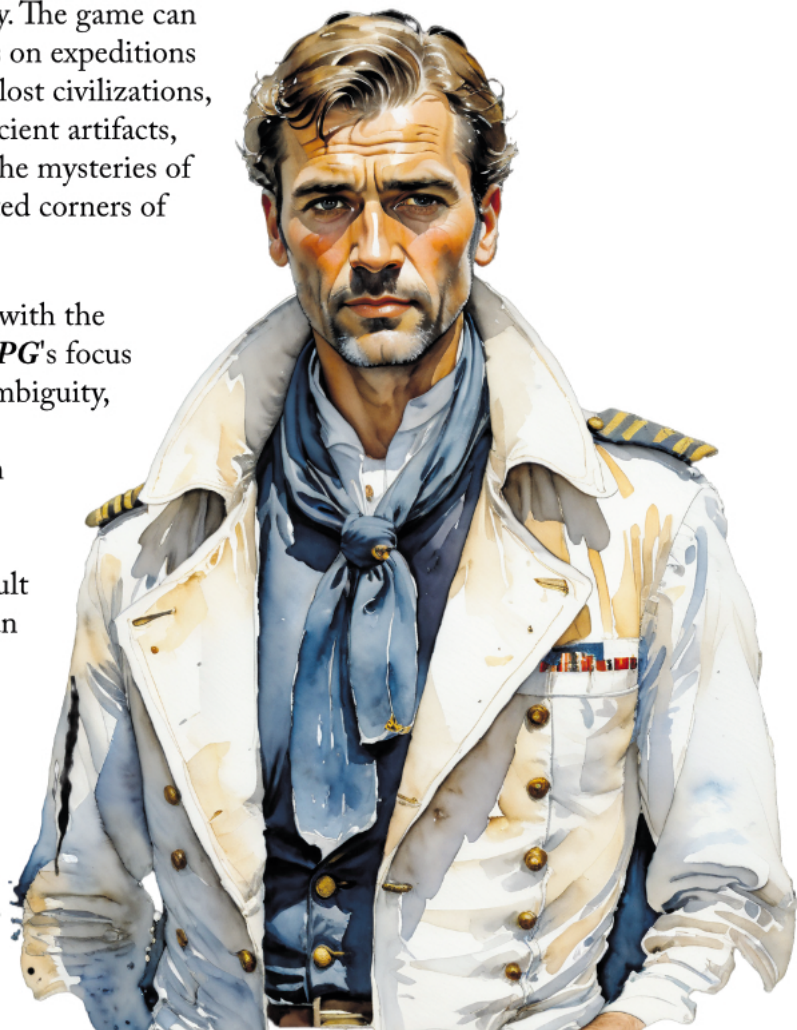
This period's fascination with spiritualism and the occult, as well as the lingering scars of World War I, provide a backdrop for stories involving forbidden rituals, haunted battlefields, and encounters with otherworldly entities.

The setting encourages adventure and exploration, inspired by the era's real-life figures like Howard Carter, Amelia Earhart, and Ernest Hemingway. The game can take players on expeditions to discover lost civilizations, hunt for ancient artifacts, or explore the mysteries of the uncharted corners of the globe.

In keeping with the *Wretched RPG's* focus on moral ambiguity, *Wretched Interbellum* challenges players to make difficult choices in an uncertain world.

The line between hero and villain is often blurred, and players will be adrift in moral landscapes where the consequences of their actions can have far-reaching implications.

And yes, you can play Nazis, Fascists, Bolsheviks and other archetypes usually reserved for villains.



DAYS OF LEAD

Though this is a mini setting (as you noticed the word Wretched is not included in the title), it's still an expansive and detailed role-playing game supplement set in the fictional city of Cittaferra, Italy, during the tumultuous 1970s. This era, known as the Years of Lead, was characterized by political terrorism, organized crime, and institutional corruption, creating a rich and gritty backdrop for the game. *Days of Lead* also captures the essence of Italian crime thrillers of the era, known as Poliziotteschi or Eurocrime, reflecting a period marked by political terrorism, unrest, and organized crime.

The game allows players to immerse themselves as various character archetypes, including disillusioned inspectors, smooth-talking politicians, revolutionaries, or cynical journalists, all inhabiting the complex and morally ambiguous landscape of Cittaferra. The city is characterized by a diverse array of locales, from ancient alleys to industrial wastelands, luxurious villas, and criminal haunts, each offering unique story hooks and challenges.

Players in *Days of Lead* will encounter a world where life is cheap, loyalty is fleeting, and survival is paramount.

The societal breakdown and cynicism of the era are palpable, with citizens grappling with the impacts of warring factions, mafia influence, and a state struggling with authoritarian crackdowns.

The game setting emphasizes action, intrigue, and moral complexity, reflecting the chaotic and desperate atmosphere of one of modern Italy's most volatile periods.

The game mechanics include detailed character creation options, lifepath events, and various archetypes like hardline police inspectors, investigative reporters, dirty cops, disillusioned judges, political radicals, and more. Each archetype offers unique challenges, encouraging players to navigate the intricate dynamics of the period.

Days of Lead is a re-creation of an historical time, not as it real happened, but through the lenses of Italian cinema of the time, offering players a rich, immersive experience.

VICE: SANDCOVE UNDER FIRE

Vice: Sandcove Under Fire is a dark, gritty, and intensely immersive world that mirrors the morally complex and often violent realities of a crime-infested metropolis. Set in the fictional city of Sandcove Springs, a once-prosperous metropolis now gripped by gang wars, corruption, and vice, the setting offers a tableau for stories of maverick cops, low-down punks, gangsters, and other lost souls living on the blurred lines between good and evil.

In Sandcove Springs, justice is a rare commodity, mostly available only to those with cash or connections. The police force is deeply compromised, with most cops either on the take or actively aiding the gangs and cartels. This creates a perilous environment where the lines of morality are constantly blurred, and even those with the best intentions find themselves wrestling with ethical dilemmas.

Players can take on the roles of various character archetypes, such as a police detective, a criminal operative, or a private investigator.

Each character archetype brings to the game its own set of moral quandaries, testing the players' ability to navigate the city's descent into chaos. The game emphasizes the psychological toll of working in such an environment, with characters struggling to maintain their humanity amidst the corruption and violence.

Sandcove Springs itself is a character in the game, a city that once shone brightly but is now covered by a mantle of darkness. The criminal underworld is on the rise, its influence seeping into every corner of the city.

It provides a wealth of story hooks and challenges, with its diverse locales ranging from seedy bars to high-stake casinos, and from luxurious villas to the dangerous back alleys.

The game mechanics are designed to reflect the gritty reality of the setting. Character creation includes detailed options for origins and lifepaths, influencing how characters navigate through the world.

The rules for interactions, combat, and investigations are tailored to create a realistic and engaging experience.

One of the most relevant aspects of *Sanctuary Under Fire* is its emphasis on the psychological and moral aspects of crime and law enforcement. Characters are not just dealing with external threats but also internal conflicts. The choices they make have consequences, not just on the narrative but also on their psyche. *Vice* challenges players to consider how far they are willing to go to achieve their goals and what they are prepared to sacrifice in the process.

Additionally, the setting offers an array of complex characters that players interact with, each with their own motivations and secrets.

The narrative possibilities are vast, with players finding themselves in situations that test their loyalties, challenge their beliefs, and force them to confront the darkest aspects of their own nature.



WRETCHED CONSPIRACIES

A 1990s conspiracy-themed role-playing experience that delves deep into the world of secret societies, covert operations, and hidden truths. Set in a contemporary world, it combines elements of mystery, espionage, and supernatural phenomena, providing players with an immersive and thought-provoking setting.

The game is set in a modern world akin to our own, but with a few twists twist. It's a world where conspiracies are not just theories but realities. Players navigate a maze of secrets and lies, where powerful organizations operate in the shadows, and nothing is as it seems.

Wretched Conspiracies features a range of factions, each with its own agenda and resources. These include secret societies like the Illuminati, government agencies like the CIA, and enigmatic groups like the Bilderberg Group.

These factions are deeply intertwined with the game's plotlines, offering diverse perspectives and motivations.

The game world is laced with supernatural occurrences and occult practices. Players might encounter psychic phenomena, mystical artifacts, or arcane rituals. This element adds a layer of mystery and danger to the game, as players must discern what is real and what is manipulation.

Players might find themselves uncovering a plot to control world finance, thwarting a scheme to use advanced technology for nefarious ends, or exposing a cover-up of extraterrestrial involvement in human affairs.

The game emphasizes investigation, diplomacy, and strategy over combat. Players must use their wits, gather information, and make alliances cautiously. The game mechanics support this, providing a framework for intrigue, deception, and revelation. Characters in this setting are defined by their skills in espionage, investigation, and their ability to navigate the murky waters of global conspiracies. They may have backgrounds in intelligence, journalism, academia, or even come from the ranks of the very organizations they investigate.

Player characters' actions have far-reaching consequences. Decisions made by players can shift the balance of power among factions, expose hidden truths, or plunge the world into chaos.

Wretched Conspiracies places a strong emphasis on player agency and moral ambiguity. Players must make difficult choices, often with incomplete information and unclear moral implications. These choices shape the narrative and lead to multiple potential outcomes.

Reflecting its modern setting, the game incorporates technology and espionage tools into gameplay. Players can utilize cutting-edge gadgets, cyber warfare, and information technology to gain advantages.

This game setting spans the globe, taking players from the corridors of power in Washington D.C. to the hidden temples in the jungles of South America.



WRETCHED DARKNESS

Darkness is our horror game, meant to offer a deep dive into mature, horror-themed narratives. Uncensored, unrestricted, with no attached political agenda and absolutely no “safety tools”.

Remember when horror role-playing games were about... well, horror? Remember when adult-themed games didn't lecture you? Remember when RPGs meant for adult audiences didn't hold your hand, didn't treat you like a babbling fool who has to be shielded from “problematic” concepts? You probably do, though that's mostly a thing of the past. Mostly, but not entirely. We are still around!

This setting can be played as a standalone dark fantasy game or morphed into an actual horror experience, giving players a versatile platform for their adventures. It's adaptable for use across different timelines, including the 19th century's gothic horror, the near-future's surrealistic terrors, or even the far-fetched horrors of space, thus offering a wide range of storytelling possibilities.

At the core of *Wretched Darkness* is the contemporary setting, particularly the late 20th century, chosen for its rich cultural influences and the prevalence of horror and conspiracy culture. This era, especially the 1990s, forms the thematic backbone of the game, defined by a pre-smartphone world that enhances a sense of isolation and vulnerability.

The game is heavily inspired by the works of horror masters like Clive Barker, David Cronenberg, David Lynch, and others, whose influences permeate the setting, mechanics, and narrative style. Players can choose from several factions like the Knights of Cydonia, BurroughsTech, Araknyd Brotherhood, Daughters of Ksenia, and the Warden Foundation, each bringing its unique flavor to the game.

Styles of play in *Wretched Darkness* vary widely, including mature horror, where the focus is on drawing feelings of dread, terror, and discomfort; dark urban fantasy, blending supernatural elements with modern urban environments; and investigative horror, emphasizing mystery and the pursuit of truth.

Each style presents unique opportunities for storytelling and character development.

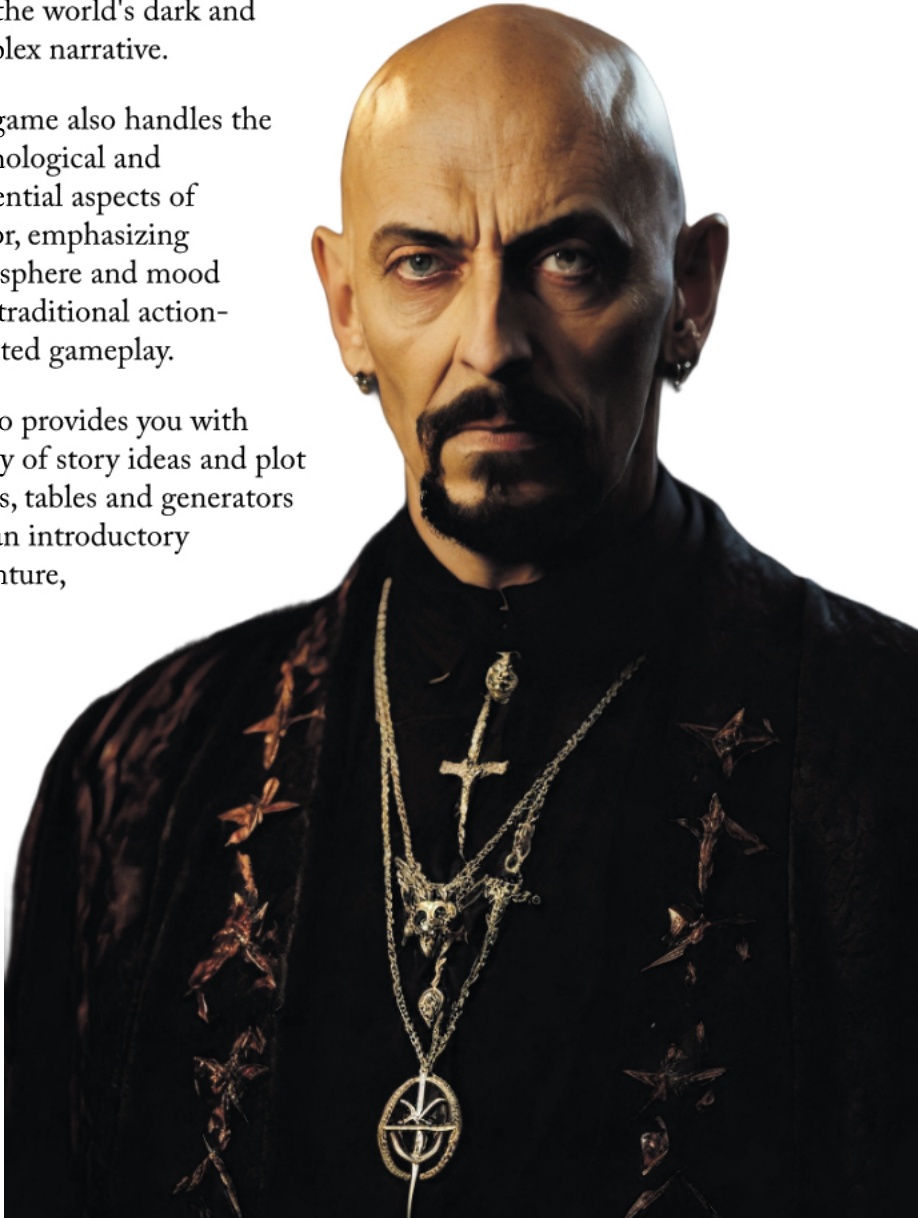
The game's mechanics are designed to facilitate these varied styles of play. Character creation is deep, with options for lifepaths and archetypes that fit into the world's dark and complex narrative.

The game also handles the psychological and existential aspects of horror, emphasizing atmosphere and mood over traditional action-oriented gameplay.

It also provides you with plenty of story ideas and plot hooks, tables and generators and an introductory adventure,

all to facilitate your entry into the Wretchedverse.

Wretched Darkness is a niche genre game, as we well know, but one that is essential to cover nowadays.



WRETCHED VIGILANTES

Focusing on the dark and tumultuous city of Hammettville, also known as "Crime City", this *Wretched* setting delves deep into the morally gray area of vigilantes and anti-heroes, providing a rich narrative backdrop for players who are drawn to complex and morally ambiguous characters.

Set in a city once safeguarded by the Vanguard Squad, a group of crime fighters who drastically reduced crime rates, the narrative takes a twist as these heroes turn into crime lords themselves, terrorizing the city they once protected.

Players take on the roles of former vigilantes, the pioneer super-heroes, born back in the 1980s, called back into action to defend their city against these fallen heroes. This presents a unique storyline where the boundaries between heroism and villainism are blurred, and players must navigate through a landscape dominated by corruption and power struggles.

The socio-political landscape of Hammettville adds another layer to the game, characterized by a volatile mix of corruption,

competing interests, and a desperate struggle for power. The city's leaders grapple with the challenge of dealing with super-powered crime lords, striving to restore public trust while the city itself reels under their tyranny.

Players can choose to play as the original vigilantes or even take on the roles of the former Vanguard Squad, now the supervillain crime lords. This flexibility in character roles opens up diverse narrative paths and allows players to explore the story from different perspectives.

Vigilantes provides an engaging narrative of redemption, rediscovery, and personal struggle set against a backdrop of a city in turmoil. With its unique alignment system, varied character roles, and intricate socio-political dynamics, the game invites players into a world where the line between hero and villain is anything but clear, making for a deeply engaging and thought-provoking role-playing experience.

Wretched Vigilantes is inspired by Iron Age comics, especially Frank Miller's classic works, such as Sin City.

WRETCHED NEW FLESH

A dystopian future role-playing game setting that draws inspiration from the works of authors like William S. Burroughs, David Cronenberg, William Gibson, JG Ballard, and Clive Barker. It's a surreal future-noir world that blends elements of cyberpunk, biopunk, and psi-punk.

This setting doesn't adhere to the traditional cyberpunk or sci-fi norms of technological speculation and extrapolation. Instead, it embraces the bizarre and fantastical, offering players a heavy dose of body horror, psi-mutations, experimental augmented reality, and extreme hedonism. However, beneath this phantasmagoria lies the core of hard-boiled noir, with mysteries to unravel and alliances to make in a world where flesh and steel are molded to serve the ultra-rich.

Players in *Wretched New Flesh* take on the roles of anti-heroes, gritty protagonists who are willing to get their hands dirty and make uneasy alliances to survive and achieve their goals in a morally compromised world. The setting is filled with grimy streets, dangerous

criminals, illicit pleasure dens, and shadowy conspiracies.

The central figure in this dark world is Takeda Technologies, a Japanese megacorporation conducting ethically dubious research into biotechnology, genetics, cybernetics, and augmented reality. Takeda's headquarters in the city of Avalidad serve as a central hub for players, but the corporation's influence extends far beyond its walls.

The founder of Takeda, Hisashi Takeda, made a Faustian bargain with a powerful entity, Hideo Kobayashi, granting the corporation advanced technology in exchange for access to Takeda's research.

Kobayashi is an otherworldly being masquerading as a human, and the secrets unlocked by Takeda are the result of deals with entities known as Machinatores.

The game setting encourages players to explore not only Avalidad but also other locations like Lisbon of the near future, Novanexus in France, and a more futuristic setting, *Orbital Decay*, taking the action into space.

Each of the aforementioned location offers unique challenges and opportunities and more will be released in the future.

Wretched New Flesh is set approximately 30 years in the future, with a mix of futuristic technology and dystopian elements. It doesn't go into extensive detail about

geopolitical changes but hints at conflicts and the rise of new terrorist groups. Biotechnology and augmentation play a significant role in this world, with biocomputers and enhancement drugs being restricted in most countries.

This is our favourite *Wretched* game setting, for its unique, disturbing and weirdly dystopian future. But we also know it's a niche withing a niche, so we can't recommended it to everyone.



ORBITAL DECAY

A dark, industrial science-fiction setting characterized by its gritty and nightmarish ambiance. Initially meant to be a bridge between *Wretched New Flesh* and *Wretched Space*, *Orbital Decay* can also work as a standalone.

The setting is anchored in various off-Earth locations, including Europa Research Station, Lunar Mining Outpost, Orbital Station Alpha, Asteroid Belt Outpost Delta, and the Oort Cloud Research Vessel. Each location is depicted as a harsh, unforgiving environment, pushing the boundaries of human resilience and adaptability.

Key themes include the fusion of biotechnology and mechanical engineering, where organic and inorganic elements blend, creating bio-engineered humans and synthetic organisms. This fusion creates a unique atmosphere of tension and paranoia, as advancements in technology and biotech pose both opportunities for survival and threats of danger. The aesthetic draws inspiration from films like *Alien*,

Outland, and *Solaris*, combining elements of isolation, claustrophobia, desperation, and horror.

Orbital Decay emphasizes the dire consequences of unchecked ambition and ethical boundaries in scientific research. This world is filled with grotesque, nightmarish creations, a result of pushing biotechnology and cybernetics to their limits. The setting challenges players with oppressive environments, difficult choices, and moral dilemmas, focusing heavily on atmosphere, storytelling, and character development. The characters are portrayed as survivors rather than heroes, navigating a web of corporate intrigue, supernatural/paranormal influences, and personal ambitions.

Additionally, the game incorporates a Wear and Tear and Salvaging system for equipment and technology, adding a layer of realism and resource management. This system reflects the constant battle against degradation in harsh space environments, requiring players to regularly maintain and repair their equipment and structures.

WRETCHED SPACE

An uncommonly gritty space opera universe where survival and cunning are paramount. The setting is dominated by the Wretched Legion, a galactic force comprising individuals with dubious pasts, fighting for redemption or self-interest. These legionnaires are central to the narrative, embarking on perilous missions across the cosmos, battling treacherous foes, and navigating dark alliances.

Missions range from infiltrating high-security facilities, rescuing enslaved populations, to engaging in covert operations against cybernetic laboratories. Players encounter a plethora of NPCs, each with distinct abilities and backgrounds, adding depth to the interactions and plot development.

The Legion undertakes diverse tasks like sabotaging rebel plans and delving into the heart of criminal empires. They face numerous hazards, such as toxic environments, treacherous traps, and high-tech security systems. Tactical prowess, stealth, and strategic alliances are essential for success.

The technology in this universe is advanced yet seeped in corruption and moral ambiguity. Cybernetics, AI, and space travel are common, but often exploited for nefarious purposes.

Recently, we have released *Voidhaven Outpost* for *Wretched Space*, featuring a space station teeming with intrigue and conflict. The outpost is a melting pot of various species, factions, and cultures, each with their unique agendas.

Key groups include the Knights of Cydonia, disciplined psionic warriors; the Gustora, a diminutive species known for their camouflage abilities and harmony with nature; and the Shogunate Alliance, a feudal society with a strict hierarchy and samurai warriors.

These groups, along with others like the Stellar Imperium, a technologically advanced civilization, and the Seraphani from the arid planet Thaeran, contribute to the complex social and political landscape of the outpost.

WRETCHED APOCALYPSE

Set in a post-apocalyptic world, this game world is characterized by desolation and survival struggles. It's designed to play anti-hero characters in a cinematic setting, offering versatility as either a standalone game or a sourcebook for the broader Wretchedverse.

Though there is a detailed location included, the book provides you with tools to adapt to various different styles of post-apoc, whether on a post-apocalyptic Earth or across colonized space.

The setting is harsh and unforgiving, marked by war, starvation, disease, and widespread desolation. Humanity clings to survival in a world transformed into a polluted, resource-depleted wasteland. Despite the bleakness, there are pockets of resilience and survival, with communities banding together against common threats or descending into treachery and conflict for scarce resources.

Character creation allows players to embody characters shaped by the harsh realities of this world.

Characters are, as usual, defined by their abilities, sins, and transgressions, reflecting the moral decay and desperation of the setting.

The game includes a varied array of classes and archetypes, such as Cyborgs, Road Gangers Shamans, Cult Leaders and more, each with unique skills and attributes.

This diversity allows for varied gameplay experiences and narrative development. The post-apocalyptic environment is filled with dangers like raiders, mutants, and the unforgiving elements, requiring players to use strategy, cunning, and sometimes brute force to survive.

In this world, technology is scarce and often repurposed from the remnants of a bygone era. The game encourages exploration, resourcefulness, and adaptation, with players navigating through hostile landscapes, decaying urban ruins, and treacherous social dynamics.

A second edition of *Wretched Apocalypse* should be coming soon.

THE WRETCHED VERSES

The *Wretched Verses* is a series that provides game masters and players with an assortment of compact yet useful role-playing game material, from short scenarios to new rules.

These digital-only releases are too brief to compile into full print books, but still offer value to the tabletop community.

With a common cover authored by our friend Jae Tanaka, the *Wretched Verses* makes otherwise hard-to-find micro content available in an affordable, easy-to-download format.

As you may have noticed, some issues in the series are even free to download, as is the case of this guide.

The anthology-style format allows The Wretched Verses to curate content from different author's. In addition to Miguel and Silva's own work, we welcome submissions from other game creators looking to publish bite-sized ideas that lack enough material for larger publications. From clever mechanics hacks to unusual settings, pocket adventures

to PC options, *The Wretched Verses* provides a home for RPG material that is creative yet compact.

While these may be small in size, they overflow with content for players and game masters seeking to add spice to their sessions.

THE OTHER STUFF

At the moment we have close to 90 different items at our store. To mention all of them would be too much for what was meant to be a reference guide. Let's say that most of what wasn't already mentioned are scenarios or campaigns for each of the settings already detailed.



THE RED ROOM

The Red Room, a haven for the eclectic and the daring, is steered by a varied (we could call it diverse, but that would sound silly) group of individuals united by their passion for role-playing games and their drive to challenge the status quo.

Miguel Ribeiro stands at the forefront (not because he's the best, but because he is the one working his arse off), an ill-tempered ex-journalist whose love for the politically incorrect is only matched by his expertise in stealin... err... paying homage to great content. He is possession of a treasure trove of references, which he skillfully pilfers... errr... adapts into game scenarios.

Beside him is Sílvia, a troubled spirit who juggles her conventional daytime role with her off-work escapades in the Red Room. Her ability to mix contrasting worlds brings a unique perspective to the team, infusing their creations with a blend of the ordinary and the extraordinary.

Joe Coombs, a British musician turned game designer, brings a poetic rhythm to their creations.

His contributions have been pivotal in shaping several scenarios, and his collaboration on *Wretched* settings infused them with a lyrical quality. He is the uncontested father of the Beyond.

Olivar Tripas, hailing from Gaul, melds his musical genius with a fascination for horror and historical narratives. His scenarios for *Wretched Country* and *Wretched Époque* are wonderful additions to the Wretcheddverse, and his upcoming *Wretched Chambara* promises to be a best-selling game setting.

The enigmatic Dick Pound, a playboy and a dilettante, adds a layer of controversy and intrigue. His creation, *MEN - The Manly RPG for Manly Men*, stands as a testament to his unapologetic style and bold storytelling, having pushed the boundaries of conventional gaming.

Michael L. Straus, the grumpy yet endearing game author and YouTuber, is known for his co-authorship of *Vigilantes*. His ongoing work on *Vigilante* sourcebooks and the *Wretched Minions* series has diversified our offer into realms not explored before.

Chris Cotgrove is the unsung hero who refines some of our works. His keen eye for detail has ensured that a few of our books were polished.

Judd Goswick is revered as perhaps the finest Game Master to have graced the Earth. His scenarios are not only brilliantly written but also brought to life with unmatched skill on YouTube channel.

Lord Matteus, who has published and released material for games such as Cha'alt, Cowpunchers and Shadowdark wrote for us *Wretched Folklore*.

Last but not least, James 'Grim' Desborough, game designer sought for several war crimes in the former Soviet Union, South America and Southeast Asia, know by his own releases through Postmortem Studios and more, also has worked in one Wretchdverse book, *Penney Tower*.

You will also find some works by our friend Venger Satanis at the Red Room store. Venger, who needs no introduction, shares some of his free content through several online stores, including our own. Thanks, hoss!

The Artists:

Jon Torres, the Basic Expert is the author of our best first edition covers (*Wretched Country, Welcome to St. Cloud* and *Wretched New Flesh*).

Rob Necronomicon is probably the wretchedmost artist out there, but since drawing is only a secondary gig for him, we could only convince him to do a cover for *Labia - The Strange Case of the Cursed Vagina*.

Warghoul has designed covers for *The Goat Lady* and *Wretchploitation*, and the 1st edition game master screen, before mysteriously vanishing into thin air.

Jae Tanaka has authored the cover and some of the interior art of *Wretched Role-playing Game* (the *Wretched* core book), the cover of the *Wretched Verses*, and our Red Room logo. And this partnership is not over yet.

In the past, we have used some of Jeremy Hart's stock art, and he will do some more work for us in the near future. But we'll announce that in due time.



**If you want to know more about
the Wretchedverse or the Red Room
you can find us and/ or contact us at:**

The Red Room Store: <https://moordereht.com/shop>

Big Geek Emporium Store: <https://biggeekemporium.com/store/redroom>

Giant Slayr Games: <https://giantslayergames.com/store/the-red-room>

Lulu Store: <https://www.lulu.com/spotlight/miguelribeiro>

The Red Room's YouTube Channel: <https://www.youtube.com/c/TheRedRoomChannel>

Twitter/ X: <https://twitter.com/moordereht>

Discord Server: <https://discord.gg/EYGgsKdd>

Facebook Group: <https://www.facebook.com/groups/moordereht>

Facebook Page: <https://www.facebook.com/gaming/moordereht>

MeWe: <https://mewe.com/i/moordereht>