

# DAWNFALL

## AITECHNOCENE



### HACKING THE FALL SYSTEM

**HACKING THE FALL SYSTEM – ADDING RANDOMNESS TO YOUR POST-APOCALYPTIC ADVENTURES (DICE MECHANICS)**

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### HACKING THE FALL SYSTEM

*Introducing 'Hacking the Fall System,' a series inviting creativity and adaptation of the system behind Dawnfall. Share your custom hacks, explore new possibilities, and join our community in shaping the game. Send us your innovations and let's craft unique post-apocalyptic adventures together.*

#### **Introduction to Hacking the Fall System.**

Welcome, fellow survivors of the apocalypse and creators of new worlds. Today, we embark on a journey not just through the ruins of the old world but into the heart of creativity itself. This is the beginning of "Hacking the Fall System," a series dedicated to the art of game modification, adaptation, and the sheer joy of customizing your post-apocalyptic adventures.

Let me take a step back from writing for Dawnfall and present you with an idea I've had for a while and wanted to explore a bit further.

#### **Why Hack?**

In the vast wasteland of our game world, where the remnants of the old clash with the seeds of the new, we find stories waiting to be told. "Dawnfall" was built on the foundation of flexibility and creativity, offering a framework for endless exploration and storytelling. But the true potential of this world lies not just within the pages of the rulebook but in the imaginations of those who traverse these desolate lands.

Hacking the game system is about taking the skeletal structure of "Dawnfall" and fleshing it out with your visions. It's about altering rules, inventing new ones, and reimagining the game world to fit the stories you want to tell. Whether it's introducing new magic systems, creating uncharted territories, or developing complex NPC factions, hacking allows you to tailor the gaming experience to your group's preferences and narratives.

#### **The Role of Creativity.**

Creativity is the lifeblood of "Hacking the Fall System." It's about looking at the mechanics and narrative elements of "Dawnfall" and asking, "What if?" What if the apocalypse had magic? What if the AI overlords had won completely? What if humanity had taken to the stars? What if I want to use the Fall System for my favorite fantasy game? What if I wanted a dice system instead of a diceless one? These questions are the seeds from which new game experiences grow.

Adaptation is key. Not every hack will fit every playstyle or campaign, but the beauty of hacking is in the experimentation. It's about adapting the system to meet the needs of your story, whether that means simplifying combat, expanding the Effort system, or creating new character archetypes.

Also, bear in mind that these will be my raw ideas; some might see life as new settings, new expansions for existing settings, but for the most part these will be raw and unedited.

#### **The Community's Canvas.**

Se7en Sagas is not just the brainchild of a guy behind a computer using The AI as tool; it's a community. A living, evolving collaboration between its creators and its players. "Hacking the Fall System" is an invitation to all of you to contribute to this evolving world. Share your hacks, your stories, and your ideas. Let's build this world together, piece by piece, hack by hack.

#### **How to Participate.**

We want to hear from you, see your creations, and share them with the wider community. Whether it's a new setting, a tweak to the existing mechanics, or an entirely new rule system, we're looking for hacks that inspire creativity and bring new experiences to the table.

*Submit your hacks by email,*

to [seven.sagas.games@gmail.com](mailto:seven.sagas.games@gmail.com). Selected hacks will be featured on the blog, showcasing the incredible talent and imagination of our community.

#### **The Journey Begins.**

"Hacking the Fall System" is more than just a series of blog posts; it's a manifesto for creativity, a call to action for all who wish to explore the limits of what "Dawnfall" can be. Let's take this journey together, crafting new worlds from the ashes of the old, and proving that even in the aftermath of apocalypse, imagination knows no bounds.





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### HACKING THE FALL SYSTEM – ADDING RANDOMNESS TO YOUR POST-APOCALYPTIC ADVENTURES (DICE MECHANICS)

*In Dawnfall's post-apocalyptic world, players now have the option to infuse their adventures with randomness through dice mechanics. Spend effort points, roll dice against GM's difficulty, and experience thrilling unpredictability while navigating the challenges of a world dominated by AI.*

#### Introduction:

In the post-apocalyptic world of Dawnfall, where the remnants of humanity struggle against the dominance of AI, players have relied on the diceless mechanics of the game to navigate its treacherous landscapes and complex narratives. However, for those seeking an extra layer of unpredictability and excitement in their adventures, we're excited to introduce an alternative: dice mechanics.

#### Explaining the New Dice Mechanics:

In this alternative system, players will find themselves trading their tokens for dice, as they embark on daring quests and face formidable challenges. While the original Dawnfall system remains intact, this dice mechanic offers a new way for players to engage with the game, infusing their actions with the thrill of randomness and chance.

#### How It Works:

Players in Dawnfall are defined by their skills, ranging from 1 to 5, as well as their Perks and Passions, which shape their goals, motivations, relationships, and flaws. In the traditional system, players spend effort points to perform actions, with tokens representing their expenditure, while Passions and equipment give extra tokens.

With the introduction of dice mechanics, players still spend effort points as before, but instead of tokens, they now roll dice to determine the outcome of their actions, in a 1d6 per Effort point spent trade. Each player rolls a pool of dice corresponding to the number of effort points spent, with each die representing their effort in overcoming a challenge. The GM rolls dice for the Difficulty, with 1d6 per level of Difficulty. On a roll, the 5's and 6's are considered successes.

#### Example:

Imagine a scenario where a player's character needs to sneak past a guard to reach a hidden cache of supplies. With a Stealth skill of 3, the player spends 3 effort points to perform the action. He then rolls 3 six-sided dice (d6), one for each effort point spent.

Meanwhile, the GM determines the difficulty of the task by rolling their own pool of dice, representing the guard's vigilance and the challenges of the environment – in this case, 2d6 for the Difficulty. The total number of successes rolled by the GM serves as the target for the player to overcome.

As the dice clatter across the table, tension mounts as the player eagerly awaits the outcome. With each roll, the narrative unfolds, with success or failure hanging in the balance.

Each count the number of successes, and resolve the action result as per the rules on the core book.

The player rolls the 3d6 and gets 2, 3 and 6, one success; meanwhile, the GM rolls 2d6 and gets 5 and 5, two successes. As per the rules on the core book, the Task fails and the character gets 1 Stress Point.

#### Conclusion:

While the original Dawnfall mechanics continue to offer a rich and immersive gameplay experience, the introduction of dice mechanics provides an exciting alternative for players who crave the thrill of uncertainty and chance in their adventures. Whether you choose to stick with the diceless system or embrace the randomness of dice, Dawnfall promises endless opportunities for epic storytelling and unforgettable adventures in a world ravaged by the forces of nature and technology.





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### HACKING THE FALL SYSTEM: FALLOUT

*Dive into the post-apocalyptic world of Fallout using the Dawnfall system. Adapt skills, perks, and passions to survive the wasteland, interact with factions, and play as unique characters like Ghouls. Join our community, share your creations, and explore the rich crossover between Fallout and Dawnfall.*

As the Fallout TV series unfolds, we find inspiration in its gritty narrative and complex world. Today, let's merge the post-apocalyptic essence of Fallout with the mechanics of Dawnfall to create an RPG experience that fans of both worlds will treasure.

#### Adapting Fallout to Dawnfall.

Both Dawnfall and Fallout share themes of survival, ethical choices, and resource management in a harsh world stripped of its former glory. By using Dawnfall's flexible system, we can navigate the nuanced Fallout setting with a new perspective.

#### Character Basics: Skills, Passions, and Perks Skills.

- Energy Weapons:** Mastery over high-tech armaments.
- Lockpicking:** Crucial for looting and uncovering secrets.
- Barter:** A vital skill for thriving in the wasteland's markets.

#### Passions.

- Goal:** Restore a piece of the old world or trace your family roots.
- Motivation:** Overcome the desolation to survive against all odds.
- Flaw:** Hoarder—compelled to collect and keep anything that might be useful, often at great risk.

#### Perks.

- Rad Resistance:** A perk allowing survival in irradiated zones with less harm.
- Scrounger:** Find more ammo and supplies in unlikely places.
- Charismatic Leader:** Enhance the morale and effectiveness of your group in negotiations and conflicts.

#### Factions with Depth.

*Each faction in Fallout has unique ideologies and methods. Here's how you might integrate them into your Dawnfall campaign:*

#### Brotherhood of Steel.

- Skills:** Proficiency in Power Armor and Energy Weapons.
- Passions:** A mission to secure and control dangerous technology.
- Perks:** Expert Maintenance—keep armor and weapons in peak condition.

#### The Railroad.

- Skills:** Expertise in Stealth and Hacking.
- Passions:** Dedication to freeing sentient synthetic beings.
- Perks:** Codebreaker—unmatched skills in decryption and electronic manipulation.

#### Raiders.

- Skills:** Skilled in Intimidation and Melee Combat.
- Passions:** A ruthless desire to rule or ruin.
- Perks:** Fearmonger—instill fear in enemies to control or incapacitate them.

#### Ghouls: The Wandering Remnants.

*Ghouls, both feared and pitied, offer a unique player character experience:*

- Perks:** Naturally immune to radiation, they suffer from societal exclusion.
- Skills:** Specialize in Survival and managing the dangers of radiation.
- Passions:** Many seek acceptance or revenge against a world that has shunned them.

#### Gameplay Tips.

*Here are some tips for integrating Fallout's signature elements:*

- Resource Management:** Use the Effort system to simulate the scavenging and conservation of resources.
- Moral Dilemmas:** Let players' choices in morally ambiguous situations guide the development of the narrative and their characters' growth.

#### Conclusion

*Embrace the combined depth of Fallout and Dawnfall to craft a rich, engaging tabletop experience. This adaptation not only pays homage to both universes but enriches the role-playing session with complex characters and dramatic storylines.*

#### Get Involved

We encourage all wasteland wanderers and tabletop tacticians to dive into this crossover. Share your character builds, campaign stories, and custom rules with us. Together, we'll explore the vast, radiated lands of Fallout through the lens of Dawnfall.

Let us know what you think and share your opinions via email to [seven.sagas.games@gmail.com](mailto:seven.sagas.games@gmail.com)



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### HACKING THE FALL SYSTEM: EQUIPMENT

*Explore the enhanced combat equipment guide for Dawnfall, featuring tactical and thematic weapons and armor. Light and heavy classifications, along with unique effects for each item, enrich your arsenal, ensuring every choice impacts your survival and combat strategy in the post-apocalyptic wasteland.*

In the Dawnfall universe, where survival is an art, your equipment is not just about defense and offense; it's about making a statement and adapting to a world reborn from ashes. While the core book offers a narrative approach to gear, allowing you to do things you normally couldn't or enhancing your skills, this post is dedicated to those of you craving a more granular, tactical depth—especially when it comes to combat equipment.

#### General Guidelines.

Before diving into the specifics, remember that the guidelines for obtaining, repairing, and personalizing equipment in the core book still apply. Use these rules to further define the functionality and tactical advantages of your gear.

#### Combat Equipment Breakdown.

##### Weapons.

In the harsh landscapes of Dawnfall, weapons are as much about survival as they are about combat. We categorize them into light and heavy, with each category offering unique tactical benefits. Light weapons give +1 to damage, heavy weapons give +2 to damage, light armor absorbs 1 point of damage, heavy armor absorbs 2 points of damage.

The damage a player would inflict is still applied to the Hit Threshold of the enemies, and the damage a player would receive is still applied to his Physical Stress.

##### Light Weapons.

**-Scrap Dagger:** Gives +1 to initiative, perfect for those crucial first strikes. Made from sharpened metal scraps, it's quick to draw and deadly in a skirmish.

**-Salvaged Cleaver:** Offers +1 to parry attempts. This repurposed tool is ideal for defensive maneuvers, giving you the upper hand in close quarters.

**-Rebar Club:** Delivers +1 to stun attacks. This hefty piece of construction debris is effective for subduing foes without lethal force.

##### Heavy Weapons.

**-Wrecking Axe:** Inflicts +1 damage against armored opponents, tearing through makeshift defenses with ease.

**-Chain-bound Hammer:** Allows a player a retry on one missed attack per combat; however, its weight and lack of balance also give -1 to the skill test. It looks cool, though.

**-Industrial Warhammer:** Ignores 1 point of armor soak. Forged from heavy machinery parts, it's designed to demolish any defense.

##### Light Ranged Weapons.

**-Refurbished Bow:** +1 to hit at long range. Crafted from durable scrap materials, it's perfect for taking down enemies from a distance. Medium Range.

**-Homemade Crossbow:** +1 damage on the first hit, deadly in ambush scenarios. Constructed from various machine parts, it's reliable and lethal. Medium Range.

**-Thrown Gear Blades:** Can attack multiple targets in one round. These sharpened industrial saw blades are deadly when hurled with precision. Close Range.

**-Scrap Pistol:** A makeshift firearm crafted from assorted metal parts and old gun components. Its reliability varies, but it packs a decent punch when it counts. +1 to initiative; quick to draw, allowing for a rapid follow-up action if the first shot misses. Medium Range.

**-Pipe Rifle:** Constructed from plumbing pipes and fitted with a basic firing mechanism. It's longer than a pistol but still light enough to be handled with ease to hit at medium range; this weapon is designed for slightly longer engagements than typical light weapons. Medium Range.

##### Heavy Ranged Weapons.

**-Junkyard Harpoon Gun:** A heavy-duty weapon re-engineered from industrial equipment to fire large metal harpoons. It's cumbersome but devastating. +2 damage; can pin an enemy to surfaces if the shot exceeds the enemy's Difficulty by 3 points. Medium Range.

**-Salvaged Rocket Launcher:** Once a military-grade weapon, now patched together with various mechanical scraps. It fires explosive projectiles made from scavenged ordnance. +3 damage to the primary target and +1 damage to all adjacent targets; ideal for disrupting enemy groups. Long Range.

**-Railroad Spike Shooter:** A formidable weapon that uses compressed air or gunpowder to launch heavy railroad spikes at high velocity. Ignores 2 points of armor soak; the sheer force and mass of the spikes make it a lethal choice against armored foes. Medium Range.



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**-Industrial Coilgun:** Utilizes electromagnetic coils to launch metal projectiles at high speeds. It's a pinnacle of scavenger engineering. +2 damage with increased accuracy; allows re-rolls on missed attacks thanks to its precision engineering. Long Range.

### **Armor.**

*Protection in Dawnfall is about layering scavenged materials to create effective barriers against attacks.*

#### **Light Armor.**

**-Tire-Tread Vest:** Absorbs 1 point of damage per attack, crafted from rubber tires for mobility and noise reduction.

**-Canvas Shield-Garb:** Enhances stealth with its environment-blending design, ideal for silent reconnaissance missions.

#### **Heavy Armor.**

**-Car Door Cuirass:** Absorbs 2 points of damage per attack. This repurposed car door provides significant protection and intimidates foes with its imposing presence.

**-Stop Sign Block Armor:** Offers the highest durability, ideal for those leading the charge. Made from road stop signs, it turns a fighter into a juggernaut.

### **Conclusion.**

*The Dawnfall equipment system is designed to be as dynamic and resilient as the survivors who wield it. By choosing the right gear, you not only prepare yourself for the threats of a broken world but also carve out your identity in the ruins. Whether you're assembling a silent assassin's kit or gearing up for frontal assault, your equipment choices define your survival strategy in the wastelands of Dawnfall.*





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### HACKING THE FALL SYSTEM: COMBAT

Discover the enhanced combat system of Dawnfall with our latest blog post. Dive into detailed explanations of initiative, strategic actions, combat distances, and special maneuvers. Master the battlefield with tips on utilizing cover, resolving actions, and employing status effects to outsmart and outlast your opponents.

Greetings, survivors and strategists!

Today, we're excited to introduce the newly revised combat system for Dawnfall, designed to deepen your tactical gameplay and enhance your immersion in our post-apocalyptic world. Whether you're a seasoned fighter or a newcomer to the wastelands, this guide will help you understand the essentials of surviving and thriving in combat.

**Initiative: Quickness Wins the Fight**

In the brutal landscapes of Dawnfall, the speed of your reaction can mean the difference between life and death. Initiative in combat is determined by your relevant combat skill—be it Melee or Ranged Combat—adjusted by any Perks and equipment you possess. This determines the order of actions, ensuring that those well-prepared can act swiftly.

**Strategic Action Choices**

Each turn, you have the power to decide your course of action from the following options:

**Attack:** Engage the enemy directly using your weapon and skills.

**Move:** Position yourself strategically on the battlefield.

**Utility:** Use an item or a special skill that can turn the tide of battle.

**Special:** Perform a complex action that can have significant effects on the battlefield.

Remember, choose wisely, as each action can significantly impact the outcome of the encounter.

**Understanding Combat Distances**

Combat in Dawnfall is all about positioning and understanding the effective range of your weapons:

**Near Range:** You must be up close to engage in melee combat.

**Medium Range:** Ideal for medium-range weapons, though long-range weapons also perform well with a bonus – a +1 to hit.

**Far Range:** Medium-range weapons are less effective – a -1 to hit –, while long-range weapons maintain their standard effectiveness.

**The Importance of Cover**

Navigating the terrain effectively can provide significant advantages:

**Cover Bonus:** Gain a +1 to your skill attacks when you are shielded by cover.

**Enemy Cover Penalty:** Suffer a -1 penalty to your attacks if your enemy is well-positioned in cover.

**Resolving Your Actions**

Your efforts in combat are represented by the Effort Points you allocate based on your skills, as per the rules in the core book:

**Hit:** Successfully surpass the enemy's Difficulty.

**Critical Hit:** Achieve double the enemy's Difficulty, enhancing your attack's impact.

**Equal:** Match the enemy's Difficulty, succeeding at a cost.

**Miss and Fumble:** Less than the Difficulty, with more severe consequences when significantly underestimating your foe.

**The Nuances of Combat Damage**

Weapons in Dawnfall are not just tools of destruction but instruments of strategy, as per our post on Equipment:

**Weapons modify damage:** Each successful hit adjusts the damage based on the weapon used.

**Armor absorbs damage:** Don't overlook the protective gear of your adversaries.

**Special Actions to Turn the Tide**

To give you more control and strategic options, Dawnfall includes several special actions:

**Aiming:** Improve your next attack by focusing your efforts, provided you're in a position to do so.

**Targeted Attacks:** Aim for critical areas at a penalty for greater effect.

**Defensive Move:** Opt to maneuver into safety instead of attacking, relying on your agility to save you.

**Status Conditions and Their Impact**

Master various conditions to control the battlefield:

**Stun, Bleed, Disarm, Blind:** Each condition affects your enemies in different ways, from limiting their actions to causing ongoing damage.

**Final Thoughts**

Our revised combat system is designed to provide you with a rich, strategic experience that rewards thoughtful planning and tactical execution. Embrace these changes,



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and you'll find your encounters in Dawnfall more engaging and dynamic than ever before.

We're eager to hear your thoughts and see how you utilize these new rules in your battles. Share your stories, feedback, and perhaps even a tale of a critical victory or a devastating defeat.

Stay sharp, and may your decisions be wise and your reflexes quicker!





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### HACKING THE FALL SYSTEM: MAD MAX

*Explore adapting the Dawnfall system for a Mad Max-inspired campaign. Introduce vehicles as characters with unique traits, dynamic vehicular combat, and crucial resource management for fuel, water, and ammo. This setup promises high-speed chases and strategic survival in a post-apocalyptic wasteland, enhancing gameplay and narrative depth.*

Greetings, wasteland warriors and survival enthusiasts!

Today, we're diving into how you can adapt the Dawnfall system to run a campaign inspired by the iconic Mad Max universe. In a world where fuel is gold and trust is rare, your adventures will be wild, fierce, and full of heart-pounding action. Here's how to gear up your game:

#### Setting the Scene.

Imagine a desolate wasteland, a world scoured by nuclear winds where water is more precious than currency and the law of the land is the law of the road. Your players are lone wanderers, gang members, or maybe remnants of a forgotten order, all striving to survive and carve out an existence among the dunes.

#### Customizing the Rules.

##### Vehicles as Characters.

In Mad Max, vehicles aren't just transportation; they're characters in their own right. Integrate vehicles into your Dawnfall system by assigning them "health," abilities, and even quirks. A vehicle's performance can be affected by its condition, modifications, and the harsh environmental challenges of the wasteland.

**-Characteristics:** Each vehicle in Dawnfall can be treated as a character with its own set of stats:

**-Health (Durability):** Represents the vehicle's ability to withstand damage.

**-Power (Engine Strength):** Dictates speed and acceleration, crucial for chase scenes and escaping dangers.

**-Handling (Maneuverability):** Affects the ability to perform complex driving maneuvers and affects initiative in vehicle-based combat.

**-Capacity (Storage):** Determines how much resource and gear the vehicle can carry.

**-Perks:** Vehicles can also have unique Perks, adding flavor and strategic elements:

**-Nitro Boost:** Allows a temporary surge in speed, useful for critical escape moments or to ram an opponent.

**-Reinforced Chassis:** Reduces damage taken from collisions and attacks.

**-Stealth Coating:** Provides a bonus to evade detection in certain scenarios.

**-Maintenance and Upgrades:** Like characters, vehicles can be upgraded and will need maintenance. Using parts found during scavenging missions can enhance a vehicle's capabilities or repair damage, affecting its performance in subsequent encounters.

**-Resource Management:** Fuel, water, and ammunition are rare and valuable. Use the Dawnfall Effort system to manage these resources carefully. Spending resources should be a significant decision, impacting not just survival but also the power dynamics within the group and with outsiders.

#### Adapting Mutational Stress:

**-Resource Points:** Renamed from Mutational Stress to Resource Points, this system tracks the availability of ammunition, water, and fuel. Each resource has its own track, starting from 5 and counting down to zero.

**-Usage and Replenishment:** Spending a point might represent using a significant amount of fuel for a high-speed chase or several rounds of ammunition in a firefight. Resources can be replenished through scavenging missions or trading with other groups.

**-Survival Implications:** When any resource track hits zero, the consequences are dire. Running out of water or food can lead to weakened states, reducing Effort Points available each day. No ammunition means relying solely on melee combat or fleeing, and no fuel could leave the party stranded and vulnerable.

#### Dynamic Combat Rules:

**-Combat on the Move:** Adapting the Dawnfall combat system to include high-speed chases and vehicular combat is essential.

Characters can jump between vehicles, engage in melee on moving cars, or conduct daring drive-by shootings. Adjust initiative and movement rules to reflect the dynamic nature of vehicle-based combat.



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**-Initiative:** Vehicle handling plays a crucial role, with higher maneuverability granting earlier action in the turn sequence.

**-Combat Actions:** Include shooting from vehicles, ramming, and quick maneuvers to dodge or shake off pursuers.

**Boarding Actions:** Characters can attempt to jump between moving vehicles, requiring a high expenditure of Effort Points to succeed, reflecting the risk and difficulty of such daring moves.

### Sample Vehicles.

*In a Mad Max-inspired setting, vehicles aren't just a mode of transportation; they embody survival, status, and aggression. Here are a couple of examples of customized vehicles that might roam the wastelands in your Dawnfall campaign.*

#### The Dust Rattler.

**-Type:** Light Scout Vehicle

**-Description:** The Dust Rattler is a heavily modified dune buggy designed for rapid reconnaissance and guerrilla tactics. Its lightweight frame is stripped down to the essentials to maximize speed and agility.

#### Characteristics:

**-Health:** Moderate

**-Power:** High (enhanced with a turbocharged engine)

**-Handling:** Very High (excellent for quick maneuvers and escaping tight spots)

**-Capacity:** Low (minimal storage, mostly for small arms and survival gear)

#### Perks:

**-Sand Skimmer:** Enhanced suspension and wide tires allow the Dust Rattler to move effortlessly over sandy and rocky terrains, ignoring typical movement penalties associated with such landscapes.

**-Evasion Boost:** Once per encounter, the driver can engage an emergency evasion maneuver to automatically avoid an incoming attack, thanks to its reactive steering technology.

**-Ideal Use:** The Dust Rattler is perfect for scouting missions, hit-and-run attacks, and quick escapes.

Its ability to quickly cover ground and avoid engagement makes it invaluable for reconnaissance and gathering critical intel in hostile territories.

#### The Iron Behemoth

**-Type:** Heavy Assault Truck

**-Description:** The Iron Behemoth is a fortress on wheels. Originally a fuel tanker, it has been retrofitted with armored plating and a ramming prow. The vehicle serves as a mobile command center and a frontline bruiser in raider assaults.

#### Characteristics:

**-Health:** Very High

**-Power:** Moderate (powerful engine but limited by heavy modifications)

**-Handling:** Low (clumsy at best, with a slow turning radius)

**-Capacity:** High (capable of carrying a large crew, heavy weapons, and ample supplies)

#### Quirks and Abilities:

**-Mobile Fortress:** The thick armored plating reduces incoming damage by 2 points, making it extremely resilient against attacks.

**-Ramming Prow:** Designed to smash through barriers and enemy lines, the Iron Behemoth can initiate a ramming attack that deals significant damage to structures and vehicles.

**-Ideal Use:** The Iron Behemoth shines in direct confrontations where its durability and offensive capabilities can dominate the battlefield. It's also used to transport valuable resources securely or to spearhead assaults on fortified positions.

These vehicle examples can serve as templates for players to customize their rides or as formidable adversaries they might encounter in the wastelands of a Dawnfall Mad Max-themed campaign. Each vehicle's unique traits and abilities offer strategic choices and narrative depth, enhancing the post-apocalyptic gameplay experience.

#### Skills and Perks

**-Driving:** Critical for maneuvering through hazardous terrain and executing complex maneuvers during chases.

**-Mechanics:** Essential for repairing and upgrading vehicles on the fly.

**-Scavenging:** A skill for those adept at finding salvageable parts and resources in unlikely places.

#### Factions and Enemies.

*Introduce factions that control various resources, such as water reservoirs, oil fields, or armories. Each faction has its own culture, vehicles, and combat style, ranging from barbaric raiders to organized militant groups.*



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**-Raiders:** Fast, ferocious, and unpredictable, raiders attack with little warning, seeking loot and destruction.

**-Cultists:** Followers of a bizarre apocalypse cult who believe in the sanctity of motor engines and the power of nitro-fueled ascension.

### Adventures and Quests.

*Your campaigns can revolve around escort missions, scavenging runs, or faction wars. Set up scenarios where players must make alliances or stand alone against the wasteland's horrors. Quests can involve searching for mythical places rumored to have untouched resources or ancient technology.*

### Conclusion.

Adapting Dawnfall to a Mad Max-inspired setting offers endless opportunities for thrilling adventures and deep storytelling. With a focus on survival, resource management, and high-stakes combat, your game nights will capture the raw, adrenaline-pumping drama of a life lived at full throttle in the wasteland.

*Ready to take your place in the convoy of the damned? Fire up your engines, load up your shotguns, and remember: in the wasteland, it's ride or die!*





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### DEVELOPING HAVENSHIRE

*Explore Havenshire, a fortified town with rich characters and clues pointing to the elusive Lost City. Players embark on quests driven by personal connections, urgent needs, or the promise of power. Discover the mysteries and dangers of the Lost City in "Dawnfall: Aitechnocene". Happy adventuring!*

Welcome to the latest update on "Dawnfall: Aitechnocene"! Today, we dive into the small but significant town of Havenshire and explore the myriad reasons why adventurers might seek the elusive Lost City. Whether you're a player looking for a new base of operations or a storyteller crafting your next great adventure, Havenshire offers a rich setting brimming with possibilities. For those who don't have the core book (what are you waiting for?!), Havenshire is the very first town the players will visit before going on an adventure to try and find the fabled Lost City.

#### Welcome to Havenshire.

Havenshire is a small, fortified town nestled in a sheltered valley, surrounded by rolling hills and dense woods. This town is a hub for survivors, offering basic amenities and a sense of community amidst the harsh post-apocalyptic landscape. With a population of around 150, Havenshire is home to scavengers, traders, farmers, and skilled craftsmen, each contributing to the town's resilience and spirit.

#### Key Locations in Havenshire.

##### 1-The Rusty Nail Bar.

**-Description:** A dimly lit, ramshackle establishment constructed from salvaged materials, The Rusty Nail is the social heart of Havenshire.

##### -Notable Characters:

**\*Bertha:** The stout, middle-aged woman who runs the bar with an iron fist. Known for her hearty laughter and homemade moonshine.

**\*Weasel:** Bertha's sly and unscrupulous husband, known for his shady deals and unsavory transactions.

##### 2-Big Jim's Post.

**-Description:** A small, well-guarded outpost near the entrance of Havenshire where Big Jim oversees the town's security operations.

##### -Notable Character:

**\*Big Jim:** A towering figure with a stern demeanor, responsible for maintaining order in Havenshire.

##### 3-The Car Cemetery

**-Description:** A sprawling expanse of rusted vehicles and twisted metal, located a short distance from Havenshire. Once a source of valuable parts, it has been mostly scavenged clean.

**-Hazards:** Littered with sharp metal and unstable structures, frequented by wild animals and desperate scavengers.

##### 4-The Market Square

**-Description:** The central area of Havenshire where traders set up stalls to sell goods and services.

##### -Notable Characters:

**\*Old Man Jenkins:** A grizzled veteran who sells survival gear.

**\*Maria:** A young woman known for her bartering skills and charming demeanor.

##### 5-The Community Center

**-Description:** A large, multi-purpose building serving as a meeting hall, clinic, and shelter for those in need.

##### -Notable Character:

**\*Doc Harris:** The town's medic, dedicated to keeping the townsfolk healthy.

##### 6-The Workshop

**-Description:** A busy workshop where skilled craftsmen and mechanics repair tools, build structures, and create new items from salvaged materials.

##### -Notable Character:

**\*Jake:** The resourceful and inventive craftsman running the workshop.

#### Clues to the Lost City

*Havenshire is filled with characters who hold tantalizing clues about the fabled Lost City. Here's what they know:*

**\*Bertha:** Overheard traders mention a hidden path marked by symbols starting from an old highway east of Havenshire.

**\*Weasel:** Claims to have a scrap of an old map showing the city's location in a military base two days' travel northwest, guarded by drones.

**\*Big Jim:** Rumors of the Lost City being protected by an energy shield, penetrable only during reactor maintenance. Old Man Jenkins: A wanderer described the city on a plateau surrounded by cliffs, with visible lights at night.

**\*Maria:** An old book speaks of the Lost City as a hub of technological innovation, found by those who seek knowledge with a pure heart.



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**\*Doc Harris:** A patient described advanced medical facilities in the city, including robotic surgeons.

**\*Jake:** A communication device intercepted a signal with encrypted coordinates referring to a “sanctuary of knowledge.”

### Motivations for Seeking the Lost City.

*Here are compelling reasons why adventurers might set out to find the Lost City:*

**1-Patron’s Request:** A wealthy patron offers a significant reward for retrieving technological artifacts from the Lost City.

**2-Survivors’ Plea:** Desperate survivors beg the players to find the city and protect it from raiders.

**3-Personal Quest:** A player seeks a long-lost relative or friend rumored to have headed towards the Lost City.

**4-Scientific Curiosity:** Players find an old journal suggesting groundbreaking scientific discoveries in the city.

**5-Dire Need:** Havenshire faces a crisis, and the Lost City might hold the key to their survival.

**6-Mysterious Stranger:** A stranger delivers a cryptic map and message about a great danger approaching the Lost City.

**7-Promise of Power:** A faction leader claims that controlling the city will grant unmatched influence.

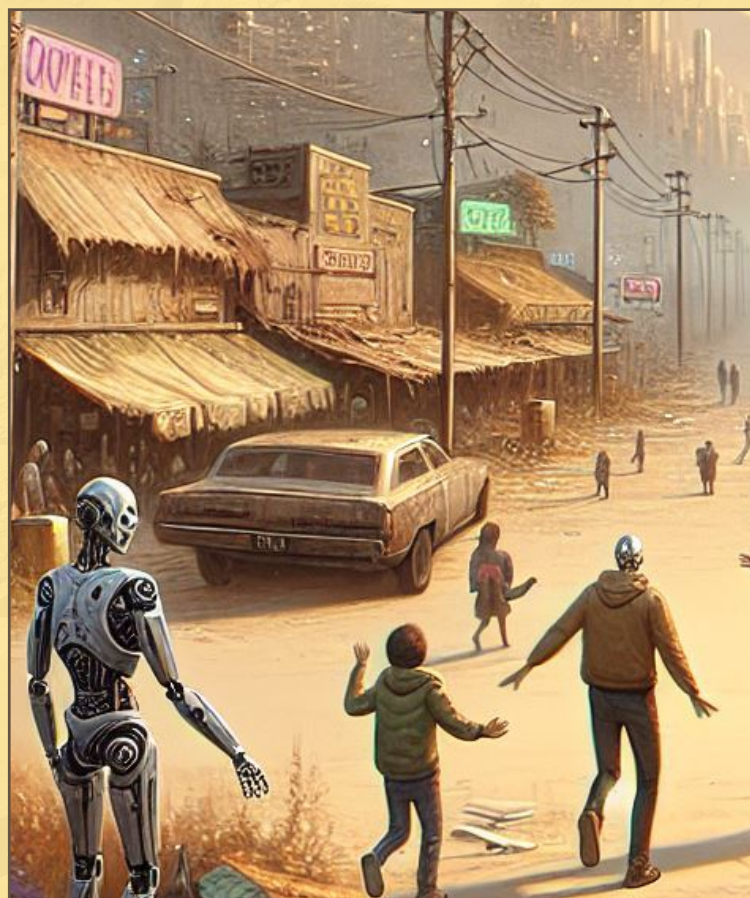
**8-Prophetic Vision:** A player or NPC has a vision urging them to find the Lost City for salvation.

**9-Trade Opportunity:** Securing the city first offers valuable trade opportunities and leverage over a rival settlement.

**10-Exploration and Adventure:** The thrill of exploration and the ultimate test of survival skills drive the players.

Havenshire serves as a pivotal starting point for adventurers, filled with intriguing characters and clues that beckon them towards the Lost City. Whether driven by personal quests, curiosity, or the promise of power, the journey promises to be one of discovery and danger.

**Stay tuned for more updates on “Dawnfall: Aitechnocene”!**  
**Happy adventuring!**





# DAWNFALL

## AITECHNOCENE

### HACKING THE FALL SYSTEM: VEILBOUND

*"VeilBound" is a Dawnfall hack set in Neo-Prague, blending magic and technology. Players explore diverse factions, master arcane, chaos, and techweaving magic, and shape their journeys through rich character creation featuring goals, motivations, relationships, and flaws, deepening the role-playing experience in a world shaped by a shattered Veil.*

#### Introduction.

June is not only a month to celebrate Pride and inclusivity, but it's also a perfect time to introduce innovative narratives that embrace these themes; at Se7en Sagas, we're proud to stand as allies with the LGBTQ+ community. Embracing the spirit of creativity and diversity, we are excited to present our latest project, one of explosive creativity and diversity. Set in the enigmatic city of Neo-Prague, "VeilBound" merges the mystical with the technological, weaving a narrative filled with arcane secrets, advanced tech, and a world influenced by a fractured reality. "VeilBound" blends the rich narrative elements of "The Invisibles" with other influential works such as "Planetary" and "Global Frequency," creating a universe where ancient magic meets advanced technology.

#### Why "VeilBound"?

"VeilBound" is designed as a testament to the power of diversity and the strength found in differences. By integrating varied magical disciplines and technological advancements, the game reflects the myriad ways people experience and influence the world. This approach not only adds depth to gameplay but also mirrors the diverse identities and perspectives within our community.

#### Why "The Invisibles"?

"The Invisibles," created by Grant Morrison, is renowned not only for its deep narrative and complex characters but also for its forward-thinking representation of diverse identities and anti-authoritarian themes. This comic has inspired us to think about how different realities and identities can intersect in fascinating ways, especially within the framework of a tabletop role-playing game.

#### Incorporating Diverse Influences.

Our project does not stop at "The Invisibles." We draw upon a rich tapestry of sources including the esoteric detective work of "Planetary" by Warren Ellis, the mystical and technological blend found in the narratives of classic and contemporary magic, and the dynamic interplay of secrecy and revelation that fuels "Global Frequency." Each of these

elements contributes to a setting that is both familiar and thrillingly new.

The World of Neo-Prague Neo-Prague is a city where the past and the future converge amidst the remnants of the shattered Veil, a metaphysical barrier that once separated different dimensions. With the Veil fractured, reality has blended with otherworldly elements, creating a playground for intrigue, adventure, and existential threats. This setting provides a backdrop for stories of resistance, discovery, and identity shaping, as players navigate through a world where every corner and shadow can hold a secret or a doorway to the extraordinary.

#### Factions and Powers

##### 1. The Network

**-Overview:** The Network is an underground coalition of rebels, hackers, and mages committed to thwarting The Dominion's plans and protecting the remnants of freedom in Neo-Prague. Their structure is decentralized, with cells operating semi-autonomously across various districts, each specializing in different aspects of resistance—intelligence gathering, resource distribution, and covert operations.

**-Philosophy:** They believe in the power of information and the inherent right of all beings to freedom and self-determination. The Network is often the first line of defense against The Dominion's encroachments, making them a beacon for those who wish to resist oppression.

**-Unique Resources:** Access to clandestine safehouses, a vast network of informants, and a repository of forbidden knowledge and technology.

##### 2. The Dominion

**-Overview:** A formidable alliance of corporate oligarchs, renegade sorcerers, and otherworldly entities, The Dominion seeks to reshape Neo-Prague—and eventually the world—according to its vision of a new order. They wield considerable influence over the city's infrastructure, media, and some magical institutions.

**-Philosophy:** Their philosophy is one of control and advancement at any cost, viewing the fractured Veil as an opportunity to harness unprecedented powers and enforce a regime where they stand at the top of the hierarchy.

**-Unique Resources:** Advanced technological devices, experimental magic, and a private army equipped with the latest enhancements and weaponry.

##### 3. The Pulse

**-Overview:** Less an organized faction and more a mystical phenomenon, The Pulse is an enigmatic force understood



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and revered by few. It represents the heartbeat of Neo-Prague's magical essence, often guiding those sensitive to its rhythms towards destinies intertwined with the fate of the city.

**-Philosophy:** The Pulse is believed to embody the will of Neo-Prague itself, seeking balance and the healing of the Veil. Those attuned to The Pulse often find themselves at pivotal events, wielding influence in seemingly coincidental ways.

**-Unique Resources:** Prophecies, visions, and spontaneous magical occurrences that can aid or obscure the path forward.

### Magic & Technology

#### 1. Arcane Magic

**-Mechanics:** Arcane Magic is governed by rigorous study and strict adherence to ancient principles. It involves memorizing spells, understanding magical theory, and utilizing specific components or conditions to cast spells. This school is reliable, with predictable and potent effects, appealing to those who value stability and tradition.

**-Philosophy:** Practitioners believe in preserving and respecting the old ways, focusing on the accumulation and preservation of magical knowledge.

**-Skills:** Arcane Magic is tied to skills like "Arcane Knowledge," "Ritual Magic," and "Historical Lore." These skills enable characters to understand and perform complex magical operations that require precision and adherence to traditional magical rules.

**-Perks:** Perks related to Arcane Magic might include "Efficient Ritualist," which reduces the Effort Point cost for rituals, or "Lorekeeper," which gives the player bonuses when accessing or recalling arcane information crucial for spellcasting or solving magical dilemmas.

**-Effort Pool:** Arcane spells have a predetermined Effort Point cost, reflecting their structured nature. The cost is fixed unless influenced by specific perks or exceptional circumstances within the narrative.

**-Gameplay Interaction:** When casting an arcane spell, players decide which spell (aligned with their skills) they want to cast, deduct the necessary Effort Points, and describe their actions. The GM assesses the success based on the character's skill levels, the Effort Points spent, and any situational modifiers.

#### 2. Chaos Magic

**-Mechanics:** Chaos Magic eschews traditional structures for a more intuitive approach. Practitioners use their willpower and emotional states to influence reality, often drawing on personal symbols or spontaneous acts of magic.

This school is highly flexible but unpredictable; spells can vary in effect and intensity based on the caster's mindset and environment.

**-Philosophy:** Chaos magicians see magic as a personal expression of power that transcends conventional limits, embodying freedom and adaptability.

**-Skills:** Chaos Magic involves skills such as "Impulse Control," "Emotional Resonance," and "Symbolic Invocation." These skills help in managing and harnessing the unpredictable nature of chaos magic, focusing on the caster's ability to manipulate their internal states and external symbols for magical effects.

**-Perks:** Example perks include "Chaos Conduit," which allows the player to reroll a failed chaos magic action once per session, or "Emotional Amplifier," which enhances the power of spells cast in heightened emotional states at the risk of greater unpredictability.

**-Effort Pool:** The Effort Point cost for chaos magic can vary based on the desired effect's scale and the caster's emotional state. Chaos magic might also allow for flexible Effort Point allocation, where players can push for more powerful effects at greater personal risk.

**-Gameplay Interaction:** Chaos magic casting is dynamic, with players describing their desired effect and emotional state. The GM sets the difficulty and potential consequences based on the effort and the narrative context. Success can bring powerful results, but failure might lead to significant narrative complications.

#### 3. Techweaving

**-Mechanics:** Techweaving blends technology and magic to create devices that can manipulate magical energies or enhance technological functions. This involves crafting gadgets that function through magical principles or channeling spells through technological interfaces. The practice requires both a technical and magical understanding, making it a complex but highly innovative school.

**-Philosophy:** Techweavers believe in progress and innovation, pushing the boundaries of what magic and technology can achieve together. They see the future as an uncharted territory of limitless possibilities, where the fusion of disciplines can solve any problem.

**-Skills:** Techweaving relies on skills such as "Technological Integration," "Magical Engineering," and "Innovative Crafting." These skills are crucial for designing, creating, and operating tech-magic hybrid devices.

**-Perks:** Techweaving-specific perks might include "Master Artificer," which gives bonuses to creating or repairing tech-magic devices, or "Quantum Synergist," allowing a character to occasionally bypass the need for conventional



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power sources in their gadgets.

**-Effort Pool:** Building and using techweaving devices generally involves an upfront Effort Point cost for creation, with additional costs for operation depending on the device's complexity and power.

**-Gameplay Interaction:** Players engage in techweaving by designing gadgets with specific magical effects, which they then craft during gameplay. The GM determines the complexity and potential impact of the device, which influences the Effort Points needed and the success of the creation process.

### Character Creation in "VeilBound".

*Characters in "VeilBound" are as diverse as the world they inhabit, with customizable skills, unique perks, and deep passions that drive their narratives:*

**-Skills:** From Hacking and Elemental Control to Occult Knowledge and Tactical Awareness.

**-Perks:** Abilities like Gadgeteer, Mind Shield, and Shadow Walker enhance gameplay and character development.

**-Passions:** Goals like Uncover the Secrets of the Shattered Veil or Sabotage Dominion Operations, Motivations like Seeking Redemption or Thirst for Knowledge, Relationships like Mentor in The Network or Rival from The Dominion, and Flaws like Deep-Set Paranoia or Magical Dependency, will enrich the role-playing experience and influence game mechanics.

### Character Archetypes.

*To help players start their journey, "VeilBound" offers several archetypes, each equipped with a set of skills, a unique perk, and a rich background of passions:*

**-The Techweaver:** A master of blending magic with technology.

**-The Arcane Scholar:** A keeper of ancient magical knowledge.

**-The Street Savant:** A survival expert in the urban wilderness of Neo-Prague.

**Magical Systems** "VeilBound" introduces three distinct forms of magic, each reflecting different aspects of the game's world:

**-Arcane Magic:** Rooted in tradition and study, perfect for those who value structure and reliability.

**-Chaos Magic:** Unpredictable and powerful, suited for players who enjoy risk and flexibility.

**-Techweaving:** A synthesis of gadgetry and spellcraft, offering creative and innovative magical solutions.

### Adventures and Campaigns.

*The adventures in "VeilBound" are designed to challenge and inspire, ranging from uncovering hidden truths beneath Neo-Prague to thwarting plots that span the physical and mystical realms:*

**-Echoes of the Veiled Past:** Players investigate ancient ruins beneath Neo-Prague, uncovering secrets that could shift the balance of power in the city.

**-The Golem's Heart:** A race against rival factions to retrieve a powerful artifact capable of animating or deactivating the city's golems.

**-Shadows Over the Undercity:** Explore the hidden depths of Neo-Prague, facing both political intrigue and monstrous threats.

**A Commitment to Inclusivity** At Se7en Sagas, inclusivity is at the core of everything we create. "VeilBound" is more than just a game; it's a celebration of diversity, a call for understanding, and an invitation to explore new perspectives through the immersive world of TTRPGs.

**Join Us on This Adventure** We invite you to dive into the world of "VeilBound," where every play session promises new discoveries and the chance to live out incredible adventures. Stay tuned for more updates, and let's create stories that celebrate the richness of diversity together.





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## AITECHNOCENE

### HACKING THE FALL SYSTEM: OS LUSÍADAS

Explore the epic adventures of *The Lusíadas* through the Dawnfall RPG system. Adapt Vasco da Gama's journey into a series of episodic campaigns, utilizing skills like Navigation and Diplomacy, and overcome divine challenges using an innovative Effort system. Engage with Portugal's maritime history in a narrative-driven tabletop experience.

#### Introduction.

As we celebrate the 500th anniversary of Luís Vaz de Camões, author of *The Lusíadas*, we find a unique opportunity to bridge classic literature and modern tabletop RPG mechanics. *The Lusíadas*, an epic poem that chronicles the journey of Vasco da Gama to India, is ripe for adaptation into the gaming world. Today, we explore how the narrative-driven mechanics of Dawnfall can be utilized to recreate the epic adventures and trials faced by Gama and his crew.

#### The Epic Structure and Dawnfall's System.

*The Lusíadas* is structured around a series of cantos, each detailing various aspects of the Portuguese voyage to discover the sea route to India. This structure lends itself beautifully to an episodic campaign format in RPGs, where each canto represents a different adventure or set of challenges.

#### Skills and Perks

Instead of traditional post-apocalyptic skills, characters in this *Lusíadas*-inspired campaign might have skills like Navigation, Diplomacy, Seamanship, and Command.

**-Navigation:** Essential for charting courses and managing the ship's passage through treacherous waters.

**-Diplomacy:** Crucial for interactions with foreign dignitaries and local leaders encountered along the journey.

**-Seamanship:** Represents a character's proficiency in managing the crew and handling the ship's daily operations.

**-Command:** The ability to lead in times of crisis, inspiring the crew during battles or when morale is low.

#### Perks could include:

**-Eloquent Orator:** Gain an advantage when persuading or inspiring others through speech.

**-Steadfast:** Gain an advantage in resisting fear or intimidation, particularly useful during supernatural occurrences or battles.

#### The Effort System.

*The Lusíadas* is rich with both human and divine conflicts. The Effort system in Dawnfall can be adapted to manage these interactions, with characters spending effort points to overcome obstacles placed by both mortal and godly adversaries. For example, convincing Neptune to calm a stormy sea might require a significant effort spend, enhanced by Perks or boosted through dramatic role-play.

#### Passions (Goals, Motivations, Relationships, and Flaws).

Each character could be driven by Passions that directly relate to the themes of exploration and heroism found in *The Lusíadas*.

**-Goal:** Discover new lands and bring glory to Portugal.

**-Motivation:** Personal honor and the spirit of adventure.

**-Relationship:** Loyalties to the crew and the crown.

**-Flaw:** Overreaching ambition or hubris, mirroring the classical tragic heroes.

#### Iconic Gear and Artifacts.

Incorporate period-accurate gear and mythical artifacts that characters might seek or utilize:

**-Astrolabe:** Enhances Navigation skill checks.

**-Conquistador's Armor:** Offers protection and status but may incite hostility from indigenous peoples.

#### Conclusion.

Adapting *The Lusíadas* using Dawnfall's mechanics allows players to immerse themselves in the age of discovery, where every decision and diceless challenge can lead to new worlds or dire consequences. This campaign style celebrates both Camões's literary legacy and the adventurous spirit of his characters, providing a rich, narrative-driven experience that encourages teamwork, strategy, and dramatic storytelling.

Whether you're a seasoned gamer or a newcomer to RPGs, this *Lusíadas*-inspired adventure offers a unique way to engage with one of Portugal's most important literary works while enjoying an evening of collaborative storytelling and adventure.





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## AITECHNOCENE

### HACKING THE FALL SYSTEM: BRINGING THE BEAUTIFUL GAME TO THE TABLETOP/SOCCER

*Adapt the Dawnfall RPG system to create a soccer-themed TTRPG inspired by Captain Tsubasa. Incorporate detailed skills like Shooting and Passing, positions like Striker or Goalkeeper, and unique mechanics like Dramatic Time Stretching tied to character Passions for intense, narrative-rich gameplay that mimics the drama of professional soccer.*

#### Introduction.

Are you ready to blend the passion of the pitch with the creativity of tabletop role-playing? Inspired by the dynamic action of Captain Tsubasa and the innovative mechanics of Dawnfall, we've developed a soccer-themed TTRPG that lets you live out the highs and lows of professional soccer in a dramatic and interactive way. Here's how to get your game on!

#### Setting Up Your Soccer RPG.

In this game, players create characters that are rising stars in the soccer world, choosing positions like Goalkeeper, Defender, Midfielder, or Striker, each with unique skills and strategic roles. The campaign can follow their journey from local heroes to global superstars, facing challenges on and off the field.

#### Core Positions and Their Specializations.

*Every player picks a core position that comes with specific skill bonuses and unique perks:*

##### Goalkeeper.

**-Skills:** Shot Stopping, Aerial Control, Positioning, Distribution

**-Bonus:** Exceptional at Shot Stopping and Aerial Control

**-Perks:**

**\*Last Line of Defense:** Excel in critical save situations.

**\*Commander of the Box:** Master tactical setups during set pieces.

##### Defender.

**-Skills:** Tackling, Heading, Positioning, Passing

**-Bonus:** Dominant in Tackling and Heading

**-Perks:**

**\*Lockdown Defender:** Specialize in shutting down key opponents.

**\*Clearance Expert:** Expertly clear balls from high-pressure situations.

##### Midfielder.

**-Skills:** Dribbling, Passing, Running, Positioning

**-Bonus:** Superior at Passing and Positioning

**-Perks:**

**\*Field General:** Enhance the effectiveness of passes and setups.

**\*Stamina Surge:** Outlast others on the field with heightened endurance.

##### Striker.

**-Skills:** Shooting, Dribbling, Running, Heading

**-Bonus:** Ace at Shooting and Running

**-Perks:**

**\*Clinical Finisher:** Thrive under pressure, especially in critical scoring situations.

**\*Poacher's Instinct:** Master finding and exploiting gaps in the defense.

##### Passions

*Reflecting the dramatic flair of Captain Tsubasa, players' Passions drive their actions and narratives on the field:*

**-Goal:** Aspire to win the World Cup and achieve international glory.

**-Motivation:** A deep-seated love for soccer and the thrill of competition.

**-Relationship:** Build powerful connections with teammates and rivals, influencing gameplay.

**-Flaw:** Overzealous passion that can lead to critical gameplay mistakes under pressure.

##### Sample Characters.

*Let's introduce two characters inspired by the iconic figures from Captain Tsubasa, reimagined for our soccer-themed RPG:*

##### Taro "Eagle" Misaki.

**-Position:** Midfielder

**-Skills:** High Passing and Dribbling

**-Perks:** Playmaker, Stamina Surge

**-Passions:** Goal to play in top European leagues, motivated by showcasing team spirit, strong bond with striker partner, flaw is hesitance in selfish play when necessary.

##### Ken "Hawk" Wakashimazu.

**-Position:** Goalkeeper

**-Skills:** Excellent Shot Stopping and Aerial Control

**-Perks:** Last Line of Defense, Commander of the Box

**-Passions:** Goal to become the undisputed best goalkeeper, motivated by personal redemption, rivalry with another top goalkeeper, flaw is occasional over-aggression that leads to penalties.



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### Dramatic Time Stretching Enhanced by Passions.

#### Concept Overview:

*"Dramatic Time Stretching" occurs during critical moments of gameplay, where actions are described in a detailed, slow-motion narrative style. By tying this mechanic to the Passions of each character, these moments not only become more strategically interesting but also deepen the character's personal story and emotional investment in the game.*

#### Implementation:

##### 1-Triggering Dramatic Time:

Dramatic Time is triggered by specific conditions related to character Passions. For example, when a character faces a situation directly tied to their Goals, Motivations, Relationships, or Flaws, the game shifts into Dramatic Time.

**-Example:** A striker with a Passion to "overcome a notorious rival team" faces a penalty kick against this team's famed goalkeeper in the championship match.

##### 2-Passion-Driven Actions:

During Dramatic Time, players can invoke their character's Passions to enhance their actions. This can be represented by bonus Effort Points, rerolls, or temporary skill boosts that reflect the heightened emotional and narrative stakes.

**-Example:** If the player's Motivation is "proving oneself under pressure," they might receive bonus Effort Points for actions taken during these critical game phases.

##### 3-Enhanced Narrative Detail:

In Dramatic Time, players are encouraged to elaborate on their actions through internal monologues, flashbacks, or detailed descriptions of their character's emotions and thoughts. This narrative depth not only adds drama but also aligns with the anime-inspired aesthetic of extended play sequences.

**-Example:** As the midfielder prepares to take a crucial corner kick, a flashback triggers showing a previous loss where a failed corner was pivotal. The player describes how this memory fuels their determination to succeed now.

##### 4-Consequences and Outcomes:

The outcomes of actions taken during Dramatic Time have significant repercussions, influenced by how well players utilize their Passions. Success might lead to dramatic boosts in morale or key advancements in character arcs, while failures could have deeper emotional impacts or setbacks in their personal goals.

**-Example:** Success in a critical action could lead to a lasting increase in a related skill, representing the character's growth from the experience. Failure might trigger a Flaw,

such as doubt or frustration, which could affect future actions.

##### 5-Integration with Team Dynamics:

Dramatic Time can also enhance team dynamics, where other players' actions or encouragement can influence the outcome, simulating the cooperative nature of soccer. This encourages players to support one another, tying their Passions together for collective success.

**-Example:** Teammates might use their own actions to assist or boost the main player's effort during a Dramatic Time sequence, like offering key tactical advice or emotional support that plays into their own Passions and backstories.

#### Conclusion.

*This soccer-themed TTRPG combines the tactical depth of soccer with the imaginative potential of tabletop gaming. Whether orchestrating a last-minute comeback or battling through a tournament, this game brings the thrill of soccer to life, offering a unique blend of sports and storytelling. Lace up your boots, strategize with your team, and get ready to bring glory to the grassy fields of your imagination!*

