

The Shadow of Yesterday Demo

This demo is meant for up to six players. It revolves around a power struggle in a Ratkin lair and the humans they have captured. Take a look at the six characters. Ones not played will be your Story Guide characters.

Read the following to the players. It may be edited for the characters being played.

Deep in the heart of Maldor, a group of Ratkin have set up shop in an abandoned keep. These Ratkin moved here a year ago after their leader was killed in battle with a group of human raiders. The leader's daughter, Black Paws, became the new head of the horde and has kept them safe. Her rival, Squall, has upset the balance by attacking and capturing a group of human soldiers with his thugs.

Two of these soldiers, Sgt. Carlos, the leader, and Africa, a foreign mercenary are locked up in old cells.

One Ratkin, Pick-Tooth is assigned to watch them. He is right outside their room.

The wife of Sgt. Carlos, Zoe, has snuck into the keep and wants to get to her husband to rescue him.

Squall is arguing with Black Paws about the fate of the humans.

You should play one to two scenes with each player. *Hit their Keys!* Be lenient with these. Really show them off. Force everyone into tough situations.

Rules

Rules for this are pretty much the same as *TSOY*. Make sure the players get this:

Roll 3 Fudge dice and add them to your ability for your success level. Below 0 is just 0. Underlined abilities are *defensive* - you can't hurt anyone with them.

You can spend a point from the pool associated with an ability for a bonus die.

Each of you has one "gift die." Give that to anyone at any time to give them a bonus die on their action.

If you get 4 XP, you can take an advance. Look at the list of your next two advances. Pick one! If you get 8 XP, you can take both!

If you buy off a Key, you lose it, but get both advances right then!

You should really throw Harm into everyone's stakes. Normally, I wouldn't, but since this is one to two scenes, it's good to push them.

All minor NPCs are Competent (1) at anything they should be able to do.