

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.

The Shadow of Yesterday

Character

Name Sgt. Carlos

Species Human

Culture Maldor
Court of Phillippe the
Dawnbreaker

Advances 10

Carlos is a powerful warrior in the service of Phillippe. He and his men were ambushed by Squall, a vicious Ratkin, and are now captured.

He's been separated from his stuff, but normally wears a metal breastplate and carries a broad spear.

Experience Points

Next two advances:

- +2 harm to Ratkin with weapon
- +1 Vigor

Harm

Bruised
(1 penalty die to next action)

1 _____

2 _____

3 _____

Bloodied (1 penalty die to all actions in associated pool)

4 _____

5 _____

Broken

6 _____

Pools

Vigor

5

Instinct

4

Reason

3

Abilities

Grand Master (4)

Master (3)

Infantry (V)

Adept (2)

Endure (V), Sway (I)

Competent (1)

React (I), Resist (R), Sense Danger (I), Athletics (V), Battle (R)

Unskilled (0)

Secrets

Secret of Mighty Blow

Spend Vigor points to increase SL of physical attacks.

Secret of Evaluate

Spend 1 Reason to get opponent's stats with a successful Battle check.

Keys

Key of Love (Zoe)

1 XP when she's in a scene with me
2 XP when I have to make a decision based off her
5 XP when I put myself in danger or sacrifice for her
Buyoff: Sever the relationship.

Key of Fraternity (Africa)

1 XP when she's in a scene with me
2 XP when I have to make a decision based off her
5 XP when I defend her by putting myself at risk
Buyoff: Sever the relationship.

The Shadow of Yesterday

Character

Name Zoe

Zoe is the wife of Sgt. Carlos. Since he went missing, she has sought for him and has now found him in this Ratkin lair.

Species Human

She's a pious woman, and believes in the power of the sun and sky to protect her. She is also a Fair Fighter.

Culture Maldor
wife of Sgt. Carlos

Advances 10

She carries a sickle from her garden.

Experience Points

Next two advances:

- Spell: Blinding Light
- +1 Vigor

Harm

Bruised
(1 penalty die to next action)

1 _____

2 _____

3 _____

Bloodied (1 penalty die to all actions in associated pool)

4 _____

5 _____

Broken

6 _____

Pools

Vigor

3

Instinct

3

Reason

5

Abilities

Grand Master (4)

Master (3)

Pray (V)

Adept (2)

Resist (R), Stealth (I)

Competent (1)

React (I), Scrapping (I), First Aid (R), Cooking (R),
Scrounging (I), Creation (Magic ability) (V)

Unskilled (0)

Endure (V)

Secrets

Secret of Blessing

Spend 1 Vigor and state a goal. Roll Pray. Your SLs are bonus dice they can use to meet the goal.

Spell: Wind Blow

Spend 1 Vigor. You make a gust of wind. This can cause one target to take a penalty die to an action.

Keys

Key of Love (Sgt. Carlos)

1 XP when he's in a scene with me
2 XP when I have to make a decision based off him
5 XP when I put myself in danger or sacrifice for him
Buyoff: Sever the relationship.

Key of Faith

1 XP when defending your Faith
2 XP when you convert someone
5 XP when I defend your Faith by putting myself at risk
Buyoff: Renounce your beliefs.

The Shadow of Yesterday

Character

Name Pick-Tooth

Species Ratkin

Culture Maldor
the Ratkin camp

Advances 10

Experience Points

Next two advances:

- Endure: Competent
- Secret of Speciality - bonus die to Scrapping when protecting litter

Harm

Bruised
(1 penalty die to next action)

1 _____

2 _____

3 _____

Bloodied (1 penalty die to all actions in associated pool)

4 _____

5 _____

Broken

6 _____

Pick-Tooth is a typical Ratkin. He's got a nice streak, though, that earns him some ridicule from Squall and his gang.

He has been loyal to Black Paws, and she has assigned him as a guard to the human captives, both against their escape and any attempt by Squall's gang to kill them.

But he sometimes wishes Squall would be his friend.

Abilities

Grand Master (4)

Master (3)

Theft (I)

Adept (2)

React (I), Litter-Bond (I), Discern Truth (R)

Competent (1)

Resist (R), Scrapping (I), Stealth (R), Animal Ken (I)

Unskilled (0)

Endure (V)

Pools

Vigor

3

Instinct

5

Reason

3

Secrets

Secret of Rat Familiarity
Get a bonus die on Animal Ken checks with rats. Also, speak to rats.

Secret of Rat Companions
You have a few rats that live on you - in your pockets and elsewhere.
React: Adept
Stealth: Competent
They scatter if hit.

Keys

Key of the Litter (Black Paws and crew)
1 XP - defend a litter mate from harm
3 XP - defend a litter mate at great danger to myself
Buyoff: Abandon my litter..

Key of Conscience
1 XP - help others in need
2 XP - help others in danger
5 XP - change someone's situation completely
Buyoff: Ignore request for help.

The Shadow of Yesterday

Character

Name Squall

Species Ratkin

Culture Maldor
the Ratkin camp

Advances 10

Experience Points

Next two advances:

- Secret of Sudden Knife - assassination ability
- +1 Reason

Squall is a rough-and-ready Ratkin warrior. Small but tough, he's led a group of young thugs for some time.

He thinks Black Paws is soft and old and wants her eliminated. He thinks that he should lead the horde and has captured these humans to test her and hopefully sway the other Ratkin to back him.

He hates humans and wants these dead.

Harm

Bruised
(1 penalty die to next action)

1 _____

2 _____

3 _____

Bloodied (1 penalty die to all actions in associated pool)

4 _____

5 _____

Broken

6 _____

Pools

Vigor

5

Instinct

5

Reason

1

Abilities

Grand Master (4)

Master (3)

Deceit (I)

Adept (2)

React (I), Dueling (V), Sway (I)

Competent (1)

Endure (V), Sense Danger (I)

Unskilled (0)

Resist (R)

Secrets

Secret of Rat Familiarity

Get a bonus die on Animal Ken checks with rats. Also, speak to rats.

Secret of Rat Size

Bonus die when smaller is better, including when defending from human attacks.

Claws do +1 harm when dueling

Keys

Key of Bloodlust

1 XP - beat someone in combat
3 XP - beat someone more powerful than you in combat
Buyoff: Be defeated in battle.

Key of Power

1 XP - earn a boon, gain prestige, make rival look bad
3 XP - ruin, kill, or eliminate rival
Buyoff: Relinquish power..

The Shadow of Yesterday

Character

Name Black Paws

Species Ratkin

Culture Maldor
the Ratkin camp

Advances 10

Experience Points

Next two advances:

- Status gives +2 harm when using *Orate* to defend horde
- Mother's pelt gives +1 armor vs attacks

Harm

	<input type="radio"/>	1	_____
Bruised (1 penalty die to next action)	<input type="radio"/>	2	_____
	<input type="radio"/>	3	_____
Bloodied (1 penalty die to all actions in associated pool)	<input type="radio"/>	4	_____
	<input type="radio"/>	5	_____
Broken	<input type="radio"/>	6	_____

Black Paws is the leader of the Ratkin horde. She has been the leader for a year, since her mother was killed in an attack on human warriors.

She is a skilled speaker and is sworn to keep the horde safe. She has done this by staying hidden, but her rival, Squall, has pressured for attacks on the humans.

These captured humans are a problem. She'd like to release them, but how can she trust them?

Pools

Vigor	<input type="radio"/>				
3	<input type="radio"/>				
Instinct	<input type="radio"/>				
4	<input type="radio"/>				
Reason	<input type="radio"/>				
5	<input type="radio"/>				

Abilities

Grand Master (4)

Master (3)

Adept (2)

Endure (V), *Counsel* (R), *Orate* (R), *Sway* (I)

Competent (1)

Resist (R), *React* (I), *Scrapping* (I), *Litter-Bond* (I), *Discern Truth* (R)

Unskilled (0)

Secrets

Secret of Rat Familiarity
Get a bonus die on Animal Ken checks with rats. Also, speak to rats.

Secret of Enhancement
You can spend as many points of Reason for bonus dice as you want when using *Orate*.

Keys

Key of the Litter (Black Paws and crew)
1 XP - defend a litter mate from harm
3 XP - defend a litter mate at great danger to myself
Buyoff: Abandon my litter..

Key of the Mission (keep the horde safe and hidden)
1 XP - take action towards mission
(2 XP if successful)
5 XP - complete major part of mission
Buyoff: Abandon mission..

The Shadow of Yesterday

Character

Name Africa

Species Human

Culture Khalean

Advances 10

Experience Points

Next two advances:

- +2 harm to Ratkin with weapon
- +1 Vigor

Harm

Bruised
(1 penalty die to next action)

1 _____

2 _____

3 _____

Bloodied (1 penalty die to all actions in associated pool)

4 _____

5 _____

Broken

6 _____

Africa is a Foreign mercenary traveling in Sgt. Carlos' troupe. She is from a far-away land called Khale.

She is an outcast because she's been infected with "moon-metal." Her left hand is metallic and can change form.

During her travels and capture with Carlos, she has fallen in love with him.

Pools

Vigor

3

Instinct

6

Reason

2

Abilities

Grand Master (4)

Master (3)

Adept (2)

Endure (V), React (I), Infantry (V), Woodcraft (I)

Competent (1)

Resist (R), Stealth (I), Animal Ken (I), Lunar Forging (R), Theft (I), Savoir-Faire (I)

Unskilled (0)

Secrets

Secret of Animal Speech
Spend 2 Instinct -
you can talk to any animal.

Secret of Moon Heart
You have a moon-metal hand. Take +1 harm from wooden weapons, but shape the metal with your mind.

Keys

Key of Unrequited Love (Carlos)
1 XP when I have to make a decision based off him
2 XP - try to win his affection
5 XP when I put myself in danger or sacrifice for him
Buyoff: Abandon pursuit or gain love.

Key of Vengeance (Ratkin)
1 XP - hurt a Ratkin
2 XP - strike a minor blow at Ratkin
5 XP - strike a major blow
Buyoff: Let your enemy go.