



CATCH
THE
DEVIL

A Game Of Suspense In The Late Anthropocene
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RNDM GAMES

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What This Is

This is the late anthropocene—the current geological age where human activity is the dominant influence on the world around us. Humanity has had a good run but it's winding down now. The late anthropocene is the world around you right now.

This is a game you're going to play with your friends. You'll all take part in creating and inhabiting fictional people caught up in the last sputtering coughs of the human age. You'll see how their lives play out when something pulls them into the dark inner workings of the world we see every day by having a conversation about who they are, what they're doing, and why they're doing it. These rules will guide that conversation to keep it on track and to add an element of the unknown.

The characters you play will be normal people like you and me. Just as we don't have any control over some aspects of who we are, your character won't be entirely made by you. Think of them as someone pulled from the phone book. And just as we aren't always completely in control of our emotions or our responses to them, sometimes you won't have complete control of your character.

The world our characters inhabit is like our own, but with our darkest fears for what our society may do made concrete and let run wild. Your characters will face the same things you fear, but made more real than real. The rules will tend to mean things do not turn out well for our characters. The future is always ungiven, but they face the widening gyre of the late anthropocene. May someone have mercy on their souls.

How To Play

To play, you'll need 2-4 friends. One of you—probably you, since you're reading this—will be the Gamemaster (**GM**). Instead of creating just one character, you will encompass the whole world. You will present the people, places, things, and events that entangle everyone else's characters. Everyone else's characters will be player characters (**PCs**), while the GM's characters are non-player characters (**NPCs**).

You'll need at least two six-sided dice, but two per person is better. Each person will also need a pencil and something to write on. You can download printable play aids from <https://svirfnebl.in/catchthedevil>, but note cards or blank paper work fine.

The core of play is a conversation. The GM kicks off that conversation by describing a situation one or more PCs are in, and from there everyone talks about what's happening. Players describe what their character says, thinks, and does. The GM describes everything else, including the outcomes of those actions. Rules of play guide the outcomes of some actions with the most important rules being captured as **moves** which cover the core things PCs do. Eventually there will be nothing more interesting in that situation and the GM will describe what situation follows, either immediately or some time in further the future. Play follows the characters until they reach an ending of some sort: maybe safety, maybe a different life, maybe something else.

Player Characters

Player characters are represented by a few key concepts that each player tracks on their character sheet. **Stats** indicate how well actions turn out for a character, a combination of their skill, ability, and luck. **Moves** describe specific rules that kick in when certain actions happen. **History** is everything else about a character—where they're from, who they're related to, &etc.

Stats

What the characters can do, and how those actions turn out, are guided by stats that measure the characters in particular ways. Each stat starts between -1 and +2, and can range between -3 and +3 during play. 0 means about average.

- **Quick** measures a character's ability to act or react quickly and decisively.
- **Steady** measures a character's composure under duress.
- **Sharp** measures a character's attention and reasoning.
- **Tough** measures a character's physical strength and endurance.

Stats guide how the GM judges a situation. They are also used by moves to decide certain outcomes.

Moves

Each PC has four moves: Take a Risk, Study, Keep It Together, and Suffer Harm. Each move has two versions: normal and wounded. The normal versions of each move are the same for all PCs while the wounded versions are different, reflecting how different people react differently to pain, stress, and harm.

Each PCs wounded version of each move is tracked by noting the number of the wounded version that player has. The player can also write down the full text of the wounded version if they like.

All moves start in the normal state. Through play a move may get changed to its wounded state. When a move is wounded for the first time the player rolls one die and notes that as the wounded version the PC will use. If the move is restored to normal and then wounded again the same wounded version is used.

History

A PCs history describes everything else about them. What belongs in a PCs history is up to the player—history is primarily a way for the player to track interesting things about their character. Character creation generates some facts about PCs that should be recorded in their history, such as their job and ways they are related to other PCs. Players can update their history during play as needed during play. History doesn't directly affect stats or moves but a character's history may change what moves trigger—a doctor may not need to Keep It Together at the site of a gruesome accident while a accountant might trigger that move when walking into the same room.

Moves

Moves are the core rules of Catch The Devil. There are 4 moves that all PCs have: Keep It Together, Take A Risk, Suffer Harm, and Study. The moves have two different versions: normal and wounded.

Moves start play with the normal version. This is how the move usually works. The normal version is the same for all PCs for each move.

The wounded version is how each character changes as they are pushed. Each character gets a wounded version of each basic move at random representing how that character reacts under pressure. Each PCs wounded version for each move stays the same even if the move is recovered to normal and then wounded again.

The more of a player character's moves are normal the more stable, grounded, and comfortable they are. The more moves are wounded the more distressed, hurt, and vulnerable the character is.

If a PC is required to wound moves (usually due to the results of making a move) but they cannot wound as many moves as required the PC is dying. The GM will say when they are dead.

Each move describes when to use it. When the description fits the move must be used; if the description doesn't fit the move can't be used. A player character can't roll Study without "carefully observ[ing] a person, thing, or situation," and any player character that does that has to use the Study rules.

Rolling Dice

All of the moves use the phrase roll+something. This means when the move triggers the player rolls two six-sided dice, adds them together, and adds whatever the move says. Usually this will be a stat (Steady, Sharp, Quick, or Tough) but it may also be something else. A few moves may also subtract something from the total, for example roll+Tough-damage.

Each move describes what happens based on the total rolled. Typically these results fall into three categories:

- A **10+** is complete success, given the circumstances. It won't always be perfect, but it's as good as you can hope for given the situation.
- A **7-9** is a success with compromise.
- A **6-** is a miss. Something bad is going to happen.

NPCs and Moves

NPCs don't use the moves, but they can force player characters to use moves. When the GM describes Mr. Weatherford shoving a player character down the stairs to the basement the GM doesn't have to roll, but the player may say "no, I grab on to him, pull myself up and him down" and trigger Take A Risk.

Moves In Depth

The next section covers each move in more detail. It provides some context on how to use each move and what players can expect from each move when it is wounded.

Take A Risk

When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

Take a Risk is the most fundamental move. It covers many situations. It can even overlap with other moves, in which case Take a Risk should be the last resort—if another move applies use it instead.

The key to Take a Risk is the risk. What is risky may not always be obvious to the PCs, but players are always entitled to know what risk is triggering the roll. Being clear and crisp about what risk is being taken keeps this move from being overused.

Wounded versions of Take a Risk typically give a penalty to one or more stats, but some people under pressure shine.

Suffer Harm

When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage. On a 10+ you tough it out. On a 7-9, it's not too bad, yet. Take -1 to suffer harm until you receive medical attention or spend a few days recuperating. On a 4-6 your injuries catch up to you. The GM will wound one of your moves. On a 3-, it's life-threatening. The GM will wound two of your moves. If you don't have two unwounded moves, you're dying.

Suffer harm covers physical injuries and stress and is triggered by being subject to something that would reasonably lead to injury or stress. The harm being suffered can be acute—a bullet or knife—or more general, like an extremely long hike through rough terrain.

The outcome of this move guides how to describe what happened. Roll suffer harm as the gun fires and roll may say that it swings wide or connects in the chest.

The -1 penalty from the 7-9 result is cumulative. If the PC already has a -1 penalty and rolls an 8 total to Suffer Harm they now have a -2 penalty.

In all cases if you suffer harm but cannot wound as many moves as required you are dying.

Wounded versions of Suffer Harm tend to amplify the effects of harm, but some people get tougher.

Keep It Together

When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you're in control. You can do as you please. On a 7-9 you choose which you do from the list below. On a 6- the GM chooses and you wound this move.

- Scream and panic
- Lash out violently
- Beg and plead
- Curl up and shut down

No matter the roll, take -1 to keep it together until you have a few hours to calm down

Keep It Together is the mental flip side of Suffer Harm, it shows how mental stress affects a character. Rolling a 6 or lower is like your limbic system taking over and forcing behaviors that aren't conscious choices.

Note that Keep It Together (normally) only wounds itself while Suffer Harm may wound any move. This gives PC a level of mental safety to begin that they don't have physically. The worst case on encountering something horrendous is that you lose control for a moment and are in a worse mental state, the worst case for physical harm is multiple wounded moves.

What triggers this move is heavily dependent on a PC's history and the final call goes to the player. The GM can and should suggest that something is probably horrendous relative to a character's history, but the final call is with the player.

Wounded versions of Keep It Together carry more consequences of failure.

Study

When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7-9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

Study is the primary way PCs are guaranteed information. Think of this move as the PC's ability to observe and draw conclusions beyond the player's.

The answers the GM gives are always based on the details that the PC used to put that information together. If the PC should be worried about someone spying on them, the GM might base their answer on the gleam of a camera spotted in the bushes, for example.

PCs can gain information from other sources, but Study is how they are guaranteed accurate information. The GM must always answer honestly and fully.

If a PC studies another PC that PC's player answers instead of the GM.

Wounded versions of study tend to further limit the information a PC can learn, but some people gain insight under duress.

Damage

Physical harm is measured via damage. When a PC suffers harm or deals harm to an NPC the GM will set the amount of harm based on the general type of weapon being used:

- Weapons that typically cause bruises and small breaks (knuckles, batons): 1 damage
- Weapons that cause serious to life threatening injuries (pistols, large knives): 2 damage
- Weapons that nearly always kill (rifles, explosives): 3 damage

Especially skilled combatants deal +1 damage. No matter their background no PC starts at this level of skill.

The amount of damage should be based on a short exchange with the weapon. On a long enough time scale anything is deadly, but a short exchange of punches is typically not lethal.

While the amount of damage is based on typical outcomes, the effects of the Suffer Harm move (or NPCs thresholds) may mean that even a small amount of damage may end up being lethal. Don't throw a punch you aren't ready to land.

A character wearing appropriate armor subtracts 1 damage each time they take damage.

PC Healing

A PC who spends a week without significant new physical or mental stress recovers one move to its normal state. A PC under care recovers two moves instead.

PC Death

If a PC is required to wound moves (by the effect of a move) but they cannot wound as many moves as required the PC is dying. The GM will say when they are dead.

The Suffer Harm move may also lead to a PC dying.

NPCs Suffering Damage

Since NPCs do not roll moves like Suffer Harm damage works differently for them.

Each NPC has a threshold indicating how resilient to physical harm they are:

- 2 for people with no significant experience with physical violence or prey animals
- 3 for people who know their way around a fight or predator animals
- 4 for people augmented in some way or unnatural beasts

When an NPC takes damage they roll a die for each point of damage (after subtracting 1 for armor, if any). For each die that rolls over the NPC's threshold, the NPC takes a condition.

Conditions are short statements of the effects of the harm as decided by the GM. It could be anything from "Wound above eye" to "Broken leg". A PC taking advantage of an NPC's conditions gets +1 to their roll (no matter how many conditions they are taking advantage of it's still just +1).

An NPC with conditions equal to their threshold is incapacitated (typically unconscious, but maybe frozen in fear or immobile).

An NPC with conditions equal to twice their threshold is dead.

Character Creation

Character creation gives you a chance to create a character in circumstances beyond their control by rolling randomly for most parts of the character. If any question is too personal or if you don't feel you can portray a certain result you can choose instead of rolling.

1. Stats

All of your stats start at 0. Choose one to increase by 1. Then if you like you may choose another stat to decrease by 1 and a stat to increase by 1.

2. Bond

Choose another player who's character your character is connected to in some way. That player chooses how you're connected:

- Biological family: You take their roll for questions 4 and 5.
- Found family/friends: At the end of character creation, they say what important history you share.
- Co-worker: You take their roll for question 6 or they may offer you a similar job.

3. Name And Pronouns

Roll or choose, then choose a name:

- 1: He/Him
- 2: She/Her
- 3: They/Them
- 4: Other
- 5: Multiple
- 6: Fluid

4. Parent's Faith

Chose one from the list or from faiths you know, or roll two dice and add them. Your character's relationship to your parents' faith is up to you.

- 2: African Traditional
- 3: Chinese Traditional Religion
- 4: Hinduism
- 5: Islam
- 6: Islam
- 7: Christianity (Catholic)
- 8: Christianity (Protestant)
- 9: Atheist/Agnostic
- 10: Hinduism
- 11: Atheist/Agnostic
- 12: Other

5. Country of Birth

Chose one from the list or from countries you know or roll one die. If you like also roll for your parents.

- 7: United States
- 8: China
- 9: India
- 10: Indonesia
- 11: Brazil
- 12: Russia

6. Job

Roll two dice and read them left to right as they land on the table below. What place you perform that job at is up to you.

- | | |
|-------------------------|---------------------------|
| 11. Nurse | 41. Doctor |
| 12. Accountant | 42. Barista |
| 13. Web Developer | 43. Chef |
| 14. Retail | 44. Art Director |
| 15. Industrial Engineer | 45. Farmer |
| 16. Insurance Sales | 46. Police Officer |
| 21. Social Worker | 51. Secretary |
| 22. Network Admin | 52. Surgeon |
| 23. Real Estate Agent | 53. Financial Manger |
| 24. Truck Driver | 54. Detective |
| 25. Sales Rep | 55. Mechanic |
| 26. Physical Therapist | 56. Electrician |
| 31. Software Tester | 61. Plumber |
| 32. Author | 62. Painter |
| 33. Reporter | 63. Security Guard |
| 34. Manager | 64. Teacher |
| 35. Kitchen Staff | 65. Delivery driver |
| 36. Barkeep | 66. Two jobs (roll twice) |

7. GM Questions

The GM will ask you some questions about your character. Answer them however you please.

Playing a PC

When playing a PC your job is to bring to life a real grounded person facing an ungrounded situation. You do not have to be an investigator of the weird or a problem solver; you are a person who has been thrown into a situation that doesn't seem like it should be possible and what you do with that is up to you. Since the danger is imminent any way you address it—running away, saving yourself, saving others, getting to the bottom of it—will lead you in unexpected directions.

Your goal in play is to find out what happens to your character. Be open to what that might be. You may set out to be a hero and find yourself broken and useless, or you may find that your selfish actions lead to noble ends.

The next section of the book is for the GM. Players can read it too without spoiling anything, but if you intend to mainly be a player you can stop reading now.

The GM

As the GM your job is to portray the world outside the characters. You are the vast and complicated mass of humanity which preys on itself. In particular as the GM you:

- Intrude fear into the players' lives
- Throw the world off-center
- Play to find out what happens

We follow these characters because fear is intruding on their lives. As the GM, your job is to provide that intrusion that drives play. The player characters have lives, you are what goes wrong in those lives.

That intrusion will send the player characters in motion in a larger world, and you throw that world off-center. Give solid ground and then let it crumble. Tilt the ground they stand on.

With the characters in motion on uncertain ground, play to find out what happens. You know and control the fear that intrudes on the characters. The world is yours to tilt and distort. But how the characters reacts and where the leads is not yours to write. Enjoy exploring the ungiven future.

The thing that intrudes on the PCs lives is called **The Rot**, and it's on you to make it.

The Rot

The Rot is something wrong with the world. It has a few key characteristics:

- The Rot is an apocalypse of a sort. It is a terrible revealing that will change everything it touches.
- The Rot, intentionally or not, has the PCs in its path.
- The Rot does not want to be discovered

This sets up the PCs for play. Since The Rot is an unwanted change and The Rot is coming for the PCs the PCs must take action. Even choosing to try to simply escape or endure will be an interesting and ungiven future.

While The Rot is powerful relative to the PCs, it is not invulnerable, hence it will not act obviously if it can be avoided. When playing The Rot you should always strive for a level of deniability. If the PCs have absolute and unambiguous knowledge of The Rot they may be able to appeal to authority for help (unless The Rot has already infiltrated that authority). So long as the Rot acts subtly the PCs are alone and isolated, able to rely only on those who believe them.

Creating The Rot

To create The Rot take something you personally fear, the kind of thing that keeps you awake at night with worry and:

- Make it manifest in a way beyond the real
- Amplify it
- Make it acute

Start with something you fear, then look at these three prompts and choose one. Modify the thing you fear in some way to meet that prompt and then repeat until you've done each prompt at least once and you feel your Rot embodies your fear.

For example, I fear that our environment is doomed. I might make this my Rot by making it something acute and beyond real: plant life has gained sentience through an industrial accident and is reclaiming the city where the PCs live.

Rot Goal

Based on your concept for the Rot, give it a **goal** that places the PCs in its way. The Rot's goal doesn't need to actively be about the PCs, but it must affect them directly. For example, the Rot's goal might be to reclaim the apartment building where the PCs live first since a water main runs under it.

Rot Assets

The Rot has at its disposal 3 **assets**. An asset is anything that your Rot might use to further its goals or obscure itself: a corrupt police force, a corporation, a turned family member of the PCs. You can allocate The Rot's assets when creating it or during play to best counter the PCs actions. When all assets have been allocated and the PCs have neutralized them all the Rot is vulnerable.

This is the PCs chance to make good their goals: escape, destruction, control, or whatever else drives them.

The Rot's assets do not have to be knowingly controlled or aiding The Rot. They are just people, resources, or groups that are furthering The Rot's agenda.

Some potential assets:

- Government officials bought, conned, or mind controlled
- Police
- Local wildlife twisted, enhanced, enlightened
- A well-meaning family member
- A philanthropic community
- A reclusive local legend
- The local news

Rot Questions

You, thinking as the Rot pursuing its goals with its assets, pose questions you want to answer through play. These questions help you decide what situations to place the PCs in. Start with one question that immediately involves the PCs. To start play you'll put the PCs in a situation where the Rot has taken action to answer it's question. As play progresses note new questions and use them to describe new situations whenever you need to move the action forward.

The Rot's questions should be pieces towards achieving it's goal. For example, the Rot may have a question "how can I drive the PCs from the apartment building so I can take it over in peace?" In play, this might lead to the GM describing a situation where a PC finds that when they turn on their water only a grey-green ooze comes out, and that touching it induces strange visions.

GMing Character Creation

The first stage of your job as GM is to facilitate character creation. Walk everyone through each step of the character creation process.

If your Rot would work best with a particular type of character or a particular shared aspect of the characters you can pitch the setup to your players. If they all agree you can skip or modify parts of character creation: for example have everybody work in the same place, or be members of the same family. You might also pitch some shared aspect that is not directly part of character creation, for example living in the same building or having been part of the same graduating class. Your goal is always to make the Rot an imminent threat that has the PCs in its path so drawing the PCs close enough together to all be in that path is reasonable.

At each step of character creation you can ask questions to help tie PCs together or explore who a PC is. If someone rolls parents from two different countries you might ask how their parents met.

The final step of character creation is three special GM questions. For each PC ask their player these questions:

- Has your character been in a life or death situation? (If yes, the player rolls their wounded version of Take a Risk now.)
- Has your character ever had a life-threatening injury? (If yes, the player rolls their wounded version of Suffer Harm now.)
- Has your character been in the presence of something horrendous? (If yes, the player rolls their wounded version of Keep It Together now.)

Starting Play

Once all PCs are created it's time to begin play. Take a moment to think through everything you have so far: The Rot, the PCs, and their various interconnections. Once you have that in mind it's time to play.

Begin with your Rot question. There is something that The Rot wants to know to pursue its goal and it involves the PCs, how might it try to answer that question? What subtle way could The Rot use to seek out the weak points of the PCs, undermine them, or pick them apart?

Whatever you come up with, describe to the players what their characters are doing, and what happens. The Rot's first intrusion into their lives is subtle but also unignorable. Find something strange enough that if it happened to you, you couldn't just write it off as a mistake or a misunderstanding, but not such a clear and present danger that calling the police is the only option.

Once the PCs in this situation have had time to react, repeat the process to describe a new situation. It's your job as the GM to move the action around, following different PCs at different times and places as The Rot infiltrates their lives.

As the game progresses you'll use more of the Rot's assets. Any time The Rot sees an opportunity write it down as a question and use it to frame future situations for the PCs. Continue pushing the PCs further and further until they break or The Rot does.

Wounded Take A Risk

1. When you attempt something risky, roll. The GM may tell you to add:

- Tough-**1**, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

2. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick-**1**, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

3. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp-**1**, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

4. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady-**1**, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

5. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick-**1**, if it requires quick decisive action
- Sharp-**1**, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

6. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick+**1**, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

Wounded Suffer Harm

- 1.** When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage. On a 10+ you take -1 the next time you suffer harm. On a 7-9, you wound a move and the GM will name a part of your body that is rendered unusable until treated. On a 6- you are dying. The GM will tell you when you're dead.
- 2.** When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage. On a 10+ you take -1 to suffer harm until you rest and recover. On a 7-9, you wound a move and you lose track of something important or are otherwise disoriented, the GM will say how or what. On a 6- you are dying. The GM will tell you when you're dead.
- 3.** When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage. On a 10+ you choose: take -1 to suffer harm until treated or wound a move. On a 7-9, you choose: either wound a move or reduce a stat by 1. On a 6- you are dying. The GM will tell you when you're dead.

4. When you suffer harm the GM will describe it and tell you a number of damage. $\text{roll} + \text{Tough} - \text{damage}$. On a 10+ you take -1 the next time you suffer harm. On a 7-9, you chose a move to wound, but as long as that move is wounded you take +1 to it. On a 6- you are dying. The GM will tell you when you're dead.

5. When you suffer harm the GM will describe it and tell you a number of damage. $\text{roll} + \text{Tough} - \text{damage}$. On a 10+ you're fine. On a 7-9, chose two moves to wound. On a 6- you are dying. The GM will tell you when you're dead.

6. When you suffer harm the GM will describe it and tell you a number of damage. $\text{roll} + \text{Tough} - \text{damage}$. On a 10+ you take -1 the next time you suffer harm. On a 7-9, you chose a move to wound, but you take +1 the next time you suffer harm. On a 6- you are dying. The GM will tell you when you're dead.

Wounded Keep It Together

1. When you are confronted by the horrendous, supernatural, or mind-shattering, choose which one you hope not to do, then roll+Steady:

- Hurt yourself
- Hurt the person closest to you
- Hurt whatever triggered this move

On a 10+ you chose which you do. On a 7-9 you do the one you hoped not to do. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

2. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take -1 the next time you keep it together. On a 7-9 you decrease your Sharp by one until you leave here (wherever here is). On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

3. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take +1 the next time you keep it together. On a 7-9 you decrease your Steady by one until you leave here (wherever here is). On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

4. When you are confronted by the horrendous, supernatural, or mind-shattering, roll (+nothing). On a 10+ you have to get out of here, take -1 to all rolls until you do. On a 7-9 you have to get out of here now, the GM will describe how you lose control and flee. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

5. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take 11 the next time you keep it together. On a 7-9 you wound a move, but if you cannot you are not dying: instead you reduce a stat by 1. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

6. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take -1 the next time you keep it together. On a 7-9 you gain a break or wound a move. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

Wounded Study

1. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any two questions about the subject, but only one answer with be truthful. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

2. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below randomly, the GM will answer it. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

3. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below, the GM will answer it. On a 7-9 choose one to ask and the GM will a complication. On a 6- wound a move, but if you cannot instead of dying you reduce Sharp or Steady by one (your choice).

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

4. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below randomly, the GM will answer it, and you take +1 when acting on the answer. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

5. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7-9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- Who is really in control here?
- What here is most beautiful?
- What here is most important?

6. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7-9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- What are they feeling?/What would ___ feel about this?
- What would make me safest here and now?
- How can I get out of here?

What's Next

Catch The Devil is best suited for 1-3 sessions of play. You'll notice there are no rules for character change, downtime, or longer-term GMing. That's deliberate, for now, but I have ideas. If you read or play Catch The Devil let me know how it worked for you. You'll help steer the future of the game and I'll share anything I'm working on that might be relevant.

If you'd like a free digital copy of the game, send a picture of this book to me and I'll get you a copy.

-Sage LaTorra

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Influences

- True Detective (2014)
- Get Out (2017)
- Stranger Things (2016)
- The Underwater Welder (2012)
- The Twilight Zone (1959/2019)
- It Follows (2014)

“Mind what I tell you: You fellows
will catch the devil before you get
through with this business.”
- David Farragut

