

THE THUT BROTHERS PRESENT

BEYOND THE VEIL



STARTER KIT RULES

TABLETOP ROLEPLAYING GAME STARTER KIT

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INTRODUCTION

Dear Explorer of the Unknown,

Thank you for taking the time to download the **"Beyond the Veil"** starter kit, **"Shadows at the Rectory."** We are thrilled to introduce you to the captivating world of the Wrenegade RPG system, where the emphasis lies on immersive narrative experiences and fast-paced gameplay.

In this introductory kit, we have included everything you need to embark on a thrilling one-shot investigation. The "Shadows at the Rectory" module will immerse you in a world of mystery and suspense, where you'll navigate the dark secrets that lie beyond the veil. With the comprehensive ruleset, pre-generated characters, and a captivating storyline, you'll have all the tools necessary to dive right into the action and unravel the enigma that awaits.

We are excited to announce that the final core rulebooks for the Wrenegade RPG system-based tabletop roleplaying game "Beyond the Veil" will be launching on Kickstarter in the near future. These rulebooks will expand upon the rich lore and mechanics introduced in the starter kit, offering a deeper dive into this immersive world. To stay updated on all the latest news and be the first to know when the Kickstarter campaign launches, we invite you to sign up for our newsletter via our website **WrenegadeStudios.com**. By joining our community, you'll be at the forefront of receiving more details about the core rulebooks and exclusive offers.

Again, Thank you for your interest in Wrenegade RPG and for downloading the "Beyond the Veil" starter kit. We hope this introduction will ignite your curiosity and inspire countless exciting adventures & investigations. If you have any questions or feedback, please do not hesitate to reach out to our team. We look forward to embarking on this incredible journey together.

Warm regards,

the Thut Brothers

Wrenegade Studios

Credits:

Beyond The Veil lead developers:

Alex Thut, Paul Thut

Development consultant: Dan Thut

Editors: Alex Thut, Paul Thut

Art Director: Paul Thut

Graphic Designer: Paul Thut

Art & Graphic Design Consultants:

Alex Thut, Dan Thut

Cover Illustration: Paul Thut

Interior Illustrations: Paul Thut

Book Designer: Paul Thut

Additional Contributors:

Jessica H. Thut, Robert Wood, Elizabeth Wood.

Brand & Marketing: Dan Thut, Paul Thut

A huge thank you to all these people for their support throughout the development & design of "Beyond the Veil":

Ann Thut, Charlotte Stead-Thut, Jessica H. Thut, Robert Wood, James Wood, Richard Wood.

This Book is dedicated to our Dad,

Stephen Charles Thut

Cover image:

"The investigation starts"

By Paul Thut



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Please contact us via email for more details:

Info@wrenegadestudios.com

Contents

1. Playing the game	1
Basics	
Dice	
Investigations	2
Core Abilities	
2. Running an investigation	4
Phases of play	
Action economy	5
Threat	
Combat	6
Reputation & reward	7
3. Playing an investigation	8
Skills & abilities	
Talents	9
Features	
Powers	10
Fear & belief	
Detection	11
Equipment	12
Appendix	15
Actions	
Conditions	16
Consequences	17
Equipment tables	21
Threat tables	22
Gampley cheat sheet	24
Character sheet	25

Chapter 1: Playing the game

Beyond the Veil is a collaborative story-telling game wherein the players, led by a Game Master, explore a fictional setting limited only by their imaginations. The underlying Wrenegade System helps provide a framework for determining levels of success and failure but the rules are there to support the fun, not govern it. Whether it be investigating strange happenings at an abandoned asylum, discovering the truth behind tales of shapeshifting night hunters, or making contact with visitors from beyond the stars, the story is the core of the experience to be enjoyed by all.

Basics

Representing an entire universe and its laws of cause and effect can be a challenge. Our system gives a basic structure that can be used to represent any action the players may choose. Whether they succeed or not is at the whim of the dice or the benevolence of their Game Master.

GM: Entering the room you find what looks to be a study. A desk stands at the far side near a bay window and the walls are lined with bookshelves. Dust lays thick on every surface and a small unlit chandelier hangs from the ceiling.

Player: I move over to the desk and check for drawers or any interesting documents.

GM: Sure thing, you pull open the drawers and find several aged looking documents... Roll an analysis check.

Player: Ok, that's a mental skill for me so that's a d10 plus my 2 ranks (rolls die) for a total of 8.

GM: Although you have rolled low, this is an easy task and you succeed with an 8, looking through the information you find a reference to a ledger that is 'behind the willows'.

Player: I check the bookshelves for a copy of Wind in the Willows.

GM: It takes a couple of minutes but you do find a large tome, behind which, as expected, is a small ledger.

Beyond the Veil is an investigation-based roleplaying game with a sinister twist, players will be attempting to resolve hauntings, supernatural hunters, and visitations by extraterrestrials under the watchful eye of the SPS (Supernatural and Paranormal Society). Taking on the role of amateur investigators you will learn the tricks of the trade together, exploring the unknown and trying to separate fact from fiction.

GM: As you open the ledger a cold breeze stirs the papers on the desk, moments later the lights begin to flicker.

Player: I stuff the ledger into my backpack and take out my Electromagnetic field meter (EMF).

GM: Great, roll to detect an entity.

Player: Alright, so I got a 12 in total.

GM: Your EMF lights up like a runway, easily the highest reading you've ever recorded. Don't celebrate too early, however, as books start flying off the shelf at you...

Actions in roleplaying games have consequences, and success is definitely not guaranteed. Oftentimes, failure can be more narratively interesting than a resounding success. An investigation should be challenging for the players, whether in terms of a puzzle or potentially even the threat of physical harm to their characters.

Dice

Beyond the Veil utilises the standard set of polyhedral dice found in many TTRPG systems. Often these come as a set containing a d4, d6, d8, d10, d12, d20 with the number representing the number of sides on each die (the 0 on a d10 is a 10 for calculations). In the event of a d100 being called for, 2d10 can be rolled with one of them representing the 10s and the other being the units (two 0s would be 100 in this case). If physical dice are unavailable, digital counterparts are a suitable alternative.

The Wrenegade System may call upon a 'pool' of dice to be rolled. These pools consist of one or more of the standard dice, depending on the ability or skill being used, with the result of these possibly having a modifier attached depending on the character's competence with a particular action. Other rules that may affect the dice pool will be discussed later in this booklet.

Investigations

The standard session consists of an investigation devised by the Game Master for their players to interact with. These can be single instances that reach a natural conclusion and go no further, or prolonged careers for the characters in which many investigations are strung together using downtime rules to determine what happens when the group isn't out shining a light on the world's mysteries.

The Game Master represents everything in a setting, bar the actual characters themselves, acting as both the non-player characters (NPCs) and the chief antagonists in an investigation - the entities.

An investigation will usually follow a set pattern:

Investigation options are proposed to the

party. At the beginning of their career this may be sourced from word of mouth or some other advertisement, later they will be working with the SPS and may be offered multiple options to suit their preference.

Before the investigation truly begins players may want to have their characters engage in some research or other preparatory activities.

Arrival on the scene. When the team first arrives at the investigation site there may be an opportunity to spend a bit more time doing some basic onsite research, surveying the scene or unloading and distributing equipment in preparation. This is also a prime time for the Game Master to set the scene and maybe even provide context clues that might help give the group a starting point.

From this point on the investigation enters the 'in-play' stage which fits within a framework determined by the 'phase' of play currently active.

Investigation phase. This forms the majority of an investigation and represents 30 minute blocks of time in which the group can perform the various tasks that help identify, locate, or interact with an entity.

Action phase. When an interaction occurs the game enters the action phase, this is a more real-time experience and may result in alternating actions between the investigators and the entity or entities they are dealing with. Each 'round' of play in an action phase is measured in seconds but narrative freedom is given to allow for fluid application of time during this phase.

Resolution phase. Similar to an action phase, when the players have devised a plan to bring the investigation to a close they can initiate the resolution phase. This could be anything that they might think would help bring about an end to the issue being investigated. During this time the Game Master may have the entity or entities attempt to disrupt or avoid the plan being executed.

Conclusion phase. Following an investigation, whether successful or not, the game returns to 'down-time' type activities. The first of these is usually centred around the recent investigation. This starts with the quantification of gathered evidence in order to generate reputation gain and monetary reward. Reputation gain is also affected by the group being able to answer a series of questions about their recent experiences. In a career game the players can then explore ways to use their reputation and rewards to upgrade or improve their future chances in an investigation. This period of 'down-time' is often measured in days, if not weeks, and should wrap around to the beginning of the investigation process once more.

These phases are discussed in greater detail in the next section, but in general, regardless of the phase of play, the game will flow as outlined here:

The GM provides the context. Whether they are describing a scene, determining the outcome of an action, or highlighting a potential interaction the Game Master is pivotal for helping immerse the players in the investigation.

The players act. Based on information from the Game Master, the players determine what their characters will do, making appropriate rolls as needed.

The entity acts. The Game Master will decide on what the entity, or entities, are doing during the player's turn. Assuming nothing triggers an action phase, this decision is realised at the end of the group's actions ready for the next round.

A resolution is reached (or not!). If a resolution phase is initiated it is played out until the end. This could fail, or be the incorrect course of action which may mean multiple resolution phases are needed in an investigation. If successful the investigation is considered over and the conclusion phase begins.

The investigators are rewarded. Whether they succeed or not, once the investigation is considered over the group is rewarded with gains both in terms of their reputation and wealth.

Core abilities

In order to determine the effectiveness of the actions that the players may want to have their characters perform there is a set of six core abilities that provides an idea of their investigator's competence.

During character creation the core abilities are assigned one of six dice from the standard set of polyhedral dice (d20, d12, d10, d8, d6 and d4) to determine a character's level of expertise.

These abilities are further supported by skills, talents, and features which will be discussed in a later section of this booklet.

When used in-play, these dice may be upgraded, or downgraded, situationally and can be permanently increased during the levelling process.

Physical. This ability represents a character's control over their own body. Their strength and dexterity both form aspects of their overall physical presence as does their ability to use those facets to influence others.

Mental. Determines a character's overall command of their faculties. Whether general knowledge and intelligence, or common sense and wisdom, this ability covers anything they can think of, literally.

Social. A character's ability to influence and interact with others as well as their overall force of personality and how they present themselves to the wider world.

Technical. Whether or not a character struggles to open their emails, let alone perform upgrades to complicated equipment, this also covers a character's ability to use machines and equipment in general.

Psychic. Governs a character's ability to sense things beyond the common five senses.

Whether as passive empathy or actual psychic powers, these characters are more in tune with the energy of the universe than most.

Senses. The way in which a character perceives the physical world around them, this ability summarises the standard mundane sensory input available to an individual and forms the most basic of the detection methods available in an investigation.

When a core ability, or more granular skill, doesn't adequately cover a proposed action it is fine for the player and Game Master to discuss a 'best fit' option. This should be an agreement that supports both the narrative desired and an outcome that helps to progress the investigation.

It is important to remember that Beyond the Veil is a collaborative storytelling experience. 'Winning' and 'Losing' is a concept that only applies when people aren't enjoying themselves. As such all of the rules outlined are optional as a framework to be used however needed.



Chapter 2: Running an investigation

This section provides detail on the mechanics of the Wrenegade System as used in Beyond the Veil. The information contained in this booklet is all that is needed to run this starter investigation with the full rules being available via the core rulebooks. Situations not covered by the rules as outlined here should be improvised accordingly.

Phases of play

Investigations can be any length set by the Game Master, but as a general rule they are considered to last between 8 and 10 hours. More involved situations may cover multiple days but given the inherent danger of remaining 'on-site' during periods of rest these multi-session investigations should usually be split into separate instances. The phases of play are assumed to cover two distinct portions of a situation, 'in-play' and 'down-time' as mentioned previously.

In-play. Within this section you will find the rules for the investigation, action, and resolution phases.

Investigation phase. During an investigation time is broken down into 30 minute sections when players perform a number of actions to further the overall investigation. The number of actions performed in each round is determined by the complexity of the action undertaken and may be mitigated when the assist action is taken by another character.

Players can strategize ahead of taking any actions to ensure the optimal use of each investigator's time so it is recommended that this phase works as a discussion between the players and the Game Master to produce a timeline of action resolutions. Of course, during this time, the opposing forces will also be acting as per the whims of the Game Master and should this result in an action phase some more time consuming actions may not complete until the action phase is finished.

These rounds usually consist of a series of investigative methods governed by the results of dice rolls called 'Reality checks'. The overall objective is to find information about the situation that will help to bring it to the best possible conclusion, whatever that may be. It is also worth noting that there may be multiple potential resolutions available but the Game Master should have one that is considered the primary option.

Action phase. To allow for a more reactive, fast paced, experience the action phases are triggered

when an interaction occurs that requires a more focused effort to deal with, whether by fleeing, fighting, or negotiating. As these phases are measured in shorter spans of time the action to consequence response time is greatly reduced which can make these phases an invaluable chance to gather evidence, information, or simply improve your chances of survival.

The concept of a turn order, or initiative, is simplified under the Wrenegade System. Priority goes to the instigator, with play then passing to the opposition, and back again until the action phase reaches a conclusion. Some features or talents may allow for characters to act outside of this structure, so it is important to familiarise yourself with a character's specific options.

Resolution phase. Using the knowledge gained throughout an investigation, the group may attempt to bring the encounter to a resolution. Depending on the investigation being undertaken, the resolution required to end an encounter could be anything; a haunting may require placating by bringing justice, finding or returning an item of importance, banishing the entity, or maybe even befriending it! Supernatural and extraterrestrial beings might have a different set of needs, whether they be diplomatic, containment, or even violent, it is up to the players to decide on the correct course of action based on the information they discover before, or during, an investigation.

Once a resolution phase is triggered it should run similar to that of an action phase, with each faction taking turns to act and respond until there is either a clear success or failure known.

If the resolution succeeds the game will enter a period of down-time, if it fails there could be an extended action phase to handle the fallout of the attempt or the game could return back to the investigation phase in order to carry on with the encounter.

Down-time. This section covers all of the parts of a career play-through that don't require specific time-boxing. This might include researching an upcoming investigation, maintaining or upgrading equipment, or more mundane tasks such as holding down a day job or perusing forums to look for that next investigation opportunity.

Conclusion phase. Immediately following an investigation the Game Master will lead the group through a conclusion checklist that helps to summarise their experiences and wraps up the encounter fully ready for the next period of down-time. To begin with the players will need to determine what equipment they were able to recover from the scene and what condition it is in.

Once inventories have been updated and the group has fully exited the location the players should run through the evidence they gathered to ascertain the quality and value of what they found during the investigation. Finally the Game Master has a series of questions that will decide on how much reputation the group has grown within the investigative community. More information on these subjects can be found in the **Equipment** and **Reputation and reward** sections.

Between investigations. The amount of time available to characters between investigations will depend on the chosen setting. Some games may be faster paced with the investigators moving from one encounter to the next with little time to sleep, let alone perform maintenance on their equipment. Most career-based games, however, will want to allow for ample time for the basic admin of investigating the unknown. Initially the characters may not have the skills, or finances, to spend days upgrading an off-the-shelf product but the option should be there. Other downtime activities will be available which may affect the decision to take on a new job, or a scarcity of job options may lead to an extended period of downtime for the group.

Pre-investigation. While technically part of the overall 'Between investigations' downtime phase of play, the lead up to a new investigation requires additional attention, and likely greater interaction with the Game Master. During this time the players will need to bring together any research they may have done into a plan of action. This will be a key factor in deciding the loadout of items that they want to have on site, as well as what time of day they want to run the investigation. The pre-investigation downtime phase runs right up until the group is ready to start the actual investigation and may include a tour of the site or arrival, if possible. Of course, it is also fine if the Game Master wants to interrupt any onsite activities with an interaction that officially puts the investigators 'on the clock' at which time the **In-play** phases become active.

Threat

As the characters continue with an investigation the overall level of threat increases. This value helps the Game Master escalate the behaviour of the entities. When there are multiple entity varieties in an investigation each one may have a different threat value. For non-aggressive entities this may represent escalating anxiety, frustration, or other emotion that govern behaviour. Threat can increase based on interactions, manipulation of specific items, location, or purely as a narrative driving force. For this Starter Kit, threat is specified in the text of the accompanying module and refers to the tables listed in the **Appendix: Threat tables** section of this booklet.

Action economy

In order to govern how much a particular character can achieve in a single unit of time the in-play phases allow for three actions to take place each round. In an investigation phase each action accounts for approximately 10 minutes of time and should be enough for a single character to attempt three things with a degree of care and attention over a single half-hour round. In an action phase, each round is measured in mere seconds allowing for much more limited actions to be undertaken.

When running an investigation, the Game Master should encourage the players to plan their action usage collaboratively to form a strategy that maximises the effect of each character's intent. It is also sensible to process each action in turn as the entity, or entities, may initiate an interaction that would interrupt the group's efforts.

The standard measurement of success comes in the form of a Reality Check. Whenever a character attempts to do anything they must make a roll to determine how successful, if at all, they are in their efforts.

The RC required can be inferred from the descriptive text that accompanies the chosen action or subjectively determined by the Game Master based on what is being attempted.

Examples can be found in the **Appendix: Actions** section of this booklet.

Task Difficulty	Reality Check (RC)
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

Business as usual. Players can choose to take the average result of their dice pool rather than roll. This is useful when rolling for a skill in which they are particularly proficient with a low RC target. The average score for any particular die is rounded down and can be considered equal to half of the highest number on the die (ie. d6 = 3, d20 = 10). Skill ranks are then added to the average to determine the result.

Lend a hand. When a character supports another character in their endeavours both players roll the ability check and the highest total of the two dice pools is used alongside the higher value of the skill ranks available. The amount of actions

consumed for each investigator is the same and dependent on the action being taken/assisted. There is no limit to the number of characters that can choose to lend a hand.

Scraping by. When the RC is met exactly the action is considered a success, but only just. This might manifest as a cost to the investigator to secure the success, or a trigger for the Game Master to put something into motion that might not come into play until later in the investigation. It is important to remember that the action did succeed, however, and the associated cost should be narratively interesting rather than a punishment.

Upgraded/Downgraded rolls. Some situations may call for a roll to be made as upgraded or downgraded. When this occurs the dice pool is either improved or reduced by a step. These effects can stack but a roll can never drop below a d4, there is no upper limit, however.

d4→d6→d8→d10→d12→d20→d20+d4...

Above and beyond. When an RC roll results in the highest possible total for the dice pool, the character is considered to have gone above and beyond the call of duty. While the result may not have been an actual success, the effort of the investigator is considered a critical success for them. When this occurs, the player can reroll with an upgraded dice pool (ie. d4 = 4, roll again with a d6 and take the higher result). If the resulting reroll is also a maximum, the pool upgrades again with the highest result being used. This can happen exponentially until a maximum is not rolled. This form of critical success represents a person's ability truly to exceed their limits at times, or maybe just beginner's luck! For dice pools beyond a d20 all dice must land on the maximum possible but only the smaller of the dice needs to be rerolled as part of the above and beyond effort.

Certain actions may cost more than one action to perform, however, and these should not be considered complete until the total amount of in-game time has passed.

Using complex equipment. As discussed later, equipment has an associated complexity that is used to determine how difficult it is to use. With static equipment, one way this translates is to highlight how many actions it takes to set up properly.

Character options. Each character has a range of powers, features, and talents that may have an action cost associated with them. Powers in particular are often scalable in effect by the expenditure of additional actions in a turn.

Combat

Beyond the Veil is not a combat simulator but conflict may come into play as part of your story. This starter kit is centred around a standard investigation and will be unlikely to feature any combat, especially as low-level characters are not set up to fight paranormal entities.

Combat using the Wrenegade System, however, is relatively simple and so is outlined in this booklet. As mentioned previously, whichever side initiates the interaction will act first, followed by the other side of the encounter. Turns then alternate until a resolution is reached, this is no different to when a combat situation arises. By alternating the turn of each side in this way it is possible to be more tactical in the group's approach, planning ahead and expending actions to support each player's needs.

Weaponry, like standard equipment, has a value that determines how complex an item is to wield. These values map to the RC table and indicate whether or not an attack hits the target. For simple weapons (ie. a baseball bat or even a chair leg) it is very easy to make contact with a nearby target so the RC is suitably low so that even characters that aren't physically focused can still wield them with some level of effectiveness.

Complexity	Multiplier	Reality check
Low	x1	Very Easy
Medium	x2	Easy
High	x4	Medium

The difference between the resulting roll and the RC target determines the amount of potential damage dealt to the target. Targets may have armour or some other natural resistance to harm, however, and damage is offset by a physical roll. If the resulting total is 0 or below then the attack made contact but failed to do any significant harm. In Beyond the Veil, every entity, character or otherwise, has a vitality track measured in percentages. As vitality decreases the chance of a lasting problem developing increases, if vitality reaches zero the affected creature is rendered unconscious.

See **Appendix: Consequences** for more information about how this works.

While it may seem more beneficial to use simple weapons, even with a high level of proficiency, the effect of such items is limited to pure vitality damage. With higher complexity options there is the possibility of inflicting additional conditions on the target. This booklet doesn't cover that

aspect of combat but examples are given in the **Appendix: Conditions** section for reference. Movement during action phases is subjective based on the situation. As with the range value on items, it operates under the labels of Close, Near, and Far. These provide a rough approximation of distance that can be used in all situations that may occur during an investigation.

Close. Within arms reach or an entity's immediate area of effect. Often thought of as being the area of an average room in a house.

Near. Anywhere between the immediate area of effect and a short run away, the distance that could be covered in a few seconds. Using the house analogy it would be the adjacent rooms to the one an entity is in.

Far. This covers everything else that is still within the known vicinity of a situation. This represents the rest of the house, the surrounding gardens, and maybe even part of the street beyond.

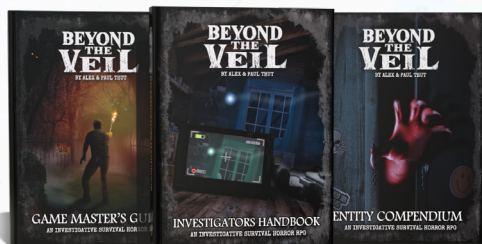
Reputation & Reward

Following an investigation, the group is able to reap the rewards of their endeavours. This comes in the form of monetary rewards through the sale to the SPS of the evidence they collect during an investigation.. The quality of the evidence gathered dictates the overall value to the archives and makes it worthwhile to invest time and effort into the process.

Evidence can be captured (as audio or visual media) or found, as with physical artefacts of the entity being investigated. Faked evidence can have a severe detrimental effect on the group's reputation within the investigative community.

Reputation reflects the group's experience and overall renown within the investigative community. Through this network the group has access to investigations and equipment beyond that provided by normal means. As reputation increases so does their ability to use their experiences to unlock new powers and features, or learn new talents and hone their skills. This progress is measured in terms of a character's proficiency with their starting occupation and the translatable skills that are brought across into amateur investigations. Over a career game this occupation may become less of a focus but still forms the basis of their skillset.

*Full information will be included in the **core rule-books**.*



Chapter 3: Playing an investigation

In this section we explore the aspects of a character that are used during the course of an investigation to interact with the entity or the environment in which they find themselves. The options given here are a sample subset of the final list and represent the ones used in the companion module to this booklet.

Skill and Abilities

In order to achieve anything during an investigation, characters will need to perform multiple reality checks using the dice pool as per the base ability referenced in the skill table on the character sheet. When an action calls for a specific skill the player can add the ranks their investigator holds in that skill to the dice pool result to highlight their expertise. Ranks are awarded based on the chosen occupation and can be further enhanced through the expenditure of the skill points awarded during each levelling up of the investigator's reputation.

In addition to the bonus provided by skill ranks, each occupation also has a favoured ability. This acts as a guide to suggest the most suitable skill set that a player may want to pursue. Mechanically, the favoured ability also grants the investigator the option of applying an upgrade to a roll using that ability a number of times equal to their reputation level.

Accuracy (Senses). A character's potential to hit a target. This could be with ranged weapons or simply the action of throwing something.

Analysis (Mental). The ability to gather and interpret information, solve puzzles, and make deductions based on evidence.

Athleticism (Physical). This represents a character's physical fitness and coordination. It encompasses proficiency in lifting, climbing, swimming, and other activities that require strength and endurance.

Attuned (Psychic). Characters with ranks in this skill are adept at sensing and interpreting psychic energy. At low levels this also covers empathy and insight.

Bravery (Mental). Represents a character's level of courage when faced with danger and the unknown. It is a key skill when measuring the effects of fear during an investigation.

Channelling (Psychic). A character's ability to channel and manipulate psychic energy. This skill also contributes to the renewal of power points necessary for utilising psychic abilities.

Computers (Technical). This skill represents the proficiency with which a character can use and program computers. It covers knowledge of both hardware and software in addition to network based activities.

Convincing (Social). A measure of how persuasive a character is during interactions. Using this skill they may be able to get NPCs and entities to look more favourably upon them.

Deceptive (Social). Whether or not the character is a convincing liar and a measure of how far they can bend the truth before it becomes obvious to a third party.

Diplomatic (Social). The ability to negotiate with others. This may go hand in hand with other social skills depending on the situation but alone can decide on how well an agreement favours the character.

Driving (Technical). The skill governs the basic ability to control vehicles. When operating under normal conditions a check is not required, but when under duress or driving an unfamiliar vehicle these ranks are invaluable.

Engineering (Technical). Represents a character's knowledge and proficiency when designing, building, and repairing machines and structures.

Equipment Use (Technical). How capable an investigator is when utilising detection equipment. More ranks in this skill will make using complex items easier as well as ensuring that the potential evidence collected is of the highest possible quality.

Fighting (Physical). This represents a character's capabilities when engaging in hand-to-hand combat. Greater proficiency will make using more complex weapons easier as well as increasing the effectiveness of all close-quarters combat encounters.

Focus (Psychic). The ability to concentrate and control psychic energies. Whether sustaining an ongoing effect or maintaining one while under duress.

Hearing (Senses). How sensitive an investigator's ears are. Characters proficient in this skill are more likely to hear things that can help lead an investigation in a new direction.

Inspiring (Social). Characters with ranks in this skill are capable of encouraging others to exceed their own expectations. They can rally allies to a common cause, calm agitated members of the group, or boost morale when it is needed most.

Intimidating (Physical). A measure of how well an investigator can bring their physical presence to bear when attempting to influence others.

Knowledge (Mental). A general skill that encompasses the general knowledge of an individual. This can be any subject that may occur throughout an investigation although more specific areas of interest may fall under other skills, such as Occultism.

Languages (Mental). The general level of ability an investigator has when dealing with languages. Ranks in this skill may not mean being able to speak a language but may help with linguistic analysis.

Modding (Technical). This skill represents the ability to modify and customise devices and equipment. This can help to improve standard items or even upgrade vehicles and work stations.

Occultism (Psychic). A character's knowledge of the supernatural and paranormal. It encompasses proficiency in researching, understanding, and identifying the unknown.

Parkour (Physical). The proficiency with which a character can navigate an environment with agility and efficiency. Investigators adept in this skill are capable of precise jumps, free climbing, or evasive manoeuvres.

Personality (Social). The basic measure of an investigator's raw force of personality. Characters with ranks in this skill are often charming and influential individuals.

Power (Psychic). The measure of a character's raw psychic potential. Ranks in this skill can augment the power of a psychic manifestation as well as bolster the basic points pool available.

Presence (Senses). This skill governs the ability to sense the presence of others. It is specifically useful to discover hidden entities, or for being aware of the feeling of 'being watched'.

Smell (Senses). A simple representation of how acute an investigator's sense of smell is. This can sometimes help uncover potential evidence or new avenues of investigation.

Speed (Physical). The basic measure of how fast a character is. This could represent how quickly they can move around the environment or the speed of their hands when performing tasks that require such things.

Vision (Senses). How good a character's eyes are. Higher ranks in this skill make spotting hidden things much easier and may prevent a surprise attack from potential ambushers.

Will Power (Mental). The basic measure of mental fortitude and a character's ability to resist manipulation and control. Will Power can also affect the fear threshold.

Each skill uses the base ability dice-pool listed in parentheses by default, however, there are cases where this value can change. A talent may grant the option of using social instead of mental, for example, or the Game Master may agree that situationally it makes more sense for it to be a psychic skill for that particular roll.

Talents

In addition to skills and abilities, investigators will accumulate talents throughout their career that can aid them on their journey. These talents are often situational or very specific in application and may have requirements that must be met before a character can utilise them effectively.

The examples given in this booklet represent the talents of the first level investigators supplied in the accompanying module of this starter kit.

Eye for detail. The character pays attention to the smallest of details, often able to spot things that others would miss.

+1 Vision ranks and upgraded Equipment Use rolls.

Heightened hearing. Sharp ears pick up on even the quietest of sounds, even able to sift through overlapping noises to focus on the fine details.

+1 Hearing and Languages ranks.

Leader. Some are born to follow while others are natural leaders. This character inspires those around them to push themselves and leads by example when required.

+1 Inspiring ranks and reroll 'Lend a hand' 3x per investigation.

Reassuring presence. Investigators with this talent bring comfort to others with their mere presence.

+1 Personality ranks and add 'level' to all fear checks made within close range.

Researcher. A keen analytical mind allows this investigator to draw conclusions and form hypotheses easier than most. They are also more effective when not under pressure.

+1 Analysis ranks and upgraded rolls during pre-investigation research.

Third eye. The character possesses a mystical and invisible eye, located on their forehead, which provides perception beyond ordinary sight.

+1 Presence ranks and access to 'aura' powers.

Features

As an investigator continues on their career trajectory within their chosen occupation they will unlock access to Features. These are similar to Talents in that they are situational in use although they are specific to the particular occupation and specialisation that a player has chosen for their character.

Features are not included in this Starter Kit as the characters portrayed are not at a high enough level to have unlocked them yet.

Specialisations are subcategories of Occupations and also not included in this booklet due to level constraints.

Powers

Investigators grow into experts in their field, using the strengths of their day to day activities to bolster their efforts during an investigation. As they grow in reputation they gain access to ability specific powers that can be called upon during an investigation. Occupation features and talents can also grant access to specific powers or pools of powers.

Some powers have prerequisites that limit their use by those without the necessary abilities. Generally these come in the form of specific dice pool requirements that must be met before the power can be taken. When these ability based prerequisites are present the investigator must have at least a d12 in that ability although some talents or features may overrule that in specific circumstances.

To call upon these powers costs points equal to the number of actions being expended (some more powerful options have a multiplier that increases the cost accordingly). The cost in actions also determines the strength of the resulting power and potentially increases the effect accordingly. The maximum number of points available to an investigator is determined by the dice pool used for their favoured ability (*d20 = 20 point maximum*). The dice pool is also used to find out the starting points once an investigation begins. More points can be recovered throughout an investigation by resting, using items, or just naturally over time as the investigator's inner reserves replenish.

The starter kit only contains one active power for players to use but many more will be available in the full release:
Read Aura. Focusing on psychic emanations the investigator can discern the basic emotions and intent of those around them. Expending more actions increases the effect.

Fear and Belief

In the Beyond the Veil universe it is assumed that the general attitude of the populace towards the unknown is a mixture of belief and skepticism. To reflect this, characters have a Belief value that can be assigned as desired, or determined by the roll of a d10. The higher the value, the more the character is inclined to believe the events unfurling around them whereas investigators with a low belief value will seek to explain away the things they can't immediately rationalise. This value is subject to change throughout an investigation and may be adjusted manually between investigations to suit the player's role-playing desires. Where a character sits on the



scale has an impact on their ability to handle the effects of fear with the greater impact coming from either end of the scale. There is no perfect place to be in terms of belief, however, as the negative effect perceived in one place is a positive in another context.

Belief									
1	2	3	4	5	6	7	8	9	10
20	15		10		10		15		20

Fear is the measure by which an investigator is mentally capable of continuing under extreme pressure. Throughout an investigation the level of fear gradually increases at a rate of 5 points for every investigation round. This can be mitigated through performing mundane actions that are reassuring to the character, maybe spending some time in a well lit room or having a drink and a snack (see **Equipment** for more information). Some features and talents also help with managing fear under more specific circumstances.

When an entity interacts with the group a fear check is required to test how well they handle the situation, this takes the form of rolling a d100, with success being measured by scoring higher than the character's current fear value. Players add any ranks in bravery to the roll as well as the effect of their belief level. Characters at the extreme ends of the scale of belief are better equipped to deal with fear, whether by simply accepting the events or through attempts to rationalise and explain away what their senses are telling them. Investigators towards the middle of the scale are more uncertain of themselves and therefore more susceptible to the effects of fear. Failing a fear check may have no immediate effects but each failure also increases the fear value by 5 every time (or more if the entity uses a power that states otherwise). As fear increases, however, the character may enter into the next stage of the fear scale which induces temporary effects for the rest of the investigation:

	Fine	Spooked	Frightened	Terried	Broken
Fear	0-19	20-49	50-69	70-89	90-100
Mental, Social, Psychic	-	-1	-2	-3	-5
Physical, Senses, Technical	-	+1	+2	+3	+5

Each stage has a different effect on the abilities and their associated skills, making some harder while others receive the benefit of increasing levels of adrenaline. Passing into the next stage for the

first time in an investigation results in a fear effect from the associated table being applied to the character. **See Appendix: Consequences** for a list of effects.

Characters also have a **Fear Threshold** at which they are most susceptible to mental effects, this threshold makes them particularly vulnerable to powerful psychic attacks as well as triggering a Fight or Flight response. Investigators in this state are unpredictable and gain the **panicked** condition as shown in the **Appendix: Conditions** section.

Optional rule - Trepidation

Characters entering an investigation already have a sense of anxiety about the unknown. Fear values are set, individually, to the result of a roll of a d20 minus any ranks in bravery.

Detection

One of the core elements of any investigation is the detection of any entities present in the area. Each entity stat block outlines the base **reality check** required to be able to detect them, using the RC scale outlined in the **Action economy** section:

Electrical. Some entities emit an electrical charge powerful enough for sensitive equipment to detect. These entities are often capable of manipulating electrical currents and even disrupting equipment with their mere presence.

Kinetic. Used to represent any physical evidence an entity might produce as it navigates the environment, whether a clawed footprint left on a muddy river bank or a vase knocked off a side table by an invisible presence.

Psychic. All entities give off psychic emanations to some degree or other, those with a more powerful aura will be easier to detect using this method.

Radiation. Some entities radiate energy in a way that is detectable to finely tuned instruments. These waves may even be hazardous to nearby organisms and should not be taken lightly.

Sensory. This method is broken down into three distinct options, **Visual**, **Aural**, and **Olfactory** to cover the different equipment used to detect using sight, sound, or in the case of the investigators themselves, smell.

Thermal. A detection method that can range from high tech thermal imaging solutions to simply feeling a change in temperature using naturally occurring thermoreceptors in the skin.

The next section covers the difference between actively used, monitored equipment-based detection and static equipment that is set up during the course of an investigation and left to gather evidence.

To cover the passive detection of a character during the course of an investigation, the Game Master should have the entire group make a base senses check at the end of each investigation round. This occurs regardless of whether or not there is an entity in the local area as not all entities are visible and represents the chance of seeing, hearing, or even feeling something during the round that may indicate the presence of an entity. Static equipment not being monitored also makes these checks to represent the ongoing recording that they are performing. The RC is the same as the entity's base detection difficulty complete with all modifiers.

Downgraded RC	Recent entity power used locally
Upgraded RC	By proximity
Requires line of sight*	Sensory (Visual), Kinetic

**Detection is impossible when no clear view is available*

As evidence is discovered it should be recorded by the group. This list can be used to help identify an unknown entity and is used to generate income following an investigation. Evidence recorded by unattended equipment that will only be found during downtime should be recorded by the Game Master and only revealed during the conclusion phase or if a character chooses to review recordings during an investigation.

Items found during an investigation that can be considered 'evidence' may also be powerful triggers for the relevant entities. Moving or even interacting with these pieces of evidence may affect the threat level during an investigation but may still be recovered and archived following a successful resolution.

The Game Master may choose to use some false positive evidence in order to mislead investigators. While useful for immersion it can also make investigations much more difficult and should only be used when playing with an experienced group.

The core rulebooks will provide further guidance on how to use advanced rule options such as these.

Equipment

Throughout an investigation the group will need to make use of many different items. Ranging from mundane but useful things like a notepad and pencil to specialised recording equipment designed for capturing evidence of the unknown.

Ahead of an investigation the group needs to decide on what equipment to bring with them to the location. During career play there may be a limit based on the method of travel available but for the sake of this Starter Kit the loadout list is predefined and supplied on scene for the group. Item weight is a standard unit of measurement called *bulk* which represents an abstract view of volume and weight. Bulk also provides a guideline on how easy items are to carry and use, the value assigned is equal to the number of hands needed to carry, wield, or use an item effectively (ie. a bulk value of 1 means that investigators only need one hand to carry or use the item, a value of 3 or higher would require multiple characters to be able to carry the item.) Operation of 'bulky' items may still be possible by a single person but this will be specified in the items descriptive text as appropriate. Some smaller items may have a bulk value of <1, this indicates that multiple items of the same size can be carried, or would fit in small capacity carrying options such as pockets. The Game Master and players should decide together on a reasonable amount of <1 bulk items that could be carried at one time.



Items come in three distinct types that can also act as a guide for things not explicitly outlined in this booklet or the core rulebooks. While some items may have a crossover in terms of their base category, the following assumptions can be made: **Consumable.** These items are the expendable or incidental things that investigators may bring with them, or find during the course of an investigation. Often they have bolstering effects used to increase vitality or reduce fear but may also be single use utility items like vials of blessed water, or grenades.

Detection. Items used in the detection of entities, whether specialist equipment or mundane items that can aid the senses of an investigator. These items will indicate which of the detection options they supplement, how difficult they are to use, and the range at which they are effective.

Utility. Anything that performs a function can be considered a utility item, the main thing that sets these apart from consumables is the fact that they can sustain multiple uses. From something as simple as a tripod to a modder's toolkit, utility items are varied in their use and this includes weapons, as well as anything that could be used as a weapon. Utility items have a difficulty rating and effective range (where applicable), their text will highlight any additional options that they can have.

Classifying every item a group may interact with would be impossible. Instead, using the types to choose a group for an item and then establishing the basic data points, a Game Master should quickly be able to put something into play as it is required.

Bulk. Indicates the number of hands required to use an item as well as its general weight and volume for logistics.

Complexity. How easy an item is to use or wield, measured as Low, Medium, and High.

Description. Details about the item. May contain additional effects and options for usage.

Detection type. Which of the detection types the item bolsters.

Duration. Where applicable an item may have a set duration for its effect. This could constitute a battery length for a flashlight, or a specific skill boost from a charm.

Range. The area or effect that an item covers regardless of limiting factors such as line of sight.

Type. Whether an item is considered a consumable, detection, or utility item.



Player: I grab a branch from the ground and swing it at the wendigo.

GM: Ok, roll me a vision check to see if you find something suitable...

Player: Sure, I got a 12.

GM: That'll do, you find a sturdy looking branch, it'll be a 2 bulk utility item with low complexity and a range of close. Make your attack roll...

Player: Uh-oh, I rolled a 3!

GM: The wendigo closes in...

Many times an item's use is inherent in its description, a key for example. Some items may have additional uses that aren't obvious, however, and these can be a useful tool in a Game Master's arsenal to drive a narrative forward. In a full game of Beyond the Veil these are referred to as Trigger items and are usually linked to increasing **threat** during an investigation.

An entity may take particular exception to an item that they hold dear being moved or tampered with and this can result in sudden interactions or even action phases. As players become more familiar with the way in which a particular entity reacts they can begin to use this reaction to aid their investigation.

Items that require installation or are handheld and used for detection need a roll to make sure that they are set up correctly. Usually this is an **Equipment use** roll but players can suggest an alternative skill to use when it makes sense (*ie. when placing a camera in a room a player may suggest using **vision** instead*).

Unattended or static detection items have their own ability dice pool that is determined by the complexity of the equipment:

Low: **d4**

Medium: **d8**

High: **d12**

The complexity is also used to calculate how easy static equipment is to install. Regardless of complexity, most equipment can be installed without the need for a roll, it isn't hard to leave a camera on a shelf, after all. High complexity equipment is the exception and requires a specialist to be effective. When installed without a roll the equipment is considered a standard installation and detects using the default dice pool listed above. However, characters can choose to take the time and effort to ensure a quality installation, representing their attention to detail when choosing placement, ensuring the lens cap is off, or calibrating the item correctly. The success of such an installation requires an RC:

Complexity	Reality Check
Low	Easy (10)
Medium	Medium (15)
High	Hard (20)

By choosing to roll for the installation, equipment can be set up with increased effectiveness. This is measured in 'tiers' and for each tier reached the dice pool used by the item is upgraded. Meeting the RC is considered a Tier 1 success, for each RC category higher the roll achieves another tier of success up to a maximum of Tier 3.

The team technician sets up a motion sensor with a low complexity. Rolling their Equipment use they get a 17 meaning a Tier 2 success. That motion sensor now rolls detection with a d8 (d4 for low complexity, upgraded twice).

By allowing the experts in the group to focus on their particular skill set, even the most basic of equipment can be used to find entities and secure good evidence during an investigation.

In a career playthrough, equipment is also subject to maintenance and upgrades, or modifications, that can affect the ability to detect entities.

All equipment starts as 'standard' but throughout downtime, or during an investigation, the item's durability can change along a track that also influences the effectiveness.

Advanced. Items that are beyond the known limits of technology whether from an unknown source or through modification using advanced materials.

Reinforced. Standard items that have been made sturdier through upgrades and modifications. This can also represent items that are inherently harder than most.

Standard. The default durability level for items.

Damaged. These items are still functional but will take a penalty to their effectiveness. Checks made using damaged items are taken as downgraded dice pools.

Broken. When an item is broken it is no longer functional and cannot be used for the rest of the investigation.

The durability level of items can be improved during downtime activities between investigations through repairs and upgrades. Full details on how this takes place will be available in the **Core rulebooks**.

Appendix

Within this section you will find tables and mechanics information that will help when running a game of Beyond the Veil. Where appropriate random options are available along with the suggested die to roll, although the Game Master may choose an item from the table to suit the narrative, or even devise their own using the table items as guidance.

Actions

*Everything a character or entity does in Beyond the Veil is considered an action. Generally these cost a single action to complete but as a guide the table below offers some ideas of specific types of action and the potential outcome that can come about from a success. This section also covers some sample ideas of how to show when an RC attempt is considered to be **scraping by**.*

Activity	Action Required	Potential Outcome
Analyse	1	Spend time looking at the output of investigative equipment to find anomalies
Attack	1*	Make an attack against something or someone (see Combat)
Business as usual	1	Complete a task using the average roll of an ability dice pool
Install equipment	By complexity**	Equipment is set up and able to be used for detection rolls in subsequent rounds
Interact	1	Spend time interacting with the environment/NPCs/Entities
Investigate	1	Find something of use/interest in the area checked
Lend a hand	By activity being assisted	Help someone with another task (see Action economy > Lend a hand)
Recover	3	Spend time recharging power points (Favoured ability die pool + channelling ranks)
Take a break	1-3	Reduce fear based on activity, equipment, or power used (5 per action as default)
Use Equipment	1	Using handheld equipment to assist an investigation/ take baseline readings
Use Power	By power points used ***	Utilise a character's powers

* Iterative attacks downgrade the roll for each subsequent attack ** Low = 1 action, Medium = 2 actions, High = 3 actions

*** Action cost is calculation pre-multiplier

Scraping by

*The cost of **scraping by** should always be a minor complication while still acknowledging the success*

Situation	Possible Effects
Investigate a library	Interact with a trigger object, increasing threat Knock something over, alerting entities Find some relevant but potentially misleading information
Climb a tree	Branches snap off during the ascent, making it harder for others to follow Wildlife is startled, raising the alarm for nearby entities The intended effect is diminished due to limited/blocked view
Making an attack	The weapon used is damaged during the attack and reduced a step on the condition track Attacking draws the attention of additional enemies Neutral witnesses become sympathetic to the victim
Social encounter	Some information is withheld The NPC is responsive and helpful but may become suspicious of the groups motives They are referred elsewhere rather than getting the information they need immediately

Conditions

Not all of the following conditions will feature in this Starter Kit, nor is this list final and exhaustive. We have provided this sample for groups who want to explore the system and homebrew beyond the limited rules outlined in this booklet.

Angered. Attacks against the source of the anger are made upgraded, other targets are downgraded. Attacks made against the angered creature are upgraded.

Bleeding. Creatures suffer ongoing vitality damage equal to the amount of damage taken when the condition was inflicted, the condition can be ended by spending an action to bind the wound.

Blinded. All actions are downgraded and actions requiring vision are impossible. Afflicted characters are also Disorientated.

Burning. Creatures suffer ongoing vitality damage equal to the amount of damage taken when the condition was inflicted, the condition can be ended by spending an action to douse the flames.

Cursed. All abilities are set to a d4 until the curse is broken. Details on how are determined by the way in which the curse is inflicted.

Deafened. Communication is difficult, Hearing and detection by listening is impossible.

Disorientated. Unable to navigate effectively, movement is determined randomly.

Displaced. Whether mental or physical, the creature is separated from reality and unable to engage with, or react to, what is happening where they came from.

Distracted. Actions are downgraded while the source of the distraction is present and sustaining the action. This condition can interrupt ongoing, multiple-action tasks unless a focus roll is made (RC of 5 per action).

Freezing. Creatures suffer ongoing vitality damage as per the text of the power or environment setting description. If suitable equipment is available, an action can be spent to counteract the effects.

Hindered. Movement requires additional effort, action cost is doubled.

Incorporeal. Creatures can pass through solid objects with ease and cannot be affected by physical means.

Infected. Details are specific to the infection, creatures are afflicted until the cure conditions outlined by the disease are met.

Overwhelmed. Physical rolls are upgraded, mental and psychic rolls are downgraded while overwhelmed.

Panicked. Characters enter a 'fight or flight' state during which their actions are determined by a d10 roll:

1-3	Flight	The character flees the scene by the most direct route possible and at their full speed
4	Cower	The character curls into a ball and shields themselves from all stimulus
5-7	Fight	The character finds whatever they can to tackle the current situation head on
8-9	Focused	The character acts with renewed focus, choosing their own behaviour
10	Resolve	The character receives a temporary boost, restoring their fear value to the threshold -1 and allowing them to end the fight or flight state and act as normal

Paralysed. The creature is mentally present but unable to act physically for the duration of the condition.

Restrained. When restrained by another creature the afflicted is unable to move but may be able to break free with a contested physical roll. If restrained by items the RC is set by either the complexity of the Game Master.

Threatened. A creature with this condition is vulnerable when moving, combatants within close range do not need reaction attack options in order to attack if the creature tries to move away.

Tired. Mental rolls are downgraded until the affected creature is able to take a prolonged period of rest.

Unconscious. The creature is unable to take actions until consciousness is restored.

Wounded. The target must make a second damage resistance check (RC of the damage taken) or receive a vitality effect at the same level of their current vitality track.



Consequences

When fear or vitality crosses into a new section for the first time, the creature suffers an effect of the appropriate level, these tend to last until the end of an investigation unless otherwise stated.

Fear Effects

Characters suffer a fear effect when they first cross a threshold on the track, unless caused by a condition or interaction, they only obtain one effect for each section per investigation.

Spooked

d20 Roll	Effect
1-2	Timid: -1 to social checks for the rest of the investigation
3-5	Denial I: -1 to the belief track if possible
6	On guard: +1 to senses actions for the rest of the investigation
7-8	Apprehensive: -1 to senses checks for the rest of the investigation
9-12	Jumpy: +3 to fear checks for the rest of the investigation
13	Shaken I: Fear increases a further 5 more points
14-15	Adrenaline rush: +1 to physical actions for the rest of the investigation
16-17	Believer I: +1 to the belief track if possible
18-19	Nervous: -1 to all actions when alone for the rest of the investigation
20	Iron Will I: No effect from this state of fear

Frightened

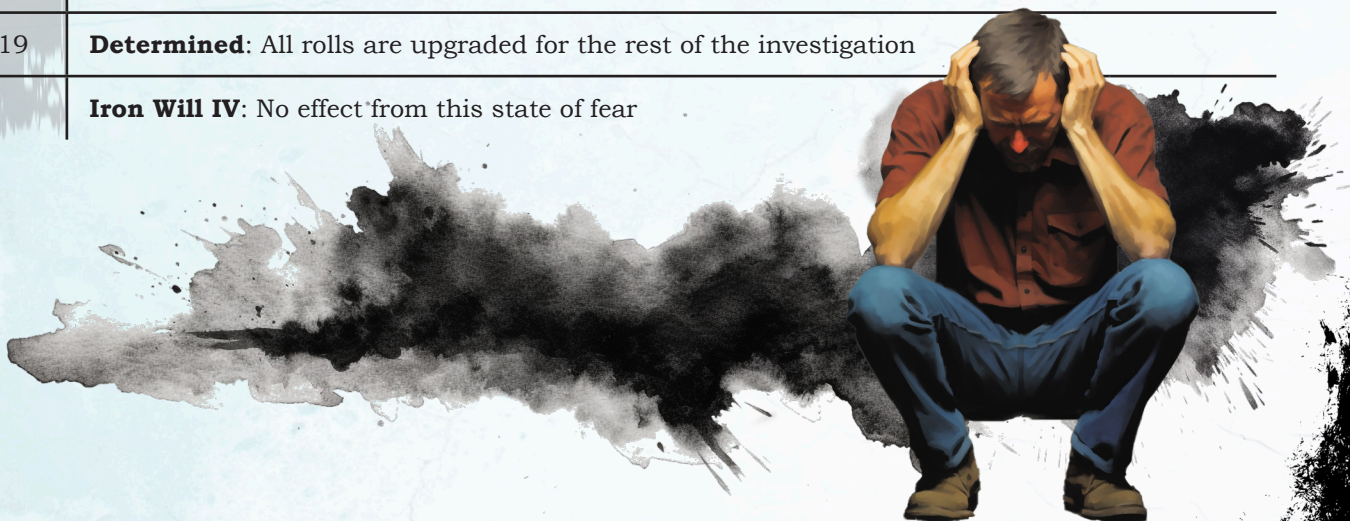
d20 Roll	Effect
1	Paranoid: Detection checks are downgraded for the rest of the investigation
2-3	Denial II: -1 to the belief track if possible
4-5	Shaken II: Fear increases a further 5 more points
6	Startled: Tasks requiring multiple actions are downgraded for the rest of the investigation
7-9	Jittery: Downgrade rolls requiring hands for the rest of the investigation
10-12	Fearful: +5 to fear checks for the rest of the investigation
13	Anxious I: +2 to physical actions for the rest of the investigation
14-16	Believer II: +1 to the belief track if possible
17-19	Vulnerable: The character gains the threatened condition for the rest of the investigation
20	Iron Will II: No effect from this state of fear

Terrified

d20 Roll	Effect
1	Mental break: All mental rolls are downgraded for the rest of the investigation
2-3	Shaken III: Fear increases a further 5 more points
4-5	Closed mind I: -2 to the belief track if possible
6	Trembling: All physical checks are downgraded for the rest of the investigation
7-9	Unnerved: +7 to fear checks for the rest of the investigation
10-12	Paralysing dread: -1 actions for the rest of the investigation
13	Anxious II: +2 to physical actions for the rest of the investigation
14-16	Open mind I: +2 to the belief track if possible
17-19	Desperate: Checks to resist vitality reduction are downgraded for the rest of the investigation
20	Iron Will III: No effect from this state of fear

Broken

d20 Roll	Effect
1	Panicked: Set fear equal to the character's threshold and immediately enter a fight or flight state
2-3	Paralysing dread: -1 actions for the rest of the investigation
4-5	Closed mind II: -2 to the belief track if possible
6	Despair: All rolls are downgraded for the rest of the investigation
7-9	Gibbering wreck: -5 to social checks
10-12	Waking nightmare: -5 to senses checks
13	Broken psyche: +10 to fear checks for the rest of the investigation
14-16	Open mind II: +2 to the belief track if possible
17-19	Determined: All rolls are upgraded for the rest of the investigation
20	Iron Will IV: No effect from this state of fear



Vitality Effects

Characters suffer a vitality effect when they first cross a threshold on the track, unless caused by a condition or interaction, they only obtain one effect for each section per investigation.

Fine*

d10 Roll	Effect
1	Nauseated: The investigator is distracted as per the condition for 1 investigation round, or until the end of the current action or resolution phase
2-3	Tired: The investigator gains the tired condition
4-5	Achy: -1 to physical checks until a period of rest has been completed
6-10	No effect

*Vitality effects while still in the 'fine' section of the track are only possible as a result of the wounded condition or if induced by an entity interaction.

Bruised

d10 Roll	Effect
1	Headache: -1 to social and psychic checks until the end of the investigation
2-3	Sore: -1 to physical and technical checks until the end of the investigation
4-5	Grazes: Afflicted with the bleeding condition (1)
6-7	Sickened: Distracted for 1 investigation round, or until the end of the current action or resolution phase
8-10	No effect

Weak

d10 Roll	Effect
1	Migraine: Downgrade senses and psychic checks until the end of the investigation
2-3	Strain: Downgrade physical and technical checks until the end of the investigation
4-5	Cuts: Afflicted with the bleeding condition (2)
6-7	Winded: Afflicted with the hindered condition until a period of rest has been completed
8-9	Rough shape: Afflicted with the overwhelmed condition until a period of rest has been completed
10	No effect

Hurt

d10 Roll	Effect
1	Concussion: Afflicted with the tired condition until the end of the investigation
2-3	Bruised ribs: Hindered until the end of the investigation
4-5	Slashed: Afflicted with the bleeding condition (3)
6-7	Dislocated jaw: Downgraded social checks for the rest of the investigation
8-9	Seeing stars: Distracted until the end of the investigation
10	Minor fracture: Considered restrained until the end of the investigation, easy RC required for any movement

Broken

d10 Roll	Effect
1	Comatose: Unconscious until appropriate medical treatment is received*
2-3	Fractured ribs: Hindered until appropriate medical treatment is received*
4-5	Lacerations: Afflicted with the bleeding condition (5)
6-7	Blinded: Afflicted with the blinded condition until the end of the investigation
8-9	Punctured lung: Considered distracted until appropriate medical treatment is received*
10	Broken bone: Physical checks are downgraded until appropriate medical treatment is received*

Full medical treatment mechanics will be available in the **core rulebook downtime rules.*



Equipment Tables

A sample of the equipment available to investigators. For the starter kit the equipment is supplied and on site ready for them to use. Additional consumables and equipment may also be found or improvised.

Consumable

Item	Range	Duration	Bulk
Candles (6)	Close	1 hour	1
First aid kit	Close	-	2
Matches (50)	Close	30 seconds	<1
Refreshments/Hot beverage	Close	-	1
White sage	Close	10 minutes	1

Detection

Item	Range	Complexity	Type	Bulk
Bells on a string	Near	Low	Sensory (A/V)	1
Scrying mirror	Close	Medium	Sensory (V), Psychic	1
SPS AP-7-EVP Recorder	Near	Medium	Sensory (A)	2
SPS AV-16 movie camera	Far	Medium	Sensory (V)	2
SPS IR-4 film camera	Far	Medium	Sensory (V)	2
Thermometer	Close	Low	Thermal	1

(A = Auditory, V= Visual)

Utility

Item	Range	Complexity	Duration	Bulk
Candle holder	Close	Low	-	1
Crowbar	Close	Low	-	2
Flashlight	Near	Low	8 hours	1
Notepad and pencil	Close	Low	-	1
Oil Lantern	Near	Low	8 hours	1
Sledgehammer	Close	Low	-	2
Spade	Close	Low	-	2



Threat Tables

The **core rulebooks** will provide guidance to the Game Master for any kind of entity that the group may encounter. As the **Starter Kit** focuses on the paranormal, however, the following tables should be used in conjunction with the module to determine how the entities react based on the threat level indicated in the text.

Level 1

d10 Roll	Activity
1	A door slowly opens somewhere
2	An item moves slightly
3	There is a faint, out of place, smell
4	The temperature drops marginally
5	There is a sudden, but subtle, breeze for a short time
6	A window rattles in it's frame
7	A floorboard creaks somewhere
8	A light source flickers
9	Someone is tapped on their shoulder
10	A single word is uttered on the edge of hearing

Level 2

d10 Roll	Activity
1	Lights dim and flicker erratically, plunging the room into darkness
2	Pockets of freezing cold manifest in the area causing breath to become visible for a time
3	Shadows elongate and seem to whisper
4	Muffled whispers and faint cries resonate through the room
5	Reflective surfaces reveal a shadowy and twisted reflection of reality
6	A piece of equipment malfunctions unless it succeeds on an RC5 check
7	A small item moves unexpectedly
8	Low, guttural growls emanate from the darkness
9	A tier 1 entity power triggers if possible
10	Roll twice, ignoring any subsequent 10s

Level 3

d10 Roll	Activity
1	A bloodcurdling scream pierces the air suddenly
2	1d4 objects are thrown with force, crashing and splintering
3	Images in the area shift and appear sinister compared to normal
4	Shadows writhe and twist, causing the ambient light to diminish
5	An overwhelming stench fills the room/area
6	A piece of equipment malfunctions unless it succeeds on an RC10 check
7	Faint, disembodied voices speak in fragmented phrase
8	1d3 pieces of equipment
9	An investigator receives a brief premonition of the immediate future
10	Roll twice, ignoring any subsequent 10s

Level 4

d10 Roll	Activity
1	A door repeatedly slams shut 1d6 times
2	1d8 items are flung around the room or at one or more people
3	Sudden freezing temperature causes 3 ongoing vitality damage to investigators in the area
4	A strong wind blows through the building/area, knocking things over
5	1d4 windows suddenly open and slam shut, shattering the glass
6	The floor shakes as loud stomping sounds move towards someone
7	All lights are immediately extinguished
8	A random investigator is grabbed and shaken violently
9	The entity manifests and begins to interact based on it's type*
10	Roll twice, ignoring any subsequent 10s

Level 5

d10 Roll	Activity
1	A random investigator is pulled into the veil momentarily gaining the displaced condition for a round
2	Gravity seems to invert in a single area, all items are lifted and dropped momentarily
3	The temperature in the area suddenly drops below freezing. Investigators staying in the area suffer 5 ongoing vitality damage
4	1d4 pieces of equipment malfunction unless they succeed on an RC10 check
5	A random piece of equipment is destroyed but leaves behind valuable evidence of the incident
6	Every door in the area suddenly opens
7	Every door in the area slams shut and where possible, locks
8	A random investigator is grabbed and lifted off the ground
9	The entity manifests and begins to interact based on it's type*
10	Roll twice, ignoring any subsequent 10s

**anything from a conversation, to a straight up attack, to triggering a power!*



Gameplay cheat sheet

Use this list to aid gameplay. Some actions and decisions may fall outside of the core framework but the majority of a session should fall within this guide.

Game Master

Pre-Investigation -

Lead the group through downtime/research opportunities

Introduce the investigation and set the scene

Investigation phase (3 actions covering 30 minutes)-

Decide on entity movement and actions

Trigger an interaction if appropriate (may interrupt the investigation phase > move to action phase)

Call for appropriate **Reality Checks** as needed

- Call for a general senses check to discern passive detection
- Recover entity powerpoints equal to the entity level + current threat level

Action phase (3 actions covering a few seconds)-

Determine the turn order based on who initiated the action phase

Decide on entity actions:

Use powers
Combat
Interaction with investigators

Resolution phase (3 actions covering a few seconds)-

Determine the turn order based on who initiated the resolution phase

Decide on entity actions:

Use powers
Combat
Interaction with investigators
Respond to resolution attempt

Conclusion phase -

Lead the group through the conclusion checklist

Determine reputation gain and reward

Investigators

Pre Investigation -

Review the information found during downtime or given by the GM

Determine starting equipment loadout for each investigator

Investigation phase (3 actions covering 30 minutes)-

Plan the groups actions:

Setting up equipment
Investigating the scene
Establishing baseline readings

- Increase fear by 5 unless a period of rest or refreshment consumable was taken
- Recover powerpoints equal to 1 + ranks in channelling

Action phase (3 actions covering a few seconds)-

Plan the groups actions:

Use powers
Interact with an entity
Interact with the environment

Resolution phase (3 actions covering a few seconds)-

Plan the groups actions to bring about a resolution:

Initiate a resolution plan
React to the entities response

Conclusion phase -

Recover equipment and leave the scene

Review evidence and share out reward

Plan downtime activity

Character sheet ~ Annotation

On this page you will find a brief explanation of each section of the character sheet. The full character sheet will be included with the **core rule-books**.

Abilities

The general measure of a character's capabilities, showing their favoured ability as well as their strengths and weaknesses.

Belief

Whether a character believes the in the unknown or attempts to rationalise the evidence presented to them.

Vitality

A measure of a character's hardiness and overall life-force.

Fear

A measure of a character's mental resilience and overall state of mind.

Fear effects

A record of any longer term effects of fear increase.

Features & talents

A record of a character's features and talents.

Character Info

Summary of the character's progress and descriptive preferences.

Skills

Granular representation of a character's effectiveness and expertise highlighting ability synergy and bonus ranks.

BEYOND THE VEIL

Character Name: _____ Pronouns: _____

Occupation: _____ Specialisation: _____

Abilities:

☐ Physical ☐ Mental ☐ Technical ☐ Social ☐ Psychic ☐ Senses

Age: _____

Fear Threshold: _____

Reputation: _____

Level: _____

Belief

☐ Skeptic ☐ Undecided ☐ Believer

Vitality

0 10 20 30 40 50 60 70 80 90 100

Fear

0 10 20 30 40 50 60 70 80 90 100

Fear Effects

Features & Talents

Powers

Name	x Mod	Range	Description
	C N F		
	C N F		
	C N F		
	C N F		

Carried Equipment

Money

Skill

Skill	Ph	Me	Te	So	Ps	Se	Ranks
Accuracy							
Analysis							
Athletics							
Attuned							
Brewery							
Channeling							
Computers							
Convincing							
Deceptive							
Diplomatic							
Driving							
Engineering							
Equipment Use							
Fighting							
Focus							
Hearing							
Inspiring							
Intimidating							
Knowledge							
Languages							
Modding							
Occultism							
Parkour							
Personality							
Power							
Presence							
Spell							
Speed							
Vision							
Will Power							

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Powers

Special abilities the character has gained.

Carried Equipment

The equipment currently upon a character's person.

All the necessary pre-created character sheets are included in your download to play the Beyond the Veil Starter Kit "Shadows at the Rectory".

On the following page is a printable blank character sheet for you to play with.



**Thank you for your invaluable contribution as a playtester for the
Beyond the Veil “Shadows at the Rectory” Starter kit.
Your participation and feedback are immensely valuable in
shaping the final product.**

**Please scan the QR code below to leave your feedback or visit:
<https://wrenegadestudios.com/beyond-the-veil-starter-kit-feedback-form>**



**We truly appreciate your time in helping us create an
exceptional gaming experience.**

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