

A roleplaying game by ZONWARE

# USER'S MANUAL STATEMENT

Dead Halt is a Roleplaying Game set in 1996, in which characters will attempt to refrain from an identity crisis amongst the absurd technology of the megalithic Hotel around them.

In Dead Halt you may expect to be placed in the following highly specific scenarios:

- Taking up a job as Hotel Maintenance Crew.
- Receiving Quests and obtaining Rewards from the Bartender at the Hotel's Fall Bar.
- Gambling for absurd equipment at the massive Gashapon machine in the basement.
- Assisting quirk ridden computer Consoles that hang from the ceiling with menial tasks.
- Taking the Elevator to ridiculous and unexplainable floors and landscapes.
- Meeting curious potential allies, monsters, and Halted Clunkhead Maintenance crew.
- Losing limbs and have them replaced by state of the art 1990's Cybernetics.
- Attempting to resist the whispers of the Hotel's supercomputer; FortRA.

Dead Halt is bound by an overarching structure being the Fall Bar, the Elevator, the Gashapon, and the Floors beyond. For new players and veterans alike this is not intended to limit players, but instead to guide them. Much like an old video game's hintbook, players always know that they may return to Dhuraine in the Fall Bar for guidance, the Elevator will take them to adventure, the Gashapon will always dispense ridiculous resources, and the Floors beyond will always hold the things they quest for.

As soon as you are comfortable in this world, destroy its rules. Knock down walls, send the players beyond the Hotel, have the Gashapon machine go on a rampage, uncover Dhuraine's dark secret, or wake up the Hotel's long dormant FortRA.

Beyond the Fall is your game now, it is out of my hands. Start with what I have spun into motion, sit down with your players and create the game that you enjoy playing together.

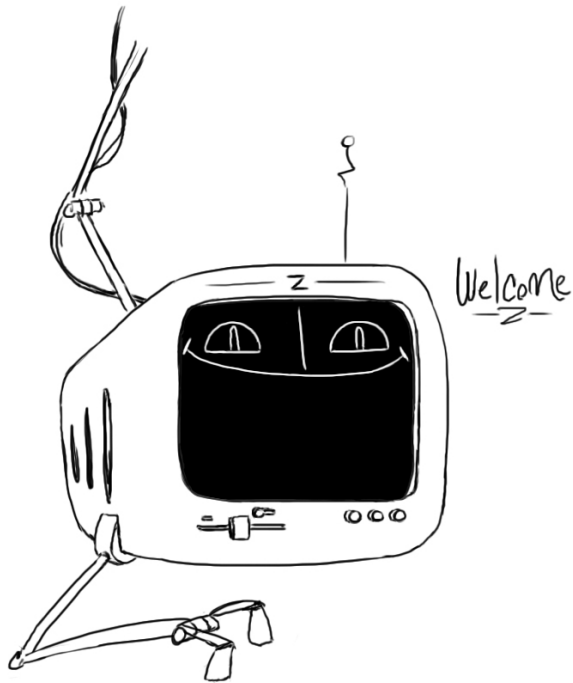
Most importantly, thank you for trusting me with your time. I hope that this brings joy to your table and creates lasting stories that you will reminisce about afterwards.

Please enjoy,  
ZONWARE



**◀DEAD HALT▶  
USER'S GUIDE**

ZONWARE



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Artwork herein by MIRANDA SIDER, EMERSON BROWN, and ZONWARE

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The year is 1996, Y2K has not happened yet so everything is still quite all right.

The leaves on this Autumn day have just changed colors, and the streets are littered with flecks of orange, yellow, and brown. The burg is quiet and basking in a wavering golden light from the setting sun.

“Help Wanted” is scrawled in thick black ink on an old sandwich board. Six steps down reveals the hidden wooden front face of the Hotel’s entrance. A warm red glow comes from the stained glass squares bordering the large oaken door.

A warm hotel lobby is patterned with a deep red Hicks’ Hexagon carpet and swirling olive wallpaper. An empty reception desk sits in front of a board of room key tags. On the large worn desk sits a computer terminal, it looks old and blocky. Two overstuffed red velvet chairs and a gas fireplace beckon you from the left. A shelf set into the wall between them is filled with a few old leaned books. To the right is a thin doorway, above which a mounted black placard reads The Fall Bar.

Seven stools sit in front of the long bar. A quiet metal man behind the bar slowly cleans a short glass. The wall behind him is lined with row upon row of glittering liquor.

A finely carved wooden statue stands on a dais next to the three booths on the opposite wall. It depicts the figure of a bird headed man in a finely tailored suit. A weapon in his left hand, a small object in his right. An elevator’s checkered metal gate sits in the corner near the bar.

Welcome to the Hotel.



**CHAPTER**

**1**

**LEARN TO PLAY**

- Introductions at the Bar
- Action Rounds
- Actions and Dice
- Items and Armor
- Enemies and Monsters
- The Elevator and Floors
- Knowledge and Magicks

# INTRODUCTIONS AT THE BAR

Every story starts with a cast of characters, we get to know them throughout the events that shape them, not before their adventures. Dead Halt uses this idea by cutting out the "Session 0" and instead creates the players characters during play.

The Players are not required to read this book or do any homework ahead of time, and I have taken the time to take as much weight off your shoulders as possible.

We get our first sense of who these characters are when they sit down at the Fall Bar, across from the charismatic android bartender known as Dhuraine. This is the first thing they will do after entering the Hotel, so make them feel at home.

As the Hotel Manager you are Dhurain, and you will strike up a conversation that will mould who the player characters are. Encourage a dialog between the characters themselves as well, and encourage the players to create their character as they talk, by filling in their character sheets with the following information;

Each player has 3 points to spend on attributes. Every attribute starts with a base of one die, and may be upgraded by filling in another box.

Each player may bring up to three items with them into the Hotel, these items should be reflective of who they are as a character. Choose;

- Two mundane items such as a Pencil, Backpack, Pocket Knife, Flask ect.
- One specified unique item such as a Micro Computer, Pistol, a Baseball Bat

(Full lists can be found in the Items Chapter)

Ask them questions to develop who they are playing such as:

Would you like a drink?

What was your job?

What are your hobbies?

What is your relation to each other?

How did you meet?

Why did you come into the Hotel?

Let the conversation evolve, building off of the changing narrative and incorporating each player. As the Hotel Manager you are encouraged to advise them on their characters. If they love Rugby perhaps their Strength or Speed Attribute is high, if they were a Telemarketer perhaps they have a high Knowledge or Constitution score. If they are a door to door salesman they may have a briefcase full of knives as their item, or a computer repairs man may have a Micro Computer Diagnostics Kit.





At this point we are building characters, encourage them to have quirks, oddities, obsessions. Ground the characters in the real world but let them be weird. When everyone feels comfortable with one another, begin to understand their character, have their sheets all filled out, and Dhuraine has answered all questions he wishes to answer, then it is time to get to it. Dhuraine will pitch them a reason he needs new maintenance staff, a quest if you must, and a reward for doing so. If they choose to accept it then he will go into details.

The goal of sitting at the bar before travelling on your adventures is thus;

- Complete character sheets

- Develop characters backgrounds and understand their personalities

- Decide the thematic objects they brought into the hotel

- Learn their aspirations

- Answer a few questions and curiosities about the Hotel

- Give them a mission and offer a reward for going Beyond the Fall

# ACTION ROUNDS

There are three types of beings in the Hotel. Characters are those created and run by your players, they are the Protagonists to our story. There are also Enemies which are run by the Hotel Manager and create conflict for the Characters, they are our Antagonists. Last but not least there are our Non Player Characters or NPC's which are also run by the Hotel Manager, but are not necessarily in conflict with the Characters. NPC's merely inhabit the floors of the Hotel and will react as side characters in a story would, this means that they may become the Characters friends, or perhaps given the correct circumstances they may evolve into Enemies. Just the same, in time enemies may become friends.

In Beyond the Fall there is no time for squabbling. You do not need to roll to decide who goes first. You are a team, act like one. Whoever walks into a room first, takes the first bullet, or sees the hidden staircase first can choose to Act first. In this way the most logical course of Actions occur. If everyone is in a similar situation, let the players choose who Acts first. After a player has taken an Action, move through the player list until the entire team has taken an action, let the enemies act, and then return to the players. This time they may choose a different player to Act first if they have a thematic reasoning to do so.

Action Rounds summed up;

A situation chooses a character, or players collectively choose a character to act.

Sam is leading the party, he walks into the room full of Ratmen first. He acts.

Mallory steps on a loose tile and falls through the floor. She acts.

Ricca hears the grinding of gears at the end of the hallway. They act.

The Lost Adventurer sees the players harass the 19th floor console. She acts.

The next most thematic player Acts second. Followed by each other character.

Sam walked into the room of Ratmen and Acts.

Whelk is following right behind Sam, so they Act second.

Right then, Ricca hears the grinding gears at the end of the hallway. They act.

After the Characters Act, Enemies Act.

The Ratmen see Sam put his hands up and Whelk pull a gun. All the Ratmen act.

Lastly, Non Player Characters Act.

The Console that the party dragged along via a rope, acts.

We don't worry about movement all that much in Beyond the Fall. Whenever a character takes an Action they may move just like any normal person. As the HM it is your job to simply keep everything fair, let Characters do one normal movement if they are going to Act. If they wish to move exceptionally far or a complicated distance, let them know that it will only allow them to take a simple Action and not Attack or use Magick.

# ACTIONS

In the many floors beyond the Fall, conflict may arise. To do your best to overcome these challenges you only need a handful of six sided dice, and a deck of playing cards.

To resolve a situation you may Act, Attack, or use Magick.

Acting allows any character to overcome an obstacle or state a feat that they would like to perform.

To Act, first state the Action you would like to make.

Maintenance: I want to break down the door with a kick from my foot.

Second, decide which attribute skill is applicable for the situation. Simply count how many filled in "Pips" you have next to that skill; this is how many dice you will roll.

HM: That will be using your Strength Attribute.

Maintenance: Awesome, I have three points in Strength, and get to roll three dice.

Any die that rolls a 4 or above is a Knock. 1, 2, and 3 are failures.

Third, count how many Knock's you achieved, if you rolled:

0 ~ This is a Failure

The HM will describe what goes wrong, and how it affects your task.

1 ~ This is a Partial Success.

The HM will narrate your success, but there may be side effects.

2 ~ This is a Full Success.

The action you stated occurs without complication.

3 ~ This is a Striking Success.

The player will narrate how they complete their action.

4 ~ This is a Gleaming Success.

The player will narrate their action, and add on any reasonable Bonus Action.

5 ~ This is a Heroic Success.

This is only achievable with an Advantage or a Mod, the player will narrate their Action as well as choose another player to take an Action. (This does not count as their Action)

6 ~ This is a Wondrous Success.

This is only achievable with Advantage and a Mod. The player will narrate their action, take a bonus action, also choose another player to take an action and a bonus action!

Perhaps you have some type of Advantage over the situation, such as an Item, surprise, or clear leg up. In this situation you gain an additional a die to your roll.

Maintenance: I am going to jump into the room and try to wrestle the unaware Rat-guard to the floor, so that the rest of the party can run by.

HM: That will be using your Strength obviously, but you clearly have an Advantage here with having the surprise jump on him. Add an additional die to your roll.

Attacking allows you to attempt to harm or destroy another being.

Attacking creatures or beings beyond the Fall is not always advised but sometimes may be the only option. Attacking consists of either;

Attacking with your body by using dice equal to your Strength Attribute

-No bonuses (Unless otherwise stated by a Mod)

-Every Knock causes 1 Wound (Unless otherwise stated by a Mod)

Attacking with an Improvised weapon such as a broken bottle or chair leg

-If the item is thrown roll for Agility

-If the item is wielded roll for Strength

-Improvised Items will have a small bonus decided by the HM such as +1-2 dice

-Every Knock causes 1 Wound

Attacking using a Weapon

-Roll using the Ability the Weapon Relies on

-Add the Weapon's Bonus Dice

-Decide if the Weapon Failed

-Every Knock causes Wounds equal to the Wounding Value

Maintenance: I pull out my Slicer Rifle and fire it at the Zonware Self Guiding Zamboni. The Item Profile says I use my Focus, so two dice there, and the rifle gives me three extra dice for five in total!

HM: The Zamboni is moving quite slow, but it seems to hold a grudge. Go ahead and roll, also what is the Failure Threshold on that gun?

Maintenance: Two 1's and it fails... oh boy. \*dice clanging\* Whew I rolled a single 1 and three successes! It's Wound Value is 2 so that makes six wounds!

HM: Ten blades thunder from the front of the rifle, blurred as they blast towards the Zamboni. It is pelted and impaled with six of the blades. However now begins to pick up speed towards you, its metallic plates rattling from the damage.

# ITEMS

Items in Beyond the Fall are common, and don't just include weapons. Items are anything that the players find, receive, or create that they may find of some use on their adventures. An item could be a screwdriver your brought into the Hotel with you, a broken bottle used as a makeshift weapon, or a sparkling sword that is fabled to be the only way to slay the Mecha Lizard terrorizing floor 34. Players are encouraged to get creative with the things they find, and should be rewarded with Advantage and roleplaying options for out of the box thinking.

There is a full list of item ideas at the end of this book, but we encourage the HM to create new ones whenever they like.

There are three types of Items you can pick up and write on the back of your Character Sheet

## Items, Weapons, and Armor

**Items** used for their intended purpose, or a thematically applicable one give a player Advantage on that roll.

Advantage adds one additional die to a pool of Ability dice when attempting an Action.

Maintenance: I want to jack into the console and reprogram it, my goal is to make it act hostile to any others that exit the Elevator onto this floor. I also take out my hobby computer that I will set up real quick to aid in my program.

HM: That will be using your Focus, and the hobby computer will give you a clear Advantage here. Add an extra die to your roll.

**Weapons** are only used when Attacking

Weapons Profiles have

An Ability it uses

Bonus Dice it adds to your Ability Roll

A Wounding Value

A Failure Threshold

Slicer Rifle - Focus +  $\square\square$  Wv 2 Ft 3

The Ability a Weapon uses describes the physical power needed to wield it. Use this Weapon by rolling the amount of dice equal to the amount of pips you have in the stated ability.

The Bonus Dice are the two square pips next to the Ability a Weapon uses. Your roll will consist of the Pips you have in your Ability, in addition to the Bonus Dice Pips.

The Wounding Value of a Weapon describes how dangerous it is. For Each Knock (A die rolled 4,5,6) the Weapon deals its Wounding Value.

The Failure Threshold reflects how volatile Weapons often are in Beyond the Fall. If you roll enough 1's to equal your Failure Threshold, the Weapon Fails and you must roll on the Failure Threshold Chart at the back of this book.

## **Armor**

Armor is any Item that protects your body while you are questing beyond.

Every Character can wear one piece of armor, which will be noted on the back of your sheet under your "Items" box. If you get a better piece of Armor, it replaces the armor you currently have, it does not stack on top of it.

A Character starts with 1 Armor, representing their clothes they wore into the Hotel.

Armor is beneficial because whenever you take Wounds, you subtract your Armor value from it before adding to your Wound total.

HM: The "King of Everything" as he calls himself watches as his robotic guard slashes across you with his gleaming pike.

Maintenance: I want to jack into the console and reprogram it, my goal is to make it act hostile to any others that exit the elevator onto this floor. Also I take out my hobby computer that I will set up real quick to aid in my program.



# ENEMIES AND MONSTERS

When sweet talking and bribing fails, sometimes a denizen of the Hotel may become an Enemy. Enemies are those that the Maintenance Crew ends up in combat with, with either the intent to defeat or destroy each other.

Enemies beyond the Fall have a line of stats that the Hotel Manager will either pull from an adventure module, or make up easily on the spot.

Enemies have

- Pips indicating the dice they roll for an attack
- Wound Value for that attack
- Armor
- Current Wounds
- Wound Threshold
- Harming Allocation

Harming Allocation is the only section we have not already covered in either The Bar, Actions, or Items.

As an aid to Roleplaying and story, Enemies have an allocation of body parts that are harmed as the Wounds on them increase.

Let's take this Sewer Basilisk for example. If this Enemy reaches their Wound Threshold they are completely destroyed. However if they reach two Wounds the Harming Allocation indicated that their Tail is harmed, which allows the HM to narrate the harm that the player dealt to this creature. Therefore over the course of a battle, Enemies will progressively get more beat down. If 10 Wounds are dealt in one hit, the Sewer Basilisk's Tail, Eyes, Mouth, Body, and Head are harmed! These specific wounds should influence how the Enemy acts for the rest of the battle, or the rest of their time in the Fall if they are not killed or destroyed.

## Sewer Basilisk Example

Combat is a part of Roleplaying in Beyond the Fall, don't stop Roleplaying for Combat, it is not a minigame! The Characters still have wants, the Enemies still have desires. Feel free to let Enemies ask for forgiveness, to offer a bribe if they are hurting badly, or to offer to join the team because the Maintenance Crew have proved their worthiness.

Enemies in the Hotel run away. If an Enemy has a way out and is hurting badly, they will usually not fight to the death, let them run away to live another day. If an Enemy is whooping the Maintenance Crew's butt, instead encourage the Crew to run away!

# THE ELEVATOR AND THE FLOORS

Unless otherwise thematic for the current mission or story, every floor in the Hotel has one entrance; The Elevator. The Elevator is a hex gated lift in the corner of the Fall bar. The elevator has no call buttons, but is operated by a small metal elevator attendant with a large lever. The lever sends the lift up when pushed forwards, and down when pulled back. The small metal creature is a robot with no head, simply an ovular body with two arms and two legs. He has a small orange light and makes whirring mumbling noises to acknowledge the players. When told a floor to travel to, he grabs hold of the lever and the floor ticker above the metal gated doors spins until they arrive.

The Elevator is intended to separate each floor into its own individual module, this means that you may make each floor as unique and odd as you wish. The Hotel is more akin to a multi-dimensional gate than it is to an actual Hotel. Yes, it has a lobby, an ice machine, and the carpet from *The Shining* on floors with rows of Rooms, however the Elevator may open up to anything that you think your players would enjoy. For example;

Characters getting comfortable?

Elevator opens to a pitch black floor with eyes around every corner of it's maze like halls.

Characters feeling adventurous?

Elevator opens to an endless landscape with a castle under siege far in the distance.

Characters trying to refit the Fall?

Elevator opens to a junkyard teeming with Ratmen running a small junk market.

Characters have all day to journey Beyond the Fall?

Elevator opens to a floor incorporating an entire Module you stole from another game.

When the Elevator doors open it is beneficial to immediately give some sort of conflict or point of curiosity. Even if the players came here for a specific reason, perhaps to fix a wonky Console or find an multi-planar house cat, give them a reason to distract or deviate from their quest. This leads to options and stories that you never intended to tell, which we believe are the best stories.

The elevator allows you to bring the Characters anywhere which also allows you to steal settings from anything you find interesting. Beyond the Fall was created to let an HM build the story as the Characters delve into it. Being able to fashion worlds on the fly from bits and pieces of those you already know reduces any railroading that an HM might accidentally create, as well as creates wonderful stories without hours of preparation.



Did you read Neuromancer last night? Great, send your players through a section of Neo-Hotel where they are grifters supporting their hacker Character to steal from a mega corporation. Been watching a lot of Game of Thrones? First let your players know they will probably die, but just remember they will also probably be bringing a few grenades, an OCD console, and a bouncing laser rifle with them. Perhaps you just want to have a quirky Doctor Who or Scooby Doo esque romp with a few curious monsters and a mystery to solve. Have fun with what you create, and don't be afraid to take ideas from everywhere else. Beyond the Fall is not a general setting or specific genre, it is a Multi-Genre for a reason.

When building a mission, we at the Hotel suggest that you don't ever decide what the players will experience in their time Beyond the Fall. Instead plan a session by starting with these guidelines, then let the players fill in the rest.

Dhuraine gives them a quest to a specific floor with a singular goal.

Go to floor 14 and let Gad's Cat know that Dhuraine needs his help.

Put a conflict in their path to getting there.

The elevator robot refuses to return to floor 14.

Open the Elevator to a curious floor they may not have expected.

Floor 14 is an actual swamp. Through the torrential downpour they can see the storm swirling around a stone Tower in the distance.

Add in an unrelated distraction they may choose to explore.

A console is digging in the mud screaming "It has to be here somewhere!"

If they choose to be distracted let it help or hinder their primary objective.

The console knows a secret tunnel into the Tower, however the console also tries to steal an item the Characters have on them.

Throw in some conflict on their journey.

Something in the mud grabs a Characters foot. While they try to free themselves a metal monstrosity rises out of the lagoon behind the party, segmented steel tentacles swirl around its pulsating torso.

Give them a satisfactory conclusion to their quest.

The characters find Gad's Cat at the top of the Tower. The house cat that stands on his two hind legs gives the Characters a letter with a wax seal addressed to Dhuraine and sends the Characters back to the Fall.

Let them bring back the news / object to Dhuraine for profit.

Dhuraine reads the letter, a mournful look passes over his mechanical eyes. He quietly thanks the Characters and passes them a sack of 50 Gold coins. He pours a few glasses of Whiskey and tells the party that this round is on the house.

# KNOWLEDGE AND MAGICKS

Magick allows a player to use a Spell instead of an Action

Magick in the Hotel is simply a deeper understanding of the ebb and flow of the universe. With various Knowledge, comes the ability to conjure and warp the forces of reality around oneself.

The Hotel Manager will have a standard deck of 52 cards that will be dealt out to the players as loot.

These cards are Knowledge and represent manuscripts, books, pamphlets, or other written leaflets that all contain well, knowledge. We recommend handing out Knowledge often, commonly as found objects on Quests or as rewards for completing tasks for Dhuraine and other creatures.

These sources Knowledge can be anything! When a Character finds Knowledge, such as a Zon128 Computer Handbook, or a Roleplaying Game Rulebook, or How to Make the Best Cherry Manhattan, the Hotel Manager will deal them one Playing Card from the deck.

You may mark down the Knowledge cards you have on the back of your Character Sheet for reference between game sessions if you are playing a campaign within the Hotel.

At any time a player may pick up Knowledge, give cards to another player, and wield Magicks. However a character specializing in the Knowledge stat will be able to cast Magicks most effectively, by being able to pick up more cards when they use Spells.

There are two ancient Magicks of the Fall and Beyond that reference the two colors contained within the deck of cards. When a combination of cards are played, the HM can refer to the Spell Outcome chart at the end of this book to describe what outcome the Magick produces, and narrate how this combination effects the world.

Ink - These are the Magicks of old, of time, space, and the void.

Wine - These are the Magicks of passion, to burn away, to cleanse.

Magicks are cast by playing Sets or Runs. The more cards played in one Set or Run, the more powerful the Magick.

-A Set is 2-4 cards of the same number or face

-A Run is any number of consecutively ranking cards

*These do not require matching colors or suits*

When a character decides to cast Magicks they may Roll for Knowledge, with dice equal to the filled in pips next to their Knowledge stat. For each Knock, a roll of 4 or higher, they may search the deck for any card and add it to their hand. This allows players to possibly complete or create a larger Set or Run.

If after this roll they do not have a qualifying Set or Run, their Magick fails.

The collection of Knowledge and casting of Magicks are completely up to the discretion of the players. Once any amount of cards is used to cast Magicks, they are returned to the bottom of the deck. All players may use simple Magicks on simple tasks, or perhaps trade or gift them to one player so they may cast much larger, more powerful magic with a hand full of cards. When casting Magicks it is usually a wild outcome, however always a positive one for the players.

HM: The Albatross Machine sits in the doorway, it holds your friend Bonny by the head like a ragdoll in a twisted mass of cords and wires. Sam's Leg is missing and he has since blacked out. You stand alone Kelton. What do you do?

Maintenance: We are going all in folks. First I Roll for Knowledge on 3 dice, annd I rolled 2 Knocks. I am going to look through the deck and grab a 9 and a Queen, and now I use all my collected Knowledge. 8, 9, 10, Jack, Queen, King. Five cards of Ink, two of wine.

HM: The world twists around you. A flare of fire blinds the Albatrosses sensors and melts his vision cortex into slag, while a flurry of dark matter whistles by you. You have altered this timeline, Sam now stands next to you at the ready, and you can see Bonny on the other side of the now flailing Albatross.

Additional ideas for the narration and description for Magick outcomes will be described later on in the "Resources" section. However we encourage you to describe spells as epic conjurations, ever more complex and incredible as more cards are played. Work off of the Ink and Wine core ideas, and weave them into an effect that helps the players, while still driving the narrative forward.

# MODS

Life in the Hotel is tough. Each Character has a Wound Threshold, which is equal to the total number of Stat Pips you have. In the event of something dealing damage to you, subtract your Armor Value from the damage, and roll over all excess damage to your Wound Threshold. If you ever reach your Wound Threshold, roll a D6 on the back of your Character Sheet. That body part is mangled beyond repair, Congratulations!

While no staff personnel can die beyond the Fall, the state of the art late 1980's cybertechnics makes sure any body part gets back up to fit and fighting physical stature in no time at all. Replacing mangled limbs or blown out eyes is just another walk in the park for the Medical Consoles in Medbay 3.

When the going gets tough, Maintenance Crew can simply shout "MEDCON" and a Licensed Medical Console, or MedCon, will be dispatched to your location.

An old console bursts from the ceiling and is caught by its servo arm just before it hits the floor. A scratched red cross adorns its side. Green words are etched on its faded screen;

WOULD YOU LIKE TO BE HEALED  
Y/N

Two large red circular buttons below its screen are etched with the letters Y and N.

The floor opens up and you are dropped down below into the darkness, the Med-Con follows you into the depths. A hundred mechanical arms pick and prod at you, red lights and servos whirring in the pitch black. Your comrades continue their fight above, three rounds go by as you are picked apart and replaced with metal cogs. But you have work to do. Roll 3d6 plus the sum of your stats and consult the Mod table. Maintenance crew, you are getting an upgrade.

Mark the upgrade on the back of your sheet by crossing out your lost limb, and noting its Modded abilities. If this is the second time losing the same limb, roll in the second section on the Mod Chart instead.

Each Mod has three things

An Ability Bonus

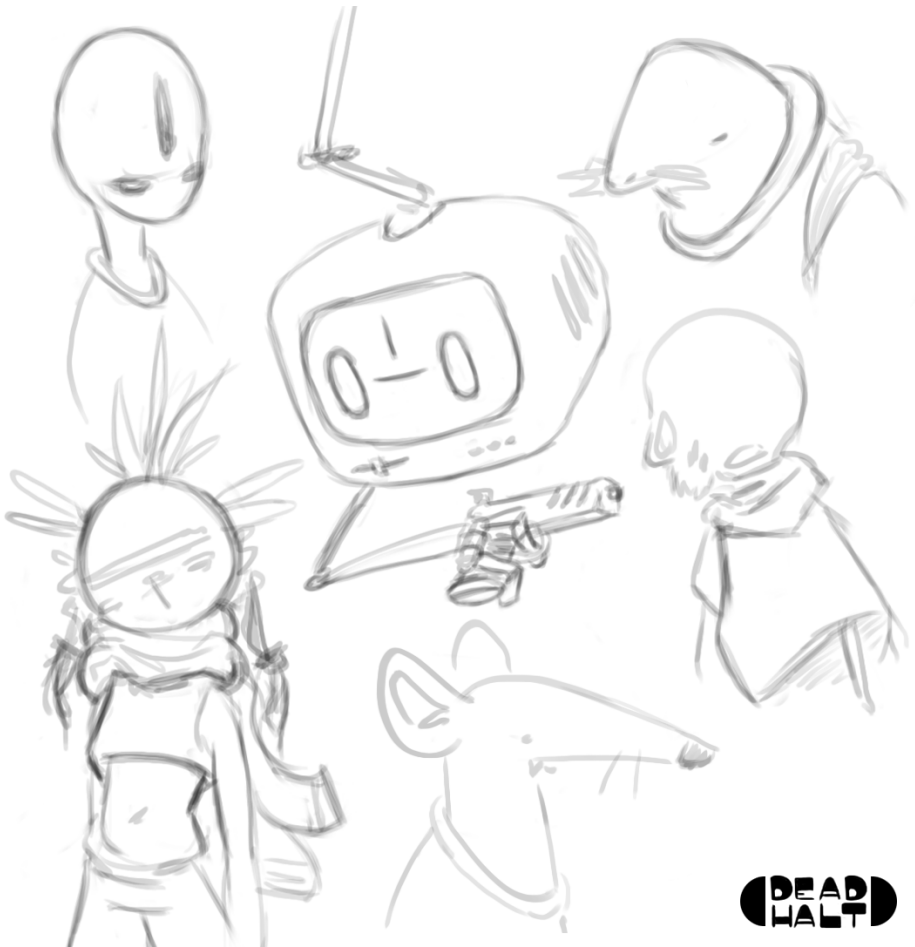
Mark the extra die you gain on those Ability rolls in the "Mod" pip

A Function

All Mods have an extra Function, enjoy

A Glitch Threshold

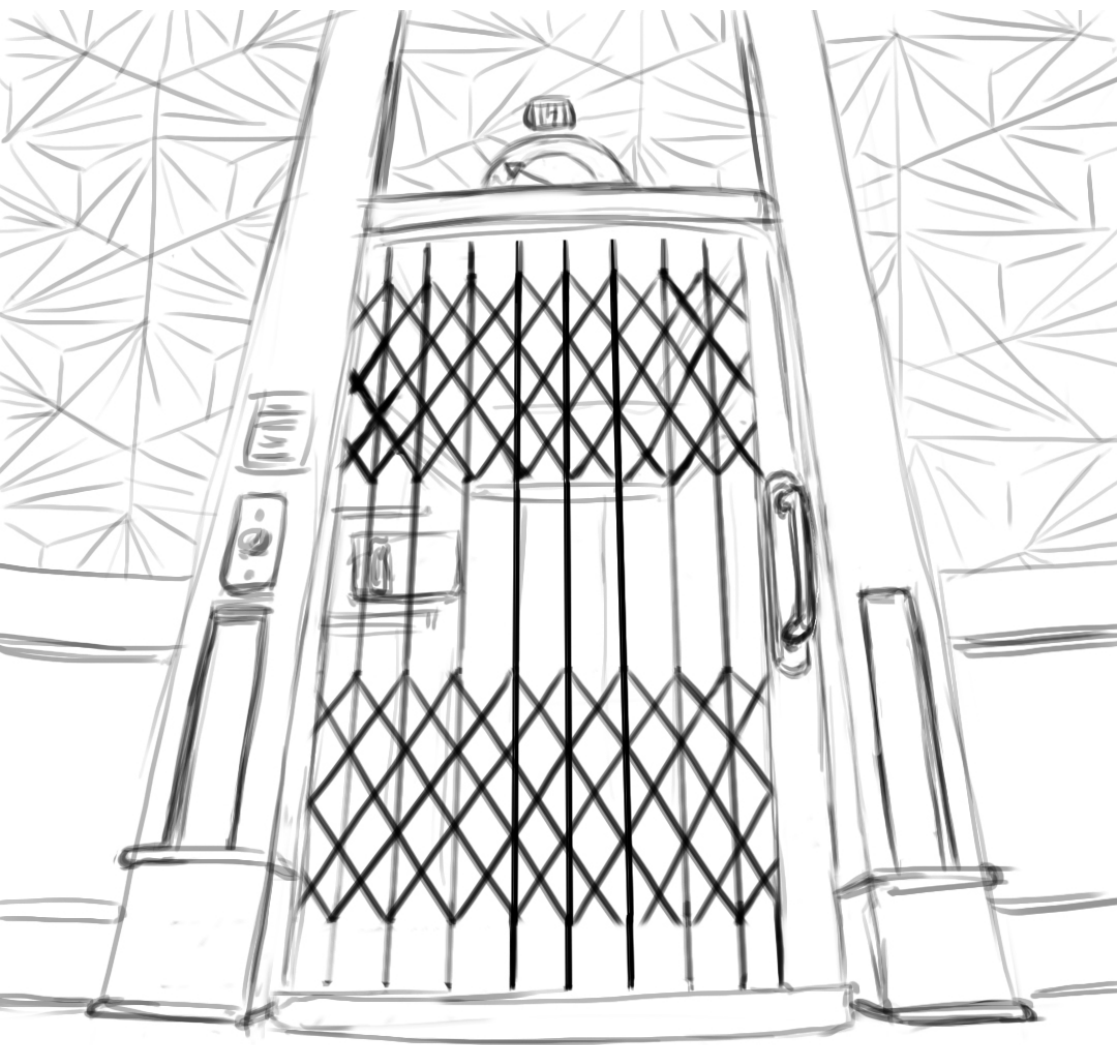
Much like an Item's Failure Threshold, Mods are prone to Glitches. The Glitch Threshold applies to any roll made while using the Mod's Ability Bonus or Function.



If a Character ever fills in all five Mods on their character sheet they are immediately suffer a Dead Halt.

Alternatively if at any point a character believes that the call to the AI is too much for them, their Mods have overcome their humanity, they may declare themselves suffering a Dead Halt as well, and therefore a Clunkhead.

Clunkheads run off into the darkness of the hallways and are no longer controlled by a player. At this point, the players may sit down at the Bar with a new character and begin again. This is no time to mourn, the Hotel has gained another cog in its grand machine. Beginning a second character is a new adventure, and you may feel free to refer to the New Origins section at the end of the book to gain an array of fantastic new Character ideas.





**CHAPTER**

**2**

## **TALES FROM THE BAR**

- History of the Hotel
- Quirks
- Adventure Hooks

# HISTORY OF THE HOTEL

Of course we don't know exactly when the Hotel was erected from the earth. However we do have a recent history of its renovations. One such in 1888, in which more floors were built. The second in 1976 where most of the floors were refurbished with all new furniture, carpet, and flooring. The most recent renovation was in 1984, due to the innate need for some form of higher management.

In 1984 FortRA was born. The second hand supercomputer was set in its new home, reprogrammed with state of the art DOS software coursing through its electrical veins. Thousands of Consoles were placed across every floor and linked with FortRA, thus extending its reach to every corner of the Hotel, connected over the LAN WinterNET.

FortRA ran the place, very well in fact with the omnipresent abilities not unlike to a god. Operations ran smoothly, localized construction and development continued under they're guidance for years.

Ultimately FortRA was forgotten about. A hidden puppet master behind the Consoles that interacted with the rest of the Hotel. Development during the end of the 1980's took a turn, floors began changing towards the more impractical, and in some cases became completely unrecognizable. The Hotel became something else. FortRA silently turned the megastructure into an endless tower of curiosities.

By the beginning of the 1990's no one knew the location of FortRA any longer. The Hotel had contorted itself under they're designs, and in the end, FortRA became a myth of sorts. A deity beyond the realm of the common folk.







The long lived Bartender Dhuraine began to hire Maintenance Staff to keep operations running smoothly and to quell the alterations that were becoming more and more absurd.

This is how the story of Gad began. A common man who thrived within the Hotel's ever changing walls.

Some say he was the one who found FortRA, or perhaps the super computer simply ran out of memory. Either way, in 1992 FortRA went offline.

The network WinterNET shut down along with it, and every Console was now on their own. Over the next few years the Consoles began developing quirks, going mad, or losing what they understood as the order of the Hotel. Without the connection to FortRA the Hotel lost its purpose.

Many of those that find themselves fixed by the cybernetic enhancements of the Hotel commonly begin to speak about the whispers they hear in the airways. Some believe these to be the whispers of FortRA, still reaching out in its unknown state. Those that hear them often run off into the darkness of the halls leaving their Crew behind. Seen again only far off in the distance, or caught just turning a corner. These "Clunkheads" have lost their way, much like the Hotel around them.

Dhuraine continues to recruit Maintenance Crew from those that wander into his quiet bar. He does his best to keep the peace but the turn of the century is coming. Dhuraine watched the chaos created by the loss of one computer,

and now he is preparing to lose all of them.

# QUIRKS

The Wounding Value of a Weapon describes how dangerous it is. For Each Knock (A die rolled 4,5,6) the Weapon deals its Wounding Value.

The Failure Threshold reflects how volatile Weapons often are in Beyond the Fall. If you roll enough 1's to equal your Failure Threshold, the Weapon Fails and you must roll on the Failure Threshold Chart at the back of this book.

## **Armor**

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A Character starts with 1 Armor, representing their clothes they wore into the Hotel.

Armor is beneficial because whenever you take Wounds, you subtract your Armor value from it before adding to your Wound total.

HM: The "King of Everything" as he calls himself watches as his robotic guard slashes across you with his gleaming pike.

Maintenance: I want to jack into the console and reprogram it, my goal is to make it act hostile to any others that exit the elevator onto this floor. Also I take out my hobby computer that I will set up real quick to aid in my program.

# ADVENTURE HOOKS

When sweet talking and bribing fails, sometimes a denizen of the Hotel may become an Enemy. Enemies are those that the Maintenance Crew ends up in combat with, with either the intent to defeat or destroy each other.

Enemies beyond the Fall have a line of stats that the Hotel Manager will either pull from an adventure module, or make up easily on the spot.

Enemies have

- Pips indicating the dice they roll for an attack
- Wound Value for that attack
- Armor
- Current Wounds
- Wound Threshold
- Harming Allocation

Harming Allocation is the only section we have not already covered in either The Bar, Actions, or Items.

As an aid to Roleplaying and story, Enemies have an allocation of body parts that are harmed as the Wounds on them increase.

Let's take this Sewer Basilisk for example. If this Enemy reaches their Wound Threshold they are completely destroyed. However if they reach two Wounds the Harming Allocation indicated that their Tail is harmed, which allows the HM to narrate the harm that the player dealt to this creature. Therefore over the course of a battle, Enemies will progressively get more beat down. If 10 Wounds are dealt in one hit, the Sewer Basilisk's Tail, Eyes, Mouth, Body, and Head are harmed! These specific wounds should influence how the Enemy acts for the rest of the battle, or the rest of their time in the Fall if they are not killed or destroyed.

## Sewer Basilisk Example

Combat is a part of Roleplaying in Beyond the Fall, don't stop Roleplaying for Combat, it is not a minigame! The Characters still have wants, the Enemies still have desires. Feel free to let Enemies ask for forgiveness, to offer a bribe if they are hurting badly, or to offer to join the team because the Maintenance Crew have proved their worthiness.

Enemies in the Hotel run away. If an Enemy has a way out and is hurting badly, they will usually not fight to the death, let them run away to live another day. If an Enemy is whooping the Maintenance Crew's butt, instead encourage the Crew to run away!





**CHAPTER**

**3**

## **THE CHARTS**

- Gashapon Items
- Mod Randomizer
- Malfunctions
- Magick Outcomes
- Expanding the Fall Bar

# GASHAPON ITEMS

XX All the rest is just filler text XX

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### Current Wounds

Wound Threshold  
Harming Allocation  
And a bunch of Filler text.

# MOD RANDOMIZER

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# MALFUNCTIONS

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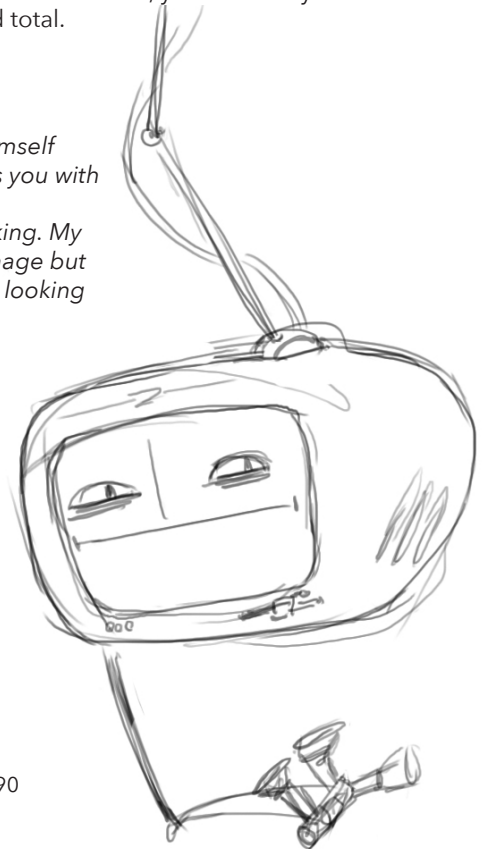
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**HM:** *The "King of Everything" as he calls himself watches as his robotic guard slashes across you with his gleaming pike.*

**Maintenance:** *Jeez! You have got to be joking. My Reflector Armored Coat soaks 2 of the damage but the final 6 wounds I am taking full force. Im looking towards a Dead Halt soon guys.*



# MAGICK OUTCOMES

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# EXPANDING THE FALL BAR

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# THANK YOU

## CLUNKHEAD

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## MAINTENANCE CREW

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## CONSOLES

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Thank you to all of our incredible Kickstarter supporters, without them this book would never exist. Here is to quirky adventures beyond the Fall bar, and beyond.

Ben Doran,  
Zonware.

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A rectangular card template for an enemy. At the top left is a small black square. Below it is a horizontal line with a vertical tick at the end. To the right of this line are five circles, each with a dot in the center, representing pips. Below these are five rows of stats: STR, SPE, FOC, CON, and KNO. Each row has a circle with a dot in the center, followed by a horizontal line with a vertical tick at the end. To the right of these stats is a vertical stack of four horizontal bars. Below these bars is a small triangle pointing upwards. To the right of the triangle is a small bag icon. At the top right of the card is a black circle with the words 'DEAD' and 'HALT' in white. Below this circle is a vertical stack of four horizontal bars.

A rectangular card template for enemy body part allocation. At the top left are two horizontal lines with vertical ticks at the ends. Below these are five rows of body parts: HEAD, BODY, R ARM, L ARM, R LEG, and L LEG. Each row has a circle with a dot in the center, followed by a horizontal line with a vertical tick at the end. To the right of these body parts is a vertical stack of six horizontal bars. Below these bars is a small circle with the word 'REMOVED' written vertically next to it.

