

DEGENERESIS



CULT CARDS

CULT CARDS IN THE GAME

DEALING

At the beginning of the career of a group of characters, none of the 13 cults cards are on the table. Once the characters meet their first cult, however, the game master chooses the respective card from the deck and puts it in front of the players. If he also puts a white or a black die on top of it, something in the relationship between the cult and the characters has changed:

- White die: The group has earned the respect of the cult
- Black die: Mistrust spreads or turns into open hostility
- The number on the die shows the degree of respect or hatred.

RESPECT

The group earns respect through their deeds: If they save a Chronicler from a pack of Anabaptists, the game master will turn the white die on the Chronicler card up one number, but the characters might lose the respect of Cathedral City: The white die on the Anabaptist card could be replaced by a black one. This only happens if one of the Anabaptists gets away to tell about the treason.

POSITIVE RESULTS

The number on a white die has several effects:

- When dealing with members of this cult, the characters can use the number on the die as bonus to social rolls (+D)
- They can cash in a favor. The game master has to gauge the risk for life and reputation of the cultist they turn to: A big favor reduces the number of the die by 3, a small one by 1. If the number on the die isn't high enough, the cultist refuses
- The characters demand payment. They access the arsenal of the cult, using the number on the die as Resources value. However, no Hellvetic would give a trailblazer to strangers and no Jehammedan would allow an Icon to be defiled by infidels. The game master has to decide whether the cult will part with cult items and if so, with which ones. Things are different if one of the characters belongs to this cult and it is obvious that this character will get the cult item.

NEGATIVE RESULTS

The black die means trouble:

- The cult doesn't trust the characters. Social action rolls against cultists get a penalty equaling the number on the die (+ diff.) However, this only happens if the characters are recognized: PSY+Deception can help disguising your identity

FACTIONS

The cult cards are only the beginning. Upcoming publications will contain additional cards representing factions or important characters. Some of them could have a positive or negative disposition towards the characters from the beginning.

DRAW YOUR CULT

The cards are a quick and dirty possibility to convey a feeling of the Cults to new players. To do so, the game master lays out the Cults he intends to make available for his adventure or for which he has prepared character sheets and gives the players some time to read the archetypical quotes on the cards. Then, every player chooses the character he likes.