

MORTAL ANONYMOUS

"EVERYTHING YOU CAN IMAGINE... IS REAL."

- PABLO PICASSO

TO EXPRESS THE INEXPRESSIBLE AND IMMATERIAL. TO ESCAPE THE LIMITS OF THE PHYSICAL, THE PRACTICAL, THE MECHANICAL. TO IMPRESS A BOY. TO PROVE YOURSELF TO YOURSELF. TO FIND SOME SEEMINGLY MORE FUNDAMENTAL TRUTH TO IT ALL. TO TOUCH THE FACE OF GOD.

WHATEVER THE REASON THAT DRIVES YOUR ART, AND BY WHATEVER OF MYRIAD FORMS IT MIGHT MANIFEST, BE IT IN MUSIC, POETRY, SCULPTURE, SONG, BE IT BY BRUSH OR PEN OR CAMERA OR CARVING KNIFE...

... BE CAREFUL, AS THEY HAVE ALWAYS TOLD YOU, WHAT YOU WISH FOR.

SETTING & THEMES

SUPERNATURAL - PHILOSOPHICAL - MYSTERY - THRILLER - CONSPIRACY

It's hard to market a mystery. There is, understandably, far more that we *can't* say than we *can*, but in broad strokes, the game starts with a group of ordinary people, members of an unassuming online artistic community, brought together in person, discovering the initial threads of a secret that will rewrite not only their world, but also their place in it.

The world of *Mortal: Anonymous* is neither the new nor the old *World of Darkness*, although it draws on elements from both, along with other settings, folklore, myths, and original content. Whilst set in the modern day of the twenty-first century, it also reflects a certain aesthetic of the fiction and media of the nineteen-nineties.

Each game session will have its own focus, but will also form part of the ongoing story - a story that will involve unravelling conspiracies, confronting urban legends, and, ultimately, making the kinds of decisions that will change this broken world.

Some of these elements may not be immediately obvious on the surface, but we hope that you trust us that they are there - we don't want to spoil any surprises.

GAMEPLAY

Mortal: Anonymous is an "IoD-style" game - that is, a blend of live action and tabletop play - using the 1st Edition *New World of Darkness* rules, much like the current *IoD Chronicles*.

Starting characters will be created as per the guidelines in the *World of Darkness* core rules, however a variety of lesser templates and other options will become available to characters through roleplay as the narrative progresses.

Downtimes will play out between monthly sessions, using a slightly streamlined variant on the *IoD's* existing downtime system.

"HOW SHALL WE COMFORT OURSELVES, THE MURDERERS OF ALL MURDERERS?"

- FRIEDRICH NIETZSCHE