

# The Creep Chronicle

by Rich Parkinson

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# The Creep Chronicle

## Please note

This is a game, not a theological document. It was designed as a piece of entertainment and is not meant to challenge anyone's religious beliefs. This is a fictitious work.

If you lack imagination, you may find it difficult to play this game. Although we've tried to make things as thorough as possible, the subtle details you'll have to add yourself.

I believe all games should be subject to the preferences and interpretations of the players. Role-players, more than any other group, have a desire to be creative and to add to their own entertainment experience. Home brew games abound and fixed mechanics are often weakened. I encourage you to make the Creep Chronicle your own.

## Intent

In this game you assume the role of a young teen, from 12 to 16 years of age. The world of The Creep Chronicle is similar to ours in many ways but very different in others. The differences are the result of events that are at the core of the setting of this game.

This game will hopefully help you capture some of that youthful exuberance, if you aren't a youth already.

The characters are supposed to be embedded with innocence but they're your characters, so play them however you like.

*No explanation of role-playing is given. It is assumed you already know what role-playing is. If not, treat this game as you would any other game. Read the rules and make of them what you will. The results could be interesting.*

**Acknowledgements:** A special thanks to Kyle Schuant for his 11th hour assistance. Without his guidance this game would still be under development. Thanks also to Clash Bowley and the gang at Better Mousetrap Games.

**Concept development:** The concept of a game that would feature immortals was developed in the summer of 2005 and the overall setting developed from that. Several rule-sets were used and scrapped before the existing rule-set was developed earlier this year.

This is the book version of the original game. I have stayed as faithful to the original as possible while correcting several errors.

**Artwork:** 1956 to 2006.

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# Introduction



Throughout this text, you will find boxed text, like this. This information is for the Arbiter (Game Master), not the other players. The information is either of a mechanical nature or it reveals some sort of "secret". Players reveal secrets through game play.

*This game is a modern fairy-tale.*

*A game of make believe, of impossible events,*

*A world you are familiar with that has gone totally mad.*

*It can be played in a variety of ways. How you choose to play it is entirely up to you.*

*This is a game of dreams and nightmares.*

*Of hope and hopelessness.*

*It is a game of bleak endings or new beginnings.*

*Again, you are the deciding factor.*

History has proved that there are those who felt they were creatures of destiny. By their will alone they somehow wrote themselves into the history books. And even when these books were rewritten countless times, they remained, as ugly monsters or glorious sav-iours. There are others who felt compelled by destiny, degenerated into madness, and slipped into oblivion. Are you a creature of destiny? Or will you degenerate into madness?