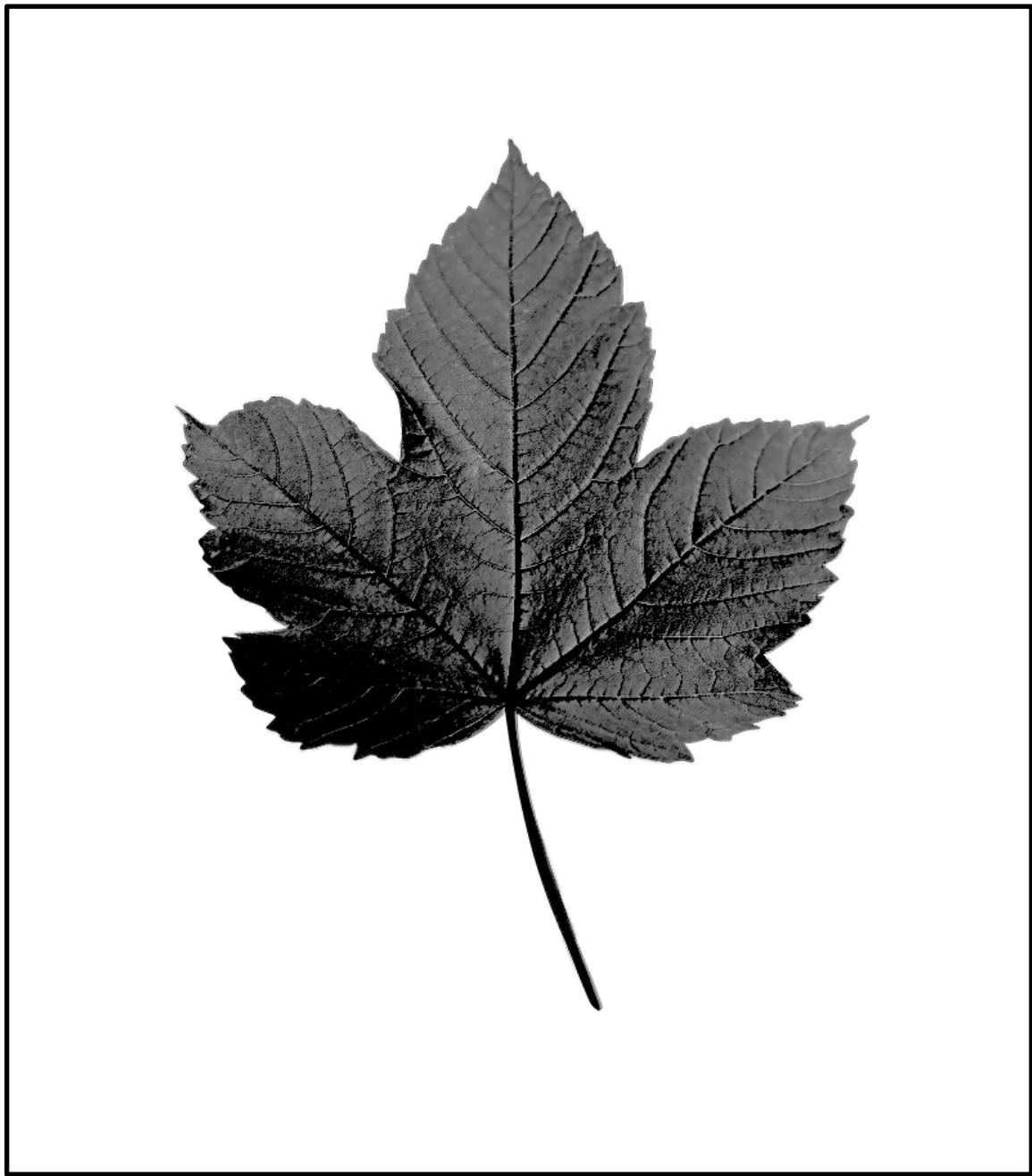


EVERFALL



A Tabletop RPG

Created by Ben Hammack



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Overview

In the Fall of 1992, time seemed to stand still in a Midwestern town. The season never ended. Over forty years later, the world has adapted into a place known as Everfall – a town wrapped in eternal autumn, surrounded by an ever-encroaching fog. This RPG blends cozy fall aesthetics with eerie melancholy, exploring themes of isolation, seasonal identity, and societal adaptation.



Now it's 2035.

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WORK IN PROGRESS





Core Rules

- Skill checks use a D20 + relevant **C.R.E.A.T.I.V.E.** stat.
- Enthusiasm fluctuates daily and affects success or failure.
- Combat and encounters are turn-based, narrative-driven.
- Exploration, social interaction, and survival are equally important.

Stats & Systems

The **C.R.E.A.T.I.V.E.** system governs character abilities:

- **COOL** - Charisma, deception
- **RHYTHM** - Feel, perception, improvisation
- **ENTHUSIASM** - Motivation, emotional resilience
- **AGILITY** - Physical movement and reaction
- **TOUGHNESS** - Physical strength and health
- **INTELLECT** - Reasoning and technical knowledge
- **VIOLENCE** - Combat skill and physical offense
- **EFFICIENCY** - Focus, stealth, and quickness

The Enthusiasm Mechanic

Enthusiasm resets daily. It fluctuates based on events, items, and the environment.

If it reaches zero, roll a D20:

- 10+ = no major setback.
- Below 10 = Max HP drops, item loss, or automatic encounter failure.
(GM decision)



Everfall Core Gameplay Loop

1. Choose an Intent & Destination

Each player (or the party as a whole) decides:

- What they want to do (e.g., find a clue, get help, blow off steam, deliver a thing, etc.)
- Where they want to go – pick an area or specific location

This decision is driven by personal goals, faction loyalties, rumors, or leads from NPCs.

2. Roll for a Random Encounter

Before they reach the destination, the GM rolls on a location-specific random encounter table (usually a d6). These events:

- Add flavor, foreshadowing, or minor complications
- Might contain clues about the fog or ongoing mysteries
- Can affect Enthusiasm, create small skill challenges, or introduce NPCs

Players resolve this moment using skill checks, roleplay, or items.

3. Arrive at the Location

The GM sets the scene based on:

- The core theme of the location (social, eerie, useful, etc.)
- The players' intent
- A mix of set NPCs and randomly generated ones using tables

Players can:

- Look around (investigate, listen in, explore)
- Interact with NPCs (get help, get rejected, receive hints)
- Use skills (CREATIVE stats) or items
- Role play or trigger story scenes

Locations may have rumors, side quests, faction influence, or narrative developments.

4. Resolve, React, or Rest

After the players get what they came for (or not):

- They make choices based on what they learned, earned, or saw.
- Their Enthusiasm may shift (positively or negatively).
- Time may pass – usually moving toward evening or the next day.
- If exhausted or discouraged, players may need to rest or recover.

5. Repeat with New Leads or Objectives

Players set a new goal, choose their next destination, and the cycle continues.

As days pass, the fog may creep closer to or further from town, NPCs may change, and new event triggers emerge from faction conflicts, personal drama, or escalating weirdness.

Optional Loop Variants

“Fog Expedition” Loop

Used for rare but potentially inevitable trips into the fog:

1. Prep gear or get hired
2. Travel via a risky path
3. Roll random danger or discovery encounters
4. Find forgotten places, rumors, or horrifying truths
5. Return (if possible) with new drama, loot, traits, or knowledge

“School or Social” Loop

More slice-of-life focused. May be forced into this by character drama:

1. Attend school/job/clique activity
2. Interact with classmates, NPCs, factions
3. Manage Enthusiasm & Drama
4. Deal with unexpected events, tests, or rumors

Skill Checks

HOW CHECKS WORK

- Roll a D20 and add your stat modifier (can range from -1 to +11).
- Compare to the DC (Difficulty Class), usually between 10-20.
- Optional: GM may add contextual bonuses/penalties or allow teamwork rolls.

FOR GMs: Contextual Skill Checks

- Let the player explain how they're approaching a task—this determines which stat is used. For example
 - Climbing a fire escape with brute strength? → **Toughness**
 - Or with graceful movements and timing? → **Agility** or **Efficiency** or **Rhythm**
 - Or following up on a lead before it's too late? → **Motivation**

CREATING A CHARACTER

- Characters are created by first distributing skill points.
- Each character has 32 points to assign across the 8 skills.
 - The minimum number for a skill is zero.
 - The maximum is 10.
 - **Violence** is different. It can only go up to 1 at first.
- When characters level up they will gain more skill points.

TRAITS

- Traits may affect skill checks by adding new mechanisms.
 - See traits page for more details.
 - When creating a character, players can select up to 2 traits or none at all.
 - Traits can make you lean into your character and deepen them.

CREATIVE Stat Challenge Reference

Each stat challenge includes sample use cases and example Difficulty Classes (D.C.) to help guide players and GMs in setting difficulty. Consider these examples when distributing your skill points.

COOL - Charm, Bluff, Perform

Talk your way in or out of anything.

- DC 10 - Flirt your way into a party
- DC 12 - Lie to a teacher with a shaky alibi
- DC 15 - Convince a cop you're not involved
- DC 18 - Give a performance that stuns a crowd

RHYTHM - Perception, Improvisation, Instinct

Feel the vibe, act fast, catch details.

- DC 10 - Notice someone watching you
- DC 12 - Sense something "off" about a friend's story
- DC 15 - Improvise a cover story on the spot
- DC 18 - Catch a lie from someone who's normally honest

ENTHUSIASM - Drive, Morale, Mental Wellness

Push through fear, inspire others, keep going.

- DC 10 - Keep exploring even after a scare
- DC 12 - Convince the group to take a risky route
- DC 15 - Resist creeping dread while alone in the fog
- DC 18 - Keep your spirit intact after a traumatic encounter

AGILITY - Reflexes, Speed, Physical Grace

Leap, dodge, snatch, run.

- DC 10 - Duck a flying object
- DC 12 - Sprint across a collapsing bridge
- DC 15 - Parkour over rooftops in a chase
- DC 18 - Catch a falling object mid-air

TOUGHNESS - Strength, Endurance, Resistance

Take a hit, physically endure or resist.

- DC 10 - Carry two backpacks uphill
- DC 12 - Wrestle someone into submission
- DC 15 - Tank through a toxic warehouse
- DC 18 - Break free from restraints

INTELLECT - Knowledge, Problem-Solving, Logic

Figure it out, remember stuff, analyze.

- DC 10 - Recall where you saw that symbol
- DC 12 - Solve a basic mechanical puzzle
- DC 15 - Spot inconsistencies in a fog map
- DC 18 - Reprogram a scavenged 1992 terminal

VIOLENCE - Combat, Power, Physical Threat

Hit hard, intimidate, win the fight.

- DC 10 - Throw a solid punch
- DC 12 - Intimidate someone into backing down
- DC 15 - Disarm someone in a scuffle
- DC 18 - Take on two attackers at once

EFFICIENCY - Focus, Stealth, Precision

Sneak, finish, succeed under pressure.

- DC 10 - Stay focused while tired
- DC 12 - Pick a simple lock
- DC 15 - Sneak through a patrolled alley
- DC 18 - Hack a keypad under a ticking timer

World & Factions

- Everfall – The city of eternal autumn surrounded by dangerous fog.
 - Everfall “Proper” – The town within the surrounding walls.
 - Everfall Outskirts – Outside of the town gates within close proximity.
 - Downtown Everfall – Mostly a shopping district.
 - Tavern Town – A street home to many bars, taverns, and entertainment.
 - The Square – A square park in the heart of the town surrounded by shops and restaurants. City hall sits right on the northern edge of the Square.
- The Everfog - A mysterious and dangerous encroaching mist
 - Ash Plains - Dry, dangerous zones to the west with fog and dust hazards
 - Lake Everfall – Dangerous lake that is mostly blanketed with fog.
 - Everwood Forest – Rumored dense forest land far southeast of Everfall.
 - Eastern Hills – Hilly, rocky vistas that lay beyond the fog.
 - Hidden Oases - Rumored green places beyond the fog

Common Factions

These are not hardline factions, they function more like social cliques than anything else.

- Leafers - Leaders of Everfall; embrace eternal autumn
- Stickers - Cling to the memory of winter and seasonal variety
- Seekers - Pursue forgotten seasons; frowned upon by others
- Dusters - Depression-zombified outcasts in dusty badland
- Freelancer's Guild - Freelance explorers and adventurers willing to venture out to the fringes of the fog

Character Creation

Create your character by rolling on the following tables with a D6, D10, D12, or D20 where noted, or just choose your favorite options. These traits represent your personality, personal drama, gear, and more. You can roll for these but you can also just choose them or make up your own.

12 First Name (Female)

1. Jennifer
2. Nicole
3. Hannah
4. Kate
5. Leela
6. Autumn
7. Megan
8. Tiffany
9. Brittney
10. Jayla
11. Kayla
12. Dawn

12 First Name (Male)

1. Tyson
2. Brock
3. Jeff
4. Chad
5. Daniel
6. Monty
7. Seth
8. Chris
9. Ian
10. Wheeler
11. Jamal
12. Blake

12 Last Name

1. Ingersoll
2. Jones
3. Hauser
4. Smith
5. Cartwright
6. Ittersagen
7. Blankenship
8. Hughes
9. Strawberry
10. Clark
11. Booth
12. Crabtree

10 Trait

1. Strict Parents
2. Lives on the outskirts
3. Think of something funny
4. Athlete
5. Likes music
6. Privileged
7. Gets good grades / Studious
8. Popular
9. Just think of something rad
10. Has a local job

Head to the Traits page to get more info on traits.



12 Age

1. Freshman (14-15)
2. Sophomore (16)
3. Junior (17)
4. Senior (18)
5. Grad (19)
6. Old (20)

20 Style

7. Denim jacket
8. Cottagecore
9. Neon windbreaker
10. Hiking boots
11. Basketball jersey
12. Nice crew neck sweater
13. Old ratty coat
14. Baggy jeans
15. Think of something rad
16. High top sneakers
17. A cool hat
18. A stylish jacket
19. Flannel
20. Layers and a silver necklace

Roll for multiple items if you want or just use these for inspiration.

12 Starting Item

1. Flashlight
2. A set of Walkie Talkies
3. Cigarette
4. Portable radio
5. A basketball
6. Bottle of pumpkin soda
7. Gameboy
8. Cup of mushroom tea
9. Pack of Candy
10. 12-pack of local beer
11. Breath mints
12. A lighter

There's a list of items and gear on page 26 for inspiration. Think less strategic and more of what suits your character.



Head to the back of the book for a character sheet to use for creating your character.

12 Local Job (optional)

1. Brewer's assistant/apprentice
2. School janitor's assistant
3. Oktoberfest server
4. Soda parlor worker
5. Pumpkin patch worker
6. Fall Hall cashier
7. Tavern bartender/busboy
8. Shelf stocker at local store
9. Bike repair tech
10. Landscape associate
11. Video/music store clerk
12. Shoemaker's or tailor's apprentice



20 Drama Head to the Drama section (page 16) to check out the in-depth drama descriptions.

1. Might have an STD
2. Drawn to the fog (severe depression)
3. Can't hold down a job
4. Hates pumpkins or pumpkin flavor
5. Super religious (or pressured by religious parents)
6. Terrified of cats
7. Addicted to cigarettes
8. Crush on another player or NPC
9. Failing out of school
10. Sibling went missing
11. Dating someone older
12. Frequent anxiety diarrhea
13. Doesn't have parents
14. Addicted to / selling fogshrooms
15. One parent missing or dead
16. Really Really Wants to make basketball team
17. Dropped out of school
18. Thinks they're smarter than everyone
19. Obsessed with losing virginity
20. Just wants to drink and party



Drama

1. Might Have an STD

Okay, look. I'm not saying I do have one. But also... I'm not saying I don't. The thing is, it was one time! During a Fall Festival party out near Eastwood Forest. The day after my 18th birthday. There was cider. There were hay bales. There was an recent grad with very compelling eyes and a lot of very bad decisions. Anyway, now I've got this recurring fear every time someone says "clinic" or "itchy."

I haven't told anyone yet, not really. I've been sneakily researching symptoms public library, trying to convince myself that it's probably just, like... allergies? I'm not gross, okay? I'm just scared. And also kind of annoyed that this town teaches us how to churn butter in foggy weather but not how to deal with basic health stuff. If it is something? I'll handle it. But until then, I'll just keep using breath mints like they're holy water and avoid eye contact with the school Nurse.

2. Drawn to the Fog (Severe Depression)

I know the fog scares people. I get it. It whispers. It creeps. It takes. But... sometimes it's the only place that feels quiet. Real. When I'm walking along the edge of town, just past the pumpkin patches, and the mist starts rolling in over the Western Plains, I feel like I can finally breathe. Like maybe if I stepped into it, I could finally just... disappear. Not in a bad way. In a peaceful way.

I'm not trying to scare anyone. I go to class. I show up at The Square. I eat my pumpkin scone and pretend to laugh when my friends joke about the Dusters. But most nights I find myself at the edge of Eastwood Forest, listening to the wind shift through the red leaves, wondering what it would be like to stop pretending I'm okay. The fog knows I'm not. And sometimes... it feels like it's the only thing that does.

3. Can't Hold Down a Job

I've worked at Fall Mart, the ice cream parlor downtown, and even tried a shift at Cozy Hollow once—don't ask. I always start strong. First-day energy, tucked-in shirt, ready to prove myself. But then I forget to show up. Or I get distracted. Or I say something sarcastic to a customer who totally deserved it and suddenly I'm "not a good fit."

It's not that I don't want to work. I do! I want to make money and be independent and maybe even afford a cool jacket from that store near the arcade. But jobs in this town are just... so boring. There's only so many ways to stack pumpkin-themed paper towels before you start losing your mind. I think I just need a job where I can be me. Or one where no one notices when I nap in the break room.

4. Hates Pumpkins or Pumpkin Flavor

Living in Everfall and hating pumpkin is like living in a church and hating God. I fake it. I smile when someone hands me a slice of pie from Pie I Oughta or waves a pumpkin spice donut in my face at Fall Mart Superstore. But it makes me sick. The smell alone? It clings to my hoodie, to my hair. People call me dramatic, but I swear it's not just the taste—it's everything. It's what pumpkins mean here. Conformity. Comfort. Giving in to the endless fall like it's a gift and not a prison.

I once got detention for refusing to participate in Pumpkin Day at Everfall High. My art teacher said it was "ungrateful." I said it was "honest." I hang out at Wipeout Unlimited now, mostly with kids who don't give a damn what season it is. I skateboard, I steal apples from the farmer's market just to feel like I'm part of something not covered in orange. I don't want to burn it all down. I just want something that tastes like anything else.

5. Super Religious (Or Pressured by Religious Parents)

You ever feel like your life is someone else's church play? I've been my parents, "Blessed" child since I was born, named by my parents in honor of the first fall after the fog came. We live right on the edge of The Bluffs, where the stained-glass windows of First Reformed Church of Everfall catch the sunset just right, like it's divine intervention. My parents work at the Academic Society, but we spend more time in pews than on campus. They think the fog is a punishment. That every person who goes missing was marked by God.

I try to believe. I pray every morning, I go to Spiffy's Cigar Den just to breathe in the incense they think smells like sanctity. But I also sneak out to Cozy Hollow at night with a fake ID. I've kissed two people, smoked weed behind El Cuervo, and once—I danced in the fog just to spite heaven. If my parents knew, they'd say I'm cursed. But I'm not cursed. I'm curious. And curiosity's the one thing religion won't forgive.

6. Terrified of Cats

No, I don't hate cats. That would be rude. I fear them. Deeply. Profoundly. Like, spiritual-level fear. I saw a black cat once sitting on a mailbox in The Sticks and nearly fell off my bike. You know how some people freeze up around spiders? That's me, but if a tabby purrs within a one-block radius.

I think it all started when I was five and a cat snuck into Everfall North Elementary during nap time and just stared at me. I haven't been the same since. I avoid the library because of Miss Cranberry's "emotional support" cat. I can't go to Pie I Oughta anymore because the manager's Maine Coon literally guards the counter like a fuzzy little gatekeeper. Friends say it's irrational. But you haven't lived until you've made direct eye contact with a fog-drenched calico perched on a gravestone behind Everwood Park. It looked into my soul. I don't care if it had a bell on. That was a witch's assistant, and I won't be gaslit about it.

7. Addicted to Cigarettes

So, yeah—I smoke. Don't look at me like that. It's not a problem, it's a personality. Everyone in Everfall's got their thing. Some people knit. Some people drink pumpkin soda like it's holy water. I carry a pack of FogLeaf Lights and a lighter shaped like a squirrel in a leather jacket. It's called coping.

It started when I got a part-time job at Oaky Dokey Distillery sweeping up leaves and listening to old dudes complain about fog taxes. One of them offered me a cig during break and said, "It's tradition." I was like, "Who am I to disrespect culture?" Fast forward six months, and now I basically treat Spiffy's Cigar Den like my second homeroom.

My mom says it's bad for me. My health teacher says I'm a cautionary tale. But I say it's the only thing that makes Fall Hall tolerable on inventory days. I've tried quitting—I even chewed on cinnamon sticks once for a week and gave myself splinters—but nothing hits like that sweet, smoky rebellion. Plus, it's great for dramatic exits. You ever storm out of an argument and light up with trembling hands in front of Maple Leaf Lounge? Ten outta ten. Would recommend.

8. Has a major crush

I'm not saying I'm in love with them. I'm just saying I know the exact number of steps it takes to walk from Frank's Diner to the video store, because I may or may not casually time my snack runs to "accidentally" bump into them. They work part-time at Millenni-yum Pizza, and every time they hand me my slice, I forget how to speak English. Once, I tried to compliment their apron and instead said, "You smell like... pizza feelings." It haunts me.

I've written their name in the margins of my fog studies notebook like, twenty times. I tried to ask them to the Harvest Ball last year, but I chickened out and told them I had a "family cider emergency." I've even considered joining the Academic Society's pumpkin science club because I overheard they like "smart people with flannels." So far, it's just me and two Stickers trying to figure out how to make fog-scented bookmarks. But hey—love makes you do weird things.

9. Failing Out of School

Everyone thinks I don't care. The teachers. My friends. Even my cousin, who failed Fog Theory twice and still lectures me like he's a genius. But I do care. I just... got behind. Then it snowballed. Then the snowball rolled through a pumpkin patch, set off the fire alarm, and now I'm one more F away from being kicked out of Everfall High. My GPA is basically a haunted hayride.

But I'm trying. I swear I am. I go to tutoring at the public library after school and I stopped doodling fake band logos in my math notebook. I've even been drinking mushroom tea (the legal kind) to help me focus. I know if I drop out, I'll regret it. I'll end up stuck stocking shelves at Fall Hall next to that weird guy who talks to squash like they're his kids. I want more than that. I want to graduate, prove I can finish something, and maybe even go to the Academic Society one day. I just... need someone to believe I can still pull it off. Including me.

10. Sibling Went Missing

My older sister vanished three years ago. Just... gone. One minute she was working her shift at Fall Mart, and the next, nothing. No note. No trail. Just one weird fog spike on the west side and the smell of moldy leaves near the bike rack out back. The cops said they "searched thoroughly." City Hall held a candlelight vigil. Then everybody moved on like she was just another leaf in the wind.

But I haven't. I still hang out near Eastwood Forest where she used to sneak off to smoke. I keep her old Walkman in my backpack, even though it doesn't play right anymore. Every time the fog creeps up and the wind gets that staticy feel, I swear I hear her voice. Like she's stuck in there, talking through the trees. I've read every file in the library about disappearances. I don't care if people call me obsessed. She's not gone. She's just... somewhere else. And I'm gonna find her.

11. Dating Someone Older

Look, I know how it sounds. They're twenty-two. I'm seventeen. But it's not creepy—it's real. They listen to me. They get me. They buy me tapes from the music store, sneak me into Maple Leaf Lounge, and we sit in the back, just talking about how the world could be something else. They used to go to Everfall High, back when it still had a homecoming dance and not a "Harvest Harmony Circle." They say things were different then.

We met at The Hill, during a bonfire. I told them about my dreams of what's beyond this town. They told me about the fog. Not the dumb rumors—the real things. Conspiracies. Mushrooms. Echoes of other seasons. When I'm with them, I don't feel like some kid trying to play adult. I feel like I'm already gone from this place. The only problem is, I think he's hiding something. Something about what he does in Tavern Town when I'm not around. But I love him. I think. I hope.

12. Frequent Anxiety Diarrhea

I know what you're thinking: gross, right? You think I like talking about this? You think I enjoy disappearing during chem lab or getting jumpy when someone suggests a walk in Eastwood Forest? I wish it was just "nerves." But every time something stressful happens—tests, fog sirens, cops, hell even just a surprise hug—my stomach goes haywire. It started last year, after a lockdown drill that wasn't a drill. We all thought it was the Dusters coming in.

Now I keep an emergency hoodie tied around my waist. I mapped out every bathroom in Everfall High, Tokenfinity Arcade, and Fall Mart. I even made an excuse to sneak into City Hall once, just to use the staff restroom. I joke about it with my friends, call it my "gut curse." But deep down, I hate how scared I am of my own body. I dream of running off to the Western Plains, where no one knows me, and nobody asks why I always carry wet wipes and mints in my backpack.

13. Doesn't Have Parents

People say you get used to being alone. They're wrong. You just get good at pretending. My parents went out into the fog sixteen years ago—on purpose. They were Seekers. Back before the town made it illegal to even say that word. They left me with a neighbor in The Sticks, said they'd be back in three days. That was the last thing I remember clearly—my dad's jacket smelled like cloves, and my mom told me not to be afraid of the wind.

Now I live in Outer Havenwood with my aunt, who forgets to pick me up from school and calls me by my cousin's name. I visit the library sometimes just to stare at books about seasons that don't exist. I act out in school. I skip classes. I climb the radio tower by the north gate when I need to scream. Everyone thinks I'm broken. But maybe I'm just the only one who remembers what it's like to be abandoned on purpose.

14. Addicted to and/or Selling Fogshrooms

It started with just a cap—at a party in The Hill, fog curling at the edge of the woods, laughter bubbling like cider. I took it with some cider, of course. And then I saw the leaves move in reverse. I saw colors that didn't exist. I laughed so hard I cried. Or maybe I cried so hard I laughed—I don't remember. But I remember wanting that feeling again. I started finding them myself, near the East gate farms. Then I started trading them. Then selling. It was easy. No one checks a cider barrel for shrooms. Now I keep a stash hidden in Class Clown Salvage, inside an old glove box. I've got regulars—kids from the Academic Society, a bartender from Scarecrow's Rest, even someone from Fall Hall's inventory team. I should feel in control. But sometimes I take too much, and the fog talks to me. It whispers. It makes promises. I think I'm slipping. And the worst part is, I don't care.

15. One Parent Missing or Dead

Everyone thinks my dad was taken by the fog. That's the polite version. But I remember the fight. The shouting in the kitchen of our Havenwood Houses apartment. The slamming door. The engine cutting through the leaf-dust on Old Quarry Road. And then... nothing. Cops said maybe he got lost. My mom said maybe he left. I said maybe he didn't want to be a part of Everfall anymore.

Now it's just me and her. She works two jobs—Millenni-yum Pizza and Wipeout Unlimited—and sleeps like a brick when she's home. I work part-time at Fall Mart and lie about being fine. At night, I listen to the radio, hoping one of the Edgefarers will mention someone who looks like him. But deep down? I'm not sure I want to find him. I'm not sure what I'd say if I did.

16. Really Really Wants to Make the Basketball Team

This is it—my year. I can feel it. I've got new high-tops, a backwards cap that says "Ball 4 Fall," and a spreadsheet tracking Coach Manley's bathroom breaks so I can "accidentally" be shooting hoops nearby when he walks out. I've been practicing my crossover in front of The Backboard Bar & Grill's window so the regulars can see my dedication. Okay, one of them told me to "get a job," but still—momentum.

Yes, I do actually like basketball. I'm not a total poser. But also... it would really help my popularity. I mean, have you seen the senior team jackets? I want to be the kind of person people high-five in The Square without even knowing my name. Plus, I already came up with a signature move where I spin the ball on my finger, wink, and say "fall's gonna dunk on ya." It doesn't make a lot of sense, but it feels iconic. I just need one shot. Or a tryout. Or someone to look the other way while I sneak into practice.

17. Dropped Out of School

Yeah, I dropped out. So what? Everfall High was a joke anyway. You think memorizing leaf morphology and cider ratios is gonna prepare me for life in this place? I got tired of pretending that all this fall-flavored garbage means anything. I'm seventeen, I work full-time at Broomstick Brewing Co., and I make better tips than any of those honor roll kids ever will.

I hang out at Scarecrow's Rest after hours, talk with real people. People who know what it's like to live in the fog's shadow. You know what I've learned? School's just another flavor of control. They don't teach you how to survive out there—how to stay alive when the fog pulses or when the Dusters come too close. They don't tell you that sometimes you hear music in the woods, and it makes you want to disappear. I'm not a dropout. I'm awake.

18. Thinks They're Way Smarter Than Everyone

Most of the people in this town are content with cider, cable TV reruns, and fall-themed trivia nights at Maple Leaf Lounge. I'm not. I spend my time at the Academic Society Library, cross-referencing weather patterns from pre-fall meteorological records and trying to map how far the fog expands during "ash season." But do my teachers appreciate it? No. They say I'm "disruptive." Just because I corrected Mr. Hastings about fog density thresholds in front of the class.

They think I'm arrogant. I think I'm surrounded by idiots who haven't asked why the leaves grow back already orange. Who haven't noticed that The Bluffs receive fewer fog incidents per year than Outer Havenwood. Coincidence? Please. I keep my notebooks hidden under a floorboard at home and one backup copy in a locker at the music store. When this whole place finally realizes the fog isn't some "natural mystery" but a system—a pattern—I'll be the only one ready.

19. Obsessed with Losing Virginity

Okay, I'm gonna say something brave: I'm ready. Like... ready ready. I've watched exactly 1.3 seasons of "Teen Passion High" reruns at the video store, I've read half of a magazine I found behind Fall Mart, and I once made intense eye contact with a very cute Edgefarer during Fall Festival. The moment is coming. I can feel it in my loins. Or maybe that's just nerves. Or cider.

But here's the thing: everyone in this town acts like we're all supposed to ride hay wagons and hold hands while sipping pumpkin cocoa until marriage. No offense to the Leavers, but I'm trying to be a doer, not a dreamer. I have candles. I have breath mints (+1 Charisma). I even bought fog-resistant lip gloss at Lila's Kitchen for reasons I don't fully understand.

So yeah, maybe I bring it up too often. Maybe my friends are tired of me rating potential partners on the Pumpkin Spice to Spice Level scale. But hey, I have a goal, and I'm committed. If love's not in the cards, I'll settle for a decent story and an awkward confrontation in the future at the hill.

20. Just Wants to Drink and Party

Look, not everyone's cut out to be a fog scholar or a pumpkin-scented candle mogul. Some of us are just here to vibe. I'm not saying I only drink and party—sometimes I also nap. But when the leaf piles hit the sidewalks and the cider starts flowing like water from a leaky pipe at The Backboard Bar & Grill, my priorities shift, you know?

School? Meh. I tried Everfall High's "Fog Safety & Leafcraft" elective. Failed it. Twice. But you know what class I did pass? Sneaking into Cozy Hollow on open mic night with a fake ID and singing my heart out to 90s boy band deep cuts. My friends say I'm "avoiding my future." I say I'm pre-gaming it.

Plus, I'm basically performing public service. Every bonfire at The Hill, every cider chug at Maple Leaf Lounge, every time I dance on a table at Millenni-yum Pizza—I bring the vibes. People need that. Especially in a town where even the squirrels look a little depressed. Let the Leavers run the show. I'm just here for the afterparty.

Items and Gear

Items can be used for stat bonuses. Consumable items are discarded after use. Items can also be used for bartering. Players and GMs can also create items to fit the story. More interesting or deadly items can be found in the fog and can be referred to as "Fog Discoveries."

Item	Item details	Possible locations
Flashlight	+1 Enthusiasm, +1 Rhythm	General store, Darrel's
A Set Of Walkie Talkies	Allows long-distance communication	General store, Darrel's
Cigarette/Cigar	+ 1 Cool when in use	Spiffy's, General Store, Taverns
Portable Radio	+1 Enthusiasm for party when in use	General store, Darrel's
Bottle Of Pumpkin Soda	+1 Enthusiasm	Most places
Gameboy	+1 Enthusiasm, -1 Rhythm, -1 Intellect when in use.	Darrell's
Cup Of Mushroom Tea	+1 Intellect	Tea Shops, Restaurants
Pack Of Candy	+1 Enthusiasm	Most places, Fall Hall
A Bottle Of Local Beer	+1 Rhythm, +1 Cool	Breweries, General stores
Breath Mints	+1 Cool	General stores
Lighter	Needed to light a cigarette or cigar	General stores, Spiffy's
AA Batteries	Needed for gameboy or flashlight	General store, Darrel's
Backpack	Allows for more items in a player's inventory	General store, clothing store
Decent Stick	+1 Violence	Anywhere
Really Good Stick	+2 Violence	Anywhere
Perfect Stick	+3 Violence	Anywhere
Pack Of Fogshrooms	HIGHLY ILLEGAL. Unknown effects	A dealer
A Small Joint	KINDA ILLEGAL. +2 Enthusiasm, -2 in all other stats for a short time	A dealer
A Pistol	KINDA ILLEGAL. Ranged Weapon. +4 Violence	Pawn shop, In the fog
A Baseball Bat	+3 Violence	General store,
A Stylish Fanny Pack	+1 Cool, can fit small items	Clothing store
A Bottle Of Bourbon	+1 Cool	Distilleries
A Set Of Playing Cards	+1 Enthusiasm for party when in use, can be used to gamble	General stores

10 Trait

1. Strict Parents
2. Lives on the outskirts
3. Think of something funny
4. Athlete
5. Likes music
6. Privileged
7. Gets good grades / Studious
8. Popular
9. Just think of something rad
10. Has a full-time local job

THESE ARE APPLIED
AFTER YOUR CREATIVE
STATS ARE DISTRIBUTED

Trait

Description

Strict Parents	+2 Efficiency, -1 Rhythm, -1 Cool
Rough life on the outskirts	+1 Toughness, -1 Enthusiasm
Think of something funny	Ask the GM and create it together
Athlete	Roll twice and keep the highest die when using agility and violence
Likes music	Gets an extra +1 Enthusiasm from listening to music
Privileged	-1 Efficiency, -1 Toughness, + \$50
Gets good grades/studious	+1 Intellect, -1 Cool, -1 Rhythm
Popular	Roll twice and keep the highest die when using Cool. Do the opposite for Efficiency and Rhythm.
Just think of something rad	Ask the GM. They might like it.
Has a full-time local job	-1 Enthusiasm, Roll twice and keep the highest die when using Rhythm





Everfall

The city of eternal autumn surrounded by dangerous fog.

- Everfall “Proper” – The town within the surrounding walls.
- The Outskirts – Outside of the town gates within close proximity.
- Downtown Everfall – A shopping and office district bookended by the mall.
- Tavern Town – A street home to many bars, taverns, and entertainment.
- The Square – A nice park middle of town surrounded by shops and restaurants. The most quaint and cozy place to be.

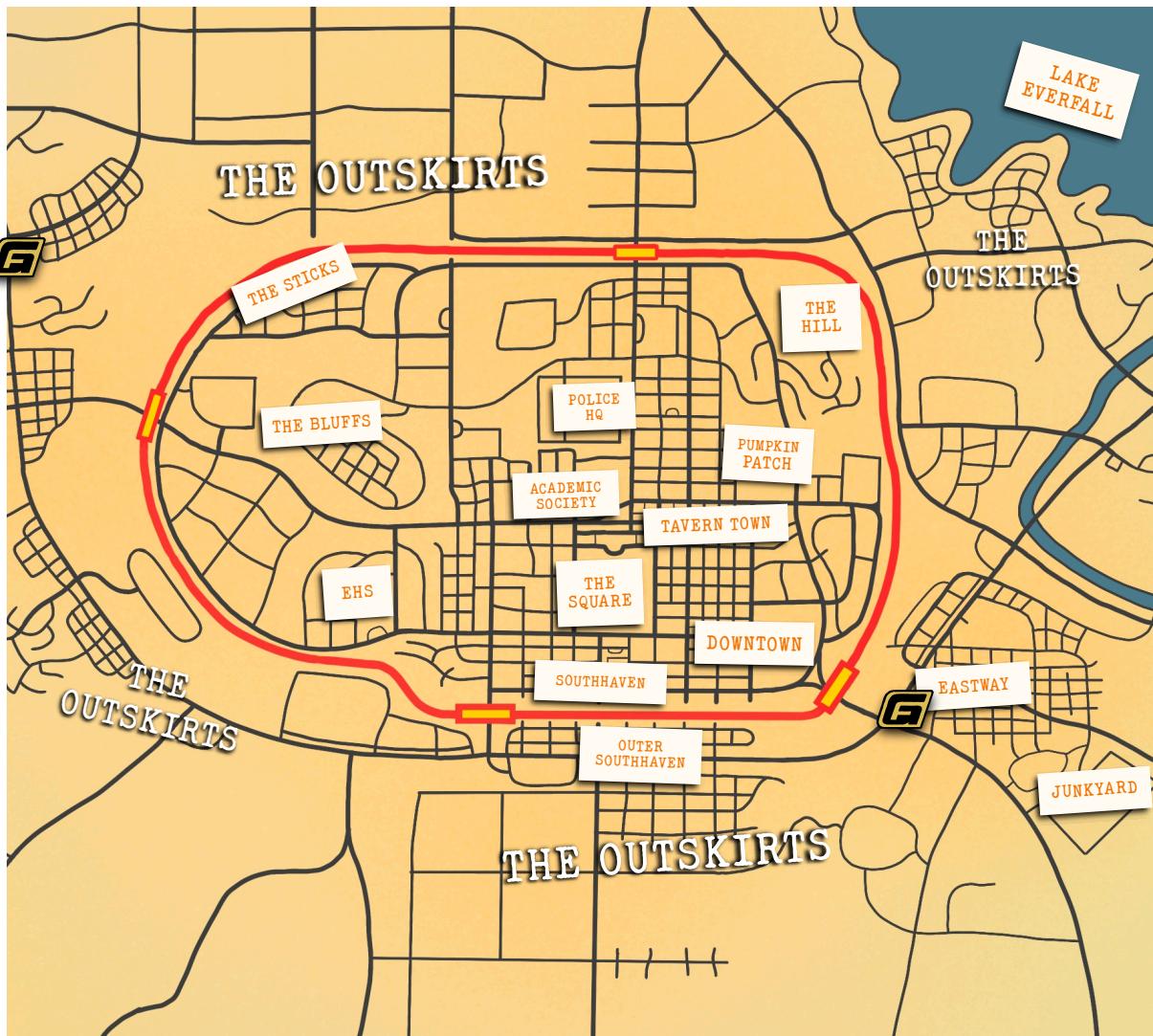
The Everfog

A mysterious and dangerous encroaching mist.

- Ash Plains - Dry, dangerous zones to the west with fog and dust hazards.
- Lake Everfall – Dangerous lake that is mostly blanketed with fog.
- Everwood Forest – Rumored dense forest land far southeast of Everfall.
- Eastern Hills – Hilly, rocky vistas that lay beyond the fog.
- Hidden Oases - Rumored green places beyond the fog.

Map of Everfall

The town of Everfall and its outskirts are displayed on the map. The edges of the map represent the edge of the ever-fluctuating fog. Anything outside of these locations is extremely foggy and dangerous. The main neighborhoods and points of interest are shown on the map. Many of these locations have sub locations within them.



F : Freelancer's Guild Outpost

The Square

The Square is a golden-hued centerpiece of denial and charm, where warm cinnamon-sugar smells waft through the air, leaves crunch underfoot year-round, and townsfolk smile just a bit too wide when someone brings up “those silly rumors” about the fog.

The Square Narrative Role in Everfall

General Vibe:

- Wholesome and “normal” on the surface – think 1950s sitcom energy with Halloween decorations that never come down.
- Everyone knows everyone. Everyone waves. Nobody talks about the fog.
- All problems are “handled.” All strange things are “misunderstandings.”
- Teenagers might be more curious, but they’re often shut down or distracted with sugar and school events.

In-World Purpose for Players:

- A place to relax, gather rumors, or meet eccentric townsfolk.
- Players can start or end a session here for light interactions, gifts, and flavor.
- Good place to pick up gossip that distracts or delays the truth.
- If something dark is happening here, it’s always well hidden or dressed up in pumpkin spice.

The Square Sub Locations

City Hall

- Sitting right at the north edge of The Square, city hall keeps chugging along as if nothing has changed since 1993. Because not much has.

Harlan's General Store

- "If Harlan doesn't have it, you don't need it."
- A multi-generational family-run store where everything from yarn to pickled eggs is sold.
- Harlan himself is a chatty man with a poor memory. He might accidentally share something important.
- He denies it but he's definitely done some sketchy business with freelancers.

Twin Acorns

- A quaint twin-run shop selling gifts, home goods, high fashion, and apothecary items.
- Locals think of it as harmless and cozy. Players might find coded journals or oddly specific herbs.
- Twin Acorns has always offered the most eclectic array of goods in all of Everfall.

Dookmarriott Candy Co.

- The leading manufacturer and seller of candy in Everfall.
- They've been around since before the fog.
- Of course they have fall themed candy but they have some "normal" stuff too.

Darrell's Radio Shack

- Darrell insists the fog "messed with the airwaves, not the people."
- Teens come here to hear rumors or static-filled broadcasts that sometimes carry voices they don't recognize.
- May offer "cleaned up" audio from old recordings if players do him a favor.

My Cows! Ice Cream Parlor

- Home of the Cow Plop Sundae and the Eternal Autumn Cone.
- Mascot is a person in a floppy cow suit who always shows up uninvited.
- Teens working here might be gossip hubs – especially the shift manager who thinks the fog is "just an allergic reaction to modern life."

Frank's Diner

- Everyone says Frank hasn't aged since the fog. Nobody can prove it.
- Great place for overheard conversations, teens skipping school, and suspicious pie refills.
- Night shifts may involve blackout windows and locals you've never seen before.

The Backboard Bar & Grill

- Basketball shrine. Full of sports memorabilia, trash talk, and protein-heavy nachos.
- High schoolers come here to talk hoops, show off, and overhear whispers about "The Midnight Game" (a fog-related basketball legend).

Lila's Kitchen

- Homey and warm, with handwritten menus and seasonal jam specials.
- Regulars are older folks with long memories and short tolerance for fog talk.
- Lila herself sometimes slips into trance-like monologues about the fall of 1992, then blinks and insists she was just joking.

Millenni-Yum Pizza

- A pizza joint stuck halfway between the '80s and '90s.
- Run by teens, full of games, jukeboxes, and punk flyers.
- Ideal place for forming alliances, trading rumors, or naively organizing a "Fog Dare."

The Baker's Guild (Retail Bakery)

- Smells too good. Like, suspiciously good.
- Every baked good has a lore name – “Harvest Sacrifice Loaf,” “Sinless Apple Tart,” etc.
- The bakers are cheerful... almost aggressively so. One may be secretly studying bread magic.

The Square Park

- Town square centerpiece. Lovely autumn trees, creaky benches, and a welcoming gazebo.
- A large play space for kids.
- Extra wide walking paths sprinkled with acorns.
- Beautiful oak trees and well-kept landscapes.
- A very nice outdoor basketball court that is regularly in use.

Everfall Theaters

- At the Northeastern corner of the square, the theater lot connects the square to Tavern Town.
- Classic films are shown for all ages most nights of the week.
- Student film festivals are held almost yearly.
- This theater is not what it used to be and may not be around for much longer.

Tad's Ice Cream Truck

- The popular ice cream from Tad's is served out of the truck during lunch time on most days.
- Rumor has it that the truck hasn't moved since the fall.

The Square Encounter Examples

D12	Encounter
1	A group of old ladies in pumpkin-patterned sweaters are knitting... fog patterns into their scarves. They say it's "just a
2	A cheerful townie insists the fog is "just spooky weather" and gives you a slice of Harvest Pie... which glows faintly under
3	A kid from Everfall Elementary swears they saw a shadow walk through a tree in Everwood Park. Their teacher hushes them.
4	Harlan accidentally gives you a receipt from 1994 with the words "Still Here?" scribbled on the back. He can't read it.
5	A "Welcome to Everfall" tour is happening, but the script avoids any dates after 1992. The tour guide has a strangely
6	A very normal person doing very normal things (sweeping leaves, walking a dog) suddenly stares blankly toward the fog for 30 seconds before snapping out of it.
7	A child in a pumpkin costume waves and offers a candy apple. Nobody seems to know who they belong to. <i>They disappear if followed, leaving only acorns.</i>
8	The manager of Frank's Diner rolls a cart of pies across the square. He offers a free sample but stares a little too long if asked about the ingredients.
9	A flock of crows swoops through the square, circling once before scattering. One lands on the gazebo and caws at you like it's trying to speak.
10	A local teen skater hits a trick on the basketball court curb then crashes. Laughs it off, says they heard about a "Fog Dare" starting here at midnight. "Wanna see the flyer?"
11	A squirrel with something shiny in its mouth darts across your path. It pauses, stares at the party, then scampers under the gazebo floorboards.
12	Basketball match in progress. Locals shout encouragement. A player calls for a sub and asks a PC to fill in.

Tavern Town

Tavern Town is a crooked string of cozy lights and creaky doors, where the smell of cigar smoke mingles with fried dough, and daytime laughter masks the raucous buzz that settles in after dark. By day, it's a friendly stretch serving teas and treats. By night, It's the place to be to forget about Fall or indulge in it.

Tavern Town Narrative Role in Everfall

General Vibe:

- By day, Tavern Town is a friendly, slightly quirky stretch of diners, restaurants and an eclectic array of bars and taverns.
- Local musicians play, families stroll with treats, and freelancers stop in for their mail, meals, or drinks.
- It's got a little more grit than The Square, but no less heart – think small-town Main Street with a rebellious streak.
- After dark, though, things feel... different.
 - Lights dim. Conversations hasten.
 - The same folks who smiled in the daylight suddenly speak in riddles or hushed tones.
 - It's not quite unsafe. Just unknowable.

In-World Purpose for Players:

- A great place to gather rumors, make deals, or find odd jobs – especially from freelancers and the night crowd.
- A more flexible social space where kids and teens can hang out safely by day, and more mysterious figures emerge after sunset.
- The best place to trade, barter, or overhear something valuable – especially if you're willing to hang around past curfew.
- Helpful NPCs during the day might could be strangely different after hours, potentially giving Tavern Town a dual identity depending on when players visit.

Tavern Town Sub Locations

Tad's Ice Cream Stand

An ice cream stand that acts as a second location for the ever-popular Tad's Ice Cream truck in The Square.

Wild Honey (Sketchy Bar)

This bar leads the town in two statistical categories: "Most women age 40+ that have caused men to fight over them, and most vodka sold since the fog." Which probably means it also leads the town in the category of: "Men who are most likely to fight." Or maybe the drinks are just that good... or bad?

Cozy Hollow (Medieval Themed Tavern)

The most polarizing bar in town is a full-on medieval fantasy every night. It's decorated like another realm. Every employee is in full character and they even have designated D&D tables that are available almost 24/7. Some people don't like living in Fall all the time, so they live in their own world. Here's a good place to do it and have some fun around other weirdos while you're at it.

Edge of Autumn (Bar)

The most Fall-loving bar in town. They went all in, or Fall-in as they'd put it.

Maple Leaf Lounge

A tastefully decorated bar with the best craft cocktails in town. The self-proclaimed best bar in town.

Oakey Dokey Lounge

The Oakey Dokey Distillery specializes in high-corn bourbon whiskey. Whiskey enthusiasts lack nothing here at the lounge. Decorated with oak barrels and cigar smoke, the Oakey Dokey Lounge has been around longer than the "Tavern Town" moniker.

Scarecrow's Rest Tavern

An old school, no frills tavern with the classics on tap and nothing too fancy. In fact almost nothing fancy at all. Still, a popular spot to be for anyone in tavern town on any given evening.

SouthHaven Brew Co Tap House

The Tavern Town Extension of the successful Brewery just south of the south gate. This is a good spot for a family dinner or to try the newest creation on tap. Not just for beer critics, it's a fun time all around.

Taco Casa

Fast food Mexican restaurant that isn't actually very fast or very Mexican.

Pie I Oughtta (Pie Shop)

A pie shop known for its specialty flavors. Been in business since long before the fog. It's popular among the wealthiest townsfolk.

Acorn Logistics Bodega

A convenience store and a shipping hub in one place. This is where you can get some tea, candy, or cigarettes and complain about your package being delayed all to the same clerk.

Outskirts Locations

The Outskirts are where the sidewalks end and the trees start watching. Rusted swing sets creak beside half-collapsed fences, and distant dogs bark at things no one can see. Out here, porches sag, fog creeps closer, and folks learn to fix things themselves – or learn to live without. Kids bike fast. Grownups speak in short sentences. It's not unwelcoming... just cautious.

The Old Crow (Abandoned Hotel)

A hotel that was in business before the fog but has long since been abandoned. It's a spooky spot for teenage dares or anyone who doesn't believe danger lurks anywhere outside the gates of town.

Class Clown Salvage

A very successful junkyard started by a guy whose teachers didn't think he would be successful at all. Any cars that people couldn't keep up with would end up here in the first decade or so after the fall once the gas shortage hit. Plenty of commerce happening here just inside the fog. Word is that the owner pays well for interesting salvage.

Freelancer's Guild Outposts (East and West)

The Freelancer's Guild is largely shunned by townsfolk who prefer to live in ignorance of the dangers of life surrounded by the fog. However, without them, society wouldn't have progressed and adapted in the way that it has. Only the danger-averse and desperate will take contracts with the guild but with high risk, there can be high reward. Their buildings on the outskirts also act as a hubs of trade. The pawn shops welcome anyone with something worth trading.

Outer Havenwood Neighborhood

The least wealthy neighborhood in Everfall has an even less-wealthy segment on the other side of the wall. If petty crime owned a home, it would be here. Plenty of good people around the neighborhood with it wasn't the case.

Eastway Neighborhood

The most well-to-do neighborhood outside the walls. The success of the Eastway Brewing Company has a lot to do with the decent upkeep of this community. Plenty of blue collar workers reside here with their young families. It's not without its vices though. The eastern fog can be dynamic and dangerous.

Dookmariott Candy Co. Candy Factory

The Candy factory is one of the largest employers of the people of Everfall. The town's culture is very infatuated with trading and consuming candy, one of the oldest Fall traditions.

Tobacco Plant

The Tobacco Plant processes tobacco and manufactures all of the popular tobacco products of Everfall.

Tobacco Farms (West)

The tobacco farms for Everfall's thriving tobacco industry.

Food Processing Plant

The Food Processing Plant is where most of Everfall's food comes from. The second leading source being the farm, which supplies the food plant as well. The plant employs many people from the outskirts and the town proper.

Unmarked Warehouse (Locked)

This warehouse may or may not be still in use. For what? That is yet to be determined.

The Farmplex (South Everfall)

Tons of farms lots. Tons of crops. Don't get lost.



Pumpkin Patch (West)

The only pumpkin patch outside the town gates that hosts events. It provides a much spookier hayride and corn maze experience as well as some disturbingly fun pumpkin art.

Limestone Quarry

The quarry currently lies just beyond the fog line. It has been in and out of use for over the last few years causing layoffs to a good portion of workers (mostly from the outskirts). Even when the fog isn't covering the quarry it can be dangerous.

Eastway Brewing Co.

The self-proclaimed best brewery & restaurant in Everfall and nobody disputes it. On the "better side" of the outskirts, the Eastway neighborhood, this brewery provides top notch service, beers of all kinds, and classic cuisine. Even the staunchest leafers may find themselves here with the whole family for a well-crafted burger on the occasion.

Southaven Brewing Co.

Despite being, "outside the walls," this cozy brewery and restaurant offer a fun environment for adults and kids alike. Known for their famous Everfall Stout which can be seen anywhere that sells beer, this brewery is more than just their flagship offering. With outdoor games and plenty of seating. It's a great place for a nice fall evening.

Various In-Town Locations

Everwood Park

A nice small park where leaves always crunch, squirrels always frolic, and people may go to for a less bustling experience than The Square has to offer. Playgrounds for kids, a pavilion for grilling. Plenty of space for picnics.

Fall Hall

Best place to get Fall decor and even sell art if you know what sells. Fall stuff sells. If you paint some leaves, it'll probably sell.

The Hill

Popular hangout spot for teenagers. Sometimes the cops come, sometimes they don't. It's where many people believe teenage debauchery begins and they're mostly right. There's no better scenic grassy overlook above town with a great view of sunsets, stargazing, and mild fog creeping along the tree line.

Fall Mart Superstore

The superstore somehow still has everything you need and more. They've got clothing, toiletries, household items, sporting goods, and kids toys. This former big-box store stays stocked through a mysterious web of vendors and crafty salvage logistics.

Police HQ

Still functioning, but mostly handling local disputes and keeping curiosity in check. Every now and then some rowdy men from tavern town spend the night in the jail. The police have a specific multi-step process for missing persons searches and they won't budge from protocol.

EverMall

Once thriving, now a mix of active shops and abandoned upper-level stores full of dusty history. A popular hangout spot for kids and teens.

The Bluffs (Neighborhood)

Fancy architecture, friendly yards, less-friendly looks from residents. Only immaculate decorations are on display here. The sidewalks are clean although well-trodden. A few cars are still in use and you may even see one driving along the streets in this neighborhood.

Havenwood (Neighborhood)

Warm, tightly-knit community with potlucks and suspiciously enthusiastic garden clubs. Here you'll find blue collar families that are just thankful to be inside the town walls.

The Sticks

Classic houses, leafless trees, creaky windchimes. The place in Everfall that looks the least like fall. The people here have the privilege of getting away from the leaves if they see that as a privilege.

Everfall High School

A hub of teen drama, sports, and fog-themed folklore.

Everfall Academic Society

Elite, competitive, academic-minded students and professors sequester themselves here. Four rival houses compete to be the smartest and most athletic in all of Everfall and they may be the only ones who care.

Everfall General Hospital

Pretty normal hospital. If people are hurt, sick, or pregnant, they can get treated here.

The Pumpkin Patch

Everfall's favorite tradition – families, photo ops, hayrides. Maybe a little too perfect.

The Westside Brewery

If a brewery could look down its nose at you this one would. This fancy upper-class establishment doesn't tolerate riff-raffles over on the west side. However, their extension down in Tavern Town proves the Westside Brewery ownership isn't above the common folk (or at least proves they want a slice of the common folk's cash).

The Power Plant

Thanks to this piece of mid-century innovation the town still has plenty of power despite the outskirts having trouble here and there with the fog's weird interference.



Endgame & Campaign Closure

- Discover oases?
- Escape the fall?
- Collapse of the fog barrier?
- Embrace the infinite season?



🍂 Everfall Endgame Options

🌀 Why Have an Endgame?

Everfall is meant to be ongoing, like the season itself – but some characters seek answers, escape, rebirth, or legacy. These endings should be hard-earned, bittersweet, and personal. The fog doesn't lift for everyone... but it might for someone.

▣ Endgame Paths

Each path should require multiple discoveries, major Enthusiasm checks, and often sacrifice – material, emotional, or relational.

1. The Path Beyond the Fog (Escape / Truth)

- The player uncovers lost maps, secret routes, or folklore from Seekers or Edgefarers.
- They follow a trail that leads deep into the fog (via multi-session arc).
- A final sequence of rolls and roleplay (fog illusions, hallucinations, temptations) culminates in a reveal:
 - The outside world, time still frozen.
 - Or time has passed, and Everfall's cut-off reality is fading.
 - Or it's unclear what's real – but the character is gone.

Resolution: Player retires the character. Others may see signs they made it... or never hear again.

2. Fogspeaker Ascension (Power / Belief)

- After taking enough fogshrooms, learning ancient rituals, or listening to voices in the fog, the character begins to commune with it.
- They go through strange changes (fog afflictions or visions) and begin to see patterns others don't.
- NPCs begin treating them differently – some worship, others fear.
- Final step is performed in a fog-heavy location (e.g., quarry, lake, old crow hotel ruins).

Resolution: The character transforms or vanishes – now a part of the fog. Some say their voice can be heard on cold, windy nights.

3. Become a Local Legend (Legacy / Fame)

- Through daring quests, dramatic romance, or strange events, the character becomes known around Everfall.
- NPCs tell stories about them. Younger kids want to be like them.
- Requires at least 3 major accomplishments: defeating a local beast, solving a mystery, changing a faction, etc.
- A final dramatic event (a speech, a final game, a tavern brawl) cements their status.

Resolution: The character stays in town, but as a background legend. They might pop in later... older, weirder, iconic.

4. Embrace the Season (Peace / Nostalgia)

- The character stops fighting the fog, the factions, the truth.
- They find peace in a tavern, a farm, a romance, or a quiet job.
- This path is available to those who burn out, retire, or find their personal arc resolved.
- The world goes on... but they choose stillness.

Resolution: The player narrates a final slice-of-life scene. Leaves fall. Music plays. Curtain closes.



How to Trigger an Endgame

- GM and player agree the arc feels close
- Player follows clues, NPC leads, or personal goals
- Final sequence includes:
 - Roleplay
 - Fog mechanics or major Enthusiasm test
 - Narrative stakes



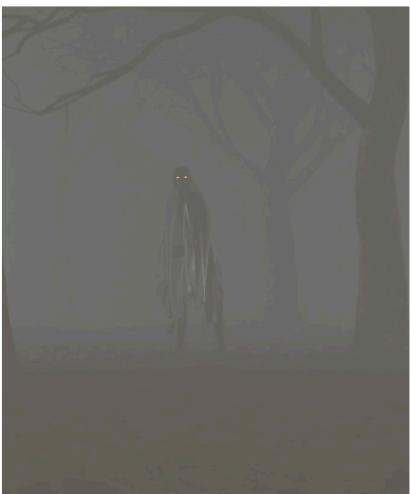
GM Tools

- NPCs Tied to locations
- Canonical NPCs
- Dice Tables for Encounters
- And more...
-

Available in the full version

Bestiary and Combat Details

Available in the full version



Character Sheet



Name:

Age:

Job:

Drama:

Traits:

Style:

Gear and Items:

Character Sheet



Name:

Age:

Job:

Drama:

Traits:

Style:

Gear and Items:

Character Sheet



Name:

Age:

Job:

Drama:

Traits:

Style:

Gear and Items:

Character Sheet



Name:

Age:

Job:

Drama:

Traits:

Style:

Gear and Items:

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EVERFALL

2025

