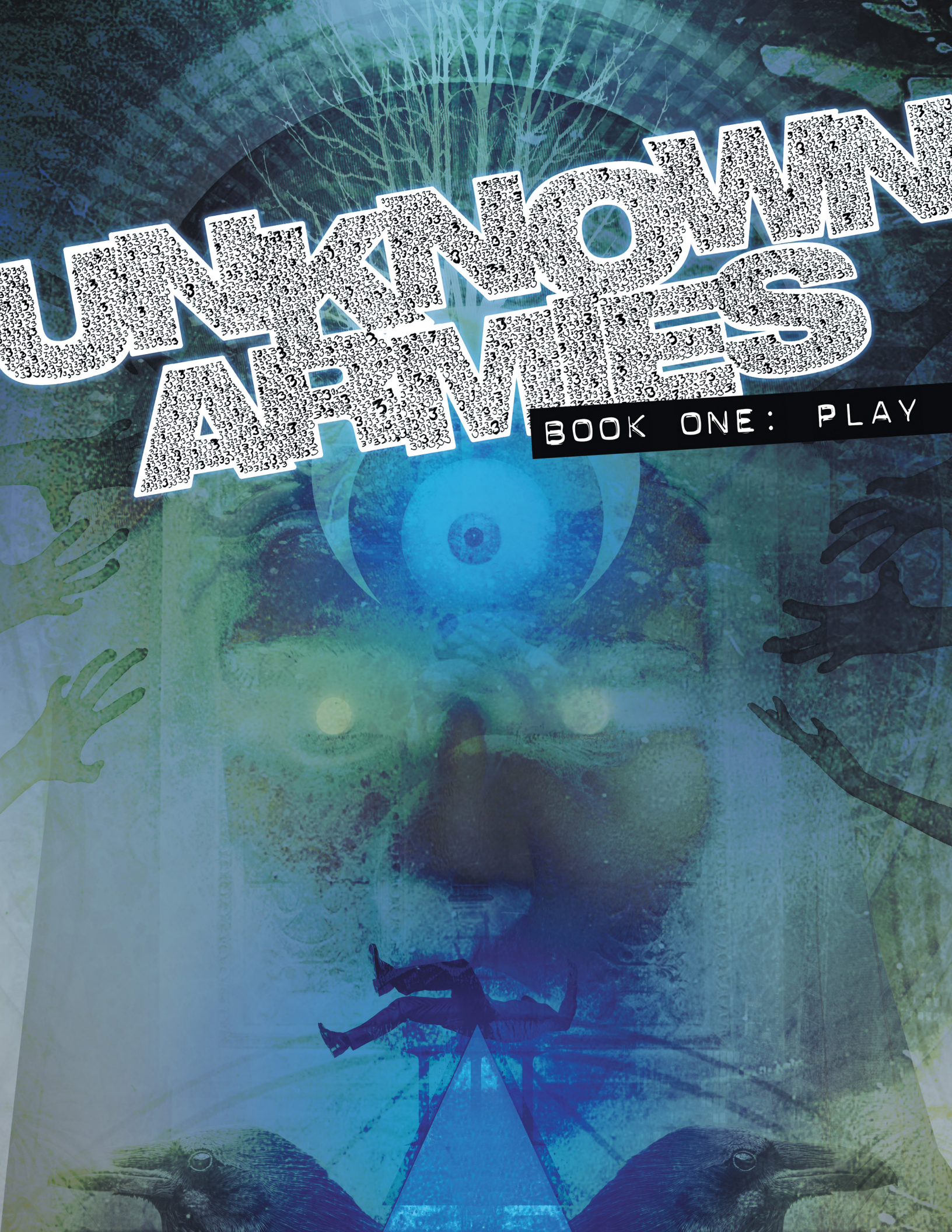


# UNKNOWN

# ARTISTS

BOOK ONE: PLAY





# WORLD OF APPLIED ARTS

TM

BOOK ONE: PLAY

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To our legions of alpha, beta, and gamma playtesters and to our generous backers — this game exists because of you! You did this!

We are the music makers,  
And we are the dreamers of dreams,  
Wandering by lone sea-breakers,  
And sitting by desolate streams; —  
World-losers and world-forsakers,  
On whom the pale moon gleams:  
Yet we are the movers and shakers  
Of the world for ever, it seems.  
*Ode, Arthur O'Shaughnessy*

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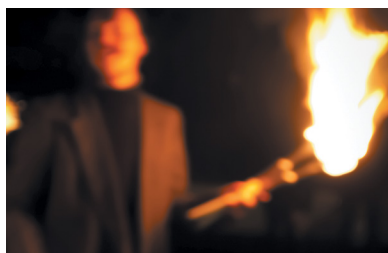
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# 1: GO

*Unknown Armies* is an occult game about broken people conspiring to fix the world.

It's a game about people who want things very, very badly. Social justice, a fair shake, redemption for their myriad sins, or just a bigger slice of the pie, they want it. But no one is just going to hand it to them. No one else, frankly, gives a shit. Shits only *begin* to be given when their pursuit of their agenda inconveniences somebody — the folks benefitting from injustice and unfair shakes, or the people who were on the receiving end of those myriad sins, or the pie-eaters who placidly argue that sharing is for bitches and poor people.

Like every roleplaying game (or RPG), *Unknown Armies* takes the form of a moderated conversation between a collection of players. One player, usually one who has stronger evil mastermind tendencies, takes on the role of **gamemaster**, or **GM**. Instead of playing one lone person with lofty dreams, she portrays the whole world of lowly reality. She comes up with all the antagonism and entrenched inertia that keeps the characters' desires from simply falling into their laps like ripe fruit.

Players need to set an **objective**, a collective goal that they chase down, step by step, until they either fail resoundingly, abandon their quest when the price is too high, or achieve it.

Every one of these outcomes is acceptable. Every one can produce a spectacular story, because *Unknown Armies* is not about what gets done. It's about the people who do it. It focuses on character. But characters who aren't driven to achieve anything? They're not really worth the focus, are they?

There are a lot of games out there which feature heroes, saviors, champions... people who right wrongs, defend the weak, and slay the monster. Those games are great. This one's different. Instead of stopping the cultists or killing the beast or protecting the status quo, you *are* the cultist, the beast, the threat to tradition.

Without you, the world ticks on as it always has. Your job is to create a character for whom that is intolerable.

## STRANGER

someone you don't know  
more peculiar  
only one letter away from strangling you

## WHAT YOU NEED TO PLAY

*Unknown Armies* is a roleplaying game with rules that require dice. The dice are percentile dice, or a set of two ten-sided dice rolled together and read as a tens digit and a ones digit (00 is read as one hundred). You can get these dice from hobby shops, the internet, your cousin who's been playing other RPGs that use them, your own dice bag, wherever.

*Unknown Armies* is a roleplaying game for a group of people. We don't recommend playing alone, so try to get at least one other person, or, even better, three to four other people.

*Unknown Armies* is a roleplaying game that can be played at a table, or sitting around in chairs in a living room, or at a game store, or online using chat apps or hangouts. You just need to all be able to communicate with one another, roll dice somehow, and keep track of your character sheet and notes. We also recommend snacks, drinks, and a general agreement on whether it's cool or obnoxious to check your phone when it's not your turn.

## WHO IS THIS BOOK FOR?

The bulk of this book, *Book One: Play*, is suggestions for GMs and players, to show them what kinds of stories this game does well, along with rules that support and reinforce the way play tends to go in the setting.

*Book Two: Run* contains a great deal of GM material and GM-facing rules that are most useful for bringing strange, twisted, and horrifying ideas to the table. It also includes the rules for creating characters. Character and setting creation is a collaborative process.

*Book Three: Reveal* is an encyclopedic compendium of occult weirdness that may or may not prove to be true facts in any given *Unknown Armies* game, but which should be the source of many, many story hooks to entertain and delight the players.

1: GO



2: CHARACTER



*You know that I will never go. And I know that you will never stop.*

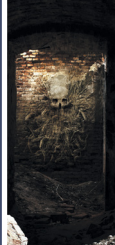
3: CONFLICT



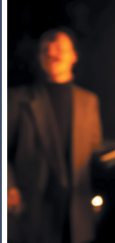
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