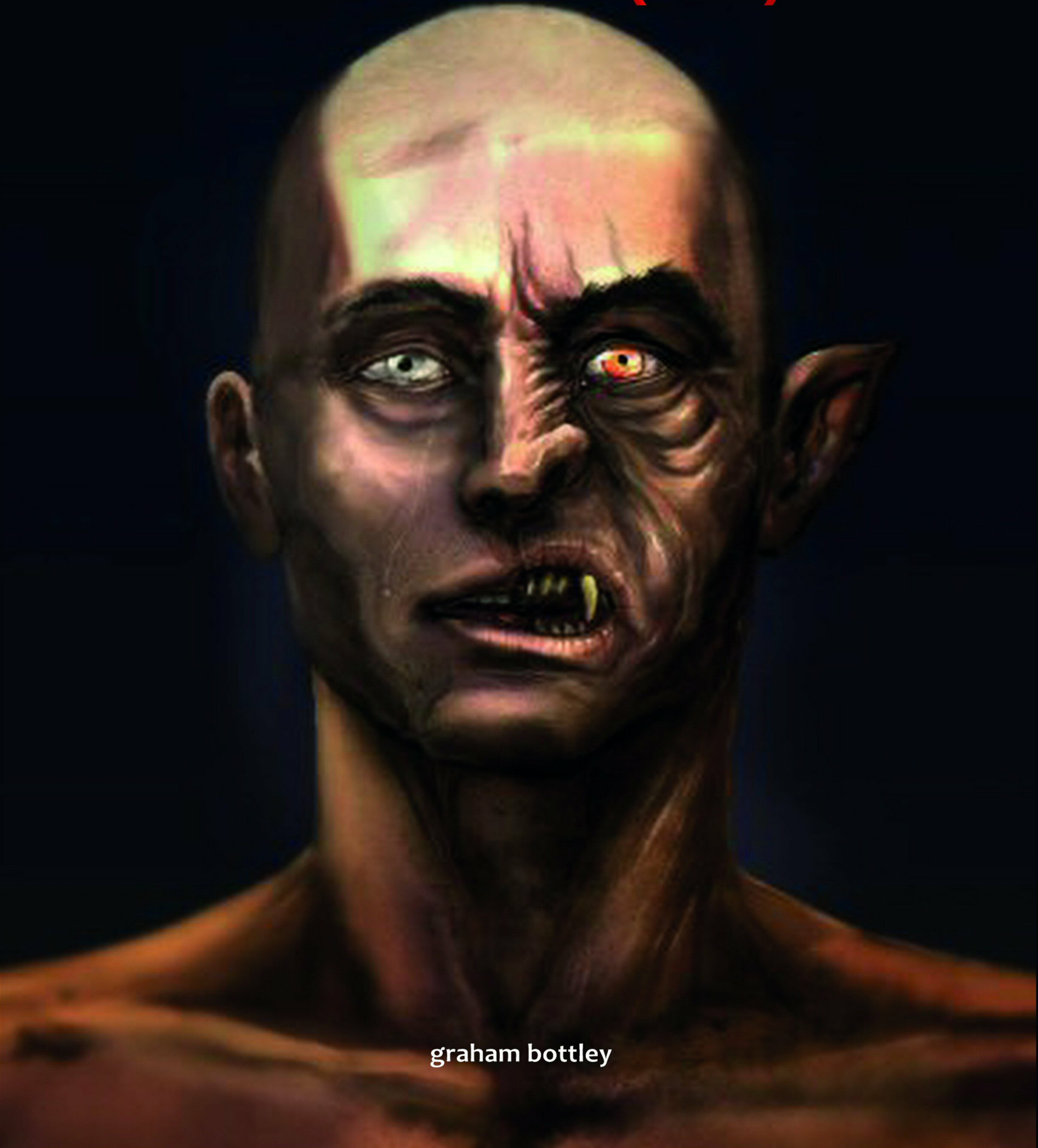


human(ish)



graham bottley

human(ish)

even those
who are
less than human
may aspire
to be so

graham bottley

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human(ish)

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chapter one - introduction

I am not going to introduce Roleplaying Games in this section. I could, but there is probably little point. If you, the reader, have no idea what an RPG is, then this section would be a woefully inadequate place to explain all that would need explaining. If you do know what an RPG is, then you will probably have already skipped this section anyway. With that said, on with the introduction to human(ish).

human(ish) is a game of modern supernatural horror, where the player characters are the monsters. They are the vampires, werewolves and ghosts that give rise to modern and ancient legends and haunt the darkness. This is a game about confronting the monster and the darkness inside everyone. There are various supernatural types described in this book that can be used as player characters, and a description of various ways that the game can be played.

This game has been inspired by many sources, but three stand out. The obvious inspiration is the World of Darkness series of games by White Wolf and now Onyx Path Publishing which could be considered the original game of this type. However, the primary inspiration was the BBC TV series *Being Human* which explored the dichotomy of supernaturals attempting to be “normal” with both horror and humour and is highly recommended. The third major inspiration is the novella “The Skin Trade” by GRR Martin. A haunting and somewhat original take on the werewolf legend, this story is also highly recommended.

This book contains all that is needed to play the game, other than character sheets (which can be obtained from our website) and percentile dice which are available from most games stores. Take this book and use it as a toolkit to tell the sort of stories you want to tell, in whatever form they may take!



In the dark of the night, strange things lurk and howl. The supernatural are not just stories to frighten unruly children or provide a plot for a cheap movie, they are real!

And what is worse, not only are they supernatural, but they are also human. Well, human(ish) anyway.

This is a roleplaying game about being those creatures. It is about reconciling what you were with what you are. It is about facing up to the monster inside. It is a game of action and interaction. It is whatever sort of game you want it to be.

This complete game contains rapid and uncomplicated character creation, fast action resolution and beyond human adventures, and is everything you need to play, except some dice.

Explore the dark side...

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