The ghost of Emily Brontë presents :

<u>Wuthering Heights roleplay</u>

A romantic roleplay game

by

Philippe Tromeur

« Revised alpha » version,

march 2001

Introduction
This work is an adaptation of <u>René le jeu de Rôle Romantique</u> for British gentlemen.
Here the work of reference shall be <u>Wuthering Heights,</u> of course.
This text is an revised version of the French rules ; I post them on the web but they are by no means "official" (the soon-to-come printed French version will be different).

Disclaimer
In all the rules, the male gender (he, his, etc.) will be used for our examples. This of course implies the game is not suited for the feeble minds of our ladies.
This work deals with such themes as **Suicide**, **Despair**, homosexuality and socialism for the sole purpose of entertainment.

Persona Creation
The Actor shall throw two 10-sided dice and add 39 to obtain the Persona's amount of **Rage**.
He shall throw two 10-sided dice and add 39 to obtain the Persona's amount of **Despair**.
He shall throw one 10-sided die and add 15 to obtain the Persona's **Oldness**. Unless some special **Problem**, this is exactly the Persona's **Age**.
Then the Actor shall throw one 10-sided die and divide by two (round up*****). This is how many **Problems** his Persona has.
The actor then determines each Problem for his Persona by throwing 1d100 and referencing to the **Problem** Table. If the Actor rolls twice the same **Problem**, he should either double its effect, or roll another **Problem**. The Actor may refuse a **Problem** for his Persona ; every time he does that, he must roll 2 **Problems** in its stead. If an Actor only rolled one (or two) **Problem**(s), it is advisable he should choose one other **Problem** to make his Persona more interesting.
He now chooses a **Name**, such as Heathcliff, Gwynplaine, Jean Valjean...
He then chooses a feature **floating in the wind** (hair / coat / scarf / kilt / whatever).
The Actor should check the box corresponding to "**Worried**" and "**Tired**", the default mental and physical states.
Choosing an **Occupation** is optional (this occupation only brings status, not skill).
* : always round to the number which is the most annoying for the Persona. Round up when in doubt.

Problem Table

01-04	You are without a family
05-08	You are a republican
09-12	You are a socialist
13-15	You are a Baptist / Methodist
16-18	You are a monk or pastor
19-22	You are an homosexual
23-25	You are an alcoholic (5 pints a day)
26-28	You are a drug addict (1 hour a day)
29-31	You are honest
32-35	You are in love with someone from your family (Mother, Brother ...)
36-36	You are a sex addict (once a day)
37-38	You smoke (12 hours a day)
39-40	You gamble (2 hours a day)
41-41	You play the bagpipes (1 hour a day)
42-44	You sing (1 hour a day)
45-48	You play the piano (1 hour a day)
49-52	You are a poet (4 hours a day)
53-56	You read too much (8 hours a day)
57-59	You dress improperly
60-60	You are poor
61-64	You have ill health (double your **Oldness** but not your **Age**)
65-66	You are old (double your **Oldness**, with your **Age**)
67-70	You are naive
71-73	You are a bad guy
74-74	You are a Muslim (or Buddhist)
75-77	You are a catholic
78-78	You are a foreigner (French, German...)
79-79	You are a Jew or Gypsy (no nationality)
80-81	You are obsessed by the occult
82-83	You are ugly
84-85	You have a bad sight
86-88	You are small
89-90	You are bald
91-92	You are thin
93-94	You are fat
95-96	You are Irish
97-97	You are mute
98-98	You are haemophiliac (triple your **Oldness** only when **Wounded**)
99-99	You are deaf
00-00	You are an albino (without a big sword)

Basic Rule

When not specified, a roll is a **d100** roll (roll **1d10** twice, first die is the tens, second die the units, « 00 » means 100).

A d10 is a ten-sided die : you can find it in every occult library or sex-shop, or you can use a Bible (carefully).

You have two ways to check **Rage**, **Despair** or **Oldness** : **roll above** or **roll below**.

If the roll equals the score, it's a *fumble*. A romantic **fumble** should make one's life a real pain ...

Rage Checks

A violent action requires the Persona should roll **below** his **Rage**.

To refrain from reacting too violently, a Persona should roll **above** his **Rage**.

Despair Checks

To make an important decision the Persona should roll **above** his **Despair**, same if he need to notice something else than his own feelings (i.e. "Perception Roll").

To be sincere, a Persona should roll **below** his **Despair**.

Oldness Checks

To test his wisdom, one should roll **below** his **Oldness**.

To test his physical well-being, one should roll **above** his **Oldness**.

Note that you must sometimes make a difference between physical and mental **Oldness** ; a Persona suffering from an illness (generally a romantic disease such as Tuberculosis, Polio or Syphilis) has a doubled **Oldness**, but only for the purpose of physical tests. Being ill does not make you smarter.

Duel

Both would **roll below** their **Rage**.

Should one **succeed** and the other fail, the latter gets **Wounded** (see below).

Should both **succeed**, both lose 1 **Rage** and the duel keeps on, if both would agree.

Should both **fail**, they stop the duel and become friends, or something like that. They would not fight again for 1d10 days.

Whatever the other's result, the victim of a **fumble** shall be **Wounded**.

If both **fumble**, both are **Wounded**.

Murder / Suicide

The murderer should roll below his **Rage** twice.

Two successes mean a perfect Murder.

One success and a failure mean the victim is only **Wounded**.

Two **failures** mean the would-be murderer couldn't do such an horrible act. He loses 1 **Rage**, gain 1 **Despair**

One **fumble** means someone else was killed, not the Persona's intended victim. The murderer loses 1d10/2 **Rage** and gains 1d10/2 **Despair**.

Two **fumbles** mean the wrong**est** person was killed (the murderer's true love if possible). The murderer loses 1d10 **Rage and** gains 1d10 **Despair**.

To be Wounded
A **Wounded** Persona should immediately roll **above** his **Oldness**.

If he is only **Tired** :
>   A success means the Persona is **Suffering** from light wounds.
>   A **failure** means the Persona is **Dying**.
>   A **fumble** means the Persona is **Dead**, after the death speech, of course.

If he is already **Suffering** :
>   A success means the Persona is now **Dying**.
>   A **failure** means the Persona is **Dead**, after the death speech, of course.
>   A **fumble** means the Persona is now **Dead**, without the death speech !!!

To be Suffering
A **Suffering** Persona can act normally (well ... as usual) without penalty.
A **Suffering** Persona must try to roll above his **Oldness** every night.
One **success** brings the Persona back to health, **Tired**.
One **failure** means the Persona is now **Dying**.

To be Dying
A **Dying** Persona can't do anything except moaning, coughing, bleeding, etc.
A **Dying** Persona must try to roll above his **Oldness** every night.
Two successive **successful** nights bring the Persona back to life, becoming **Suffering**.
Two successive **failures** kill the Persona after a lot of death speeches.

Emotional Shocks

During a Tragedy (an 'adventure'), the Persona will go up and down **Rage** and **Despair** scales.

A strong shock (death of a friend ...) will make the Persona gain / lose d10 points in **Rage** or **Despair**.

An important event (love **success** / **failure**, death of a relative ...) make the Persona gain / lose d10/2 points.

Some events / situations may make the Persona gain / lose 1 point (good / bad weather, small success / failure ...).

Effects of important gains and losses of Rage and Despair

If a Persona **gains** 5 **Rage** or more at once, he suffers from a sudden fit of violence, aimed at the object / person which caused the last important gain of **Rage**. Depending on the situation, this might mean screaming at someone, breaking something, a **Duel**, a **Murder** ... After his wrath calms downs (1d10 minutes), the Persona loses 1d10/2 **Rage**.

If a Persona **gains** 5 **Despair** or more at once, he suffers from a sudden fit of angst. Depending on the situation, this might mean catatonia, **Suicide** ... If he survives this 1d10-minute-long crisis, the Persona loses 1d10/2 **Despair**.

If a Persona **loses** 5 **Rage** or more at once, he suffers from a sudden fit of apathy. After 1d10 minutes of meditation, the Persona gains back 1d10/2 **Rage**.

If a Persona **loses** 5 **Despair** or more at once, he suffers from a sudden fit of joy. After this 1d10-minute-long happiness, the Persona gains back 1d10/2 **Despair**.

Effects of extraordinary values of Rage / Despair

If a Persona's **Rage** ever reaches (or rises above) **75**, he suffers from a sudden fit of violence (see above).

If a Persona's **Despair** ever reaches (or rises above) **75**, he suffers from a sudden fit of angst (see above).

If a Persona's **Rage** ever reaches (or falls below) **25**, he suffers from a sudden fit of apathy (see above).

If a Persona's **Despair** ever reaches (or falls below) **25**, he suffers from a sudden fit of joy (see above).

Effects of cumulative gains and losses of Rage and Despair

Once the character has gained more than 10 points in **Rage** or **Despair** in less than a week, he goes up one level into madness. All Persona start at "**Worried**", then become "**Troubled**", then "**Deranged**", then "**Absent**".

To be Worried
A **Worried** Persona is a fully functional (yet fictional) character in a Tragedy, only more sensitive than the banal person.

To be Troubled
A **Troubled** Persona seems to react normally to the outside world, but is in fact obsessed with his own **Problems**.
This state is normally **1d10 days** long, after which the Persona is only **Worried**.

To be Deranged
A **Troubled** Persona does not seem to react normally to the outside world, being so obsessed with his own **Problems**.
This state is normally **1d10 weeks** long, after which the Persona becomes **Troubled**.

To be Absent
An **Absent** Persona does not react to the outside world at all except for basic needs (breathing, eating, sleeping, writing poetry ...).
This state is normally **1d10 months** long, after which the Persona becomes **Deranged**.
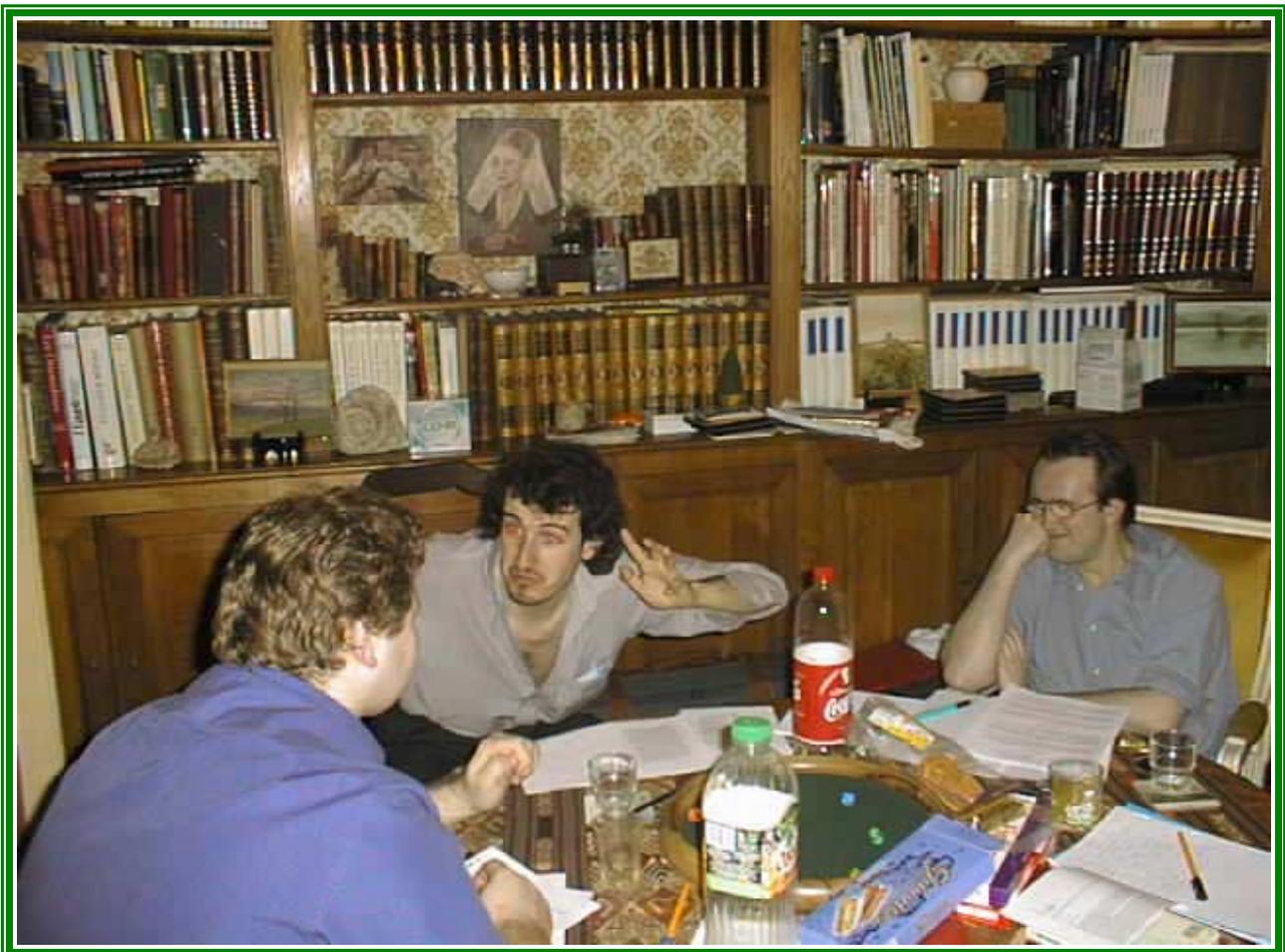
Ghost

If a Persona dies before the end of a Tragedy, he might become a **Ghost**, 2d10 minutes of play later.

A **Ghost** may act (subtly) on the physical world when his Actor rolls below his **Rage** and losing d10 points of **Rage** after that.

He may suggest something to a living character when his Actor rolls below his **Despair** and losing d10 points of **Despair** after that.

Ghosts can fly slowly, but can't go through solid objects. They disappear when their **Rage** or **Despair** reaches 10 or below, or at the end of the Tragedy.

Ghosts can't sense or affect each others.

A **Ghost** never gains **Rage** or **Despair** (or loses them for other reasons than ghostly actions**).**

Ageing

Every Christmas, the Persona rolls d10xd10 : this is a number of days after which the Persona becomes ill (**Suffering**).

Every April, 11, the Persona has 10% to gain a new **Problem**.

Rewards / Evolution

Should some Personae survive a tragedy (a gaming session), give one of them the possibility to lose a **Problem**.

If a Persona's **Rage** or **Despair** is greater than 55, they lose d10/2 points.

If a Persona's **Rage** or **Despair** is less than 45, they gain d10/2 points.

Add 1d10/2 to the Persona's **Oldness** (1d10/2 years pass).

End word

Such is <u>Wuthering Heights Roleplay</u>, English adaptation of French Masterpiece <u>René le jeu de rôle romantique</u>.

If you have any comment about the game (or the grammar or anything), write to me at this address : pht@i.am

<div align="right">Philippe TROMEUR</div>

❧ _Wuthering Heights_ _Roleplay Game_ ❧

Name :

Sex :	**Occupation :**

Origin :

Things floating in the wind :

Rage : ____	**Despair : ____**

Oldness : ____	**Age : ____**

Problems	**Details**

Tired ☐	Suffering ☐	Dying ☐	Dead ☐
Worried ☐	Troubled ☐	Deranged ☐	Absent ☐

Notes :

You've liked the game ?

Listen to the music !

http://www.mp3.com/djchateaubriand/

and visit the web site :

http://pht.i.am/

This text is dedicated to the participants at Baroquon '99
(sorry not to come at Rococon this year)

especially

Sheila Thomas
and my "Wuthering Heights" playtesters
(M. Baker, M. Lush, A. Rilstone and R.A. Worth)