

# REVEAL YOURSELF

A tabletop rpg

from another dimension



today we learning how to make a character. a you!!! (WRITEN BY A HUMING JUST SO YOU KNOW)

first check if you are a huming. if your one of a huming, your golden

good to go!!

(if your not a humen fix it. they are squishy and have lotsa bits inside full of gushign lovely jusy oozy red. easy to do easy to fix. ))

**RED HOT TIP** from huming itself::: the eyes r soooo hard to get right so just take a pair fro m any old hueman! eye is an eye as i always say!

then you chsoe a PLAYBOOK> dont know what these are to be one hundered percent honest with you but its HIVE FLESH HAUNT and STRANGE jsut so you know

playbook have moves so YOU choose the ones u want usually ts two but the HAUNT gets three so !! it says right on there youll see

then choose a THEME. your theme is like wat defines how you are when you not busy being heuman. your theme usualy ties into your playbook one word usually like BEE-TLES or EGGS or BLOOD or CIM-PUTERS or um something like that its easy!.

you laso choose a WEEKNESS. the Darkworld helps out with this one let "em" on in!

then you get a nme! names are fun funy quirky humen stuff, what you are """"REFERRED TO"""" as. now your little huming itself was once refered to as "the demon that rides in darkness" believe it or not!! as you can see humien names are very fun to have so do it!

adn thats it basicall y i jope you have fun playing funny little game and playing a you! you are the one

thigns you need:  
- dice (2 six dided)  
- paper (for ur c haracter sheet if u dont have the OFFICIAL ONE at the BAKC OF THIS TOME!!!

- some tokens could be anything eyes are good squishy delectible  
- and thats it other than your lovlly self!!



## ***I AM HUMAN***

Associated Moves: IMPERSONATE  
HUMANITY, THROW BLAME

Can you pretend to be a person? What are they like? If someone asked you to act like a human right now, what would you do? "I am human," you might say with aplomb, but how could you prove it? There are so many strange little mannerisms and idiosyncrasies to remember, and if you miss a single thing, you'll find yourself lost in the uncanny valley. You are human. The creature isn't. It couldn't be easier.

## ***I AM TERRIBLE***

Associated Moves: CONTROL THEM,  
REVEAL YOURSELF

Humans are easier to manipulate when emotions are running high. You could frighten them, confuse them, misdirect them, spread panic. Force them where you want them. You're an abominable, vile, unspeakable monster with too many limbs and worms for blood. A force of un-nature. The top of the food chain. You need only to let slip a little bit of mutant flesh to make them realize they are prey.

## ***I AM NOT WHAT I AM***

Associated Moves: ANNIHILATE,  
USE THE FLESH

You can bend and shape your body to your will. The limitless forms of skin and flesh are open to you. There is power not of this world oozing its way through your blood like a virus, and you have the ability to unleash it. When it comes down to it, you're not anything like a person. You take their shape, but what crawls and wriggles and hungers inside your mind is utterly alien. You are not what you say you are. You are far more beautiful.

## ***THERE ARE MORE OF US***

Associated Moves: GATE, COMMAND

You are outnumbered. There are far more humans than there are things like you, things that hide in the shadows and stalk the farthest reaches of civilization for their witless prey. But are you? Where did you come from? Do you remember those lurid, primordial beginnings? There is another world, an apocalyptic expanse of suffering and the gory soup from which you were birthed. Eventually, they will learn that they are the ones who are alone.



# **HUMAN STUFF**

**(normal stuff only now so go away if you're a creature or beast of some kind)**



## **- IMPERSONATE HUMANITY -**

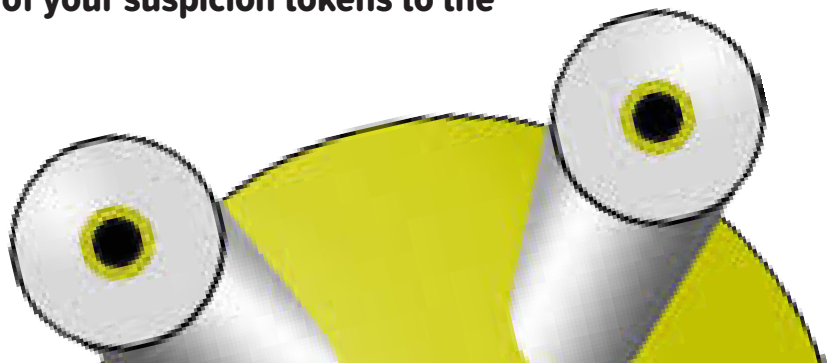
When you **MAKE YOURSELF LOOK LIKE SOMEONE ELSE**, roll 2d6 +I am human. The “someone else” in question can be anyone you’ve seen before, although if there are hidden details (tattoos, scars) you won’t know to mimic them.

- On a 10+, you are a perfect replica. You sound, smell, act, and taste like your target.
- On a 7-9, you get something wrong. Choose one: voice, eyes, hands, walk, smile.
- On a 6 or less, the Darkworld chooses two of the above. You don’t know which two.

## **- THROW BLAME -**

When you **DIRECT TO ANOTHER CREATURE** and accuse them of wrongdoing, whether it’s the truth or not, roll 2d6 +I am human.

- On a 10+, give one of your suspicion tokens to the creature you chose. The humans start the hunt.
- On a 7-9, make an offer to the creature you chose. The specifics of the offer are up to you, but they must be something you can fulfill. If they accept, give one of your suspicion tokens to the creature you chose.
- On a 6 or less, suspicion turns to you.





# TERRIBLE!

*I wast me, and yet it wast not me, and I couldst bid it wast so in ev'ry foul movement and crook'd limb. It spake to cater-cousins, family, people I wast familiar with it's filth tongue, and none bath seemed acknown of its manifest evil. The w'rst of it wast at which hour it did look at me, knowing I wouldst shrinketh hence, and I didst, and it tooketh anoth'r und'r the dread'd cerement of night.*

## - CONTROL THEM -

When you MANIPULATE HUMAN EMOTION and describe what you want from them, roll 2d6 + I am terrible.

- On a 10+, they give you what you want to the best of their ability.
- On a 7-9, they aren't convinced (yet). You may LET SLIP a fraction of your true form and gain a suspicion token. If you do, they give you what you want to the best of their ability.
- On a 6 or less, they give you the opposite of what you want.

## - REVEAL YOURSELF -

When you UNLEASH YOUR TRUE FORM and describe it in its hideous glory, roll +I am terrible. You are revealed. You may only REVEAL YOURSELF once.

- On a 10+, any nearby humans run, hide, and panic. You may immediately take another move.
- On a 7-9, choose one: one stays behind (because they know your weakness), they escape to temporary safety, they learn something useful about you, they stay and fight instead.
- On a 6 or less, you must feed before you can REVEAL YOURSELF (using this move).

# I AM NOT WHAT I AM

## - ANNIHILATE -

When you DESTROY SOMEONE UTTERLY, roll +I am not what I am.

- On a 10+, you kill them. If another human sees it, they fight, run, or try to attract the attention of other humans. Take +1 forward on dealing with them.
- On a 7-9, you still kill them, but things get out of hand.
- On a 6 or less, you only hurt them. They scream. Loudly.

## - USE THE FLESH -

When you DO SOMETHING UNNATURAL, roll +I am not what I am.

- On a 10+, choose one of the following effects:
  - Change the shape of your body in a unique way (add appendages, stretch limbs, widen mouth, become larger or smaller, turn into ooze, etc)
  - Move incredibly quickly
  - Lift or break something very hard or heavy
  - Heal a wound
  - Gain +1 forward on a move of your choice
- On a 7-9, you leave behind a mess.
- On a 6 or less, the change goes terribly wrong.

Changing your body may grant you +1 forward on appropriate rolls at the Darkworld's discretion.



## THERE ARE MORE OF US

### - GATE -

When you OPEN A DOOR TO ANOTHER WORLD, roll +There are more of us.

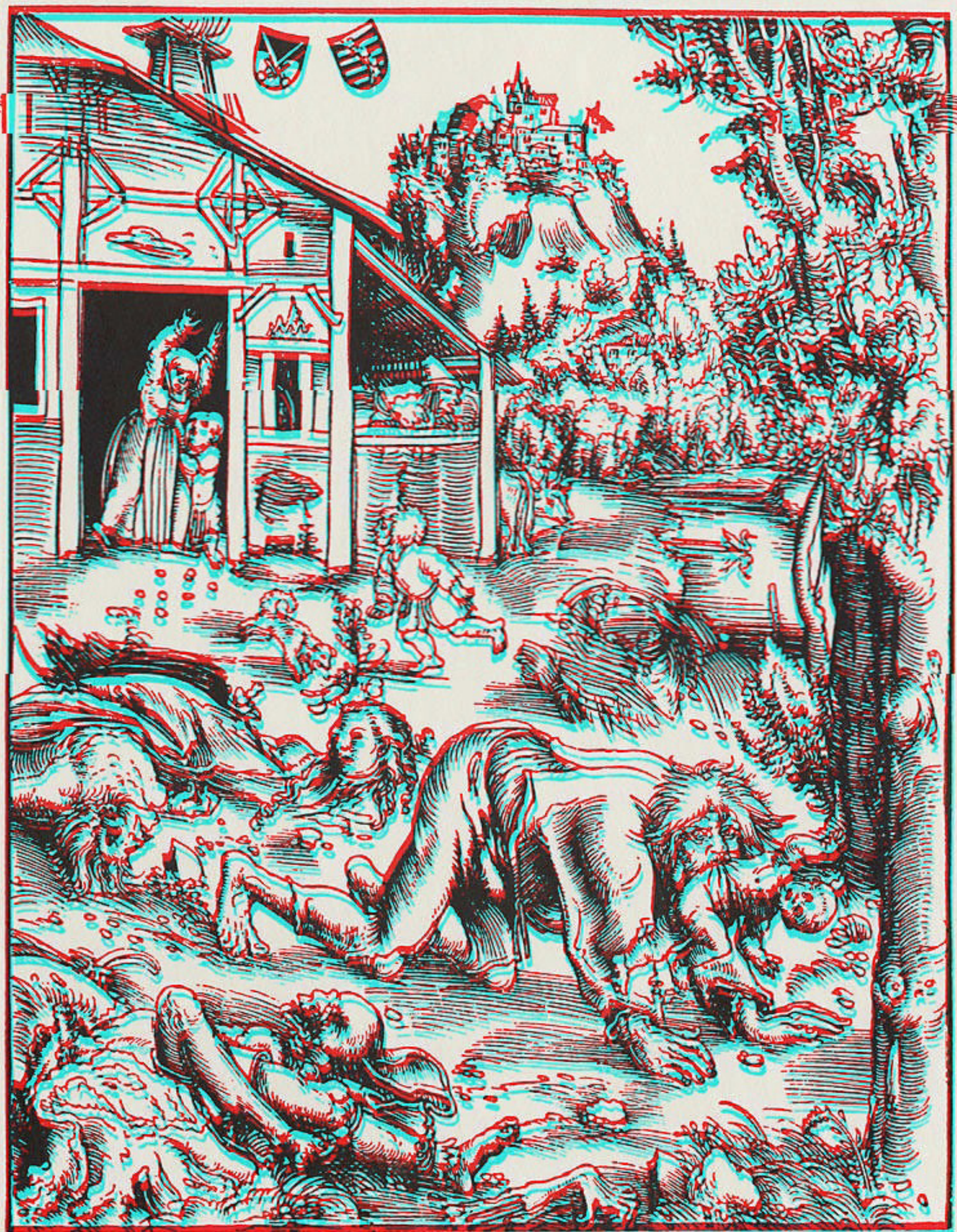
- On a 10+, the gate is flung open. Summon a myrmidon.
- On a 7-9, the gate requires something else to be complete. Choose one: time, ritual sacrifice, a special object, a particular location. The Darkworld chooses the specifics of your requirement. Once it's fulfilled, summon a myrmidon.
- On a 6 or less, the portal opens somewhere wrong. A creature comes through. It hates you.

### - COMMAND -

When you COMMAND A MYRMIDON, roll +There are more of us.

- On a 10+, it does what you want.
- On a 7-9, choose one: it wants something first, it gets momentarily distracted, it gets confused about what you mean, it makes a lot of noise, it makes a huge mess.
- On a 6 or less, it does the opposite of what you want.









Branches of small sciatic n.

Branches of cutane  
Branch of ext! popli

Branches of int! saphen. n.



hive

your skin is open to it your heart is open to it your eyes are  
it all that skitters and crawls and undulates and writhes un-  
wet porous earth and the rotting weeds and the abandoned  
ments and the insulation in the festering walls and every da-  
corner it is slick on your mind soaked in what is left behind  
pockmarked holes torn wide or needled through tiny stretch-  
tunnels spinning throughout your welcoming flesh and there a-  
within you and they need you and you need them and there a-  
many little  
them



*i am human -1  
i am terrible +1  
i am not what i am +1  
there are more of us +2*

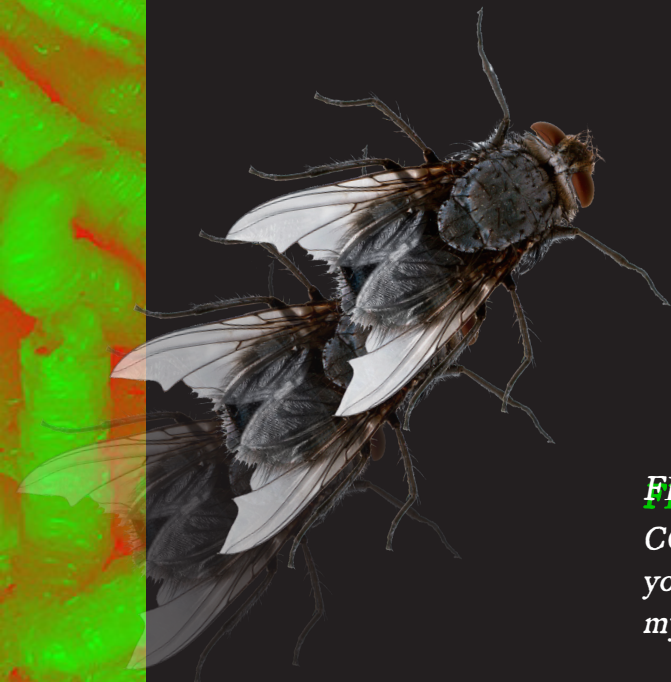
choose two:



when you **LET THEM FLOW**, roll +i am not what i am.

on a 10+, you may escape, with no pursuers- no one is able to chase every wriggling thing.

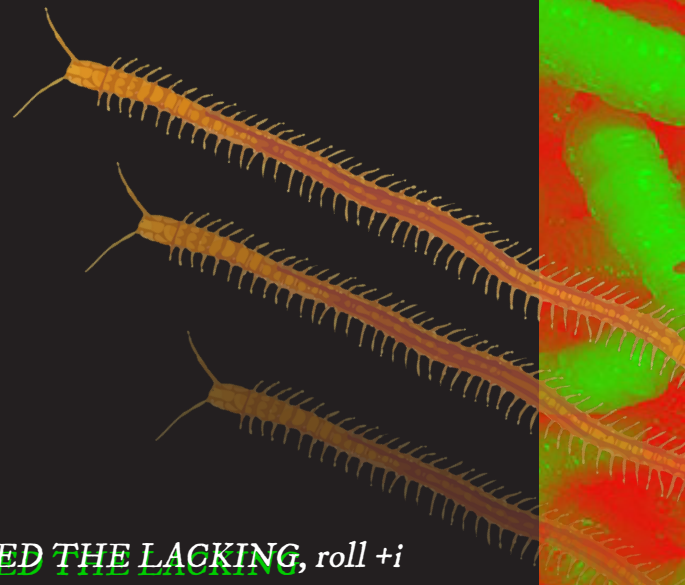
on a 7-9, you leave your skin behind. gain a suspicion token.



when you want to **INTRODUCE YOUR FRIENDS**, roll +there are more of us.

on a 10+, you give them your **gift**. you can see through their **EYES**, move through their **LEGS**, and let your friends slip through their **MOUTH**. they count as a myrmidon.

on a 7-9, they are unpolite. it's (choose two) loud, incomplete, long, violent.



when you **FEED THE LACKING**, roll +i am terrible.

on a 10+, your friends do not allow those you have fed to speak ill of you.

on a 7-9, your friends will escape and come back to you soon. it will be sudden and explosive.

**FRIENDLY:** if you roll a 6 or less on a **COMMAND** roll, you may reroll it. in addition, you may **COMMAND** other creature's myrmidons.



Flesh.





I am human. +2

I am terrible. +1

~~I am not what I am plus!~~

There are more of us. -1

When a human, like you, gives you a **TEST OF KNOWLEDGE** to see whether or not you're a Creature, roll +I am human.

On a 10+, you evade the test. You're just like them, after all.

On a 7-9, there's a problem. There's also a moment to ~~HURT THEM~~<sub>act</sub> while everyone else is confused.

When you **DO SOMETHING NORMAL** with your human friends, roll +I am human.

On a 10+, remove one of your suspicion tokens.

On a 7-9, remove one of your suspicion tokens, but the subject of conversation turns to the Creature.

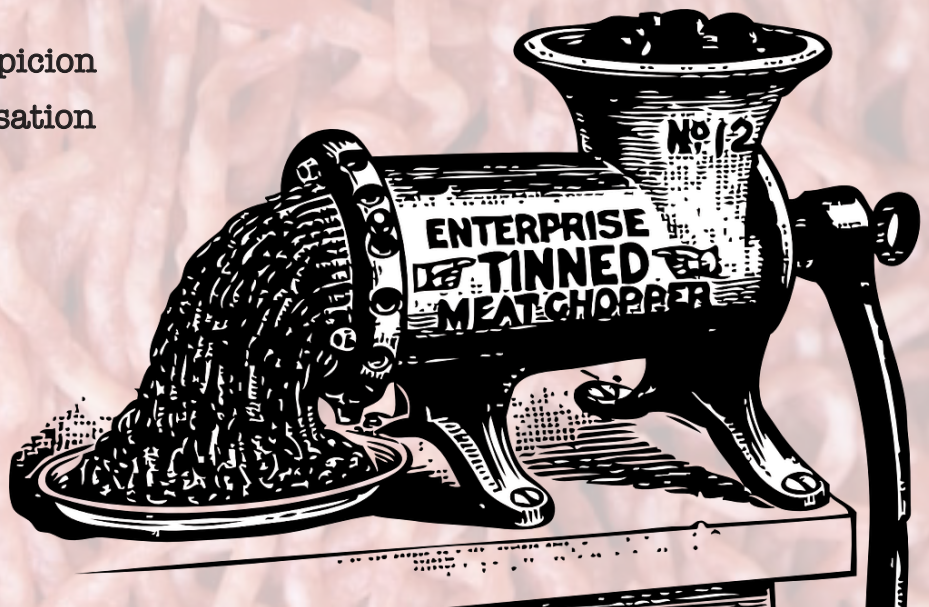
## ~~CHOOSE TWO:~~

When you <sup>help</sup>~~KILL~~ someone and try to **TAKE THEM WITHIN YOU**, roll +I am not what I am.

On a 10+, you assimilate them and gain their memories. There is no trace, and no body.

On a 7-9, you need to do it again, soon. If you don't, your ~~SKIN WILL CRACK~~<sub>disguise will fail.</sub>

**MANY FORMS:** When you **USE THE FLESH**, on a 7-9, you're able to choose one and ignore any other effects. On a 10+, you're able to choose two OR remove one of your suspicion tokens.





HAUNT  
HAUNT  
HAUNT  
HAUNT

russe182: and i  
dunno

russe182: i feel  
like something's  
watching us

russe182: and it's  
so familiar



i am human +1  
i am terrible +2  
i am not what i am +1  
there are more of us +0

choose three. you may only  
IMPERSONATE the HUMANITY  
of the dead.

when you PEER THROUGH ARTIFICIAL EYES, roll +i am  
not what I am.

on a 10+, you see all.

on a 7-9, you see them as they plot against you.

when you are someone they know and show them that  
you've RETURNED FROM THE DEAD, roll +i am human.

On a 10+, they believe your lies. they will  
defend your facade until you shed its skin.

On a 7-9, they are eager to tell the others about  
this miracle.

when you GO HAYWIRE, roll +I am terrible.

on a 10+, everything goes wrong. flashing lights,  
sparking power lines and flying keyboards force  
them where you want them.

on a 7-9, you cause panic. they are disorganized,  
but wary; gain a suspicion token.

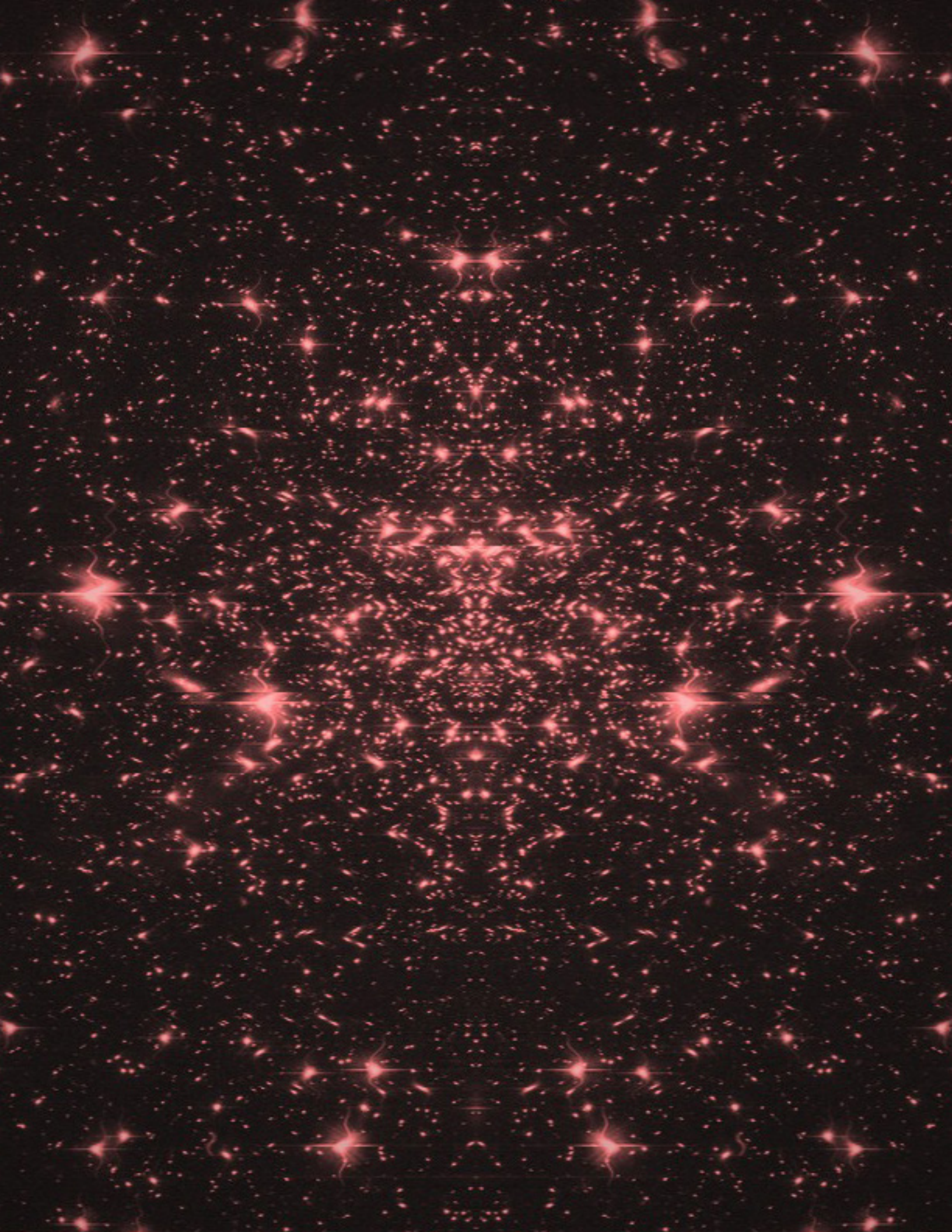
HOLLOW ARTIFICE: you may travel through computers  
and other advanced technology. when you do, you  
lose any form you have and must IMPERSONATE  
HUMANITY to regain it.



STRANGE









I AM HUMAN +0  
I AM TERRIBLE +1  
I AM NOT WHAT I AM +2  
THERE ARE MORE OF US +0

CHOOSE TWO:

When you MANIPULATE REALITY, roll +I am not what I am. You may use this move once per session.

On a 10+, make a specific statement about the world. It is true.

On a 7-9, make a specific statement about the world. It is true, but it leaves marks.

On a 6 or less, make a specific statement about the world. It is wrong. It is so terribly wrong.

When you DISCHARGE POLYPS, roll +I am not what I am.

On a 10+, they stick to a human. You and other creatures have +1 on any rolls to ANNIHILATE or CONTROL THEM as long as it's attached.

On a 7-9, the polyps scream.

When you OPEN YOURSELF and reveal a dreadful other world, roll +I am terrible.

On a 10+, they are driven to a frenzy and attempt to kill the others. *"They must be saved before they're doomed!"*

On a 7-9, they can't take it. It is messy.

UNFATHOMABLE FORM: Humans that can see you when you're REVEALED are blinded for up to 1 minute.



# USEFUL RULES FOR CREATURES

## PLAYING THE GAME:

Your goal is to wipe out all humans wherever you are. There's a number of good reasons for this, ranging from "they are tasty" to "we are making room for a glorious new world to be born". Lots of good stuff. You are a gorgeous monster, and you have the ability to shapeshift into a smelly human. This is useful, because if humans could see your good-looking visage, they would murder you outright.

As a *creature* (that's what all of the characters are called), you have access to all the moves in your playbook as well as all of the BASIC MOVES. Those are all the moves that are called things like "ANNIHILATE" or "THROW BLAME", etc. The stats you use to roll for these moves are also decided by your playbook.

If you've ever played a PBTA game (the system REVEAL YOURSELF is based on), you're probably starting to get what I'm saying, but in case you haven't, I'll explain a couple things;

**ONE**, there are no traditional "turns" in REVEAL YOURSELF. Any of the creatures can make any move at any time, decided amongst yourselves, and the *Darkworld* (that's what the GM or Gamemaster is called) never actually rolls on their own. If you roll a 6 or less, the Darkworld can really *jumble your polyps*, as I always say, but otherwise, you drive the action.

**TWO**, sometimes I mention things like "+1 forward" or "+1 ongoing". The former means you have +1 on your next roll, the latter means you have +1 on rolls for a whole scene. A *scene* in this game is a lot like a scene in a movie; it has a little arc of its own and it wraps up when that arc has been concluded. Most of the time, the text'll specify what rolls you have a bonus on.

**THREE**, REVEAL YOURSELF and most other PBTA systems put narrative and roleplay first. The way it's built, there's not a lot of ways to "minmax" your character, and the narrative dynamically guides the story. Just because you're playing a vicious monster doesn't mean there's no need to roleplay; what are its dreams? Its hopes? Its goals? Why does it do what it does? How does it act? What is its personality? Try to answer these questions as you play.

## SUSPICION TOKENS:

The number of suspicion tokens you have represent how aware the population of humans is of your loathsome antics. Once you reach four suspicion tokens, you are **REVEALED**. Being revealed is a special condition that means a couple different things:

- You can't use the IMPERSONATE HUMANITY move anymore
- You can't use the REVEAL YOURSELF move anymore
- You have +1 ongoing to I AM NOT WHAT I AM

When you're revealed, you no longer have the advantage of stealth. If you're coming, humans can see you, and although you have a bonus to ANNIHILATE them, they stick together and fight back. Generally, it'll be much more difficult to get anyone alone to murder. Suspicion tokens can be mitigated by THROWING BLAME, but that may draw the ire of your fellow creatures.

NOTE: The Darkworld may raise or reduce the number of suspicion tokens required to become revealed based on the length of your game. 4 is a good starting point, 3 for a quick game, and 5-6 for a long game (or a game with a small number of players).

## WEAKNESS AND WOUNDS:

When you create your character, you work with the Darkworld to create a *weakness*. Generally, creatures are exceptionally tough, and can't be killed by normal means. An average human shooting a gun at you is little more than an annoyance. However, they have one specific out. A weakness should be accessible to the humans, but not necessarily easy to obtain or discover. Some examples include:

- A weak spot (eyes, head, joints, tentacles)
- A substance (chemicals, fire, water, salt)
- A phenomenon (complete darkness, bright light, running water, electricity)
- A specific object (silver bullets, cold iron, ritual dagger, totem or figurine)

If a human hits you with your weakness, you take one wound. On your third wound, you are vanquished (for now). When your creature is killed, you may play as a human. Humans don't have access to moves, but can act at the Darkworld's discretion on a failed roll.

Humans don't take wounds; they're squishy animals. A human is either alive, hurt, or dead. When a human is hurt, they need to be hurt one more time to die. They get kind of a raw deal.

## MYRMIDONS:

A *myrmidon* can be created through the GATE move or a couple different playbook moves. Myrmidons are like creatures (unnatural, bloodthirsty, eldritch), but a little weaker and a little stupider. Any myrmidons you summon are generally designed after your theme (exceptionally large, gross beetles, sentient oozes, shambling alien polyps, etc) and you can decide what they look like. You can issue COMMANDS to your myrmidons only, not anyone else's (the exception to this rule is the HIVE). A few notes about 'myrms (that's the cool way to say it):

- You may COMMAND a myrmidon to *hurt* a human
- You may COMMAND a myrmidon to help you (giving you +1 forward on an associated roll)
- Myrmidons can be hurt on failed rolls and, similar to humans, may be hurt twice before being killed
- Myrmidons share your weakness and if targeted by it die instantly

## BEST PRACTICES:

REVEAL YOURSELF is a horror game, and comes with a lot of concepts typical to the genre. Body horror in particular is present in most of the playbooks. If you're uncomfortable with something, bring it up with the Darkworld and they should change things up to make sure you're having fun like everybody else. There's a lot of neat ideas out there for safety at the table (John Stavropoulos' *X-Card*, for example), so use what works best for you. Play with people who care about you, people who listen, and remember that if one player is uncomfortable, that should be remedied ASAP. Some possible stuff to bring up:

- Sexual content
- Explicit descriptions of gore or violence
- Drug or alcohol use
- Themes of pregnancy
- Bigotry/discrimination
- Suicide or self-harm

Triggers can be anything. Be kind to yourself and other players.





# FOR THE DARKWORLD

## WHAT THIS MEANS:

As the Darkworld, you play everything that *isn't* the creatures. The environment, the humans, the myrmidons, etc. You are fate, the primeval force behind the dark universe from which the creatures have crawled forth. You're the gamemaster!

Your goal is to facilitate an exciting story for the creatures. Remember: you don't roll. You only get to throw wrenches into their plans when they fail, so make those failures count. When a player rolls a 6 or less, the move usually describes a possible *hard move* to take, but you may also choose one from this list (or create your own):

- Give them a suspicion token
- Give them a wound (if possible)
- A human learns about their weakness
- They are accused or tested by humans
- Separate them
- Introduce new threats
- Change the environment
- Take something away
- Reverse their move

Hard moves specifically put the players into danger and complicate things. On a 6 or less, *always take a hard move*. You can also make *soft moves* at any time. Soft moves can *threaten* danger or push the creatures towards it, but not directly harm them. Soft moves often lead into situations where you might be able to take hard moves.

The one other situation in which you're able to take a hard move is if the creatures ACT REALLY STUPID. If they bust down the door into a room full of humans waiting with their weakness, you can deal damage to them. That wasn't a great decision.

## PREPARATION:

REVEAL YOURSELF is a game that encourages very little preparation aside from setting notes, as the players guide the narrative. However, the following pages include some useful tables for framing your grotesque adventure.

2d6	<i>The Human Settlement</i> (Contains 15-25 humans at the Darkworld's discretion.)
2	A military base.
3	A remote arctic research facility.
4	A submarine.
5	A very small American town.
6	A summer camp.
7	An archaeological dig site.
8	A hot springs resort.
9	A mining operation in the mountains.
10	A lunar settlement/space station.
11	A suburban gated community.
12	A paranormal research installation.



2d6	<i>Portals</i> (Where do the creatures come from?)
2	They've always been here.
3	From within.
4	A secret holding facility.
5	A military test.
6	An infected host.
7	Scientific experimentation.
8	Under the earth.
9	A ritual summoning.
10	A tear in reality.
11	A spaceship.
12	A meteorite.



4d6	<i>Human Traits</i>
4	Very clever. Makes sure everyone knows it.
5	Skeptic to a fault.
6	Devoutly religious.
7	Considered “kind of a badass” by everyone they know.
8	Track star (in highschool).
9	Chemist or biologist (disgraced).
10	Used to be in a cult.
11	Is actively in a cult.
12	Obsessed with guns.
13	Runs at the first sign of danger.
14	Has nothing to lose.
15	Is pretending to be someone they’re not.
16	Gentle pacifist.
17	Exophile.
18	Criminal past.
19	Has survived worse.
20	Talks as little as possible.
21	Famous.
22	Famously clueless.
23	Psychic.
24	Career monster hunter.

# REVEAL YOURSELF

**I AM HUMAN: -1 / 0 / +1 / +2**

**I AM TERRIBLE: -1 / 0 / +1 / +2**

**I AM NOT WHAT I AM: -1 / 0 / +1 / +2**

**THERE ARE MORE OF US: -1 / 0 / +1 / +2**

## **BASIC MOVES:**

*Impersonate Humanity*  
*Throw Blame*

*Control Them*  
*Reveal Yourself*

*Annihilate*  
*Use the Flesh*

*Gate*  
*Command*

## **PLAYBOOK:**

## **THEME:**

## **WEAKNESS:**

## **PLAYBOOK MOVES:**

## **DESCRIPTION:**