

# Dolls

## Children of The DollHouse

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# Prelude

When we got to the place on the lower west side I knew it was wrong. There, among the empty dirt lots and crumbling, abandoned apartments was this four story Victorian manor house.

"Looks like our theurge was right," said our pack's Galliard, Works-For-Beer. "We should have listened to her."

I remember when she told me about it, which was only four days ago; she said that a spirit had come to her in a vision and told her of this old house that just appeared out of nowhere. She thought we should look in to it, but being pack leader I thought it would serve the pack better if we didn't. She asked if she could investigate the house and report back what she found.

I said okay. Was I wrong?

Now it's December 24, 2002; Christmas Eve and here the four of us stand looking for our missing pack mate.

Our ahroun took the lead as we went up the walkway to the porch. I didn't mind that Blood-Soaked-Claws wanted the lead; whatever happened had kept a garou from getting out and coming back to us with a report. Being a philodox, I can see the good judgment in letting a warrior go in first. Besides, it let Blood-Soaked-Claws feel like big wolf on the block and it keeps him from wanting to take the lead all the time. A good leader knows when to let his teammates shine.

We reached the front door and Blood-Soaked-Claws tried the door. It was open. We went inside and, once we were out of sight of any humans, we all shifted to crinos and began searching the first floor of the house. We found a foyer, library, coat closet, den, game room, family room, kitchen and dining room. Among all of these rooms, one thing was common; Dolls.

There were dolls of every shape and size all over the first floor. There was a plush tiger doll, human-like in build, wearing a red smoker's jacket and matching pants. He had one of those poofy scarf things coming out of his jacket and a red fez.

Not finding her there we moved up to the second floor. There we found a lot of bedrooms filled with dolls. At this point we were starting to get creeped out.

There was a room that seemed like a nursery that was filled with cribs, each one holding one or two baby dolls inside. There were other dolls in the room and I swore up and down that they were watching us. Room-to-room, they were watching.

The third floor was more bedrooms and more dolls, and at this point I decided that we should go back down stairs when there was a tinkling sound just behind us.

We turned around just in time to see a door close and that's when we broke into a mad dash for the first floor. Giggling and soft laughter came from all of the rooms as we ran; Doors opening and things... dolls coming out of their rooms.

We made it back to the first floor and it had Christmas decorations up all over the place. We raced to the front door, but it wouldn't open. Blood-Soaked-Claws tried to break down the door but it wouldn't give. Just then we heard a grandfather clock chiming midnight. It was Christmas day now and we all heard the voice of our Theurge, Walks-with-Ghosts.

"I'm so glad you came to join us for Christmas my brothers."

We looked and saw what could only be described as a doll in crinos form...

I looked at, her, "Walks-With-Ghosts? Is, that you?"

She smiled, "Yes, Calls-the-Storms, it is me. And Mother will be so glad that you could join us for Christmas..."

# Introduction

Welcome gamers to yet another fan made World of Darkness supplement. In this one you get the chance to play a living doll.

They are a strange lot living in an old four story Victorian dollhouse.

The point of being a doll can be one of two things; the first is living in the dollhouse and getting involved in the activities therein. The second is finding your way out and back into the flesh world and finding your place within it.

Dolls have taken among themselves to not be seen as living things for the fear of being hunted down by humans that would be afraid of their differences. So for their own safety they must hide their true nature from the flesh world. However, it is not unheard of finding a flesh being that is not out to hurt them and these people can become true friends.

## Lexicon

**Dormitory:** A place outside of the dollhouse where dolls can go to and live. Also called a "Dorm." These places are often old hotels, apartments, or houses.

**Dorm Sister:** The doll, often female, that are in charge of the Dormitory.

**Fairies:** Changelings.

**Flesh Doll:** Vampire.

**Flesh World:** the world out side of the dollhouse.

**Hatemonger:** Hunter.

**Kinds:** The division between the types of dolls.

**Life Force:** The energy that makes dolls live.

**Manna:** The Magikal force that powers doll toys and relics.

**Nocios:** Wooden Dolls.

**Plasties:** Dolls made from plastic, rubber, latex, and silicon rubber.

**Pop a stitch:** being angry i.e. *don't pop a stitch over the little things friend.*

**Porcel:** Dolls with Porcelain heads.

**Relics:** Old and powerful objects that are given to some dolls.

**Spook:** Wraith.

**Spook House:** any place that is haunted. Or where Wraiths can be found.

**Steelests:** Dolls made form metal.

**Stuffies:** Plush Dolls.

**Tailor:** A mage.

**Tailoring:** casting magicks.

**Tickers:** Clockwork and wind up dolls.

**Tinklers:** Dolls with porcelain feet, heads, and hands.

**Toy:** The name given to the weapons that dolls use.

**Unseamed:** 1) to put another in their place when they stepped out of line. *I unseamed Tom for lying to Tammy.* 2) Taking a rough hit. *I was an inch from being unseamed by that hunter.*

**Wolf-man:** Werewolf.

# Doll Quick Character Creation

**Step 1:** Choose a concept, kind, nature, and a demeanor.

**Step 2:** Choose your attributes; Physical, Social, Mental (9/7/5)

**Step 3:** Choose your abilities; Talents, Skills, Knowledges (17/13/9)

**Step 4:** Pick Advantages; Backgrounds (5) Toys (2) 1 melee 1 firearm

**Step 5:** Finishing touches; Record Life Force (3), Manna (2), Willpower (1) Pick Merits and Flaws.  
Spend Freebie Point (15)

## Freebie Point Costs

Attributes:	5 per dot
Abilities:	2 per dot
Backgrounds:	1 per dot
Life Force:	3 per dot
Manna:	4 per dot
Willpower:	1 per dot

## Experience Point Costs

Attributes:	current rating x 4
New Abilities:	3
Abilities:	current rating x 2
Life Force:	current rating x 6
Manna:	current rating x 5
Willpower:	current rating

## Kinds

**Stuffies:** Plush Dolls

**Nocios:** Wooden Dolls

**Porcel:** Dolls with Porcelain heads

**Tinklers:** Dolls with porcelain feet, heads, and hands.

**Tickers:** Clockwork and wind up dolls.

**Plastics:** Dolls made from plastic, rubber, latex, and silicon rubber.

**Steelests:** Dolls made from metal.

## Personality Archetypes

**Plaything:**

You are a doll and feel the need to be played with

**Recruiter:**

It is your mission in life to bring new life in to the dollhouse.

**Playmate:**

There is no greater joy than playing with some one else.

**Lost Dolly:**

You want your mommy! Or daddy, but you don't know where this individual is.

## Backgrounds

**Allies:** people you can call on for aid in or outside of the dollhouse.

**Contacts:** people you can go to for information.

**Mentor:** a doll that took you under her wing.

**Past Life:** your ability to remember who you once were before your rebirth.

**Doll Pass:** a card given out by mother that lets you leave the dollhouse.

**Toy Box:** extra toys given to you.

**Relic:** an item of power given to you.

**Destiny:** your rebirth was a special event and you have a place in the greater scheme of things.

**Dream:** you are given glimpses into the unknown.

**Influence:** your amount of pull in the dollhouse.

**Age:** the amount of time that you have been a doll.

**Resources:** the amount of wealth you have. (Can only be bought in game or at ST discretion.)

*Mage backgrounds can be purchased if the merit awakened or mage has been taken*

# The Kinds

Life as a doll living in the dollhouse is just as diverse as it is in the flesh world. No two dolls are exactly alike and range widely in shapes and sizes. The kinds are the different types of dolls that the players can choose from.

## Stuffies

These are the most common and at the same time the most diverse of all the different kinds. They are the teddy bears, kitties, and bunnies, etc. plush dolls. The reason given that they are the most plentiful is that they are easy for Mother to craft.

**Nickname:** Fuzzies

**Character Creation:** Stuffies favor social attributes over mental. Few pick any large physical attributes due to the nature of their creation. Stuffies tend to also favor melee toys over firearms.



**Boon:** Stuffies are easy to repair. (-1 difficulty to all repair rolls.)

**Drawback:** though all dolls are humanlike in build Stuffies are for the most part inhuman in appearance. Interaction with the flesh world is rough; having to find ways to get around with out being seen is tricky. Some of the favored ways of doing this is hooded cloaks, masks, and trench coats with the collars turned up and a hat to help hide their head and face.

## Stereotypes

**Nocios-** they're, wood... I guess that's fine. We all have to be some thing.

**Tinklers-** well, well, well... Ooooooh! They're ssssoooooo pretty! And they look down their perfect pretty noses at us all.

**Porcel-** they aren't much better than the Tinklers some times, however they tend to be easier to get along with than the glass feet.

**Tickers-** wow! They are just so cool. They like to talk and make stuff. They almost always ask one of us to help them too. They make really good friends; after all they need folks to make sure they don't wind down or stop.

**Plasties-** of all our brothers and sisters you think they would have some kind of attitude on them, they look more like flesh being than any of us but they are the nicest bunch you'll ever meet.

**Steelests-** cold, as cold as the metal that they are made from.

**The Unnamed-** evil, they are pure evil. I don't understand why Grandmother made them or why Mother lets them live.

## Nocios

Wood is good! They can look almost normal if it weren't for the fact that they are made of wood. This is one of the least common types of dolls for one very good reason; they have to be hand carved by Mother, which takes some time to create.

**Nickname:** Blockheads

**Character Creation:** Nocios, like Steelers, tend to be physical dolls. Most are more mental-oriented than social, regardless of being "blockheads". Nocios are industrious and favor the Crafts skill and any type of toy.

**Boon:** Life Like. Nocios tend to be crafted to look very life like. In the dark or at a distance can be mistaken for flesh beings, but if looked at for too long or too closely they will be seen for what they really are.

**Drawbacks:** they are made from wood. If damage is taken they are hard to repair. Wood must be found from which new parts must be carved. They also, if bare foot, they have a plus one difficulty to stealth rolls on hard surfaces.



### Stereotypes

**Stuffies-** they're all right if you dig soft things.

**Tinklers-** they think that they are better than us but they are fragile yet soft at the same time. Still, they are lovely. So I guess they can't be all that bad.

**Porcel-** softer than the Tinklers, but much nicer. In their own way.

**Tickers-** they are an odd lot, but nice to talk to. They tend to hang out with Stuffies more than their own kind. Strange.

**Plasties-** they are kind of like us but made from softer stuff. They seem to like every one; which is nice.

**Steelests-** ohh the envy. Made from that which is stronger than we.

**The Unnamed-** evil carved from wood. I'm just glad that they are kept under lock and key.

# Tinklers

A tinkler has a cloth body with (glass, ceramic, or porcelain) hands, feet, and a head. They must be very careful moving around because their fragile parts make a tinkling noise. They tend to be very pretty and done-up like a little porcelain doll you might see on a toy store shelf.

**Nickname:** Snobs

**Character Creation:** Tinklers prefer to use firearms, so as to keep from getting their hands dirty. They tend to have high social and mental attributes, but are more resilient than Porcels, so physical attributes could also be high.



**Boon:** Beauty. Tinklers are lovely and often angelic in appearance. They start the game with a plus two to appearance.

**Drawbacks:** glass steps. Tinklers' feet make a 'tinkling' sound when they walk. They get a plus two difficulty to all stealth rolls.

## Stereotypes

**Stuffies-** well, they're cute. I guess.

**Nocios-** Not bad, not as lovely as we, but not bad all the same.

**Porcels-** our lesser halves, they are almost like us but it takes more than just a pretty face to truly be beautiful.

**Tickers-** springs and thing.

**Plasties-** good grief, they are just too nice to say a harsh word about.

**Steelests-** cold, heavy, and loud. I could say more, but I won't.

**The Unnamed-** awful little monsters. I for one am glad they are not allowed around any of us.

# Porcels

Tinklers often look down on the Porcels because they only have fragile porcelain heads to worry about. A lesser form of themselves is the most common put-down by the tinklers.

**Boon:** Beauty. Porcels have lovely faces and as such have a plus one their starting appearance.

**Drawback:** Fragility. If the Porcel takes more than three levels of damage to the head it shatters.

**Nickname:** Shinies

**Character Creation:** Porcels rarely have high physical attributes, but all of them have extremely high charisma and other social traits. Porcels rarely have any toys other than things like slingshots, throwing daggers, and other non-impact and non-recoil type weapons.



## Stereotypes

**Stuffies-** they are a nice lot I guess. If you like slumming.

**Nocios-** blockheads.

**Tinklers-** (cold stare) don't get me started.

**Tickers-** they talk too much.

**Plasties-** nice. Too nice.

**Steelests-** hard heads, cold hearts.

**The Unnamed-** evil blocks of wood that should be burned.



## Tickers

Tickers are broken up into two groups; key dolls and clock dolls.

**The keys** have a key that is needed to wind them up once every year. Your key might be in your possession, but if its not you will have to go back to the dollhouse to have mother wind you up.

**The clocks** have a pendulum that goes *tick-tock*. In the event the pendulum stops, the doll will fall down like it were dead until another doll or Mother can open it up to start your pendulum swinging again.



**Nickname:** Gearheads

**Character Creation:** Tickers, like Nocios, tend to have good craft skills, but they also enjoy working with science and technology. Their weapons tend toward either forge-type hammers and the like, or high-tech toys like laser guns. They also have high physical and mental attributes.

**Boon:** Mechanic knack. Tickers like to build things and are quite good at it. Minus two difficulty to all craft rolls involving building mechanical things.

**Drawback:** The Stopping. If a Key Ticker winds down they will stop as if they had lost all temporary life force until some one winds them up again. If a Clock Ticker takes more than four points of bashing damage all at once their pendulum stops and the drop over as if they had lost all temporary life force until some one starts them swinging again.

### Stereotypes

**Stuffies-** good helpers, good listeners, good guys and gals.

**Nocios-** they are a fine lot to talk to. A little too preoccupied with what every one is made of though.

**Tinklers-** they are polite in a rude sort of way.

**Porcel-** they are rude in a polite sort of way.

**Plasties-** a fun loving bunch. I like them.

**Steelests-** they aren't as stoic or cold as some might think.

**The Unnamed-** a strange, evil bunch. And I'm glad I don't know any of them.

# Plasties

These dolls are the ones most likely to pass for being human. Plasties are crafted from latex, silicon, or plastic like a Barbie doll, but larger. They also have the biggest sex drive of all.

**Boon:** Life Like. Plasties are the only kind that can, in the right lighting, pass for human. Fully clothed and with sun glasses on they can walk around all day and unless they are examined closely live as they please.

**Drawback:** Trusting. Plasties are very trusting. They get a plus three difficulty to see if some one is lying to them and a plus four difficulty to tell a lie.

**Nickname:** Masquers

**Character Creation:** All of the social attributes are important to a plastie, with equal emphasis on either physical or mental traits. Toys favor less-obvious things like concealed knives or guns.



## Stereotypes

**Stuffies-** they are so cute! I love hugging them and kissing them. And they're sooo soft and warm, and they smell so good and, and... hold on, I'll be right back!

**Nocios-** they're nice, and the love to know what every one is made form I like them.

**Tinklers-** Tinklers' are so pretty and they make the cutest sound when they walk!

**Porcel-** they have such lovely faces and soft body the best of two Kinds some times I'll see one crying and I would ask what's wrong and he'll pretend to not be sad and try to be mean. I think that's sad.

**Tickers-** I like them! The always want to talk and they are always building stuff they make good friends.

**Steelests-** they pretend to not have feel but we know better.

**The Unnamed-** scary little guys, I don't understand why they want to hurt people.

## Steelers

These particular dolls are even harder to craft than the Nocios, reason being, they are made from metal. They are also the hardest to injure and the worst to repair.

**Boon:** Solid Build. There are advantages to being made from metal you're hard to hurt, plus two dice to soak rolls.

**Drawbacks:** Man of Steel. You are made of metal, and heavy not to mention loud when you walk. Plus three to all stealth rolls. On top of all that if you take damage getting it fixed is hard work. Finding scrap metal or the metal working tools and all self-repairs are at a plus two difficulty.

**Nickname:** Tinmen

**Character Creation:** Strongest of all the dolls, Steelers emphasize strength, and they are just as likely to have a high stamina as a ticker. They tend to have low dexterity though. They favor a wide variety of toys, but enjoy those with metal bits.



### Stereotypes

**Stuffies-** they are soft and cuddly. They associate with the Tickers.

**Nocios-** Obsessed with what every one is made of.

**Tinklers-** pompous, self-righteous, and annoying. They will never be played with.

**Porcel-** not as bad as the Tinklers. Just ruder.

**Tickers-** good mechanics, good speakers, good friends.

**Plasties-** they are kindhearted, naïve, nymphomaniacs. Well that's not exactly fair, they are just very friendly.

**The Unnamed-** there is no doubt that the children of Grandmother are evil. They must have some purpose to their being what that is, I don't know and it's not my business know.

## The Unnamed Children of Grandmother

These are the horrific creations of Grandmother, ventriloquist dummies. Carved from wood and given moving parts. They are evil homicidal little things that would kill if ever given the chance. Amazingly cruel and crafty; they are kept in a room that is locked at all times. They tend to spend all their time looking for a way out of the room that has been their cell for as long as any doll remembers. Most times they can be heard crawling around in the ductwork of the house and some times in the walls. Once in awhile one or two will get out of the dollhouse and run off in to the world. This is where flesh beings get their tales of evil dummies running amuck killing people. They are also the only of all the Kinds that are not built anatomically correct. No one knows why they were made and why they are kept around but one thing is for sure, no doll would ever like to meet one face to face.



### IMPORTANT NOTE!

These are NOT meant to be played as characters. If you are some kind of sick F\*#K and want to be a ventriloquist dummy and your Storyteller lets you instead of beating you to death with your own dice or a 2lit. Of Mt. Dew go right ahead. Just keep in mind that all the other Kinds will not like you and that there is NO such thing as a nice dummy.

## Attributes

All attributes for dolls can go above five and can be maxed-out to seven points. The reasons given are as followed.

### Physical

Due to the lack of bones and muscle tissue, dolls can be stronger and more limber than most human beings. Their stamina score is a measure of how strong their material and/or stitching is. The stamina score can also have other standard uses according to the Story Teller's discretion.

### Social

They can be as charismatic as your childhood teddy bear or as manipulative as the devil himself. By how carefully their craftsmanship was done they can be inhumanly beautiful.

### Mental

Dolls are given new eyes, ears, etc. thus now they are capable of exceeding normal bounds. Intelligence and wits no longer confide to the limitations of a physical organic brain. They can become very smart.

# Personality Archetypes

Here are a few new doll archetypes to add to the long list of archetypes that you can pick for your Nature and Demeanor.

## Plaything

You are a doll and feel the need to be played with. There is nothing like the joy you get from being handled by someone. I know what you are thinking and you can take this however you like you dirty perverts; just have fun with it. You regain Willpower whenever someone plays with you and has a good time.

## Recruiter

It is your mission in life to bring new life in to the dollhouse. You have taken it upon yourself to bring others to Mother for the gift of doll hood. If they come willingly good, if not, well they'll thank you later... Regain will power when you convince someone that a life change is in order, or when you drag someone off to his or her fate.

## Playmate

There is no greater joy than playing with some one. Chess, checkers, anything will do for you just so long as you are interacting with some one in a playful or other fun manner. You regain Willpower when you get to interact with another. This does not mean going slack and getting set in a tea party. You would have to be pretending to drink tea and such.

## Lost Dolly

You want your mommy! Or daddy, but you don't know where this individual is. You might never have belonged to some one or have been a live person at one time, but you can feel it deep down in side of you that there is some one that you belong to and you want nothing more than to be found. You regain willpower when you feel that you have come closer being "found".

## Abilities

There are some abilities that all dolls, after their rebirth into the *material life*, are taught.

### Brewing/ Cooking

**Brewing:** You are skilled in the manufacture of alcohol and alcoholic beverages. You are familiar with the equipment used in brewing and distilling and can maintain, operate and repair such equipment.

**Cooking:** You know how to prepare a variety of meals and present them in an appealing manner.

9

**Novice:** Brew-kit user; the beer foams, and wine doesn't turn to vinegar. / You don't burn the cookies.

9 9

**Practiced:** Home-wine maker; the partygoers will dink it. / You have a number of specialties.

9 9 9

**Competent:** Moonshiner; your friends appreciate your gifts. / You could be a professional chef.

9 9 9 9

**Expert:** Commercial wine maker; you could sell your skill for a lot of money. / You could publish a cookbook.

9 9 9 9 9

**Master:** Chateau of repute; your spirits are so good Mother serves them only on special occasions. / You could have your own TV show, or become a chef in the finest restaurants.

## Scrounge

This talent allows you to procure repair material through wits, connections and a little ingenuity. Some times the things you find aren't brand new or exactly right, and they may take time to acquire.

9

**Novice:** you know where the dump is and how to find the occasional garage sale.

9 9

**Practiced:** you can find a thrift store that's open late.

9 9 9

**Competent:** you know where the all night second hand stores are.

9 9 9 9

**Expert:** in a pinch you could find what you need in most dumpsters or alleys.

9 9 9 9 9

**Master:** you could find gold ingots or a spool of silken cloth in the dumpster behind the local O' Tooley's.

## Sewing/ Tanning

This skill allows you the use of needle and thread. This is also the skill that is used to create works in cloth, make new dolls and to heal damage inflicted on most dolls. / you are able to produce serviceable items of leather, either for sale or for your own use.

9

**Novice:** you can fix seams and sew patches. / you work from craft kits.

9 9

**Practiced:** you can mend minor tears with little difficulty and mend cloths. / you make gifts for friends.

9 9 9

**Competent:** you can reattach limbs and repair moderate amounts of damage as well as make nice cloths. / you sell your wares at local stores.

9 9 9 9

**Expert:** you can repair major damage that has been inflicted and make fancy cloths, and create small dolls. / people ask for your work by name.

9 9 9 9 9

**Master:** Given time you could create an exact copy of your body or make a new doll. / your picture appears in magazine ads.

## Taxidermy

You can take an animal apart and preserve all the bits and pieces, not just the skin and heads. Your deerskins won't rot, and raven claws won't smell funny. Moreover you can make sure newts' eyes will stay fresh for years.

9

**Novice:** the newts should freeze well.

9 9

**Practiced:** nobody will buy from you, but you should be able to cure a pelt or properly preserve a snake in formaldehyde.

9 9 9

**Competent:** Friends who like animal heads nailed to their walls appreciate your presents. Others find your hobby distasteful because the animals don't look dead any more. Of course, they don't look alive either.

9 9 9 9

**Expert:** you could get a job at the natural history museum. Old ladies who want their Chihuahuas stuffed comes to you, and your frog toes are fresh as the day you got them.

9 9 9 9 9

**Master:** you probably embalmed the pharaohs in a past life. Your work looks like it's going to get up and run off at any moment.

## Backgrounds

### Allies

It's always good to have friends, and you've got a few worth knowing. They may be mortals, animal companions, nightwalkers, or even spirits, but in any case, they're fairly reliable and helpful to boot.

Allies should be characters in there own right, with wants, needs, personalities and agendas. They might be loyal enough to die for you, but they won't do it for nothing. The "cost" of their friendship (are they family, lovers, drinking buddies?) can drag you into a scrape just when you thought life was going smoothly for a change. Friendship is a double-edged sword, and nothing comes for free.

Each dot in this Background gives you one additional Ally, or increases the power of an existing one. Thus, five dots may reflect five moderately powerful friends, or one or two extraordinary ones. They need not be human. Many dolls number creatures, ghosts and other weird beings among their loves ones.

9

One Ally of moderate strength.

9 9

Two friends, or a fairly powerful one.

9 9 9

Three stout fellows, or one or two supernatural friends.

9 9 9 9

Four followers, or a really grand mate.

9 9 9 9 9

Five Allies, or a smaller but more powerful group.

### Contacts

You know people from many different walks of life; together, these disparate persons form a network of information and help that may well prove useful.

Your contacts are not only the people you can manipulate or bribe to get information, but also friends whom you can trust implicitly (Major Contacts) to provide you with accurate information (in their areas of expertise). You should describe your Major Contacts as complete characters, either as the chronicle progresses or beforehand. You also have a number of Minor Contacts, make a roll using your Contacts rating (difficulty 7). Each success means you have successfully located one of your Minor Contacts; of course, you will need to bribe or charm her into giving you needed information.

9

One Major Contact.

9 9

Two Major Contacts.

9 9 9

Three Major Contacts.

9 9 9 9

Four Major Contacts.

9 9 9 9 9

Five Major Contacts.

## Mentor

This trait describes one or more elder dolls that look after you. Each rating point of Mentor you possess quantifies how powerful your mentor is within the dollhouse, and how old he or she is. Your mentor can advise you, protect you, speak to the other elders on your behalf, teach you things, and provide you with information about opportunities to leave the house.

Mentors may expect to receive something in return for aid they provide. Though they may simply enjoy the company of the character, in times of need they may call upon their "apprentice."

9

Mentor is 100 years old.

9 9

Mentor is 200 years old.

9 9 9

Mentor is 300 years old.

9 9 9 9

Mentor is 400 years old.

9 9 9 9 9

Mentor is 500 years or older.

## Past Life

The process of becoming a doll is a traumatic one. And fortunately the subject is knocked unconscious before it happens. When awaking the new doll can't remember anything about whom they once were in their flesh life and are given a new name. However some new dolls can remember who they once were.

9

You can remember your name.

9 9

You can remember your birthday and parts of your childhood.

9 9 9

You can remember your family and some important dates.

9 9 9 9

You can remember what you did for a living.

9 9 9 9 9

You have perfect recollection of your entire life.

## Doll Pass

Some dolls while living in the dollhouse can begin to grow restless in time and want to see the outside world. And Mother will sometimes grant leave to some of her children so long as they write home once in a while.

9

A day pass.

9 9

A week pass.

9 9 9

A month pass.

9 9 9 9

A year pass.



9 9 9 9 9

Indefinite leave from the dollhouse.

## Toy Box

Every doll that is made is given two toys, one melee and one firearm. With this Background you can start the game with more than one toy, or a toy with power equal to the points spent on this trait.

9

One extra toy.

9 9

Two extra toys or one of minor power.

9 9 9

Three extra toys or one of moderate power.

9 9 9 9

Four extra toys or one powerful toy.

9 9 9 9 9

Five toys or a toy of legendary power.

## Relic

There are some things almost like toys but more like strange antiques in the dollhouse that hum with power; and some times Mother or Grandmother gives them out to the children of the house.

9

A relic of little power.

9 9

A relic of minor power.

9 9 9

A relic of moderate power.

9 9 9 9

A relic of great power.

9 9 9 9 9

A legendary relic the likes of which are rarely ever seen.

## Destiny

Destiny is an ephemeral thing; each doll has his or her role in destiny. This trait, however, signifies a doll that has or is *supposed* to have a very special part in future events. In game terms, this Background earns the doll the respect of her peers and an extra Willpower boost when things get bad.

A character with a high Destiny rating is a chosen one; perhaps a vision, prophecy or a simple "sense of greatness" follows her. Dolls who can recognize such things will treat the doll with some respect. Her actions, however, will often be watched and sometimes criticized if she appears "unworthy" of whatever Fate has planned for her. The exact nature of the doll's Destiny is left up to the Player and the Storyteller. It should, however, remain mysterious and enigmatic, rather than a testament, i.e., "you will bring the dolls and flesh world together." Dolls with Destiny rarely die ignominious deaths. They may die young, but they perish with style and importance. This certainty can carry the doll through hard times. Once per story (not each game session), if something threatens her with a bad end, she may roll her Destiny rating against difficulty 8. Each success she scores allows her to regain one spent Willpower point. She may use these points to avert a cheap death; Destiny reaffirms her inner faith.

Remember, though, that the Destiny rating means just that the doll is destined to accomplish some great feat, die valiantly facing overwhelming odds or even turn to the forces of evil. One day, the Storyteller *will* call the Destiny due....

9	Doll of merit; roll one die.
9 9	A creditable doll; roll two dice.
9 9 9	Doll of promise; roll three dice.
9 9 9 9	A respected doll; roll four dice.
9 9 9 9 9	A revered doll; roll five dice.

## Dream

Dolls with this trait can tap the universal unconscious. Through focus and mediation, the doll may learn things he does not yet know and access a general stream of information for a short period of time.

In story terms, the doll enters a trance of some sort and opens him self to the great unknown.

In game play, Dream allows a character to access information he does not normally have. He must go into some form of trance (perception + meditation or enigmas, if a roll is needed) and concentrate on the form of information he wants to gain. If he already has the ability, this is easier than if he does not. After a time (Storyteller's option, the harder the task, the longer the time), he emerges with lore he sought. Maybe.

The universal unconscious is not a library; sometimes the knowledge the doll seeks is not the kind he comes out with. From time to time, a character with Dream should manifest a different skill than the one he wanted to find. This ability should still be useful (perhaps in a way the doll does not expect) and related to the one the doll sought. Dream is a chancy talent, however, and does not always work according to plan.

While the dream-lore lasts, the character may substitute his Dream rating for one chosen ability, weather he has the ability or not. If he needed Medicine to save his friend, say, but didn't have the knowledge, he would roll Intelligence + Dream instead after returning from his trance. This Background cannot be used to add to his dice pool for an ability he already has, he either uses the dream-lore rating or his own. The doll's insight lasts until the character next sleeps; when he awakens, it is gone. Only one ability can be used per day.

9	Hazy bits if information can be gleaned.
9 9	Respectable lessons can be learned.
9 9 9	Worthwhile lore is available.
9 9 9 9	Remarkable knowledge can be accessed.
9 9 9 9 9	Astounding insights are possible.

## Influence

Influence reflects your ability to produce results when attempting to sway or convince others. It is the ability to compel other dolls to take action on your behalf.

9	Moderately influential; a factor among your peer.
9 9	Well-connected; adults will listen to you.

9 9 9

Position of influence; elders listen when you have some thing to say.

9 9 9 9

Broad doll of power; high elders mind your words.

9 9 9 9 9

Vastly influential; when you speak Mother and even Grandmother will listen.

## Age

This trait is a measure of how long you have been a doll.

NOTE: this Background is for playing an Elder Doll.

9

60 years old; starting Freebie Points (21)

9 9

80 years old; plus one Life Force.

9 9 9

100 years old; plus two Life Force and plus one Manna.

9 9 9 9

200 years old; plus three Life Force and plus two Manna.

9 9 9 9 9

300 years old; plus four Life Force and plus three Manna.

## Resources

This trait describes your financial resources or access to such resources. Your Resources are not completely liquid assets, but you can often sell them to gain money. It may take weeks or even months to do so, depending on how much you need sold.

This trait assumes that the character gains a basic allowance each month appropriate to the level of resources. The source of this income must be detailed, however, as it could easily “dry up” depending on the circumstance of the chronicle.

NOTE: Resources can only be bought in game or at Storyteller discretion.

9

Small savings; you have an apartment and perhaps a motorcycle. If liquidated, you would have \$1000 in cash. Allowance of \$500 a month.

9 9

Middle class; you have an apartment or condominium. If liquidated you would have \$8,000 in cash. Allowance of \$1200 a month.

9 9 9

Large savings; you own a house (or at least have some equity). If liquidated you would have \$50,000 in cash. Allowance of \$3000 a month.

9 9 9 9

Well off; you own a large house, or perhaps a dilapidated country manor. If liquidated you would have \$5000,000 in cash. Allowance of \$9000

9 9 9 9 9

Fantastically rich; you are easily a millionaire many times over. If liquidated, you would have at least \$5000,000,000 in cash. Allowance of \$30,000 a month.

## Mage backgrounds

These can only be purchased if the merit awakened or mage has been taken.

## Life Force

This is the lifeblood of the dolls. It is what moves them, holds their mind and soul into their new body. Without it they will die. Life Force can be used to create new dolls, revive a fallen doll, and to refresh your manna. System: to create a new doll the number of your permanent Life Force points must be spent to give the new doll life. The points you spend becomes your child's Life Force pool. If it comes down to it you can spend your last permanent point of life. This act will pass along some of what you once knew on to your child. In game terms half of your Abilities, rounding down. Life Force can also be used to revive a fallen doll. To do this your character must embrace the other doll while channeling life into its body. This works on a one-for-one base.

When your temporary Manna runs out any toys, relics, letters home and the like will no longer function. When this happens Life Force can be used to refresh your power. Game wise this means for every temporary Life Force you spend will refresh your temporary Manna pool.

Once all of your temporary Life Force is gone you fall in to a kind of comma until another doll finds you and takes you home or shares some of their life force with you. The way to recover temporary Life Force without the help of another doll is to return to the dollhouse and sleep in your bed. One night for every point of life force you wish to recover.

## Manna

Manna is the innate energy that dolls can channel into their toys. This allows objects that might otherwise not be a weapon to be an object of destruction. When a toy is charged with Manna it doubles the damage it deals out. All Manna charged is Aggravated Pattern Damage. Manna can also be directed in to mundane items. This is what lets you send letters home or place a call on a toy phone. You can also use Manna to charge a fist or foot, one strike per dot spent. Once all the temporary Manna is spent you can no longer use your toys. There are three ways to recharge your pool; the first one is to get a care package from home. The second one is to go home for a meal. Food from the dollhouse can recharge your Manna pool. The third is to use Life Force (covered in the section on life force).

## Damage

Dolls are under most circumstances immortal unless she is killed. How can this be done? Fire is one of them; being made from cloth or wood makes dolls flammable. Steeleasts don't have much to fear from fire, however, they can be smelted down into slag. Fire will cause one point of aggravated damage per turn until the fire is put out. Magick can also hurt them; life, matter and prime are the spears they know can hurt them. It might be possible to use other spears against them but the three aforementioned are the ones they know about.

Physical Damage: cloth and wood dolls can be torn to pieces. In the event of a total stuffing loss from physical damage the doll loses coherent thought and slips into death. Dolls can feel pain; it lasts as long as damage is being inflicted. Once that stops the pain ends until the next wound is inflicted. If more damage is inflicted than the dolls permanent stamina rating the doll is knocked unconscious. If the damage is equal to his stamina the doll is stunned.

### Healing

It must be said; dolls can NOT heal. Instead they must be repaired. The more thrashed a doll is the harder it is to fix them up.

The repair rolls are as followed:

Hurt: difficulty 4

Injured: difficulty 5

Wounded: difficulty 6

Mauled: difficulty 7

Crippled: difficulty 8

Incapacitated: difficulty 9

After incapacitated the repair roll is difficulty 10 and on, up to your current stamina rating.

# Social Structure

The dolls live in a matrilineal family system. The top of the order is Grandmother; the grand elder of the house and if she could speak her word would be law.

As things stand Mother is the one who lays down the rules of the house. The next step down are the house elders; they are the dolls who have lived for quite some time and help Mother manage affairs in the dollhouse. The next after them are the adults; they look after basic chores of the house, making sure they are done and that Mother's rules are enforced. The teenagers and the preteens help out the new dolls, the children, adjust to their new life in the dollhouse.

After the rebirth all dolls are taught all they need to know about their new life. They then are given a marble. The marble allows all dolls to keep their things in a pocket. After placing the marble into a pocket the doll can then put what ever they like in to it. No doll has ever been able to fill their deep pocket. The only things that don't go in to their pocket are; other dolls and living things. If you can fit part of it in your pocket chances are you can push it in.

There are only a few major rules that must be followed. 1: respect your elders. 2: do not hurt another doll. 3: do not kill another of your own kind. 4: do not kill humans unless your life is in jeopardy. Punishment for breaking rule 3 & 4 is death. The doll's face is cut off and their body is destroyed. 5: do not leave the family. This means returning to what you once were. For this crime the penalty is being hunted down and being made a doll once more. The second rebirth is less pleasant than the first. Once captured you are skinned, then stripped of all flesh and your soul is ripped out from your bones and put in to a new body. All this is done while you are awake. You then roll one d10 to determine how many derangements you gain. After all that you are then grounded.

## Outside the dollhouse

There are units here and there for dolls that have gotten out of the house that are safe for dolls to go to. These units are called dorms. Each dorm has a dorm sister, this is the doll that looks after the place the dolls are staying in. a dorm can be any thing from a house, old hotel or apartment building.

## Physiology of Dolls

Dolls for the most part are human like in build. Their height can ranges from 9" to 9' and they very greatly in appearance but one thing that is common to all dolls is that they are built anatomically correct. No one knows why this is and when adults and elders are asked the answer is the always the same, "Mother knows best." One thing is certain, dolls are sterile, among themselves... The state of being a doll is not unpleasant. When reborn dolls, after adjusting to the change, find a mild euphoric felling that comes over them from time to time. It is this that helps them to better adjust to their new life. It is this feeling coupled with the new flexibility, and other enhanced attributes that is believed to be the reason that some dolls decide to try to bring others in to the family; shouldn't every one feel this good? They also have the ability to go completely limp and soft as to appear like normal dolls. This is called "going slack". They then again can get up and move about and be just as solid as they were before.

## MERITS & FLAWS

Here are some new Merits and Flaws that can be used to flesh out a character and give you some extra points to spend. A total of nine points can be spent on merits or gained through flaws.

## Psychological Flaws

### **Trusting:** (3-5 point flaw)

You don't understand why any one would lie or steal from you or any one else for that matter. You trust people, for they would never want to do you harm. This means a +2 difficulty to all rolls involved when trying to tell if some one is lying to you, and +3 to lie to another. For every level taken in this flaw the difficulties go up by one.

## Aptitude Flaws

### **Talentless:** (6 point flaw)

You just have no talent. You start the game with no talents under your attributes. And buying talents in game are at double the normal cost.

## Supernatural Flaws

### **Spooky:** (3 point flaw)

You give people the creeps. It's not what you say or what you do, it's just, you. You have a look, an air about you that's just plain...spooky. A +2 difficulty to all social rolls unless you can find some way to make it work for you, however it is unlikely.

### **Patched worked:** (1-5 point flaw)

You are made of the remains of other dolls. This is not a good thing; they for some reason or another have life still in them. And they fight you from time to time. The higher the rating in this flaw the larger the amount of your body is other dolls. You can spend Willpower points to take command of your body for a scene.

## Physical Flaws

### **Small:** (1 point flaw)

You are little, one foot high at the most. This makes it hard to get around with out help.

### **Loose stitching:** (4 point flaw)

Your stitching isn't as tight as it should be. You snag your self on thing some times and often make you look awkward. +2 difficulty for dexterity rolls.

### **Moth eaten:** (6 point flaw)

The cloth you are made from is weak. You take an extra 3 health levels every time you take damage.

### **Child:** (3 point flaw)

You were a child when Mother took you. Or worse yet you were an adult in life and put in to the body of a doll child.

### **Weak thread:** (5 point flaw)

You have weak thread and they pop from strain against them. Make a stamina check difficulty 6 every time you make a brawl roll if less than 4 successes are made than you take one level of damage. When a wound is inflicted you take a 2-die penalty to your soak rolls.

### **String:** (4 point flaw)

You have a string sticking out of your back with a ring on one end, and your voice box on the other end. As such you can't speak unless your string is pulled and you can only talk as long as it is still sliding in to your back.

### **Beans:** (4 point flaw)

Your stuffing doesn't amount to a hill of beans. In fact they are beans! You have been stuffed with small pellets and when you take damage you leak and unless the gash is closed you will bleed to death within 4 rounds.

### **Freakish:** (3 point flaw)

You are a monster, or at least look like one. You gain a plus 1 difficulty to social rolls and your appearance can never go above one.

## Human Society Flaws

### **Wada Scoop! :** (6 point flaw)

A member of the media has seen you and is now determined to prove you exist. This person will not go away. They want pictures, interviews any thing they can get their fingers on. This will make life hard for you in any way your Storyteller can think of.

## Doll Ties Flaws

### **Twisted Upbringing:** (1 point flaw)

The adult that decided to look after you wasn't quite right in the head. This is reflected in the twisted misguided things you say and do. Charisma rolls are +1 difficulty.

### **Notoriety:** (3 point flaw)

You have a bad reputation. It may or may not be true, it might not even be your fault, but you've got one all the same. There is a two-dice penalty to all social rolls when dealing with other dolls that know of you.

### **Bully:** (3 point flaw)

There is another doll that does not like you and has taken it upon him to make your life

miserable. This doll has decided to bully you. It's bigger and stronger than you. Your bully has never hurt you badly but it's unpleasant nonetheless. The wonder this does to your self-esteem is a minus two temporary Willpower every day you wake up in the dollhouse and the dread of what you know the day has in store for you today. And there is the constant fear that when you get your pass your bully will find a way to hunt you down...

**Crush:** (2 point flaw)

Another doll in the house has a crush on you. At first it was sweet but now it gets on your nerves. You have tried to be nice but this person will not leave you alone. You have tried it all to get this doll to let you alone, and still this doll persists. Or perhaps the shoe is on the other foot, in that case, lose a temporary Willpower point every day that you don't win over the doll you have a crush on.

## Human Society Merits

**All American Hero:** (7 point merit)

You were once part of a super top-secret military organization that is so hush, hush that they don't even know that you are missing. You still have access to the things that you were able to use when you were still flesh; military contacts 3, military allies 3, military resources 4.

## Doll Ties Merits

**Favor:** (1-3 point merit)

Some one in the dollhouse owes you a favor. It could be small like giving you their desert, one point, or giving you their week pass to leave three points.

**Reputation:** (2 point merit)

The other dolls like you and nice things are being said about you. This means a plus one die to social rolls involving dolls that know your name.

**Mother's Favorite:** (5 point merit)

You just happened to be one of Mother's favorite dolls. She took a shine you not too long after you were made. She will some times look the other way if you misbehave or is willing to cut you special breaks. Storyteller's discretion.

## Supernatural Merits

**Extra Marble:** (3 point merit)

Every doll is given a marble; this allows you to put things in to your pocket with out

worrying about running out of room. You have two marbles instead of just the one, so you actually have two deep pockets. Two marbles placed in the same pocket will cause a rip.

**Crawling Stuff:** (1-5 point merit)

There is a strange mystical force within your stinging that makes it move. If it is hanging out of your body it will try to crawl back in side of you, and if your body is destroyed it will find its way back to the dollhouse to be put in to a new body. All that needs to remain is a small amount in order for you to survive in this state. If a small amount makes it home and is packed with fresh stuffing in to a new body the power that makes it crawl will spread to your new stuffing. At five points it will take one day to make it home, four points one week, three points two weeks, two points one month, and at one point a year. This Merit cannot be taken with the Flaw Beans.

**Awakened:** (6 point merit)

You have an Avatar. In essence, you have the potential to Awaken and become a Mage.

**Mage:** (8 point merit)

You are a fully Awakened Mage with a starting dot of Arete and six dots to divide amongst your Spheres. You may be a member of one of the Nine Mystical Traditions or even a Technocratic Convention. Arete and Sphere levels may be bought with freebie points like any Mage.

**Vampire:** (6 point merit)

You were once Kindred and now you are a doll. You start with three points for Disciplines, and thirteenth generation. You can buy Disciplines and backgrounds with freebies as normal.

**Werewolf:** (6 point merit)

You were once Garou and then you went to investigate the dollhouse, now you are one of them. Choose Breed, Auspice, Tribe and gifts. You can raise traits with freebies as normal.

**Other:** (6 point merit)

There are other supernatural beings out there and with the Storyteller's okay you could have been one of them.

## Physical Merits

**Strong Threads:** (4 point merit)

The thread that holds your seams together is amazingly strong. You gain a +2 to soak rolls.

**Tight Stitching:** (3 point merit)

You were sewn together tightly, so much so that you have little resistance when moving. +2 dice to dexterity rolls.

**Tough Stuff:** (5 point merit)

The stuffing that you are packed with is incredibly strong and somewhat resistant to flame. This merit lets you soak fire damage and it's twice as hard to punch a hole through you; +4 soak dice for normal damage.

**Good Cloth:** (3 point merit)

The fabric that you are made from is the best Mother has. You only take half damage.

**Wings:** (4 point merit)

You were made with working wings that allows you to fly or glide. Roll dexterity + athletics

to get off the ground and flight lasts for one hour per dot of stamina.

**Latex Coat:** (2 point merit)

You have been coated in latex to give you a more human appearance. Thus you can interact more easily with the flesh world so long as you aren't examined too closely. On lookers have to roll at difficulty 9 to see that there is something "not quite right" about you.

**Working Mouth:** (4 point merit)

You have a hinged jaw. This gives you a +2 to bite attacks.

**Claws:** (2 point merit)

You have claws sewn in to your fingertips and maybe even your toes. You gain a +1 to all claw attacks.

## Stereotypes

Here you will find out what dolls think of the other supernatural being in the World Of Darkness and what they think of dolls.

**Werewolves:** they are stout worriers and can make good friends if you can convince them that you are not from the worm, I think that's what they call it.

*Dolls? Well, I've seen a lot of strange things out here on the streets and once I think I met one. She seemed nice enough, bought me a hot meal and a cup of coffee. So I guess they're okay in my book.* Kicked-the-Bottle, Bone Gnawer Ragabash.

**Vampires:** they are kind of like us, yet not. They have some kind of social structure that's not too unlike our own. Maybe they are the lost children of Grandmother. Then again, maybe not.

*Strange living creatures that are made from cloth? Sounds interesting, I for one would like to meet one if they are real and find out how they work.* Simon Montgomery, Clan Tremere.

**Mages:** they can be trouble. What kind of trouble? Well if you run in to the wrong kind like the science ones they will want to destroy you. Then there are the Science Fiction types; they might want to study you. The nice ones are the witches, the wizards and the hallow mages which seem just as solid as the others. Strange huh?

*Hey! Fuck you if you have something bad to say about them! My boyfriend is a doll and he's so fucking cool! You have something bad to say like they aren't real I'm going to put my boot up your ass!*

Mysterious May, Hallow One.

**Changelings:** I don't know much about them. The one thing I do know is that they are magical creatures of some kind or another.

*Dolls!!! Where? I want to meet one! Are they nice? I bet they drip with Glamour!* Nancy Noodle, Pooka.

**Wraiths:** what do I know about spooks? The only thing I can tell you is if you end up in some place that's haunted, leave.

*Well there are the odd wraiths from time to time. And strange life forms in the skin lands, so I guess that they might be real.* Robert Moore, Haunter.

**Hunters:** there are good humans and there are bad humans. I think it's safe to say that these are bad ones. They will kill you if they can. There was a dorm in Illinois that was burned to the ground. Avoid



them at all costs. Mother has gotten enough letters about them and has decreed that if you have to kill one you will not be punished.

*Dolls... just another monster out there for us to have to deal with. If you can find any burn them out of existence.* Denis Jackson, Avenger.

**Mummies:** those things covered in bandages? They can walk around? Mother said something about them once and I think Rasshaka might know one but it's kinda hard to believe.

*Ah, yes. Dolls, one of them is an old friend of mine. We had many fine adventures together for quite a long time. Perhaps Rasshaka and I will meet again some day.* Neffratari, Khri-habi Amenti.

**Others?** : From what I've heard there are other things in the night that might want to harm us or befriend us. Be careful out there my brothers and sisters.

*Are you kidding me? Dolls? Yah, right...* Random supernatural being.

## Signature Characters in the Dollhouse

### Mother

**Age:** unknown

**Gender:** Female

**Kind:** Rag Doll

**Height:** 5' 6"

**Weight:** 50 lbs.

**Attributes:** Strength 6, Dexterity 5, Stamina 7, Charisma 5, Manipulation 4, Appearance 2, Perception 6, Intelligence 7, Wits 6

**Abilities:** Acting 2, Alertness 5, Athletics 3, Awareness 5, Brawl 5, Dodge 5, Empathy 4, Expression 4, Intimidation 5, Streetwise 2, Subterfuge 5, Sense Deception 5, Scrounge 5, Crafts 5, Cooking/ Baking 5, Etiquette 5, Firearms 5, Leadership 5, Melee 5, Performance 4, Security 5, Stealth 3, Brewing 5, Leatherworking 5, Sewing 5, Computers 3, Enigmas 4, Investigation 4, Law 5, Linguistics 5, Medicine 5, Mythlore 5, Occult 5, Politics 5, Science 4, Taxidermy 5, Poisons 5

**Toys**

Seam ripper: difficulty 4 damage strength +6

Musket: difficulty 5 damage 15

Silver needle: difficulty 3 damage strength +4

Heart of Gold: difficulty n/a damage n/a

**Life Force** 10

**Manna** 10

**Willpower** 10

**Backgrounds:** Allies 8, Contacts 7, Relics 5, Influence 10

**Image:** Mother is a strange looking being; she is about average height, wearing a dress that is sewn together from pieces of other dresses. Her

body is a patchwork of other types of cloth, she has one blue button for an eye and a purple button for her other eye, one rabbit ear and a cat ear and a stitched on mouth. She has yarn hair that is done up in a bun with a strand of yarn hanging down on either side of her head. Around her neck hangs a gold heart pendant.

**Rollplaying Hints:** Everyone is your child. Doll or not they are all your children and mother knows what's best.

Some children need to dolls. It's what's best for them and only you can make that call. You are always kind and supportive like any good mother should be. Polite and well mannered is the way to be and you prefer that every one around you is as well, but kids will be kids and you can be firm with them when you need be.

**History:** no one in the dollhouse is quite sure how old Mother is but one thing is for sure is that Mother is one of the oldest dolls alive. She has many stories to tell and lots of wisdom to share. As far as all the dolls know Mother was the one who made all the dolls.

### Grandmother

**Age:** unknown

**Gender:** Female

**Kind:** Rag Doll

**Height:** 5' 4"

**Weight:** 47 lbs.

**Attributes:** Strength 7, Dexterity 7, Stamina 6, Charisma 3, Manipulation 2, Appearance 2, Perception 7, Intelligence 7, Wits 7

**Abilities:** Acting 2, Alertness 5, Athletics 5, Awareness 5, Brawl 5, Dodge 5, Empathy 5, Expression 5, Intimidation 3, Streetwise 3, Subterfuge 4, Sense Deception 5, Scrounge 5, Crafts 5, Cooking/ Baking 5, Etiquette 4, Firearms 3, Leadership 5, Melee 4, Performance 2, Security 3, Stealth 3, Brewing 4, Leatherworking 5, Sewing 5, Computers 1, Enigmas 3, Investigation 2, Law 2, Linguistics 1, Medicine 4, Mythlore 4, Occult 3, Politics 2, Science 2, Taxidermy 5, Poisons 5

**Toys**

Hat Pin: difficulty 4 damage strength +8

Heart of Silver: difficulty n/a damage n/a

**Life Force** 10

**Manna** 10

**Willpower** 10

**Backgrounds:** Allies 9, Contacts 10, Relics 6, Influence 18

**Flaws:** Mute

**Image:** Grandmother is a strange looking being; she is near average height, wearing an old dress that is sewn together from pieces of other dresses. Her body is a patchwork of other types of cloth, she has one green button for an eye and a black button for her other eye, one bear ear and a Wolf ear and a cross-stitched mouth. She has yarn hair that is hangs down with strands of yarn hanging down around either side of her head. Around her neck hangs a silver heart pendant.

**Rollplaying Hints:** You remember the birth of worlds and hold wisdom that has long since been forgotten. Your words could shatter worlds, and give birth to new ones. That is why you removed your own mouth and cross-stitched it back on making yourself mute. Your grandchildren look up to you and you understand that you have standers to up hold.

**History:** Grandmother has lived forever as far all dolls. She loves her only Daughter; she named her Mother. And while Mother was still young Grandmother made her unnamed children and saw that they were filled with darkness. They might serve a purpose some day so they were kept. When Mother was old enough to lead Grandmother allowed her to lock them away. Before Mother made her first child Grandmother removed her own speech in order to protect the world. She knows that some day there will a time when she must speak. And that will mean the time has come for the house to stop moving.

## Rasshaka

**Age:** 15,000

**Gender:** Male

**Kind:** Stuffie

**Height:** 6' 3"

**Weight:** 60 lbs.

**Attributes:** Strength 5, Dexterity 7, Stamina 6, Charisma 5, Manipulation 6, Appearance 4, Perception 7, Intelligence 7, Wits 7

**Abilities:** Acting 4, Alertness 5, Athletics 3, Awareness 5, Brawl 2, Dodge 4, Empathy 2, Expression 2, Intimidation 4, Streetwise 5, Subterfuge 5, Sense Deception 3, Crafts 4, Cooking/ Baking 1, Etiquette 5, Firearms 3, Leadership 5, Melee 4, Performance 3, Security 2, Stealth 4, Brewing 5, Sewing 4, Computers 5, Enigmas 5, Investigation 5, Law 5, Linguistics 5, Medicine 4, Mythlore 5, Occult 5, Politics 5, Science 5, Poisons 5

**Toys**

Flint lock Pistol difficulty 5 damage 40

Scimitar difficulty 4 damage strength +8

**Life Force** 8

**Manna** 9

**Willpower** 7

**Backgrounds:** Allies 5, Contacts 3, Influence 4

**Image:**

A plush tiger doll, human-like in build, wearing a red smokers jacket and matching pants. He had one of those pooffy scarf things coming out of his jacket and red fez with a tassel hanging off the top. Usually he's smoking his pipe and drinking Brandy from his sifter.

**Roleplaying Hints:**

You were once a great adventurer you have traveled the world and have seen more things than you would have ever wanted to. You got the adventure bug out your system and have settled down in to the bookkeeper. You are now the librarian and not many know that you had an exciting past. And you get such a kick out of it.

**History:**

Rasshaka was the fourth doll that Mother had made. And the one that wanted to go out and see the world. This was before Mother had begun to set down rules on leaving. Rasshaka traveled with Mummies, Magi, Vampires, Fairies and he claims that he has walked with dead in their lands. Which he did. Rasshaka has walked many roads and some of them are roads that only

spirits can walk and Rasshaka is the only doll to learn the secret of crossing worlds. And how he learned it or how to do it are things that, so far, he's keeping to himself.

## The Captain

**Age:** 16,000

**Gender:** Male

**Kind:** Nocio

**Height:** 5' 11"

**Weight:** 60 lbs.

**Attributes:** Strength 7, Dexterity 7, Stamina 7, Charisma 2, Manipulation 1, Appearance 2, Perception 4, Intelligence 2, Wits 3

**Abilities:** Alertness 5, Athletics 3, Awareness 4, Brawl 2, Dodge 1, Empathy 1, Expression 3, Intimidation 4, Streetwise 1, Subterfuge 1, Sense Deception 3, Scrounge 4, Crafts 3, Cooking/Baking 2, Firearms 3, Leadership 5, Melee 5, Performance 2, Stealth 3, Brewing 4, Sewing 3, Enigmas 3, Investigation 2, Law 2, Linguistics 1, Mythlore 4, Occult 3, Politics 2, Science 2, Poisons 5

**Toys**

Wheellock Pistol: difficulty 5 damage 18

Cutlass: difficulty 4 damage strength +9

**Life Force** 7

**Manna** 8

**Willpower** 6

**Backgrounds:** Allies 5, Contacts 3, Relic 10

**Image:**

The Captain is a salty old Nocio, dressed as a turn of the century ship captain. He is wearing a blue coat with brass buttons, blue slacks, and black leather boots. He has a white beard and a slight sent of the sea on him.

**Rollplaying Hints:**

Har, har! And ahoy! There is nothin' like the sea and you can't wait for any reason to go back to it. You sit at home and tell tales of adventure on the high seas. The younger dolls love the tales you tell and you love telling them.

**History:**

The Captain was the third doll that Mother had created and let him go out in to the world with his relic ship. He sailed the seas for over 500 years and was involved with many sea battles on the side of the British and some times helping the Italians explore. He then was called home when

the ships that sailed the oceans were no longer powered by wind. So in the house he sits waiting for the day that he can sail the seven seas once more.

## The General

**Age:** 19,000

**Gender:** Male

**Kind:** Key Ticker

**Height:** 6'

**Weight:** 197 lbs.

**Attributes:** Strength 7, Dexterity 7, Stamina 7, Charisma 4, Manipulation 4, Appearance 3, Perception 7, Intelligence 4, Wits 7

**Abilities:** Acting 4, Alertness 5, Athletics 3, Awareness 5, Brawl 5, Dodge 5, Expression 4, Intimidation 5, Streetwise 4, Subterfuge 5, Sense Deception 5, Etiquette 5, Firearms 5, Leadership 5, Melee 5, Performance 4, Security 5, Stealth 3, Enigmas 4, Investigation 4, Law 5, Linguistics 5, Medicine 5, Occult 5, Politics 5, Science 4

**Toys**

Dagger: difficulty 4 damage strength +6

Service Revolver: difficulty 5 damage 15

**Life Force** 9

**Manna** 8

**Willpower** 10

**Backgrounds:** Solders 10

**Image:**

The General is an old dusty, Army Five Star General. He has a cigar in one hand and a ridding crop on the other. He stands in front of a dusty U.S.A flag.

**Rollplaying Hints:**

There isn't much to him. He stands in a vast hall with his army standing at the ready. One day the time will come and he will be wound up and then he will lead his troops to the glory of all doll kind.

**History:**

The General was the second doll created by Mother. No doll in the house knows exactly why Mother made him or if he was ever in motion. But one thing is for certain and that is when he is finally wound up it will be a sight to see.

## Jonathan Parks AKA: Johnny Foot Ball

## Hero, Johnny Foot Ball All-Star

**Age:** 18/957

**Gender:** Male

**Kind:** Human

**Height:** 6' 3"

**Weight:** 230 lbs.

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Appearance 3, Perception 2, Intelligence 2, Wits 2

**Abilities:** Alertness 2, Athletics 2, Brawl 2, Dodge 2, Intimidation 2, Streetwise 1, Drive 2, Firearms 2, Leadership 1, Melee 2, Security 1, Stealth 1, Survival 1, Sewing 2, Computers 1, Academics 1, Linguistics 1, Medicine 1 Occult 1, Science 1

**Toys**

None

**Virtues:** Conscience 1, Self-Control 4, Courage 5

**Humanity** 7

**Willpower** 10

**Merits/Flaws:** Shape changer kin 4pt Iron Will 3pt /Addiction (smoking) 2pt. Nightmares 1pt

**Image:** Johnny is a good-looking high school jock kinda guy. He has blond hair and blue eyes and a fair if not slightly tanned skin color. He wears a white t-shirt, blue jeans, Nikes and his High School Lettermen's jacket.

**Rollplaying Hints:** You've been in the house for a long time, so long in fact that you have long since forgotten that you are human, well, not really but you now relate to dolls better than your own kind.

**History:** it was October 27, 1999 when John Parks and some of his friends decided to explore an old, haunted looking house. After finding a silver heart pendant, loosing all of his friends to the house, and getting involved with the mob Jonathan Decided to go back to the house alone and place the heart on the oldest looking doll there. Having restored her heart to her she decided that he would stay among them; yet for some reason only known to Grandmother he has been left a human and not made in to a doll.

## Alice

**Age:** 957

**Gender:** Female

**Kind:** Stuffie

**Height:** 5' 10"

**Weight:** 50 lbs.

**Attributes:** Strength 3, Dexterity 5, Stamina 4, Charisma 6, Manipulation 2, Appearance 5, Perception 6, Intelligence 4, Wits 3

**Abilities:** Acting 4, Alertness 4, Athletics 5, Brawl 1, Dodge 4, Empathy 5, Expression 5, Subterfuge 1, Sense Deception 5, Scrounge 4, Crafts 4, Cooking/ Baking 5, Etiquette 4, Firearms 5, Melee 5, Performance 2, Security 2, Stealth 3, Brewing 1, Leatherworking 3, Sewing 5, Computers 1, Enigmas 2, Investigation 1, Law 3, Linguistics 3, Medicine 4, Mythlore 3, Occult 1, Politics 1, Science 2, Taxidermy 1, Poisons 4 (antidotes)

**Toys**

Blunderbuss: Difficulty 5/4 Damage 30/60

Butcher Knife: Difficulty 6/5 Damage strength +2/strength+4

Pocket Watch: Difficulty 6 Duration 1 round per success (roll Manna, Effect: time stop.)

**Life Force** 9

**Manna** 8

**Willpower** 6

**Backgrounds:** Relics 4

**Image:** she is a lovely white rabbit with blue eyes wearing a blue dress, white apron with a few faded alchemical symbols on it, knee high socks, blue slippers, and white satin gloves. Around her neck hangs a gold cross on a gold chain.

**Rollplaying Hints:** she's a gentle, kindhearted soul. She cares more for others than she does for her self. She has only one wish that she hopes will be fulfilled and that is to fall in love and to be loved back. If any one threatens those that she cares for she will react with deadly force.

**History:** Alice doesn't have any real recollection of her life before becoming a doll. But what she can't remember is that she was one of the friends that Johnny lost to the house. All that she knows now is that she has a twin sister named Malice.

## Malice

**Age:** 957

**Gender:** Female

**Kind:** Stuffed

**Height:** 5' 10"

**Weight:** 50 lbs.

**Attributes:** Strength 3, Dexterity 7 (graceful), Stamina 2, Charisma 3, Manipulation 6 (cunning), Appearance 4, Perception 5 (intuitive), Intelligence 4 (creative), Wits 4 (clever)

**Abilities:** Acting 3, Alertness 4 (noises), Athletics 5 (dancing), Brawl 2, Dodge 4 (Leap), Empathy 4 (emotions), Expression 3, Intimidation 2, Subterfuge 5 (seduction), Sense Deception 4, Scrounge 4 (fabrics), Crafts 4 (doll making), Cooking/ Baking 3, Etiquette 3, Firearms 5 (Lt. Blunderbuss), Melee 4 (meat clever), Performance 2, Security 1, Stealth 3, Brewing 4 (black venom), Leatherworking 4 (cloths), Sewing 5 (repairing), Enigmas 2, Investigation 1, Law 1, Linguistics 2, Medicine 2, Mythlore 3, Occult 3, Science 1, Taxidermy 4 (dolling), Poisons 4 (magical poisons)

#### **Toys**

Light Blunderbuss: Difficulty 6/5 Damage 15/30

Meat Clever: Difficulty 5/4 Damage Str +2/+4

Devil's Dice Difficulty 6 Damage 10

Jack-in-the-Box Difficulty 5 Damage 20

**Life Force** 9

**Manna** 8

**Willpower** 6

**Backgrounds:** Relics 5

**Image:** she is a lovely black rabbit with red eyes wearing a red dress, black apron with a few faded alchemical symbols on it, knee high red leather boots, and red satin fingerless gloves. Around her neck hangs a silver inverted cross on a silver chain.

**Rollplaying Hints:** She is a creepy one. Only speaks in sort of a whisper, has a tendency to fiddle with her meat clever when talking to people, and seem to enjoy making those around her uncomfortable or nerves. She is deathly protective of her friends and boyfriend (which she has yet to find) will kill and or torture any one she preserves is interferes with her relationships. Of all her interests the two that are paramount are making liquors and waiting for her one true love to find her.

**History:** Malice was created October 27, 1999 when a group of humans entered the house; the

girl named Alice was taken but was found to have a darker aspect to her that was just as pronounced as her primary self, and it was Mother's judgment that the one girl would be made two. Since then Malice and Alice have been twin sisters.

## **Jock-O the Great**

**Age:** unknown

**Gender:** N/A

**Kind:** Unnamed Child of Grandmother

**Height:** 2' 4"

**Weight:** 12 lbs.

**Attributes:** Strength 7, Dexterity 7, Stamina 7, Charisma 0, Manipulation 7, Appearance 0, Perception 7, Intelligence 7, Wits 7

**Abilities:** Acting 5, Alertness 5, Athletics 5, Awareness 5, Brawl 5, Dodge 5, Intimidation 5, Streetwise 5, Subterfuge 5, Sense Deception 5, Scrounge 5, Crafts 5 (Make-shift-Weapons), Firearms 5, Leadership 5, Melee 5 (Edged weapons), Performance 5, Security 5 (breaking an Entering), Stealth 5 (lurking), Brewing 5, Enigmas 4, Linguistics 5, Medicine 5 (sweet spots), Occult 5, Poisons 5

#### **Toys**

Thirsty Barber Shears Difficulty: 4/3 Damage: Strength+4/+8

Thirsty Kitchen Knife Difficulty: 5/4 Damage: Strength+5/+10

**Life Force** 10

**Manna** 10

**Willpower** 10

**Backgrounds:** Toy Box 4

**Image:** The ugliest, craziest, No! Think Carrot Top made of wood!

**Rollplaying Hints:** Evil, you want out of the room, out of the house and to find some hunk of meat to strike the deal with you; Fame as a ventriloquist in exchange for a victim from the audience for you to enjoy. The more famous the ventriloquist becomes the more blood you will need to be kept happy. And when your host is burned out and can't stand finding the dead bodies you leave where he WILL find them you stalk and kill your host and then it's off to find a new one.

**History:** Jock-O is one of the most sinister of all the Unnamed and the one with the highest escape success. He is one of the most dangerous

among the Unnamed. Before the lock-up Jock-O use to spend all of his time in the library, which was uncharacteristic for his Kind but what no one knew, was that he was reading books on psychology and the inner workings of the mind. He had a plan, to learn how to drive up the fear

of others to a breaking point. He read other books as well, books on human anatomy... after the lock-up Jock-O has done everything he can to get out and put what he learned in to practice; which he has done a couple of times.

To those who noticed there was no mention of Mother's first child. The reason for that is the fist of Mother's children has gone from the house. Mother never speaks of this child and when asked she just smiles and says," my first-born will return some day. When that happens many things will change..." and she will speak nothing more on that matter. Some of the doll's that where changers, mages, or vampires think that the return of Mother's first born will coincide with the Apocalypse, Gehenna, etc.

## Toys

Here are some sample toys to choose form are listed as fallowed; melee and firearms.

### Firearms

Type	Difficulty	Damage	Rate	Concealment
Arquebus	7/6	8/16	½ /1	Non concealable
Hackbutt	6/5	8/16	½ /1	Non concealable
Hand Cannon	7/6	8/16	½ /1	Trench Coat
Matchlock Musket	6/5	8/16	½ /1	Non concealable
Matchlock Pistol	5/4	7/14	½ /1	Jacket
Wheellock Musket	6/5	8/16	½ /1	Non concealable
Wheellock Pistol	5/4	7/14	½ /1	Jacket
Flintlock Pistol	5/4	5/10	½ /1	Jacket
Flintlock Rifle	6/5	5/10	½ /1	Non concealable
Dueling Pistol	6/5	5/10	½ /1	Jacket
"Brown Bess" Rifle	6/5	5/10	½ /1	Non concealable
Percussion Pistol	6/5	5/10	½ /1	Jacket
Percussion Rifle	6/5	5/10	½ /1	Non concealable
Blunderbuss	6/5	30/60	½ /1	Non concealable
Lt. Blunderbuss	5/4	15/30	½ /1	Non concealable
Colt "Peacemaker"	6/5	6/12	2/2	Jacket
Winchester lever-action	5/4	8/16	1/1	Trench Coat

Uncharged / Manna Charged

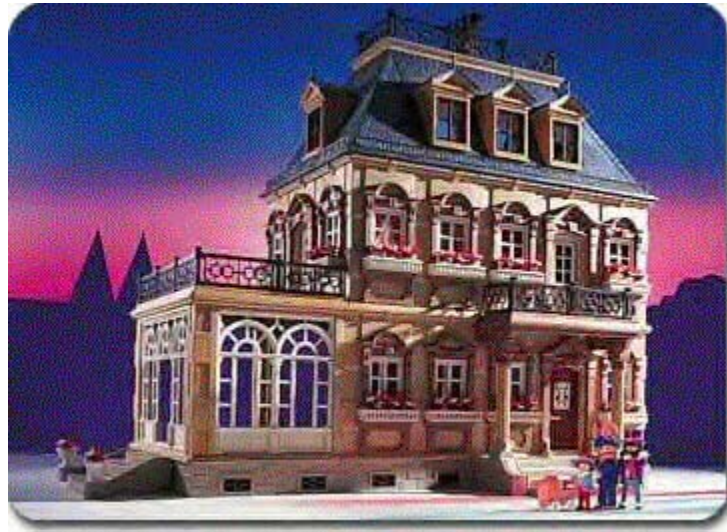
### Melee

Type	Difficulty	Damage	Concealment
Bastard Sword	5/4	Strength + 5/ Strength + 10	Trench Coat
Broadsword	5/4	Strength + 4/ Strength + 8	Trench Coat
Dagger	3/2	Strength + 2/ Strength + 4	Jacket
Great sword	5/4	Strength + 7/ Strength + 14	Non concealable
Katana	5/4	Strength + 5/ Strength + 10	Trench Coat
Rapier	4/3	Strength + 3/ Strength + 6	Trench Coat
Scimitar	4/3	Strength + 4/ Strength + 8	Trench Coat
Short Sword	4/3	Strength + 2/ Strength + 4	Trench Coat
Saber	5/4	Strength + 4/ Strength + 8	Trench Coat
Foil	4/3	Strength + 3/ Strength + 6	Trench Coat
Cutlass	5/4	Strength + 4/ Strength + 8	Trench Coat
Knife	4/3	Strength + 3/ Strength + 6	Pocket
Pitchfork	5/4	Strength + 2/ Strength + 4	Non concealable

Smith's Hammer	6/5	Strength +3/ Strength +6	Trench Coat
Flail, Spiked	6/5	Strength +6/ Strength +12	Trench Coat
Cat-o'-nine-tails	5/4	Strength +2/ Strength +4	Trench Coat
Great Ax	6/5	Strength +6/ Strength +12	Non concealable

Uncharged / Manna Charged

## THE HOUSE



### First Floor

The entryway: upon entering this small room one will notice the fine hard wood floor, the off-white wallpaper with gold leaf patterns on them. The off-white painted ceiling at the center hangs lovely crystal chandler, small, but lovely nonetheless. Across from the entrance is a door with a stained glass window set in it. The window depicts what looks like a mother and her children.

The Parlor: this room is somewhat larger than the entryway with black marble floor, burgundy walls with gold trim, and a black ceiling with an ornate dome lighting fixture. There are four doors in this room, the one across from the entryway leads to the main hallway and the rest of the house. The fine oak door to the left leads to the den. The ash door to the right leads to the library.

Library: here you will find a grand collection of old books about any thing you could want to know about. There are four reading tables, an antique globe and an old red velvet chair set in front of a fire place with a large black book set inside of a locked glass display case. There is a small end table to the right side of the chair. On the end table one will find a decanter filled with brandy, a brandy glass, ashtray, box of cigars, a pipe, pouch of tobacco and a box of strike anywhere matches. This is the room where Rasshaka can almost always be found reading, smoking, drinking. If you want to find a book he would be the one to ask.

Den: this room has an odd feel to it. Although it might just be all the animal heads on the hunter green walls, then again it might be some thing else. This room also holds within it a work desk and old leather chair, filing cabinets, and assorted bookshelves, and a gun cabinet with a large assortment of hunting rifles. On the north wall it a door to the game room.

Main hall: this is a long hard wooded floor with candle-like lighting fixtures on the walls. In this area a coat closet can be found to the right, further in on the right is the stairs that lead to the second floor.

Past that and to the left is a door to the game room. Further in the hall ends with the kitchen to the left, the family room to the right, and just beyond that is the dinning room.

Game Room: this room has thick red and black checker board-like carpeting; in this room there is a billiards table, two chess tables, two checker tables, a dartboard, an air hokey table, card table, and a foosball table. There is also a jukebox in this room as well.

Family Room: this large room has a hard wood floor covered with a fine Persian rug with a coffee table on it, around that sits a chocolate colored sectional in either end is an end table both with antique brass lamps with colored glass lamp shades. Across from that is a large fireplace and fireplace toll set, on the other end of the room is a loveseat and across the room from that is a recliner and an end table with a small reading light on it.

Kitchen: the floor in this room is a baby blue and white checker tiles with a large wood counter in the center of the room with cupboards around the bottom and all sorts of pots and pans hanging around the top part. There are stools set on two sides of it. On one side of the room is a large old-fashioned stove, next to that is a large oven. The rest of the room is bordered with counter tops, cupboards, a sink and dish rack, a large refrigerator is set near the door to the backyard and this is also the room where the door to the basement is located. There is another door that connects the kitchen to the dinning room.

Dinning Room: The floor of this room has a high white marble finish there it a long rosewood table that runs the length of the room and matching chairs around the table. The tablecloth that covers it changes depending on the time of the year, the centerpiece tends to also fit with the time of the year. There are four highly ornate crystal chandlers that are used to light this amazingly long room.

Back Yard: the backyard is rather large and nice, and surrounded by an eight foot high red wood fence. Close to the house is a brick barbeque grill and around that are picnic tables and a pool house. There is a large swimming pool and Jacuzzi. On the far end of the yard is where the dog kennel is found.

Basement: there is not much to the basement there is an a/c compressor, a furnace and ductwork that leads off to the rest of the house. The one thing that makes this room different from most basements in the world is that it is full of bones. At a perception + alertness, or investigation difficulty 8 non-human bones can be found. (Vampire skulls and were-wolf skulls and other things that are not quite right.)

## Second Floor

Nursery: this is one of the largest rooms of the house; it is filled with cribs, playpens, changing tables, wardrobes, and chests of drawers. There are also a good number of rocking chairs in this room as well.

Bed Rooms: there are ten bed rooms on this floor and they are either; A) a canopy, four post bed with a hope chest at the foot of the bed. There is a vanity against one wall and across the room is a large chest of drawers. There is also a writing desk in a corner. B) A sturdy bed with a well carved headboard a footlocker at the foot of the bed. Behind the door is a full-length mirror, on one side of the room is a large dresser, and on the other side is desk. C) On one side of this room is a bunk bed there is a small vanity on one side of the room, next to that is a dresser. There is also a footlocker and a hope chest at the foot of the bed.

## Third Floor

Bed Rooms: there are thirteen bedrooms on this floor. The bedrooms of this floor are similar to the ones on the second floor with a more grown up feel to them.

Bathrooms: there are two bathrooms, one for boys and one for girls; there is however a rumor that in the showers there are peep holes connecting them. If this is true no one has said any thing about it.

## Fourth Floor

Bed rooms: the rooms here are the rooms of most of the adults and elders; with the exception of one room and that is the locked room that the unnamed are kept in.

Mother's Room: this room has white carpeting with a canopied queen size bed there is a large white vanity table and heart shaped mirror on it. There is a white dresser and pink rocking chair. There is also a sewing table and a sewing machine there are countless spools of thread and cloth as well as needles and bags of stuffing. There are bags of pellets and all sorts of other doll parts around her room.



Attic entrance: on the ceiling down one of the side halls is the wooden trapdoor that leads to the attic.  
 Room of Broken Faces: this is a fairly large room with long folds of burgundy cloth hang down on all the walls there is a candle chandler with wax drippings decorating the sides of it. Not many can remember what the floor of this room looks like; it's covered in the broken faces of dolls that have broken the most unforgivable rules that Mother has set for children.

Attic: this place is full of old and forgotten things that are everywhere and among all the clutter you will find an old rocking chair with Grandmother sitting in it.

# The Doll House

