

IN FATHER DO WE PLACE PERFECT TRUST...  
IN FLESH DO WE SUFFER THE TRIALS OF SACRIFICE...  
IN LIGHT DO WE GUIDE ALL TO THE PYUR...  
... UNTIL DOMINION DAY COME

THE WORLD WE KNOW IS GONE

Saved from the threshold of apocalyptic self-annihilation, the world knew peace and unity under the Ngen. Coupled technologically, biologically and theologically with an endless enigmatic energy called the Pyur, the Ngen were modern Gods. Then came the Hrongyr, infesting all Creation with chaos, darkness and damnation. The last remnants of Ngen disappeared, slumbering in vast preservation chambers.

THE WORLD THEY KNEW IS GONE

Father has risen from slumber and a new inception of divine Ngen make their way to the unrecovered world. They go forth to discover what remnant of the world remains. They go forth to prevail against the Trials in flesh. They go forth to bring about a rebirth of the Ngen.

NGENESIS  
A GAME OF ENIGMAS, SECRETS, LIES,  
CONFLICT AND DOMINION

Chaos and Order  
Control and Tyranny  
Destruction and Justice  
Divinity and Humanity  
Right and Wrong

Never are these clear opposites, but muddled shades of murky grey. Into this world are thrust characters of great power and obligation. It is up to them to rediscover the world and make it into what they can.

Join in their crusade...  
UNTIL DOMINION DAY COME!

CORE BOOK

Everything you need to run Ngenesis is included in this book, except for pen, paper, dice and imagination.

PROVIDENCE SYSTEM

Ngenesis uses the Providence System, Apocrypha Studios' own in-house RPG system. All you need for dice is a classic RPG set including D4, D6, D8, D10 and D12.

The Providence System provides gamers with intense combat, mental conflict and even spiritual struggle using universal and intuitive rules. Based on a unique interplay between the characteristics of ability and skill that adequately reflects the raw natural potential of abilities and the control that comes from being skilled.

CANON?

Setting, Character, Story, usually these are described, displayed and set down in stone by the game's creators. Not so in Ngenesis. There is no dictated canon to abide by, instead the PLAYERS have complete control over what is, is not and may be.

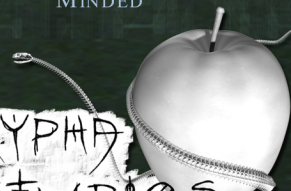
To fully demonstrate this freedom of interactive storytelling, Ngenesis provides Chronicles to use or alter and a chapter on creating your own Chronicles. Enjoy the provided Chronicles and jump right into the fun, or let creativity run wild and alter or create your own Chronicle.

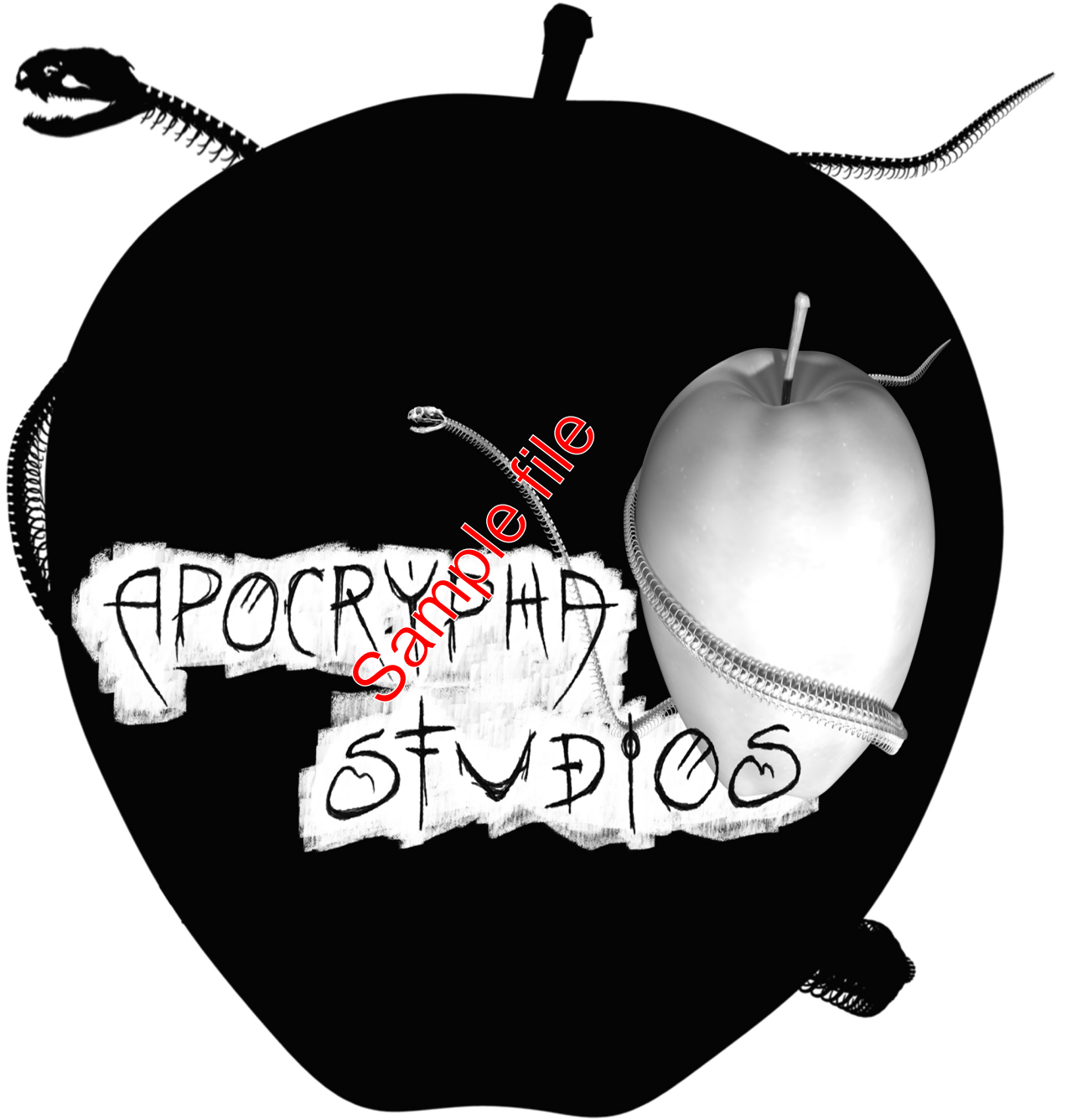
ONLY FOR THE  
MATURE  
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APOCRYPHA  
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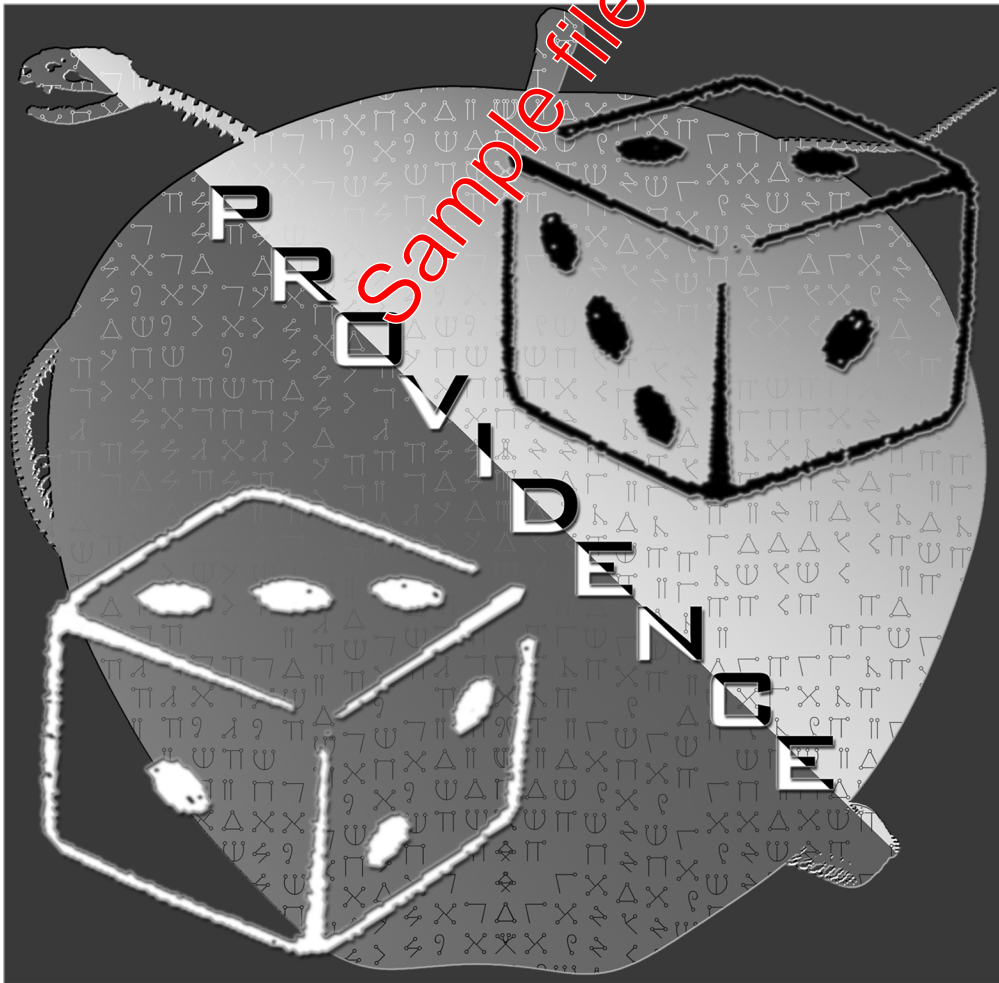
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# THE TRIALS OF FLESH NGENESIS:

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by Apocrypha Studios  
Hunt & Killam

Ngenesis uses the Providence System



# NGENESIS: THE TRIALS OF FLESH

by Apocrypha Studios  
“Inspirations... of Questionable Origin.”  
Hunt & Killam  
“Question... everything!”

LVIII

## THE QUESTIONABLE CREW:

Writing	Justin “Rapscallion” Killam Damien Hunt
Providence System	created by Rapscallion & Edgewise
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Hunt & Killam would like to thank the following sources of unquestionable inspiration:

Terry Brooks, Oliver Graute, Mark Rein·Hagen, Ronan Harris, Frank Herbert, Oliver Hoffmann, Charla “What If?” Killam, Kim Moon-Saeng, Stephen King, Ronald D. Moore, Mamoru Oshii, Katsuhiro Otomo, Trent Reznor, Dan Simmons, Feargus Urquhart, the Wachowski brothers, Joss Whedon and everyone who helped us put this book together



**THE JUDGE**

Your probably wondering what is with this sidebar?

**THE JUDGE**

Some of you may find it familiar. These days a lot of role playing is done online. Play By Post and Digichat RPGing is very popular and convenient for those of us who cannot find the players or time to get into games over the traditional tabletop.

**THE JUDGE**

Many of the Questionable Crew are online gamers and acquaintances. So we thought it only natural to have as much of an online presence as possible.

**THE JUDGE**

Within the sidebars throughout this text, you will see examples of Digichat style role playing and story telling in the Ngenesis worlds with a few of the Questionable Crew. The games were run by me, RapsCALLION, as the Judge and the following players:

**THE JUDGE**

Trevor...

**OPTYGMA**

Yello.

**THE JUDGE**

Trask...

**SUNE**

Evening, motel people.

**THE JUDGE**

and Tassyanna.

**KALIMARIA**

A pleasure.

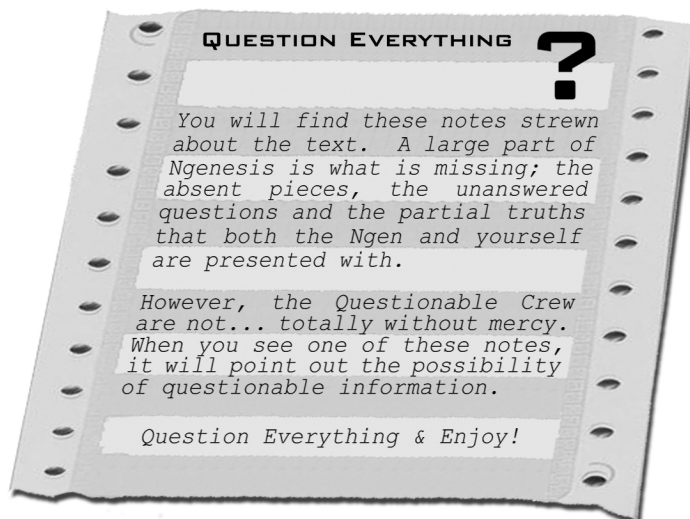
**THE JUDGE**

Enjoy the gaming and stories. Keep an eye on the APOC homepage for upcoming online Digichat events and games. Join a Play By Post game at the APOC forum or even start your own. Join us for a story or two.

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	- Rachel H White	
	- Jeff "Styrofoamhead"	

Sample file



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## THE QUESTIONABLE DIRECTIVE

### Dedication...

to the art of interactive storytelling, the game of character role playing and the open minded search for inspiration in the murky depths of imagination.

### Independent...

to remain free of such constraints as orientation to business goals, strict dependance to unyielding canon and closed forum development without input from our imaginative fans.

### the Goal...

to create great RPGs, to inspire and be inspired in return and to enjoy the journey.

### Question Everything

Ngenesis is a project with which to cut our teeth on, something to learn and gain experience from and an introduction of the Questionable Crew of Apocrypha Studios to the RPG community. However, this is not its only purpose. It is the first step towards the realization of an idea. An experiment, you could say, to gauge just how well received the idea might be.

The idea itself is to create a game with no single canon, where possibilities are limited only by the imagination of both its creators and its players, in which no one person can claim the definitive setting and all possible settings are accepted. We provide the seed, but you make it your own and everyone enjoys the process of its growth.

The Questionable Crew have always enjoyed RPGs for the experience of unleashed creativity and imagination. However, often we find that the possibilities we envision are unique from the proposed canon put forth by the creators of the games we enjoy. Certainly it has happened to you before; the envisioning of something a bit different, a bit unique, a bit off the beaten path of an established and well loved RPG. Something that makes that game a little bit your own.

The problem comes when other players of the same game accept the game's canon without question and hold to it without the allowance for other possibilities. Even worse is when the creators of the game itself lash out at anyone who might dare tamper with what they, in all their glorific wisdom, have deemed exclusively right. Of course, these are worse case scenarios, but it has happened to many of the Questionable Crew enough times to merit concern.

We all know that RPGs are bound by the first and golden rule: *"If you don't like something about the game, ignore it or change it to better suit your game/group/idea, the most important thing is to have fun!"* That being said, once something is set as canon, people tend to forget the golden rule, accept the canon unquestionably and even enforce it with strong opposition to anything different. We have found



**THE JUDGE**  
Prelude :: Optygma

**THE JUDGE**  
\*Within the endless expanse of living light that is the Illumination, three clusters of light draw the attention of Father.

**THE JUDGE**  
\*All three convergence nodes of matrices are bound together and active, but one is currently more active than the rest. It is this one that draws the presence of Father through the Illumination\*

**THE JUDGE**  
\*The very essence that is the Illumination, the Pyur, shifts subtly in the wake of Father's passing until he is one with the over active node, looking in upon his newly incepted son\*

**OPTYGMA**  
\*The inner matrix of the node is dark and quiet. Screen constructs, numerous screen constructs, float about the perceived space while a beam of light flicks among them as the young Ngen's attention switches from one to another\*

**OPTYGMA**  
\*Upon each screen can be seen the pages of comic books, archived from the world that was\*

**THE JUDGE**  
MY SON, \*Father's presence overwhelms the node, freezing its constructs\* FOR MANY CYCLES NOW HAVE YOU REMAINED ACTIVE WHILE YOUR TRIN BRETHREN REST.

**THE JUDGE**  
WHILE YOUR DEVOTION IS IMPRESSIVE, I WOULD KNOW WHAT STUDIES KEEP YOU POSTPONING YOUR DOWN CYCLES FOR SO LONG?

**OPTYGMA**  
Father!... \*there is a pause as the Ngen quickly gathers his thoughts\* greetings, I'm studying historical documents about heroes.



 **PTYGMA**

\*Cant really, doesn't even really seem to try, hiding his excitement\* They are fictional, but quite interesting.

 **THE JUDGE**

HEROES? YOU HAVE ACCESS TO THE FULL LIBRARY OF LITERARY ACHIEVEMENT OF THE WORLD THAT WAS AND THE GOLDEN AGES OF DOMINION...

 **THE JUDGE**

AND YOU HAVE CHOSEN TO READ COMICS?

 **PTYGMA**

Yes Father! \*very excited\* Its quite remarkable really, many transferred to a multitude of media based on their popularity.

 **PTYGMA**

Like these here, \*as he launches into his explanation the beam of light flickers across three groups of comics that dominate the collection covering the screens\*

 **PTYGMA**

\*One details a dark character displayed as an imposing bat like figure\* He not only followed his ideals, Father, but cloaked himself in them. He became more than merely a man, he became a symbol.

 **PTYGMA**

Upon the trials I shall become a symbol of the Chosen and when the world gazes upon me it shall tremble to be accepted into my grace.

 **PTYGMA**

\*The next details a physically impressive character in blue tights and a red cape\* He had such power, Father, yet remained true to the duties and obligations left him by his father.

:: continued on page 9 ::

this leash on our imaginations to be annoying, even upsetting at times when others would try to force us to accept their views of what the game should be.

What makes anyone's idea more correct than anyone else's?

Why limit the imagination to one story, one canon, one view, one idea, when the possibilities are endless?

And so we have begun to develop this seed, something to stir the imagination and let it sprout your own canons. We don't seek to have our vision be the only possible inspiration, but instead we seek to be inspired in return by your ideas. Ngenesis will evolve down many different independent possible paths. We will have a section for all to download and enjoy everyone's visions of the future of Ngenesis. Ngenesis will not be a single story, but a multitude of possibilities. And not a single one of them will be more correct or more acceptable than the other.

Ngenesis is the seed...

... let your imagination provide the rest...

... and remember to QUESTION EVERYTHING!

Welcome to the Questionable Crew!

Questions may, at anytime, be sent to Damien Hunt or Justin "Rapscaillon" Killam at Apocrypha Studios using the following email address:

[APOC@HUNTANDKILLAM.COM](mailto:APOC@HUNTANDKILLAM.COM)





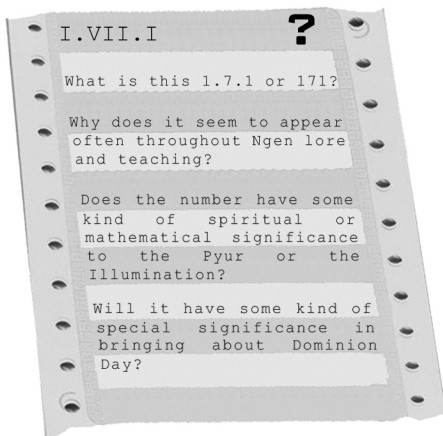
*And from within the Illumination  
it was revealed to Onahs,  
'go forth from the flesh,  
you and all Ngen that may be saved,  
for you alone in this world have I chosen  
WORTHY  
of bearing the flame.'*

- I.V.I.I.I

Sample file

AND HE DID...  
AND WE HAVE SLEPT...  
AND THE WORLD HAS CONTINUED...  
FOR GENERATIONS UNCOUNTABLE...  
AND I AM THE LAST...

TILL DOMINION DAY COME.



- Father.

