



DEATH BIRD



Player's Guide



Designed by Vincent Baker

Do You Fear The Reaper?

Demons and angels wage war on humanity, but not in overt ways. Instead, they influence our actions one by one, leading us closer to chaos by the day. Will you wield light or darkness, and will you use it for good or evil? The choice is yours in **Deathsend**, a Tabletop Roleplaying Game played with your phone.

Explaining The Strange

Lost? It's common when encountering the supernatural.

Deathsend plays like no other, using elements of social deduction, tabletop roleplaying games, traitor elements, and more.

As with all matters of understanding the unknown, as you delve deeper into understanding the abyss, you'll learn more than you could ever imagine, but you'll also never be the same again...

Are you ready?

How To Play

All players will have a character appointed to them by the Game Master, who is known as the **Reaper**.

The **Reaper** will be running and overseeing the game as the story unfolds. The **Reaper** sees and hears all, acting as a bridge between the game and the players.

1. Each player's **Faction** and **Allegiance** will be chosen at random.
2. Each player will portray a **Character** that they will either choose or have assigned to them by the **Reaper**. The player's real life name will be known as their alias in the game, and will be how most players refer to them.
3. Players will have 3 **Skills**, 2 of which are predetermined by their **Character** (otherwise all 3 Skills are random). The other is selected for them by the **Reaper**.

Factions

There are three **Factions**: The **Baker Street Irregulars**, the **Amakusa**, and the **Yakuza**. There's only one **Death**, **Sherlock**, and **X-Death**. They can all belong to ANY Faction, whether it be the same OR different. Remember! Everyone is against **Death** AND **X-Death**.

- **Baker Street Irregulars**: A special task force created in London to find **Death** and stop them.
- **Amakusa**: A special task force created in Japan to find **Death** and stop them.
- **Yakuza**: A group of criminals seeking to defeat **Death** to acquire their power.

For smaller games (under 10) you'll want to just use two Factions. You'll want to try and keep each **Faction** split as evenly as possible. If one team is outnumbered, give one of the players on the outnumbered **Faction** an additional **Skill** at random.

Goals

Every character has a goal, which by default is aligned with their **Faction**. However, it can be changed based on certain **Skills** you may have, or if you're **Death, Sherlock** or **X-Death**. Goals can't be discovered by using the Investigate action. Players must work to use their deductive reasoning to decide who they believe is **Death, Sherlock**, and **X-Death**.

- **Death:** You win if **Sherlock** is killed. Your Investigation is 12.
- **Sherlock:** You win if **Death** is arrested. Your Investigation is 12. No one knows who **Sherlock** is except the **Reaper**. Every member of the **Baker Street Irregulars** and the **Amakusa** is aligned with **Sherlock** by default. The **Yakuza**, while not directly aligned, will still win if **Sherlock** wins.
- **X-Death:** You act as the hand of **Death**. You are able to communicate with **Death** directly in a private chat, due to your understanding exactly what is asked of you. You win if **Death** wins.
- **Yakuza:** You're against **Death** and win if they lose.

Player Character Stats

If a player is playing their own character, their stats are determined by 2d6 at the start of the game and are increased by various **Skills** that players may have. Otherwise, **Characters** have their own stats on their **Character card** (with **Skill** increases included).

All players begin the game with the following stats:

- **Combat:** When a confrontation turns violent, the team with the highest total Combat value wins the altercation.
- **Investigation:** The higher this stat, the more information you can find on others.
- **Stealth:** The higher this stat, the harder it is for others to find you and seek information about you. When Investigated, your Stealth will lower their Investigation Stat by that amount.

Alias

Death needs a name and a face to kill. Because of this, each player character is represented with an alias (false name). This name can be the player's real name (to make things simple).

Making A Check?

Some actions and skills will require a "check" be made. This check is there to determine which side of the conflict wins.

A Stealth check against a player character's Investigation check, for example, would mean that 2d6 are rolled and applied to both stats. The one with the highest total is declared the winner of this check, and the effect applies as follows.

Locations

There are various **Locations** player characters will use throughout **Deathsend**. Secret Locations can be used to represent any neutral area.

Note: Players don't have to leave contact with their starting location (i.e. Yakuza members remain in the group chat, even when they leave to other locations, as they still have contact with their teammates).

Each **Character** has a **Location** they start at based on their **Faction**.

Locations

Baker Street (*starting Location for the Baker Street Irregulars*)

Basilica of the Twenty-Six Holy Martyrs of Japan (*starting Location for the Amakusa*)

Yakuza Underground Network (*starting location for the Yakuza*)

Secret Location #1

Secret Location #2

Secret Location #3

Secret Location #4

Actions †

There are seven total Actions in **Deathsend** that players may take:

Arrest, Confront, Find, Investigate, Parley, and Trap.

You may perform one of the following Actions per week.

Arrest: Once during the game, players not aligned with **Death** can attempt to make an Arrest. If they successfully Arrest Death, they win the game. The Arrest must be approved by **Sherlock** if Sherlock is still in the game, otherwise, it must be an equal or majority vote. To make an Arrest, a character must be at the same location as the character they're arresting. If the Arrest made is incorrect, and not Death, **Sherlock** and those aligned with them, lose the game. An Arrest may lead to a confrontation (read "Confront" below).

Actions II

Confront: At any point, a player or players may make a confrontation against any number of players at the same location. When this occurs, initiative is rolled (2d6). The players go in turn order from highest initiative to lowest. During this, the first player rolls off their Combat stat vs. any other player's. If they win, they successfully kill or take hostage of that player(s) (the successful player chooses the outcome). This process continues until players wish to stop.

Note: When taking hostages, you must know their True Name. While hostage, those players character can't take an Action, but may speak with you if you allow them to. A team may attempt a rescue by confrontation against you/your Faction.

Actions III

Find: You will find the player in another Faction with the lowest Stealth. It is decided at random in case of a tie. This Action may also be taken to specify a location you want to move to.

Investigate: Investigate any player (or a player at random with the lowest Stealth, if not specified). When you do, declare the top three results you would like to acquire (otherwise the Reaper chooses for you): True Name (12), First Skill (3), Second Skill (6), Third Skill (9). You may Investigate with any number of willing players. If you do, add their Investigation and roll to yours. In addition to discovering a character's true name, you also learn their relation to the story (if any) and their face (assuming it's not covered). When learning a character's Skills that specify characters (such as the Protector Skill, choosing a character to protect), you learn the character that's chosen. *(The numbers in parentheses are how much of your total result it will take to acquire that information. Having a result of 9, for example, would allow you to learn a player character's First and Second Skill, but not their Third. Random skills are learned first, then top down on Character card. Remember, the opposing character's Stealth will subtract your total result!)*

Actions IV

Parley: Set up a parley (meeting) with any number of other players. To join a parley, doesn't take an Action They may choose to decline your offer. In a parley, player characters may talk amongst each other and act as they see fit. This may also lead to a Confrontation. Joining a Parley doesn't take an Action. Parleys also can specify the meeting location.

Trap: As an Action, you may set a trap. If you do, name a player. If that player Investigates within 1 week of your trap being set, the player's Investigation is negated and you learn what that Character was attempting to discern. However, if that Character wins a Stealth check against your Investigation, this fails and the targeted player character is made aware of your trap, attempt, alias, and Faction (not true name or allegiance).

Death Actions

Kill: In addition to **Death's** standard Action, **Death** may kill someone with mere thought of that character's face and true name. The method of which they die is SADS. The Kill action may be used any number of times in a round, given they meet the requirements.

Calamity

As **Death's** presence becomes more and more known, the laws of the world begin to shift. This is reflected by the **Calamity** cards.

As a week progresses in-game, different effects will happen.

During the start of each week, before any **Character** takes an Action, a **Calamity** will take effect.

Skills

By default, each **Character** has 3 skills. 2 are chosen by their **Character**, and the other is chosen at random by shuffling the **Skills** and drawing them randomly for each player. Alternatively, **Skills** may be chosen at random by shuffling the card deck and revealing cards from the top at random.

The **Skills** are color coded to indicate different values—Light (Blue), Neutral (White), and Dark (Red). A character aligned with **Sherlock** will have no more than one dark skill. A character aligned with **Death** will have no more than one light skill. **Yakuza** members may have any amount of either skill. If a **Character** would acquire a skill that exceeds the amount of light/dark skills they can have, that skill is replaced with another at random.

True Names

Given the context of the narrative, it's likely that you'd name the names of your fellow player characters (and not just their alias). For the purpose and context of this game, it's assumed everyone has had the opportunity to legally change their last name, to prevent **Death** from killing them. The last names provided in this game can be seen as being their actual last name or can be entirely made up by the **Reaper**.

In any case, the point remains that the only way **Death** can know a character's true name is through Investigation, learning from someone else who's investigated, admission of the character, and otherwise, in game knowledge.

Neutral

Skill

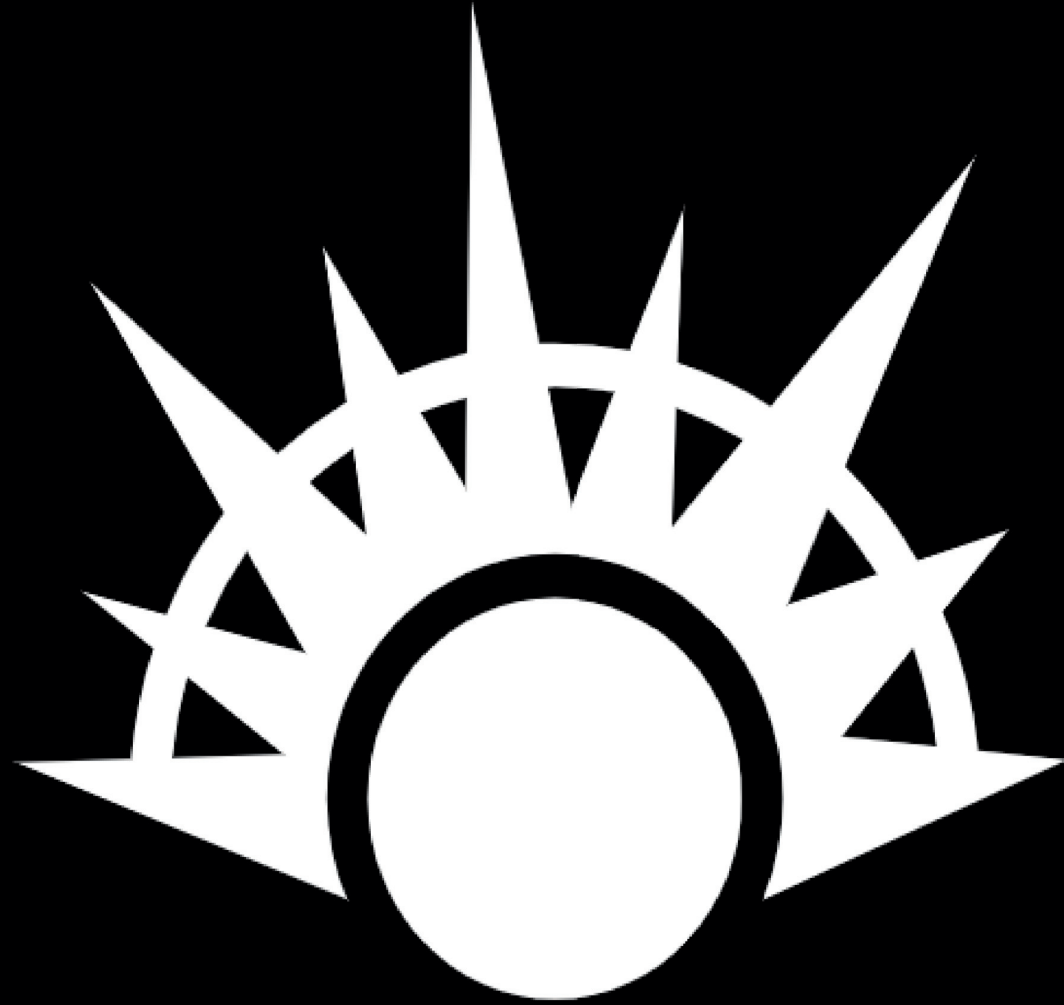


Actor

When Investigated, a random Neutral Skill is revealed instead of any of your other Skills.

Neutral

Skill



Calculated

Increase your Investigation stat by 3.

Dark

Skill

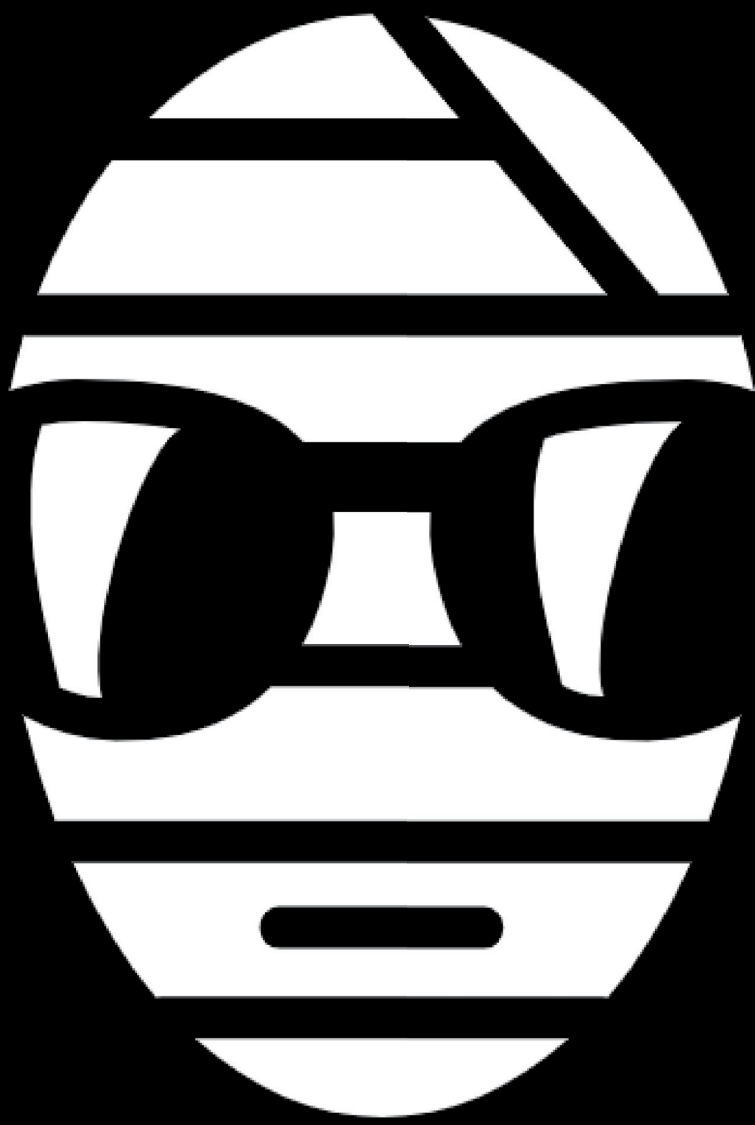


Dirty Money

You have a massive amount of cash. You are able to convince any one player to take any Action of your choice. Limit once per game.

Neutral

Skill

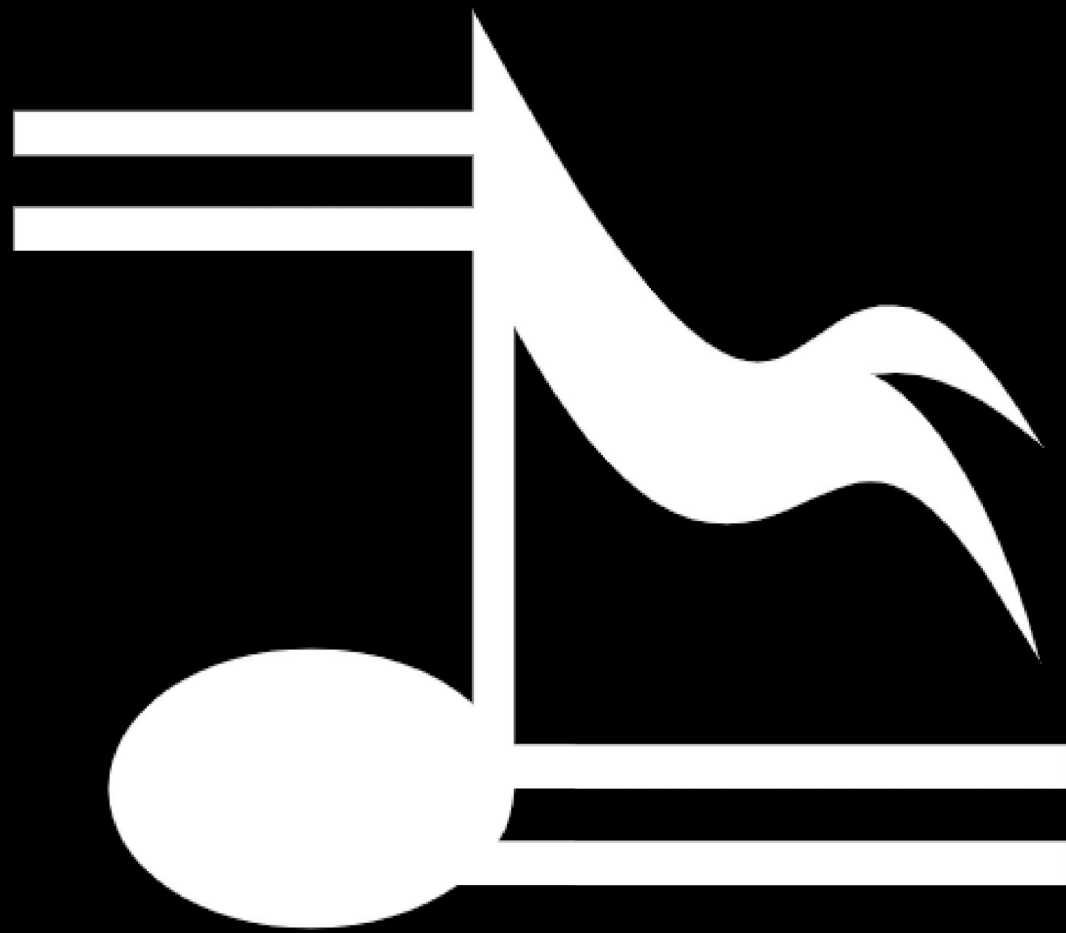


Disguised

You are exceptional at remaining hidden. Increase your Stealth stat by 3.

Dark

Skill

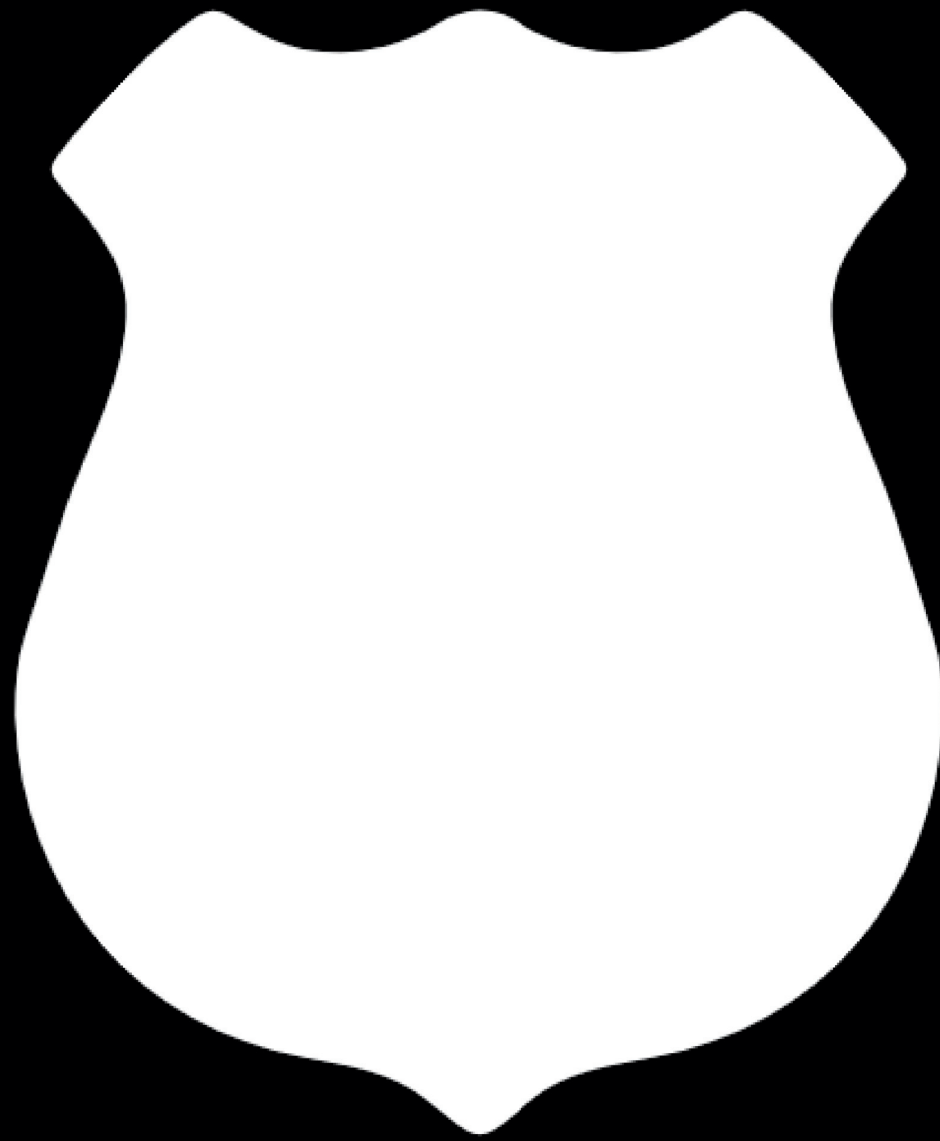


Death Symphony

For better or for worse, you are thrilled by this contest of wit and the death it brings. Whenever a player character dies, increase your Combat and Investigation stat by 1, but lower your Stealth by 1. (This occurs even when you're not the cause of death or don't see the character die. You are made aware when this effect triggers.)

Light

Skill



Duty

You have a sense of duty that's unparalleled. You cannot be convinced or forced to take any Action you don't wish to take.

Additionally, increase your Combat, Investigation, and Stealth by 1.

Dark

Skill

Supernatural



Eyes of Death

You have come into contact with a **Reaper** and made a deal. You are able to see the true name of any Character that you can see.

Neutral

Skill



Forger

You are able to forge any kind of document or item in one day's time. This forgery is indistinguishable from the original. Only the forger and anyone the forger tells will be able to tell it's a fake.

Neutral

Skill



Gifted

This skill is replaced by two additional skills (giving you a total of four instead of three).

Dark

Skill

Supernatural

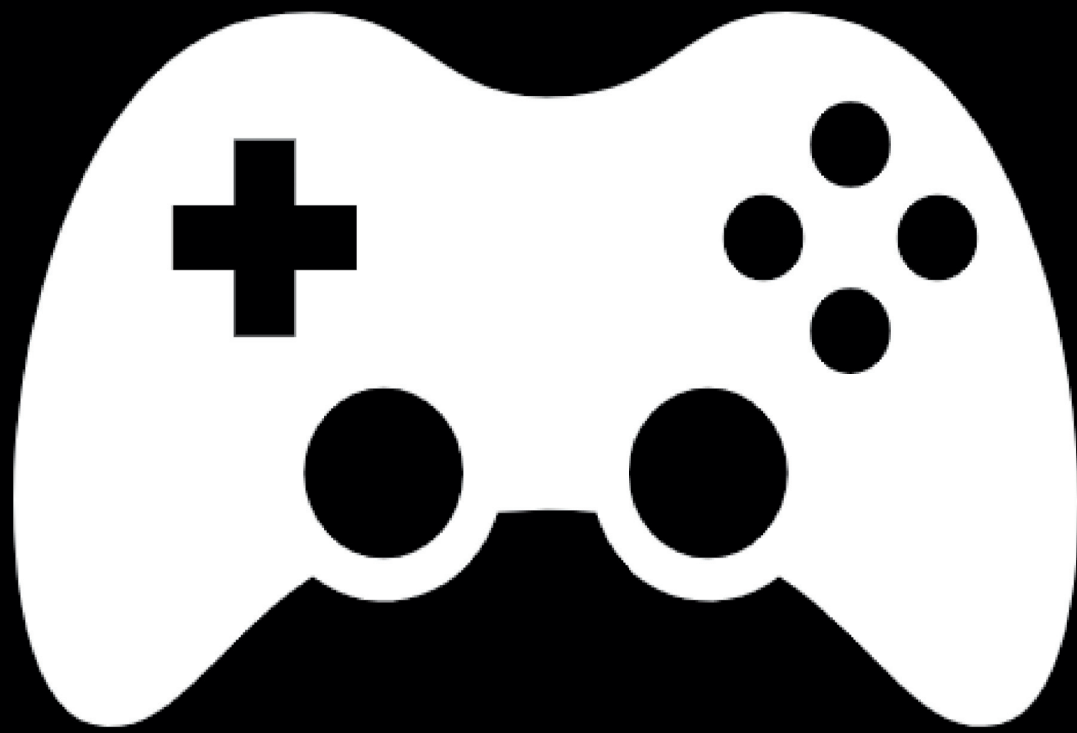


My Guardian Death Angel

A **Reaper** has fallen for you. If someone would cause you to be killed or taken hostage, then they will die (unless they are **Death**) and you will live. You will know when your Guardian Death Angel dies. Limit once.

Neutral

Skill

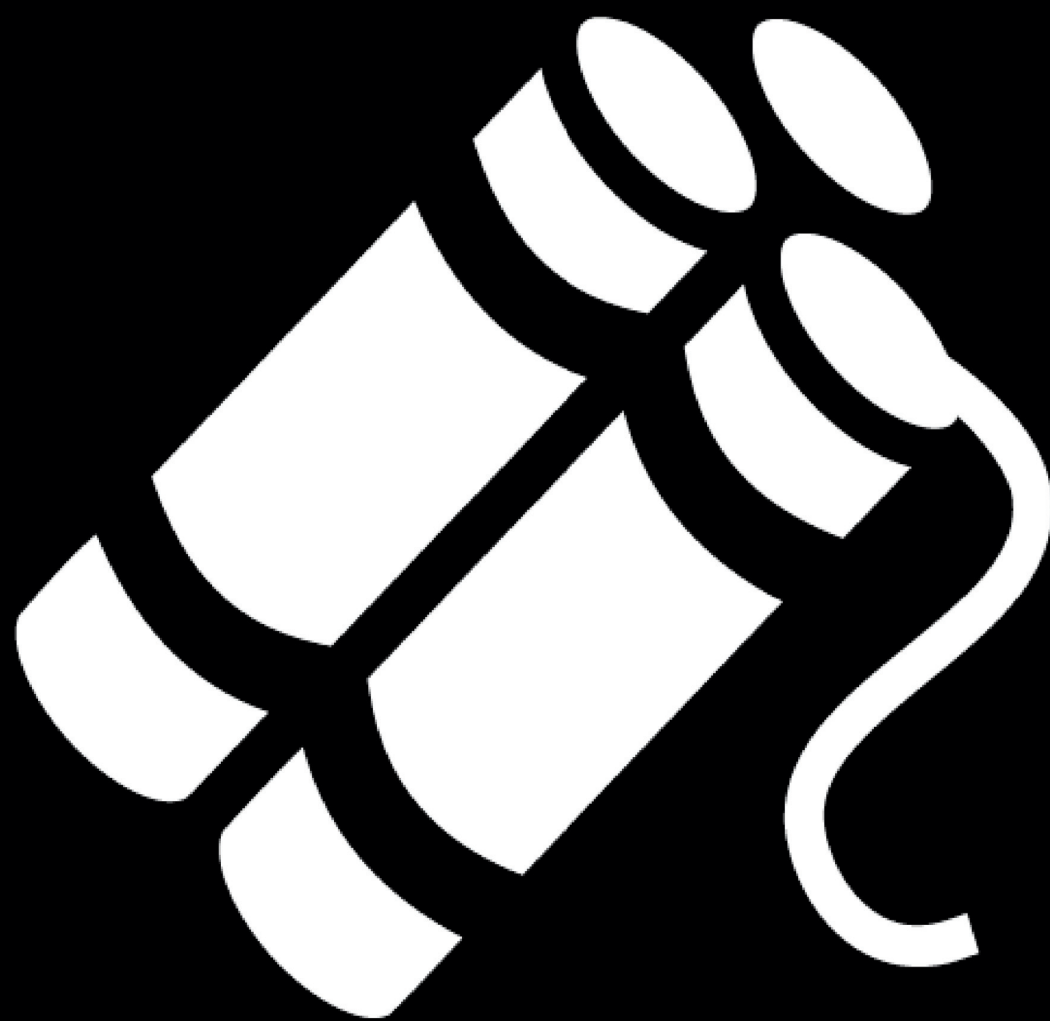


Hacker

You are able to hack into complicated computer systems. Make an Investigation check against another player. If your total is higher, you may prevent that player from performing an investigation on your team for one week in-game.

Neutral

Skill



Impulsive

Increase your Initiative stat by 3.

Light

Skill



Loyalty

At the start of the game, choose a player on your team. You win if they win, even if it betrays your team.

Neutral

Skill

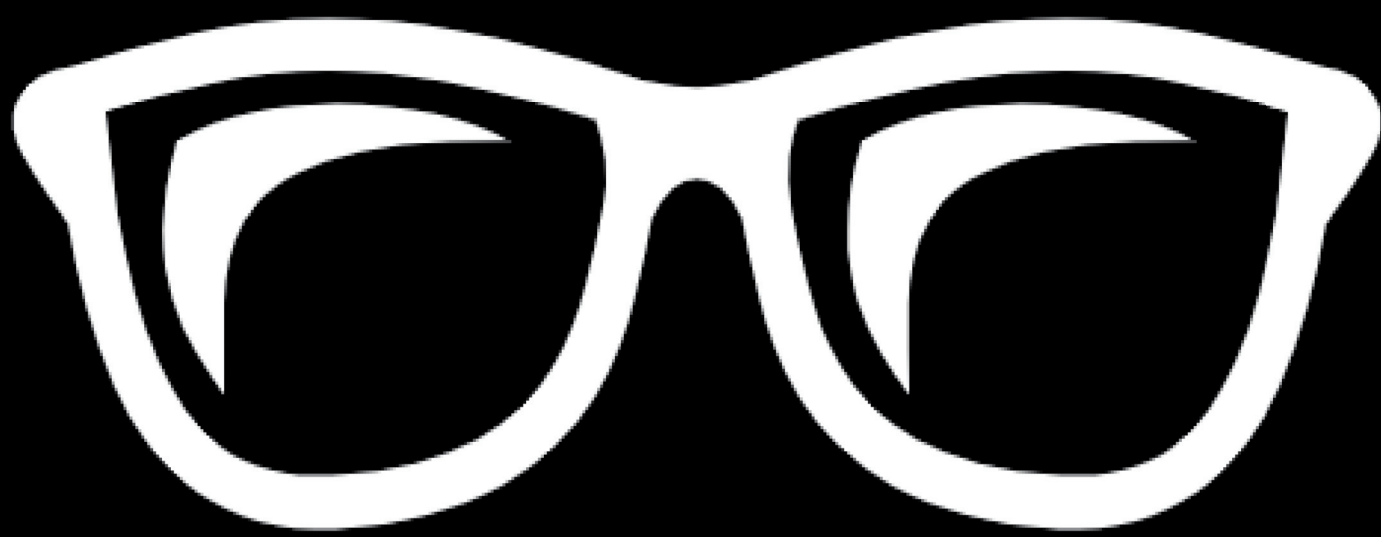


Marksmanship

Increase your Combat stat by 3.

Light

Skill

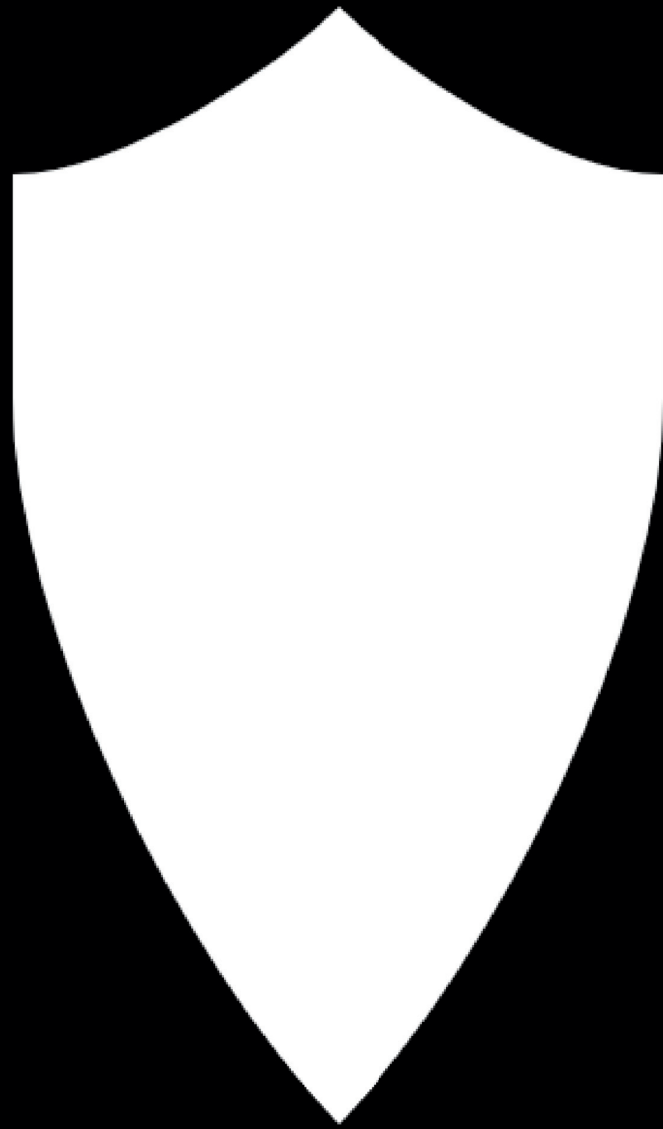


Pep

You have a certain pep about you that raises the morale of your team. People on your team (even if they are of a different allegiance) get to reroll all 1's.

Light

Skill

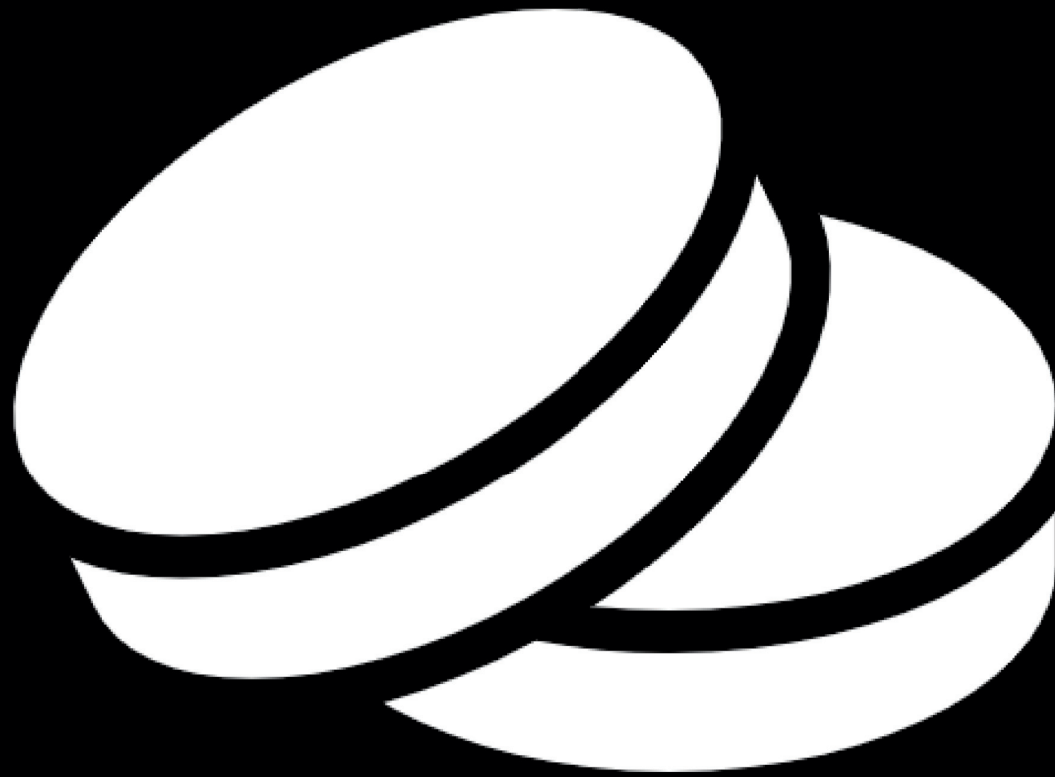


Protector

You may redirect any negative effect happening to a teammate to yourself, while at the same location as that teammate. You can't redirect Death's Kill Action this way.

Dark

Skill



Risk-Taker

You have a 50% chance of changing the outcome of anything you're made aware of. However, if you do this, you have a 50% chance of it backfiring on you, causing the same outcome to happen to you instead. For example, if a player goes to kill an ally or take them hostage, you may attempt to prevent it with this ability. However, there would be a 50% chance that you are killed or taken hostage as a result of your plans.

Neutral

Skill

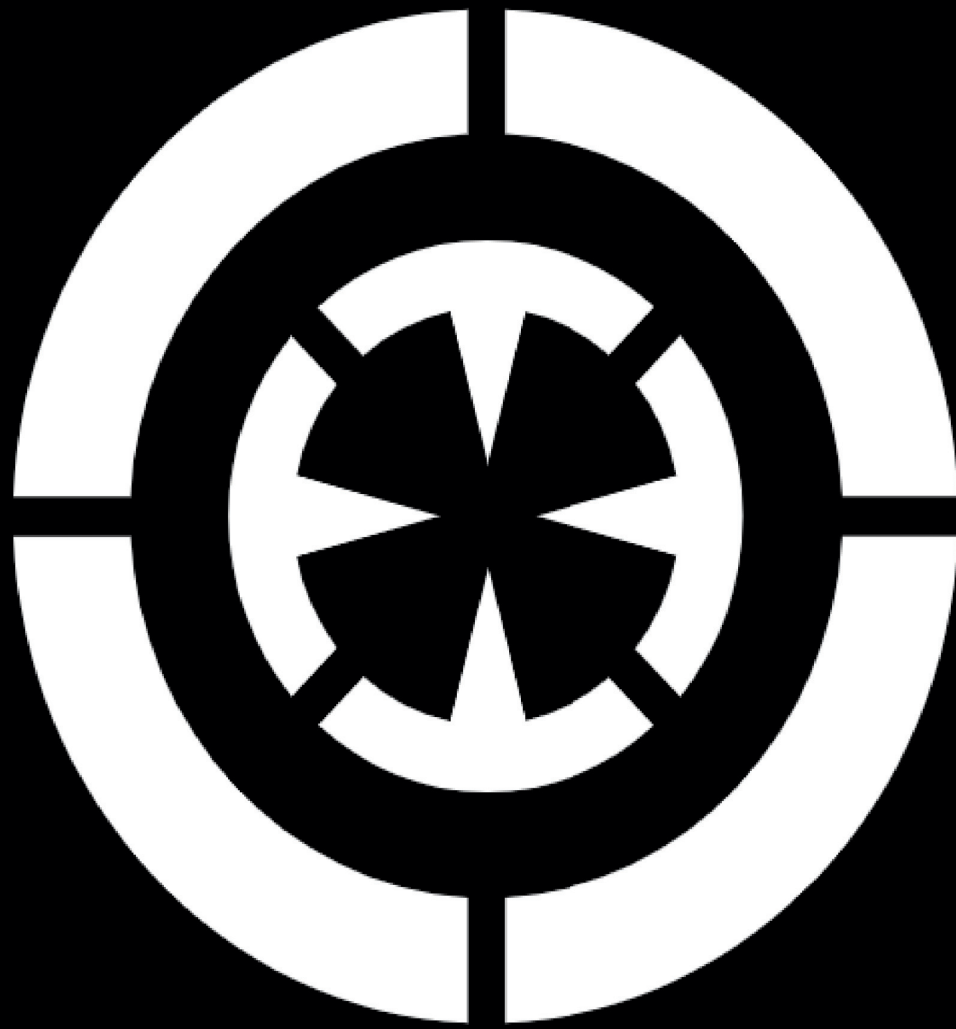


Skeptical

Whenever you use the Investigation Action towards someone in your Faction, gain a +2 bonus when investigating them. If you discover they are not the same allegiance as you, they learn you are on to them.

Neutral

Skill



Tactician

You may use your Action to learn the Action that target player will take next or last took. This will always succeed unless the player you target also has the “Tactician” skill. If that is the case, they will be made aware of your attempt.

Light

Skill



Honest

You can't lie unless you are **Death** or **X-Death**.

Hisashi Sato

Combat: 5 Investigation: 10 Stealth: 6

Duty

You have a sense of duty that's unparalleled. You cannot be convinced or forced to take any Action you don't wish to take. Additionally, increase your Combat, Investigation, and Stealth by 1.

Tactician

You may use your Action to learn the Action that target player will take next or last took. This will always succeed unless the player you target also has the "Tactician" skill. If that is the case, they will be made aware of your attempt.

Amakusa 
Character

Xavier Jefferson

Combat: 8 Investigation: 8 Stealth: 5

Actor

When Investigated, a random Neutral Skill is revealed instead of any of your other Skills.

Honest

You can't lie unless you are **Death** or **X-Death**.

Amakusa 
Character

Ichika Nozomi

Combat: 0 Investigation: 10 Stealth: 11

Pep

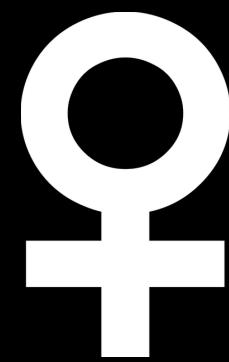
You have a certain pep about you that raises the morale of your team.

People on your team (even if they are of a different allegiance) get to reroll all 1's.

Loyalty

At the start of the game, choose a player on your team. You win if they win, even if it betrays your team.

Amakusa



Character

Daisuke Ito

Combat: 7 Investigation: 7 Stealth: 7

Protector

You may redirect any negative effect happening to a teammate to yourself, while at the same location as that teammate. You can't redirect Death's Kill Action this way.

Skeptical

Every week, you may investigate a player on your team. If you do, gain a +2 bonus when investigating them. If you discover they are not the same allegiance as you, they learn you are on to them.

Amakusa 
Character

Noah Langley

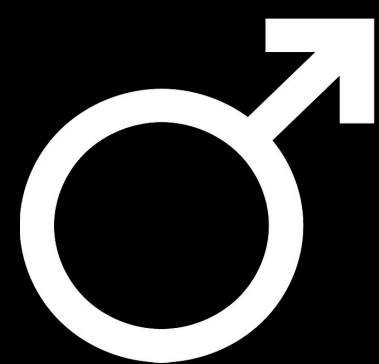
Combat: 4 Investigation: 12 Stealth: 8

Calculated

Increase your Investigation stat by 3
(already added).

Forger

You are able to forge any kind of document or item in one day's time. This forgery is indistinguishable from the original. Only the forger and anyone the forger tells will be able to tell it's a fake.



Baker Street Irregulars

Character

Evelyn Gray

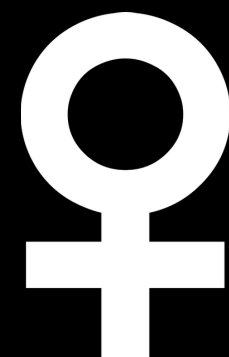
Combat: 10 Investigation: 7 Stealth: 10

Disguised

You are exceptional at remaining hidden. Increase your Stealth stat by 3.

Marksman

Increase your Combat stat by 3 (already added).



Baker Street Irregulars

Character

Olivia White

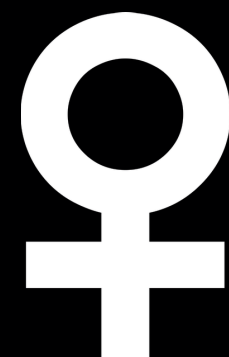
Combat: 5 Investigation: 11 Stealth: 8

Actor

When Investigated, a random Neutral Skill is revealed instead of any of your other Skills.

Calculated

Increase your Investigation by 3 (already added).



Baker Street Irregulars

Character

Kai Young

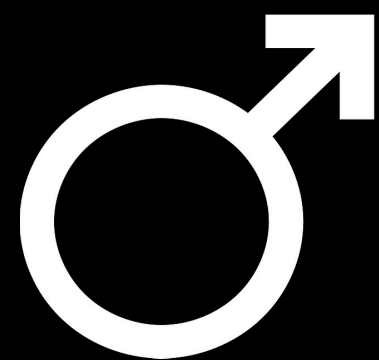
Combat: 8 Investigation: 6 Stealth: 7

Impulsive

Increase your Initiative stat by 3.

Hacker

You are able to hack into complicated computer systems. Make an Investigation check against another player. If your total is higher, you may prevent that player from performing an investigation on your team for one week in-game.



Baker Street Irregulars

Character

Hajime Raito

Combat: 10 Investigation: 6 Stealth: 5

Duty

You have a sense of duty that's unparalleled. You cannot be convinced or forced to take any Action you don't wish to take. Additionally, increase your Combat, Investigation, and Stealth by 1.

Risk-Taker

You have a 50% chance of changing the outcome of anything you're made aware of. However, if you do this, you have a 50% chance of it backfiring on you, causing the same outcome to happen to you instead. For example, if a player goes to kill an ally or take them hostage, you may attempt to prevent it with this ability. However, there would be a 50% chance that you are killed or taken hostage as a result of your plans.

Yakuza 
Character

Yuuma Takahashi

Combat: 7 Investigation: 7 Stealth: 7

Dirty Money

You have a massive amount of cash. You are able to convince any one player to take any Action of your choice. Limit once per game.

Death Symphony

For better or for worse, you are thrilled by this contest of wit and the death it brings. Whenever a player character dies, increase your Combat and Investigation stat by 1, but lower your Stealth by 1. (This occurs even when you're not the cause of death or don't see the character die. You are made aware when this effect triggers.)

Yakuza 
Character

Emiko Tanaka

Combat: 4 Investigation: 7 Stealth: 10

Pep

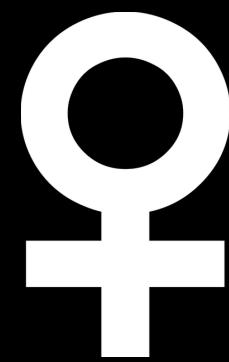
You have a certain pep about you that raises the morale of your team.

People on your team (even if they are of a different allegiance) get to reroll all 1's.

My Guardian Death Angel

A **Reaper** has fallen for you. If someone would cause you to be killed or taken hostage, then they will die (unless they are **Death**) and you will live. You will know when your Guardian Death Angel dies. Limit once.

Yakuza



Character

Katsuki Saito

Combat: 10 Investigation: 7 Stealth: 7

Impulsive

Increase your Initiative stat by 3.

Marksman

Increase your Combat stat by 3
(already added).

Yakuza 
Character

Character Info

The Amakusa

Hisashi

Currently the head of the Amakusa. Hisashi is studious and caring, always working hard to provide a great example for those around him. People close to Hisashi view him as a father figure, which has made him especially popular among those that lack close ties with their own fathers. Hisashi teaches others the importance of being purpose-driven and being a leader in life.

Xavier

Born in France, Xavier has lived in many places, thanks to his dad needing to travel the world for his job. Xavier has lived in France, the U.K., Australia, Saudi Arabia, Japan, and the United States. Xavier is now a missionary who also enjoys creating his own music, social media content, and working out.

Ichika

A delightful and cheery young woman who enjoys wearing hats, eating, cooking, and spending time with those she's very close to, which happens to be anyone involved with the church. Ichika hates violence, and hates when people make assumptions or act mean towards one another. She wishes for a world where people can smile and work to make others happy, which is why she's joined the Amakusa.

Daisuke

A stern and stoic man. Daisuke may be young, but in many ways he exhibits the mindset of an older generation, often not understanding jokes and paying little to no attention to current trends. Instead of being absorbed into social media, Daisuke enjoys reading and learning. He's also probably the only person you'll ever meet that says they have a "long attention span."

The Baker Street Irregulars

Olivia

A woman who has no problem admitting she grew up fortunate to have wealth, beauty, and intelligence. She is unrivaled by all with her 228 I.Q. Olivia enjoys shopping, going to the lake, and terrible television.

Evelyn

A woman who likes doing things on her own, but that doesn't mean she can't be an absolute daddy's girl. She loves going to the shooting range with her dad when she's not studying academics. She's currently working with the Baker Street Irregulars given recent events, but once this is over, she's aimed her sights on working in the field of Marine Biology.

Noah

An aloof and lazy genius. Noah possibly could rival Olivia in terms of brains if he gave it the effort, but the truth of it is, he doesn't know what he wants to do. He just sort of "goes where life takes him." He rarely

initiates conversations or meetings if he doesn't have to, but nevertheless, he's proven time and time again to be a good friend and there for those he cares about when needed.

Kai

A charming, eccentric, and athletic personality. Kai has a bit of a problem being “consumed by women,” and wanting to garner their attention. Aside from this, he's a sports player, and no coach has to worry about bending the rules to keep him on the team. Kai makes all the nerds jealous, not just because he's charismatic, but also because he can outsmart them. Kai naturally understands systems, programming, and even hacking, making him an unexpected computer wiz!

The Yakuza

Hajime

A brutal leader with his eyes set on the prize—to kill Death and seize their power. Hajime took the leadership role above Yuuma without

asking. His stature is large and built, his eyes are piercing, and it's as if nothing could stand in his way. He wields a handgun on his right and a sword on his left.

Yuuma

A cold and calculated killer who portrays himself calmly and with an innocent demeanor. Despite his ability to kill without feeling, he does show emotion and care for his half-sister, who he genuinely doesn't want to see hurt. When comparing himself to his half-brother Hajime, he knows he couldn't win in a physical altercation, but does believe he could outsmart him should the need arise. In Yuuma's downtime, he enjoys hot relaxing baths and playing the piano.

Emiko

Daughter of the crime boss who recently passed. Emiko is playful and energetic, but she has also seen a lot of death, whether intentional or otherwise. Because of Emiko's upbringing, her morality is skewed,

and her ability to see right and wrong is altered.

Katsuki

A diligent and responsible Yakuza member. Katsuki has intelligence only rivaled by her beauty. She's very objective-focused, and trained as an expert marksman. Whatever she sets her sights on, she accomplishes.

Difficulties

When players choose Characters or their Characters are chosen by the **Reaper**, consider how difficult they are to play (starter, medium, experienced, difficult).

Hisashi / Experienced

Xavier / Experienced

Ichika / Starter

Daisuke / Experienced

Noah / Experienced

Evelyn / Starter

Olivia / Medium

Eli / Experienced

Hajime / Difficult

Yuuma / Difficult

Emiko / Starter

Katsuki / Starter

Credits

Design - Vincent Baker

Artwork - Dominix, Herstd

Graphic Design - Game-icons.net,
Vincent Baker

A Huge Thanks to Our Patrons!

Diamond Patron: Kevin Claussen


Platinum Patrons: Catie Walker,
Marco

Gold Patrons: Eric Gaster, Silver
Steele, Quan Fam


Silver Patrons: Eli Sanchez,
Ludwin Alfaro

And all of our other patrons! <3




 Yuumi Takahashi
Noah seems like a smart guy. I'd like to investigate him to learn his first name and any skills he may possess.



 Hajime Raito
I'd like to take the Find action and whoever I find best give me some answers, otherwise, they'll be hell to pay.



 Emiko Tanaka
Don't tell my secret, but I have a Guardian Death Angel watching over me. It makes me soooooo happyyy!