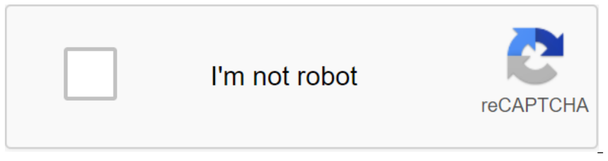
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KULT 4th EditionDesigner (s)Petter Ndlo, Robin LiljenbergPublisher (s) Helmgast AB, Cabinet EntertainmentPublication DateFour Edition, 2018Genre (s)HorrorSystem (s) Food from Apocalypse Cult 3rd editionCover for Kult: Death is just the beginning ... Designer (s) Gunilla Johnson, Michael PetersonOpublisher (s) Paradox Entertainment, 7'me Cercle 'fr'Publishing dateThird Edition, 2001 / 2004Genre (s)HorrorSystem (s)Custom Kult - this modern role-playing horror game, originally created by Gunilla Johnsson and Michael Peterson with illustrations by Nils Gullikson, first published in Sweden in 1991. The cult is known for its philosophical and religious depth, as well as mature and contradictory content. The first English edition was published in 1993 by Metropolis Ltd. In 1995, 7'me Cercle (fr) translated the second Swedish edition into French. In 2018, the current licensee Helmgast released a fourth edition called KULT: Divinity Lost, created by Robin Lilienberg and Petter Nallo. This edition has shifted the settings from the 1990s to the present and has been completely rewritten with new art, layout and rule based on Powered by the Apocalypse. The new edition was well received by critics and fans and received two awards in the categories Best Letter and Best Cover 2019, and was nominated for Best Inner Art. Installing the default backdrop of the Cult of modern real big cities; Players take on the role of modern multi-genre heroes such as private detectives and femme fatale, vigilantes and drug dealers, artists and journalists, or secret agents and insane scientists. In the game, however, all this and the whole world that we see is an illusion that unites the monotheistic faith, which unravels to reveal the dark background, where lurking nightmarish monsters called reality in the game. This illusion was created by Demiurg to keep humanity captive and prevent humanity from restoring the divinity it once had. In the absence of this Demiurga, the sinister forces conspire to keep us from realizing the truth, or even immerse the world in an apocalyptic war to restore the ignorance of humanity and blind faith in the divine order. Some of the characters and creatures appearing in Kult can also be seen in other Swedish games, in which Kult authors and the production team have also contributed. The Universe of Mutant Chronicles (created by Nils Gulliksson and Michael Stenmark) of its spin-offs are shared by creatures such as Jade and Razides, who appear in the game. The essence of the concept of originally divine humanity, natively sinister forces, is borrowed from Gnosticism. The cosmological von Cult is largely based on the Tree of Life, Sephiro and zlifote. It is balanced with Demiurg and his archones on one side and Astaret and his Deaths on the other. Every Archon or Angel of Death of Death (aid organizations, child abuse, mafia, apathy, judicial systems, etc.) over which they have a great influence. Archons and Angels of Death have different creatures and cults (thus the name of the game) to make their trades and promote their values. Many of them are our jailers who work to keep the illusion. Many of the adventures revolve around how the conflicts of these entities affect the players' characters and the world around them. The disappearance of Demiurge One of the most central elements of the game is that Demiurg disappeared shortly before the 20th century, and since then Astaret, Archons and Angels of Death are fighting for power. Since then, many entities have disappeared and the illusion has been weakened. The game leaves much to the imagination of the interpretive masters of the game as to the reasons for Demiurg's disappearance, as well as the previously mentioned divinity of mankind. The reality of the game concept rests on there are several realities that can appear when the illusion is destroyed: Metropolis, the original city that connects with all the great cities; Inferno and its purgatory, where people are held captive and tortured after death; and Gaia, which connects with nature and the destructive forces of nature. An underground world where strange people from lost worlds live in depths close to infinity. Limbo, the dream world where Dream Princes create their kingdoms and dream wanderers explore ragged dreams next to Vortex (a place of chaos and creation). Rules Original System is a skill-based system using 20-third-party dice (associated with the BRP system used in juvenile for their Drakar och Demoner rpgs), with point symbols. In the game, a natural one is usually a great success with extra bonuses and a natural 20 means complete failure. Normal characters typically have skill ranges of 3 to 20; To excel in the skill roll, the player must roll equal or below the skill of his character. The lower the player rolls down the lower the number of skills, the greater the success. Extraordinary symbols and inhuman entities can have value skills well above normal range. This section needs to be expanded. You can help by adding to it. (February 2016) A recent edition of KULT: Divinity Lost uses rules based on the Apocalypse rules engine. You throw two ten-sided dice, add possible modifications and try to reach at least 10 to avoid failure or 15 to get full success. KULT: Divinity Lost also has a system where Gamemaster builds a campaign around the player's characters and strives to achieve true personal horror. The fight this section needs to expand. You can help by adding to it. (January 2015) There are several different official rules for combat. The second and third English rules of the publication use based on damage factors (DEF). Fourth edition, KULT: Divinity Lost, Lost, less focus on the fight than previous editions. The Magic Kult magic system is largely based on the same real occult belief systems as some modern magical societies. (quote is necessary) Sorcerers can spell from one (or rarely more) of five different Lores; Death, Sleep, Madness, Passion and Time and Space. Since these spells have (very) long casting periods (up to a few days), very specific and demanding verbal, material and somatic requirements, and can only be cast inside the consecrated temple of the sorcerer, these spells are actually more like quasi-religious rituals. Mental equilibrium Central to the game is an aspect of mental balance that is sanity-calibration of sorts. In the cosmology of the game, people can - at least in theory - regain their lost divine status through the concept of a game called Awakening, in which characters with extremely high (or low, the game never appreciates positive or moral traits higher than negative or immoral) mental equilibrium no longer held back by the rules of illusion. In fact, they avoid prison and become gods. The closer to the equilibrium the character, the more it is fixed in everyday human reality and the more difficult it is for the character to see through the veil of Illusion the true reality below. On the other hand, it protects him from injury or deranged. The farther from this point of equilibrium (zero) becomes the mental balance of the character, the easier he or she will become emotionally and mentally unbalanced shocking events. A Cult character can have a positive or negative mental balance that is affected by trauma, the influence of beings or places, and advantages and disadvantages. The pros and cons are usually talents and traits that work for or against character, such as (on the positive side) with animal friendship, artistic talent, body awareness, code of honor, or (from the negative spectrum) being socially inept, suffering from addiction, sexual addiction, paranoia, mystical curse or the like. Both unusually high and unusually low (No25/-25) mental balance will affect how normal people and animals react to the nature in question. The further a character moves away from a zero point, the more sociopathic, strange or eccentric he becomes as he sheds his human quirks and points of view and becomes increasingly inhumane. Characters with very high or very low mental balance will begin to unwittingly show external physical signs of their ascent or descent; they become either separate saints or children of the Night. If the Mental Balance ever reaches 500/500 pounds, the character awakens and restores his true In the fourth edition of Kult, the Mental Balance system was removed, the reason made by the developers is that even if it is interesting, it was almost impossible to use it if something as a concept. Instead, you bridge the line between types of archetypes: Sleeping, Aware, Enlightened, which moves you to awakening. Kult's story was originally published by Target Games in 1991 as a Swedish role-playing game and was later translated into several other languages. Kult was published in Swedish, German, English, Italian, Spanish and French. Metropolis Ltd. published the English-language game through three editions and new additions, with a new U.S. background and revised page design and editing led by Terry K. Amtor. In the third English edition of Kult there were two English books published in print: a player's handbook called Kult Rumours in 2001 and a basic rulebook subtitled Beyond The Veil, printed in 2004. Both are currently out of print, although copies can be purchased through secondary and specialized markets. Former publishers were 7'me Cercle (French) and Raven Distribution (Italian). The license was owned by first target games, then By Paradox Entertainment, and in 2015 by Cabinet Holdings. Current publishers Currently, Kult is licensed by Helmgast. The 2016 Kickstarter campaign funded a new edition of the game entitled Kult: Divinity Lost. This edition uses a different rule engine than previous editions, based on the World of the Apocalypse and its Apocalypse Rules engine. It updates the settings to answer the question What would Cult be if it was released in 2016 rather than 1991? The game was released in 2018. In 2017, the Free League published Anders Fager's novel Fer Gudinan (for the love of the goddess), established in the Cult universe. Fager also wrote an audio recording titled Faraday set in the kult adventure Tarroticum. Controversy in Sweden, Cult has been noted in the press several times, and in 1997 the Basic Rules of Kult were quoted in motion in the Swedish Parliament. The movement had to stop taxpayer funding of youth groups that were active with role-playing. It is a murder in a small town in southern Sweden called Bjuv, where a 15-year-old was killed by two 16- and 17-year-old friends who (according to the law) were under the influence of Cult. Critics of role-playing games also linked Cult to a 16-year-old Swedish boy who committed suicide with a shotgun in November 1996. The local Tunsbergs Blood newspaper in Tonsberg, Norway, also used Kult in connection with the disappearance of a boy named Andreas Hammer on 1 July 1994. Andreas Hammer is alleged to have played Cult the week before his disappearance. He's still missing. Jeff Koke's reception reviewed Kult for Pyramid #3 (September/October 1993), and stated that Overall, Kult is a very good system and background for role players who are mature enough to delve into really dark role-playing games. Even for those players who don't like into depressing, hopeless worlds, background background tidbits of grim images and bits of gruesome scenery that it's worth the cost of covering just to view through Metropolis. Reviews RPG.net (2018) Geeknative.com (2018) White Wolf #39 (1994) Shadis #25 (March 1996) Arcane #20 - 2nd edition of Spin-offs Kult (card game) by Brian Winter. In August-November 2011, Dark Horse Comics released a four-episode miniseries based on RPG. Notes and notes in Speltidningen.se (in Swedish) - Winners of ENnie 2019!. ENnie Awards. 2019-08-03. Archive from the original to 2019-09-05. Received 2019-09-05. 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