



Fates Worse Than Death **CHEERLEADER**





Fates Worse Than Death: Cheerleader

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Written by Brian St.Claire-King

Art by Kieron O'Gorman

**Based on the world of Fates Worse Than Death
the Role Playing Game, created by Brian St.Claire-King**

The story so far:

The Freedom Wars of the 2050s left Americans with a distaste for both socialism and rule by large corporations. In the power vacuum left after the end of the Freedom Wars, a new force gained prominence: economically self-sufficient gated communities. Using new psychometric technologies that let them accurately measure the minds of applicants they were able to let in only the best people, and good people made for successful communities. Gated communities were so successful that other organizations started mimicking their model, even corporations. Yet outside the walls of these new communities are slums, where those who can't or won't fit in elsewhere live. The island of Manhattan in New York City is one of the most notorious and dangerous of these slums.

visit www.FatesWorseThanDeath.com for more



This is me.



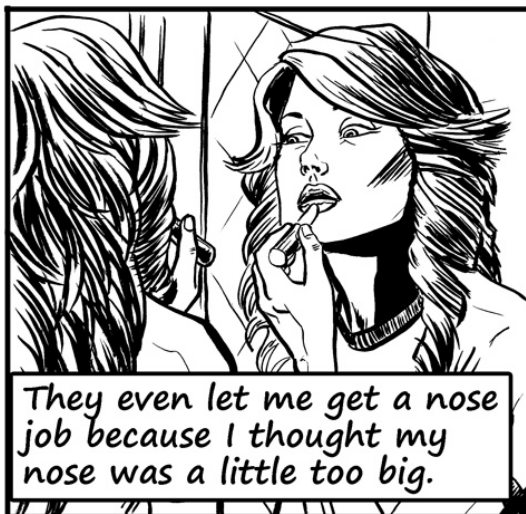
I was popular.



When I didn't do well in school I got private tutors.



My parents bought me anything I asked for.

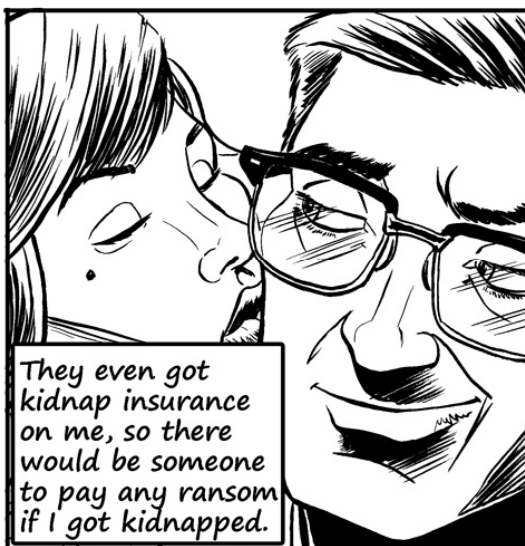
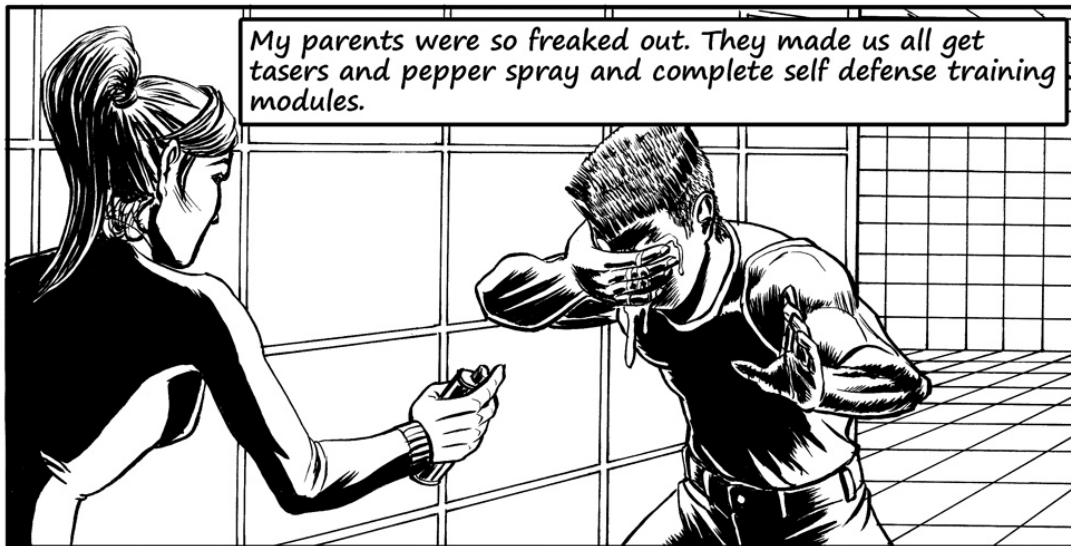


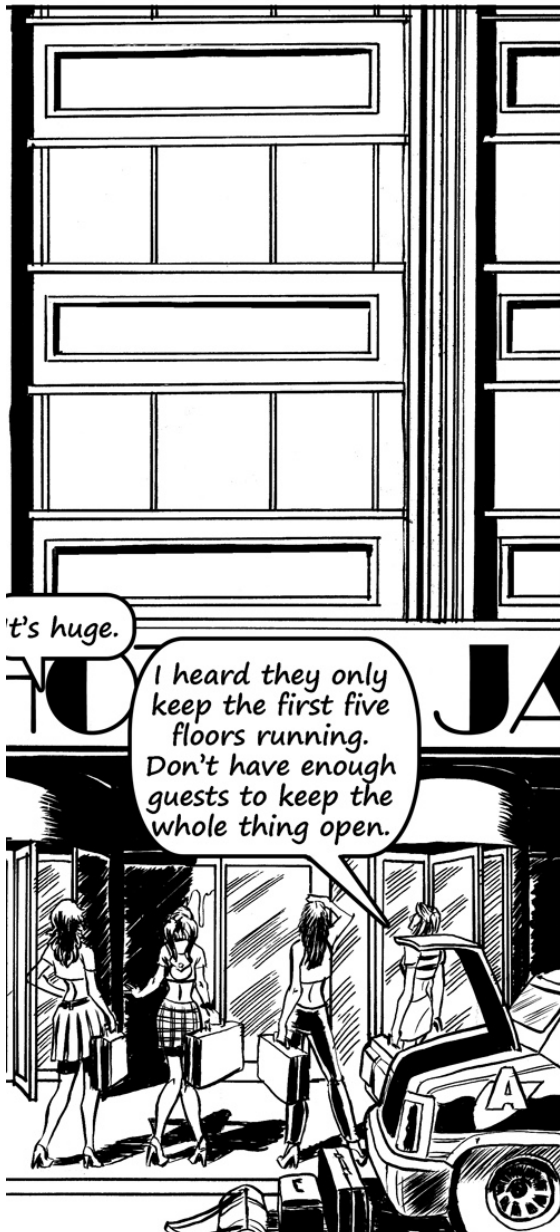
They even let me get a nose job because I thought my nose was a little too big.

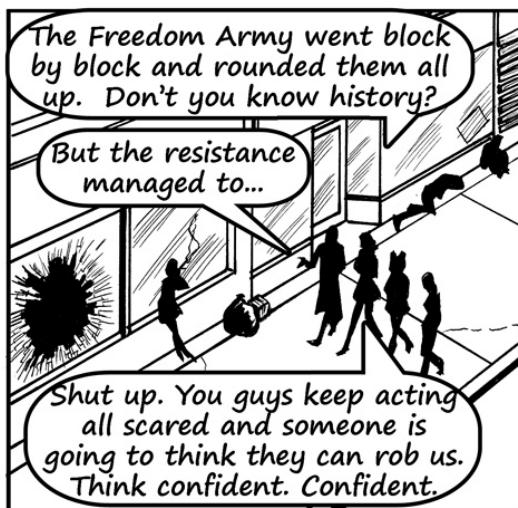
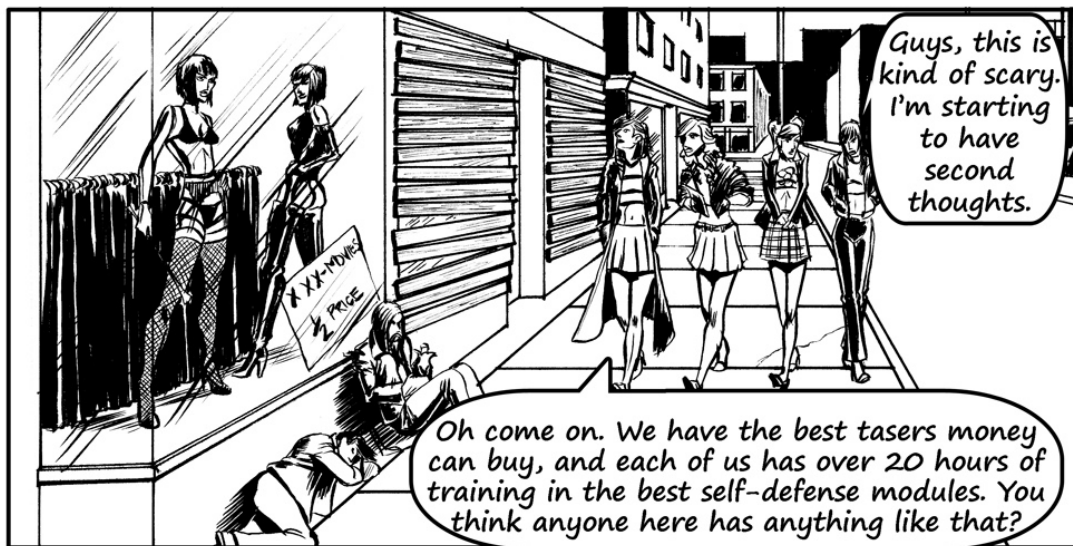


The only thing they couldn't give us was danger, excitement.





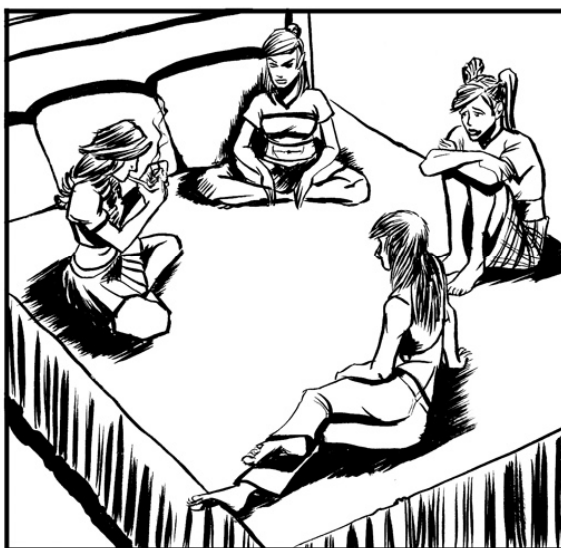
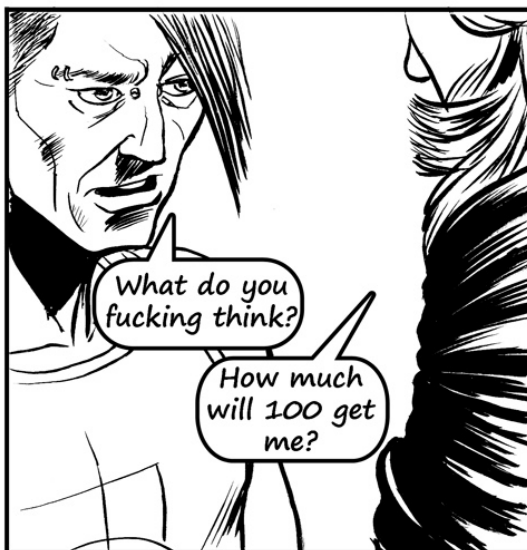


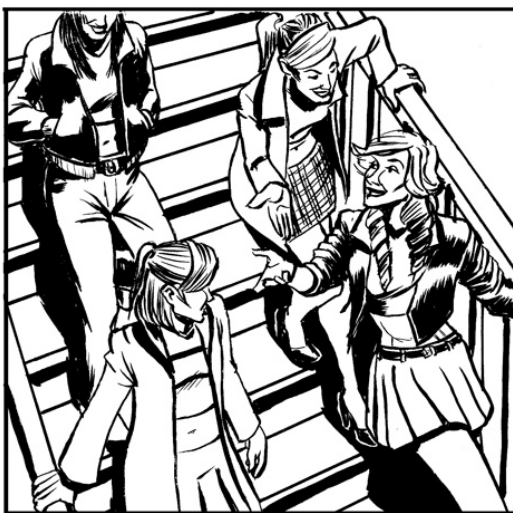


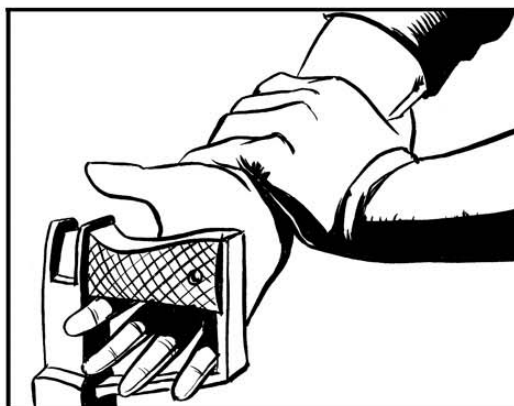
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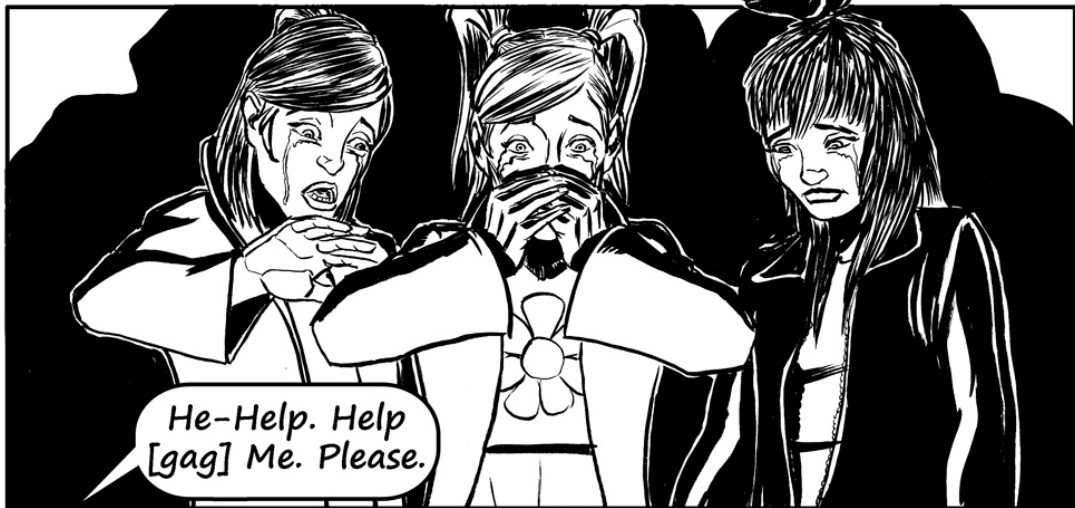
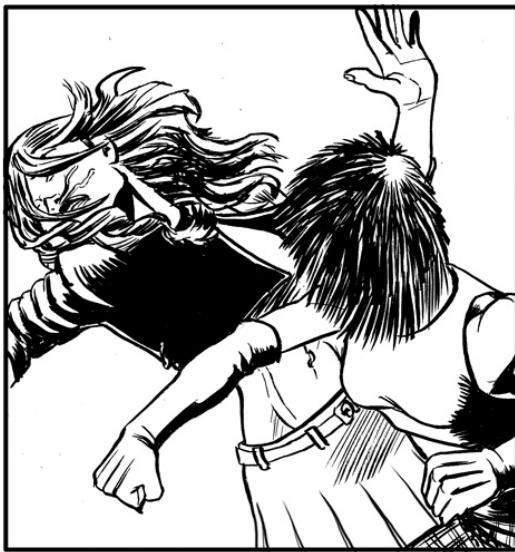
Let's go in here.











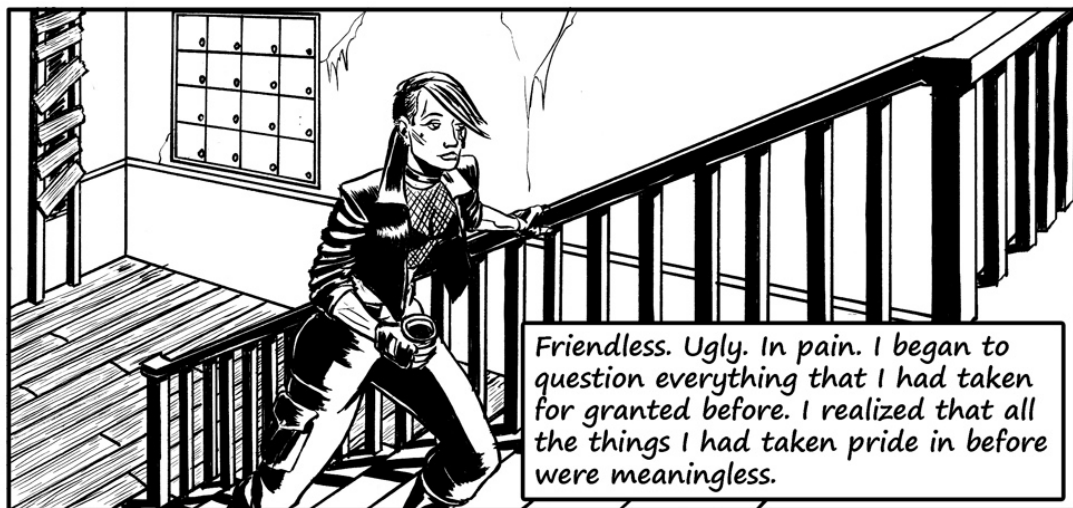
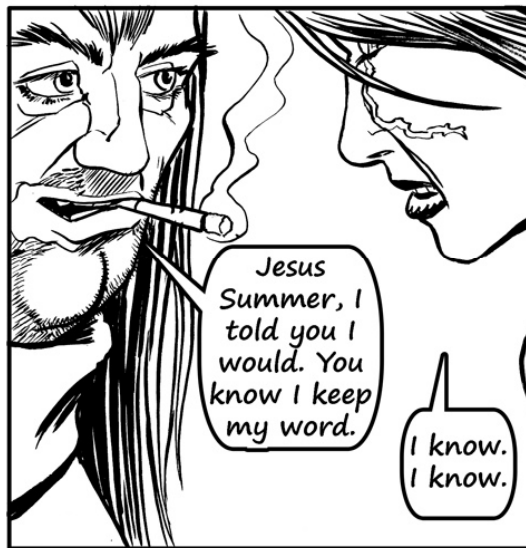
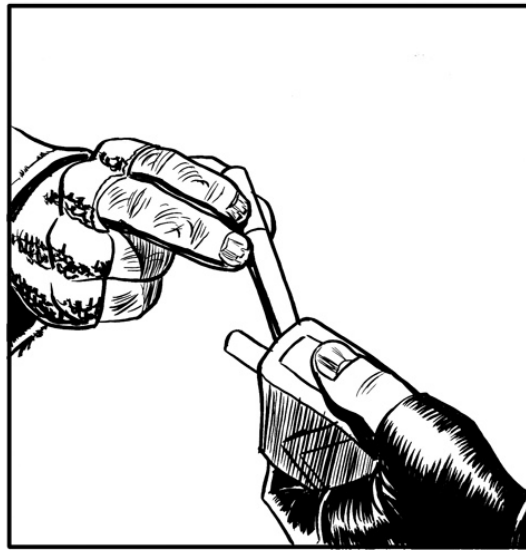


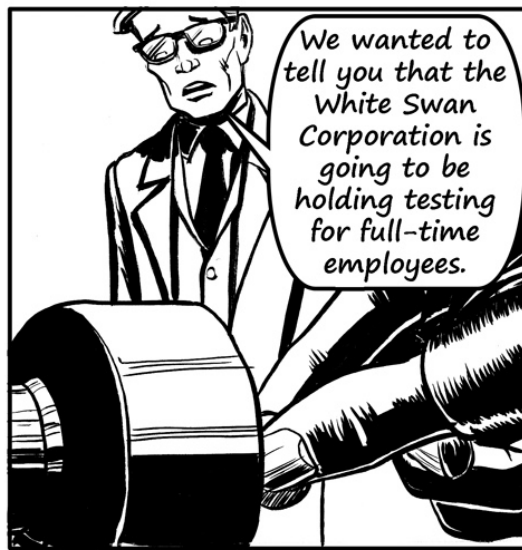
Two years later.

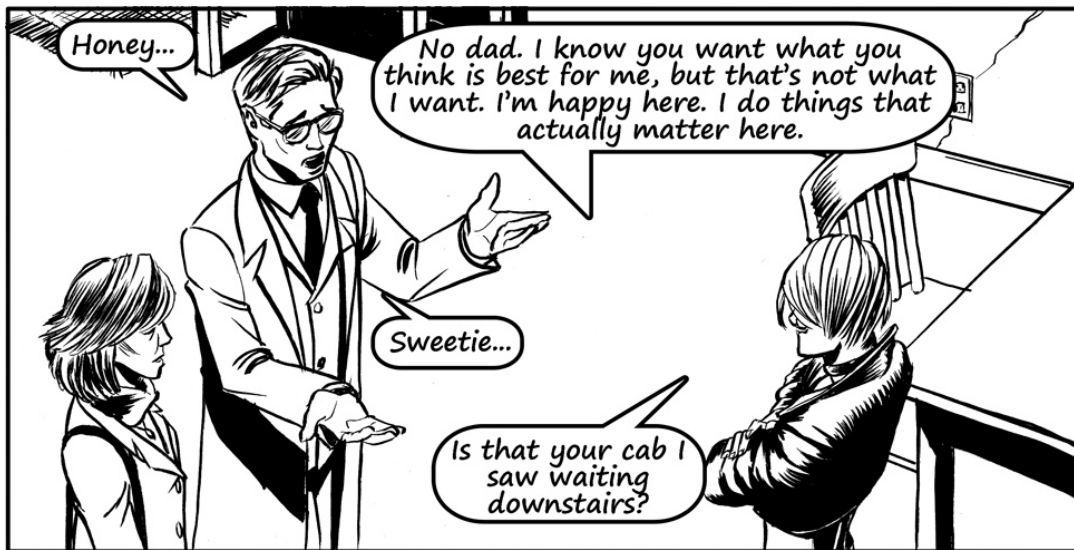
I went into a deep depression after that.

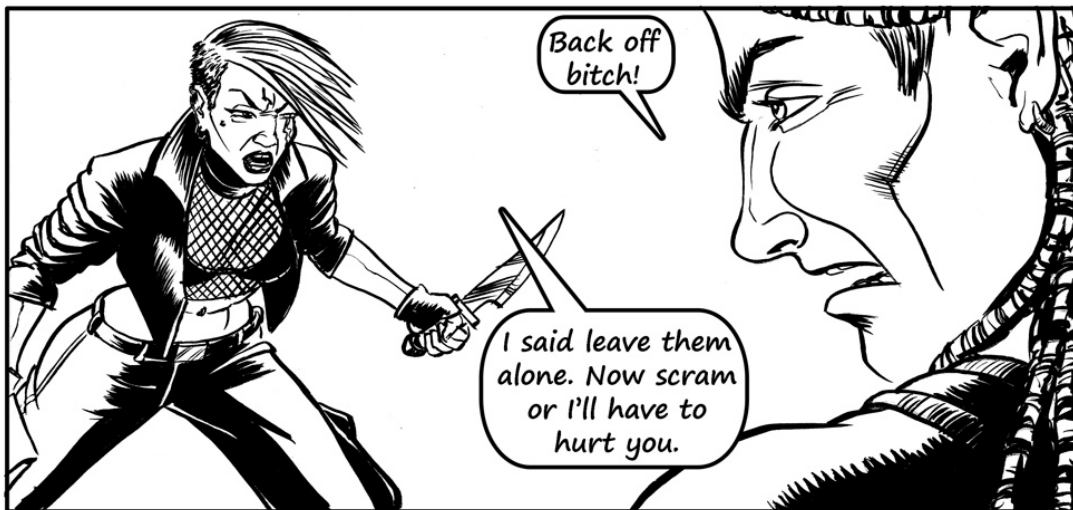
My friends couldn't look me in the eye, knowing they had wimped out and let me get beat half to death.

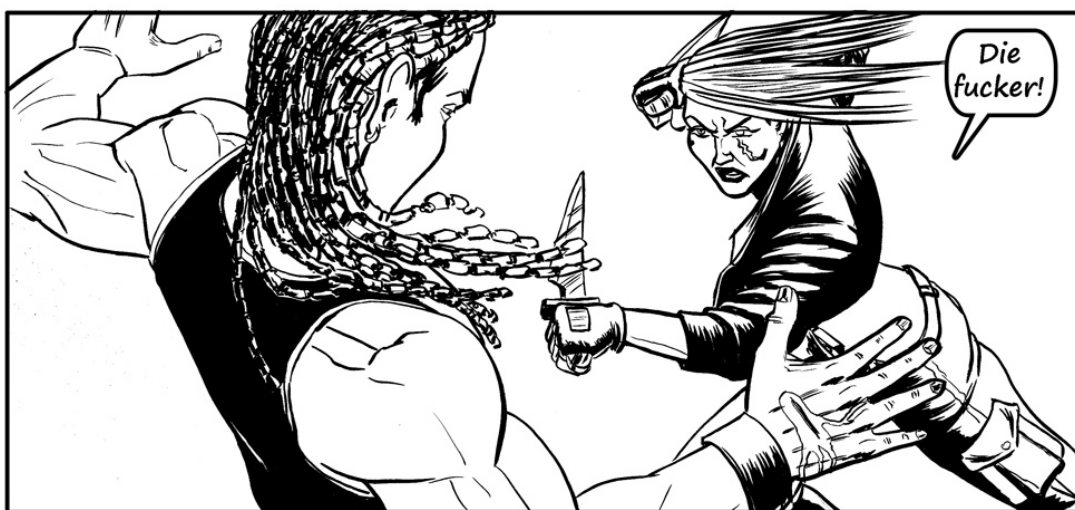
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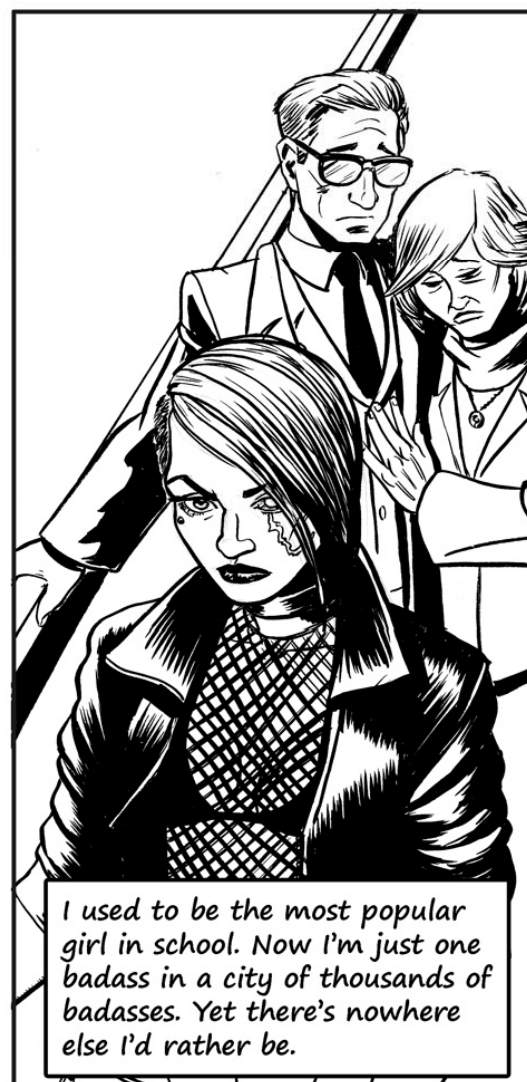
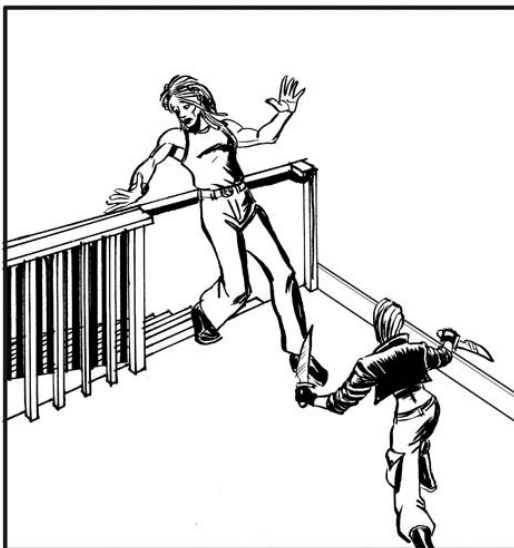














The future is you sleep on a cot filled with rusty springs.
 The future is that you fight with knives and can die of simple infections.
 The future is that you have to walk up four flights of stairs to get home
 and you're lucky to have hot water to take a shower.

The last hundred years of scientific discovery, technological innovation, philosophical and academic discourse, art and literature, wars and political movements, and what do you have to show for it? A dozen more ways to die and a few things far worse than death.

Welcome to the future. Welcome to the city.

Fates Worse Than Death the RPG

Go to www.fatesWorseThanDeath.com to download the free 241 page lite version

TIBET

the role playing game



लद्दाख़, लुडोकिंग्दोल and war in 1959 तिबेट
www.tibet.rpg.com



Everything we think we know is a lie. This world is a prison. From our births to our deaths and beyond, our fates have been planned. Our captors are everywhere, watching us, manipulating us, laughing at us. Those who tell the truth are ridiculed, locked up in asylums. Great power and great danger await anyone who seeks the truth. But our worst enemies aren't the things that watch us from the shadows, or the men who secretly rule the world, or the invisible parasites that crawl all over us. Our worst enemies, our cruelest captors, our most devious saboteurs, are ourselves.

In DaRk AlleYs

the Role Playing Game of Psychological and Metaphysical Horror

From Vajra Enterprises

2005, The ABYSS StARES Back

www.InDarkAlleys.com



Most of the adults died.
Those who survived
went blind.

We used to think a
world ruled by kids
would be wonderful.
Now we know it's a
nightmare.

KidWorld

the Role Playing Game

www.VajraEnterprises.com



HOODOO BLUES
THE ROLE PLAYING GAME

COMING
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