

VOID

ROLEPLAYING IN THE TIME AFTER THE END OF THE UNIVERSE

**It's always darkest after the
universe ceases to exist.**

VOID: Roleplaying After the End of the Universe

Introduction

Welcome to VOID, the only roleplaying game where nothing ever happens.

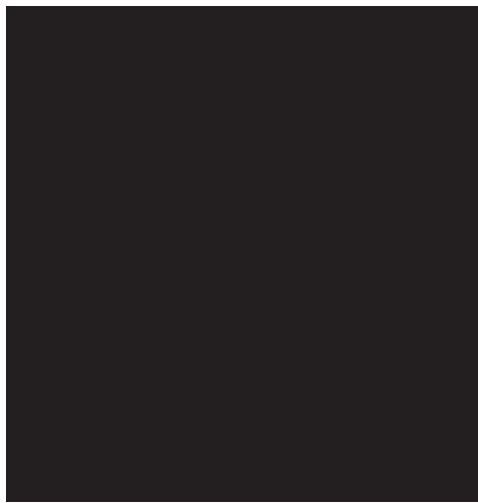
The world of VOID is not our world. Rather, it is what we fear our world will eventually become in our deepest and most pretentious nightmares. In VOID, 84 billion years have passed since the end of the universe. You don't exist, and neither does anything else.



A coterie of not-characters struggles to maintain oblivion.

Character Creation

In VOID, there are no characters; there are only not-characters. Each not-character has two attributes: Form and Substance. To determine these attributes, divide a total of O points between them. Then write "none" to indicate your not-character's name and concept. Voilà! Your not-character is complete.



Just another thrill-a-minute epoch in limbo.

Action Resolution

When not-characters wish to do something in VOID, they roll dO and add both their Form and their Substance attributes to the result. If the total exceeds O, the not-characters succeed. If not, they fail.

When nothing happens, the GM may wish to roll to see if nothing continues to happen. To do this, the GM rolls dO. If the result is greater than O, something happens. Otherwise, nothing happens.

Go to It!

Well, now you know everything you need to know to play VOID. Have fun!



A sample VOID character.

Praise for VOID

"Fans of the post-apocalyptic dark future genre, look no further. VOID takes you beyond all those pansy-ass wuss games set in supposedly gritty universes and brings you to a *truly* hopeless future." — Jenny Allip, Game Designer

"Finally! A game nihilistic enough to be worth playing!" — Becky Dretch, Independent Game Reviewer

"Hours and hours of mindless tedium. When playing VOID, *everyone* will hear you scream." — Valentino K. Magmin, Wargaming Miniature Resin Mixer

"A lot more fun than other RPGs, especially *Chain of Being: the Fantasy Roleplaying Game of Epic Absurdity*, where all sorts of exciting and ridiculous things happen all the time." — Seamus O'Tyugh, Freelance Silly Person

**VOID:
Featuring
the new
"dO"
system!**

