DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



MARION
THE REPORTER
34 F

AT THE START OF THE GAME:

– DRAW 3 CARDS

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	3	*Have sex with lovers.*
○	VIOLENCE	1	*Fight enemies.*
◎	DIALOGUE	6	*Talk to NPCs.*
○	MOXIE	2	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
desperate

- ***Each time you level up:*** *increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards*** *in respetive slots to suffer* ***Conditions****. Stuff heals Conditions.*
- ***C****ards locked on Conditions* ***count*** *towards your Hand size (****max. 3****).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION	PIE *heals*	SOCIAL CONDITION	JOE *heals*	MENTAL CONDITION	JACK *heals*
TIRED	INJURED	LONELY	NEEDY	SHAKY	CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	♡ Love ♥ Like	♢ Dislike ♠ Hate
Deirdre	The Victim	♡	♢
Alyss	The Owl Lady	♡	♢
Barrin	The Lover	♡	♢
Eagle-Eye Enola	The Deputee	♡	♢
Kylie	The Teacher	♡	♢
Linus	The Clumsy Cop	♡	♢
Dr. Naomi	The Shrink	♡	♢
Trevor	The Diner Owner	♡	♢
Udstad	The Mechanic	♡	♢
Vance	The Crime Lord	♡	♢
Dr. Wilhelm	The Medic	♡	♢
Yvonne	The Girlfriend	♡	♢

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☐☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

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DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



ALYSS
THE OWL LADY
68 F

AT THE START OF THE GAME:

– DRAW 2 CARDS

– START WITH 1 PIE

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	2	*Have sex with lovers.*
○	VIOLENCE	1	*Fight enemies.*
◎	DIALOGUE	5	*Talk to NPCs.*
○	MOXIE	4	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
desperate

- ***Each time you level up:*** *increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards*** *in respetive slots to suffer* ***Conditions****. Stuff heals Conditions.*
- ***C****ards locked on Conditions* ***count*** *towards your Hand size (****max. 3****).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION		SOCIAL CONDITION		MENTAL CONDITION	
TIRED	INJURED	LONELY	NEEDY	SHAKY	CONFUSED

PIE *heals* — JOE *heals* — JACK *heals*

RELATIONSHIPS

NAME	ARCHETYPE	♡ Love ♥ Like	♤ Dislike ♠ Hate
Deirdre	The Victim	♡	♤
Barrin	The Lover	♡	♤
Eagle-Eye Enola	The Deputee	♡	♤
Kylie	The Teacher	♡	♤
Linus	The Clumsy Cop	♡	♤
Marion	The Reporter	♡	♤
Dr. Naomi	The Shrink	♡	♤
Trevor	The Diner Owner	♡	♤
Udstad	The Mechanic	♡	♤
Vance	The Crime Lord	♡	♤
Dr. Wilhelm	The Medic	♡	♤
Yvonne	The Girlfriend	♡	♤

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☒☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

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DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



LINUS
THE CLUMSY COP
39 M

AT THE START OF THE GAME:

- DRAW 1 CARD
- START WITH 1 DONUT
- START WITH 1 PIE

● marks an Attribute you ace. *Attributes may increase until 10.*

○ SEX	1	*Have sex with lovers.*
○ VIOLENCE	2	*Fight enemies.*
○ DIALOGUE	3	*Talk to NPCs.*
○ MOXIE	6	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*

reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*

desperate

- ***Each time you level up**: increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards** in respetive slots to suffer **Conditions**. Stuff heals Conditions.*
- ***C**ards locked on Conditions **count** towards your Hand size (**max. 3**).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION		SOCIAL CONDITION		MENTAL CONDITION	
PIE *heals*		JOE *heals*		JACK *heals*	
TIRED	INJURED	LONELY	NEEDY	SHAKY	CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	Love ♥ Like ♢	♢ Dislike ♠ Hate
Deirdre	The Victim	♡	♡
Alyss	The Owl Lady	♡	♡
Barrin	The Lover	♡	♡
Eagle-Eye Enola	The Deputee	♡	♡
Kylie	The Teacher	♡	♡
Marion	The Reporter	♡	♡
Dr. Naomi	The Shrink	♡	♡
Trevor	The Diner Owner	♡	♡
Udstad	The Mechanic	♡	♡
Vance	The Crime Lord	♡	♡
Dr. Wilhelm	The Medic	♡	♡
Yvonne	The Girlfriend	♡	♡

STUFF

☒ *carried* ■ *used up*

Donut	☒☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☒☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

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DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



BARRIN
THE LOVER
16 M

AT THE START OF THE GAME:

– DRAW 3 CARDS

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	6	*Have sex with lovers.*
○	VIOLENCE	2	*Fight enemies.*
○	DIALOGUE	1	*Talk to NPCs.*
○	MOXIE	3	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*

reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*

desperate

- ***Each time you level up**: increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards** in respetive slots to suffer **Conditions**. Stuff heals Conditions.*
- ***C**ards locked on Conditions **count** towards your Hand size (**max. 3**).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION		SOCIAL CONDITION		MENTAL CONDITION	
PIE *heals*		JOE *heals*		JACK *heals*	
TIRED	INJURED	LONELY	NEEDY	SHAKY	CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	Love ♥ Like ♢	♢ Dislike ♠ Hate
Deirdre	The Victim	♡	♡
Alyss	The Owl Lady	♡	♡
Eagle-Eye Enola	The Deputee	♡	♡
Kylie	The Teacher	♡	♡
Linus	The Clumsy Cop	♡	♡
Marion	The Reporter	♡	♡
Dr. Naomi	The Shrink	♡	♡
Trevor	The Diner Owner	♡	♡
Udstad	The Mechanic	♡	♡
Vance	The Crime Lord	♡	♡
Dr. Wilhelm	The Medic	♡	♡
Yvonne	The Girlfriend	♡	♡

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☐☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

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