



EVIL OF THE STARS
FIRST PLAYTEST DRAFT 201409

EVIL OF THE STARS

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Evil of the Stars is a sci-fi horror role-playing game inspired by such films as *Alien* and *Aliens*, *Event Horizon*, *Prometheus*, *Stalker*, both versions of *Solaris*, and John Carpenter's *Prince of Darkness* and *The Thing*. I most often imagine it as a more futuristic version of *The Thing*. It's part of a trilogy of unfinished games that also includes *Black Seas of Infinity* and *Debtrunner*.

In this game, you play members of an isolated expedition in the near future that discovers the "eschaton"—a thing with the very real potential to destroy humanity as we know it. Every expedition is different. Every eschaton is unique. This is an *Apocalypse World* hack. If you think something is missing, get it from there. If you don't know what that means, it's not my problem.

Part 1. The Expedition

Before you create your characters, you must create your expedition. Once you have decided where you are and what you are supposed to be doing there, you can then decide which members of the expedition you will each be portraying.

While you create your characters and their expedition, take some time to think about the actual details of the trip: how well-supplied are you? How comfortable is it? What do you do when you're not working? How does everyone get along? Things like that. You can even draw a rough map of the expedition, that would be good.

Part 2. Personnel

The characters you play in this game are all people who are supposed to be on this expedition. But you have to create the expedition first so you know who is on it. In order to make a character, combine one of four backgrounds with one of four specialties to create an occupation type. The four backgrounds are Academy, Admin, Combat, and Recon. The four specialties are Relief, Soldier, Technician, and Transport. Each has a specific playbook which gives you stats and moves, along with some guidelines and restrictions.

Part 3. Basic Rules

Although this game is similar to *Apocalypse World*, the basic rules are different, as detailed in this chapter. This is how you actually go about playing *Evil of the Stars*.

Part 4. Destroy Everything

During play, the MC is responsible for creating and portraying the eschaton. This section has a bunch of stuff that will help. If you don't want to be the MC, don't read this section. If you do, that's too bad, because I didn't actually include it here. Ha ha ha.

THE QUESTIONNAIRE

Start by answering these eight questions as a group. Don't let the MC bully you into a specific expedition! This part of the game belongs to everyone.

1. Where is the expedition located?

The main environment of the expedition is... (choose 1):

- ...an abandoned city, town, or village.
- ...an abandoned installation.
- ...an alien planet.
- ...outer space.
- ...a rural area.
- ...underground.
- ...underwater.

2. How large is the expedition?

Expedition personnel totals... (choose 1):

- ...a dozen or so people (the PCs and two or three times their number of NPCs).
- ...a hundred people or more (enough that not all NPCs are familiar).
- ...several dozen people (a large pool of NPCs).
- ...a small handful of people (the PCs and about the same number of NPCs).

3. How long is the expedition supposed to last?

The expedition is scheduled to last... (choose 1):

- ...a couple of days, if that.
- ...a few weeks.
- ...several months.
- ...way longer than anyone wants to be there for. Personnel rotate in and out on a regular schedule.
- ...a year or more (possibly including cryosleep during transport).

4. Who is paying for all this?

The expedition is sponsored and funded by... (choose 1 or 2):

- ...an academic institution or research facility.
- ...a branch of the military.
- ...a business-oriented corporation.
- ...the expedition members themselves.
- ...a government ministry, office, or crown corporation.
- ...a private individual with considerable wealth.
- ...a private-sector institution.

If this is a joint operation, discuss what the arrangement is like, and whether there is a split within the expedition personnel.

5. How much are they paying?

The funding the expedition receives... (choose 1):

- ...barely amounts to anything at all.
- ...is enough, but not excessively so.
- ...is lavish. No expense was spared.
- ...is not quite enough, and everyone complains about it.

6. What is the purpose of the expedition?

The expedition is... (choose 1 or 2):

- ...investigating a built structure (alien spacecraft, decommissioned nuclear reactor, newly-unearthed ancient city, old military base, the remains of a destroyed village, etc).
- ...investigating a natural phenomenon (algae blooms, gas nebula distortions, jungle plants, mutated animals on a "lost" island, undersea vents, etc).
- ...mapping an isolated area of land, sea, or space.
- ...performing a military exercise (covert strikes on isolated targets, land invasion, maneuvers at sea, surveillance mission, etc).
- ...transporting goods over long distances.

Choose the main function of the expedition first. Only choose a second purpose if the discovery of the eschaton was caused by a secondary mission, such as responding to a distress call, reacting to an attack on the expedition, or the expedition members trying to sate their curiosity about nearby events, for example.

7. How dangerous is the expedition supposed to be?

The expedition... (choose 1 or 2):

- ...has been warned about hostile non-human life forms (aliens, animals, disease, poisonous vegetation, etc).
- ...is going into a politically unstable region, so there is always the chance of trouble.
- ...is not expecting any trouble at all, aside from difficulties presented by the location and travel.
- ...is pondering some worrying unknowns that have been looming over the enterprise from the very beginning.
- ...knows or believes that armed militants pose a threat to its safety.

Choosing two contradictory options means that not everyone on the expedition is expecting the same level of danger. Why is that?

8. Why is the expedition isolated?

It is cut off from civilization mainly because... (choose 1):

- ...of hostile human activity (communications are blocked, the base is attacked, etc).
- ...the location is physically isolated (in space, underground, etc).
- ...of natural weather patterns (storms, typhoons, etc).
- ...of strange or alien weather patterns (acid rain, electrical storms, etc).
- ...unnatural forces are at work (dimensional portals, psychic warfare, Satan's influence, etc).

Note that since this is a science fiction milieu, the expedition must also be without satellite communications or regular radio contact. There should be no way to facilitate contact with civilization for the majority of game play.

SPACE ALLOCATION

As you create the expedition and the players' characters, answer as many of the following questions as you can. If any questions come up during play and have not been answered, take a moment to address them. Always keep in mind how much space and money the expedition has to work with when deciding on the answers.

Living Spaces

People need places to eat, shit, sleep, store their stuff, and wash.

- ▶ What are the bedrooms like?
- ▶ What are the laundry facilities like?
- ▶ What are the washrooms like?
- ▶ What is the cafeteria and kitchen like?

Recreation Areas

People need places to exercise, play games, read, study, watch tv.

- ▶ Is there a communal tv?
- ▶ Is there a gym?
- ▶ Is there a library?
- ▶ What kind of games do people play?
- ▶ What opportunities for sports and athletic activities are available?

Work Rooms

People need places to do what they came on the expedition to do.

- ▶ Where does most of the expedition's work happen?
- ▶ How many rooms are there?
- ▶ Is there one type of work, or is the work parcelled out between different disciplines?
- ▶ Are these areas reasonably located, or awkward?
- ▶ Where the rooms built with the expedition's work in mind, or has the expedition had to shoehorn itself into a pre-designed space?

Storage Space

An expedition needs supplies, especially if it is a long-term project. That stuff needs to be stored somewhere.

- ▶ How many vehicles and how much fuel does the expedition have?
- ▶ How much food and water (and atmosphere, if necessary) does the expedition have stockpiled?
- ▶ How much specialized technological equipment does the expedition have?
- ▶ How well-armed is the expedition?
- ▶ How well-stocked are the expeditions medical supplies?
- ▶ What does the expedition use for a power supply and how much fuel is there for it?

General Remarks on Space and Funding

The size of the expedition's camp, and the space it uses—at least in terms of a built environment—should be reflective of how much funding it receives. There can be as much outside terrain as you want, but the actual space that the expedition comfortably inhabits is bought with money.

If the expedition is funded by its own personnel, or if its funding barely amounts to anything at all, usable space should be hard to find. Perhaps there is space that was decommissioned and lies empty and unheated, or perhaps a large expedition is crammed uncomfortably onto a tiny ship.

If the expedition gets enough funding, it should have a reasonable amount of space for everything it needs to do and no more. Basically, space shouldn't be an issue until things start going very, very wrong.

If the expedition is lavishly funded, there should probably be a surplus of space—far too much, in fact, and people even make comments to that effect on a regular basis. The excess space could even be a bit of a problem.

EXAMPLES

Steal ideas from ~~your~~ my favourite movies!

Alien

(1979, directed by Ridley Scott, written by Dan O'Bannon and Ronald Shusett):

- ▶ The main environment of the expedition is **outer space**.
- ▶ Expedition personnel totals a **small handful of people** (seven total).
- ▶ The expedition is scheduled to last a **year or more** (including stasis during transport).
- ▶ The expedition is sponsored and funded by a **business-oriented corporation** (Weyland-Yutani).
- ▶ The funding the expedition receives is **not quite enough**, and even then, the company doesn't care if the crew lives or dies.
- ▶ The expedition is **transporting goods** over long distances, when they get a distress call and **investigate a built structure** (an alien spacecraft).
- ▶ The expedition is **not expecting any trouble** at all, aside from difficulties presented by the location and travel.
- ▶ It is cut off from civilization mainly because the location is **physically isolated** (outer space).

Possible Expedition Personnel:

Astronaut: recon technician.

Captain: admin transport.

Pilot: combat transport.

Science officer: academy technician.

Security officer: combat soldier.

Ship's doctor: academy relief.

Aliens

(1986, directed by James Cameron, written by James Cameron, David Giler, and Walter Hill):

- ▶ The main environment of the expedition is an **alien planet**.
- ▶ Expedition personnel totals a **dozen or so people**.
- ▶ The expedition is scheduled to last a year or more (including hypersleep during transport).
- ▶ The expedition is sponsored and funded by a **business-oriented corporation** (Weyland-Yutani).
- ▶ The funding the expedition receives is **enough, but not excessively so**—unless you ask Ripley, and she basically says they're all going to die.
- ▶ The expedition is **investigating a built structure** (the settler colony, which they have lost contact with).

- ▶ The expedition has been **warned about hostile non-human life forms**. Warned pretty thoroughly, in fact.
- ▶ It is cut off from civilization mainly because the location is **physically isolated**. It's an alien planet.

Possible Expedition Personnel:

Corporate liaison: admin transport.

Driver: combat transport.

Planetologist: academy technician.

Signals warfare specialist: combat technician.

Squad leader: admin soldier.

Trooper: combat soldier.

Event Horizon

(1997, directed by Paul Anderson, written by Philip Eisner):

- ▶ The main environment of the expedition is **outer space**.
- ▶ Expedition personnel totals a **small handful of people**.
- ▶ The expedition is scheduled to last **several months** (including stasis during transport).
- ▶ The expedition is sponsored and funded by the **United States Aerospace Command**. The expedition's ship is a search and rescue vessel.
- ▶ The expedition is **investigating a built structure**: a spaceship that went through folded space seven years ago and has since returned.
- ▶ The expedition is **pondering some worrying unknowns** that have been looming over the enterprise from the very beginning, such as the seven year gap, and a disturbing audio transmission.
- ▶ It is cut off from civilization mainly because the location is **physically isolated**.

Possible Expedition Personnel:

Captain: academy soldier.

Engineer: academy technician.

Medic: admin relief.

Pilot: recon transport.

Quartermaster: admin transport.

Rescue specialist: recon relief.

X-O: admin technician.

Prince of Darkness

(1987, written and directed by John Carpenter):

- ▶ The main environment of the expedition is an **abandoned installation**. The Los Angeles church, though it was once controlled by the Brotherhood of Sleep, has recently lost its sole caretaker to old age.
- ▶ Expedition personnel number a **dozen or so people**.
- ▶ The expedition is scheduled to last a **couple of days**. The weekend, basically.
- ▶ The expedition is sponsored and funded by an **academic institution or research facility** (the university) and a **private-sector institution** (the Catholic Church).
- ▶ The funding the expedition receives is **enough, but not excessively so**. Although the grad students are getting paid in academic credit instead of not money and they have to sleep on cots, nobody really complains too much about this. There's beer in the cooler, after all.
- ▶ The expedition is investigating a **built structure**: the jar full of fluid in the basement.
- ▶ The expedition is **not expecting any trouble at all**, aside from difficulties presented by the location and travel—except that the priest has been **warned about a hostile non-human life form**. The students aren't warned about this beforehand, only their professor.
- ▶ It is cut off from civilization mainly because **unnatural forces are at work** (Satan's influence).

Possible Expedition Personnel:

Applied physics grad student: academy technician.

Cave diver: recon technician.

Priest: admin relief.

Professor: admin technician.

Theoretical physics grad student: academy transport.

Prometheus

(2012, directed by Ridley Scott, written by Jon Spaihts and Damon Lindelof):

- ▶ The main environment of the expedition is an **alien planet**.
- ▶ Expedition personnel totals a **small handful of people**.
- ▶ The expedition is scheduled to last **a year or more** (including hibernation stasis during transport).
- ▶ The expedition is sponsored and funded by a **private individual with considerable wealth**.
- ▶ The funding the expedition receives is **lavish**. No expense was spared, although it's not exactly divvied up fairly or anything.
- ▶ The expedition is **mapping an isolated area of space**. Or following up on a map, to be fair, but that's fine. They don't know about any built structures or natural phenomena when the expedition starts.
- ▶ The expedition is **pondering some worrying unknowns** that have been looming over the enterprise from the very beginning. Like the fact that they have no fucking idea what they are doing.
- ▶ It is cut off from civilization mainly because the location is **physically isolated** (an alien planet).

Solaris

(1972 version directed by Andrei Tarkovsky written by Fridrikh Gorenshcheyn and Andrei Tarkovsky; 2002 version written and directed by Steven Soderbergh; both based on the novel by Stanisław Lem):

- ▶ The main environment of the expedition is an **alien planet**, although most of the action takes place in an orbiting space station.
- ▶ Expedition personnel totals a **small handful of people**—maybe not enough for a proper game, even.
- ▶ The expedition is probably scheduled to last **way longer than anyone wants to be there for**, with personnel rotate in and out on a regular schedule, just based on the history of Solaristics given in Lem's book, but in neither movie has anyone actually rotated out yet.
- ▶ The expedition is sponsored and funded by **the government**.
- ▶ The funding the expedition receives is **enough, but not excessively so**.
- ▶ The expedition is investigating a **natural phenomenon** (a living sea).
- ▶ The expedition is **not expecting any trouble** at all, aside from difficulties presented by the location and travel, although there are hints at hostile non-human life forms.
- ▶ It is cut off from civilization mainly because the location is **physically isolated** (an alien planet).

Stalker

(1979, directed by Andrei Tarkovsky, written by Arkady and Boris Strugatsky, based on their novel *Roadside Picnic*):

- ▶ The main environment of the expedition is an **abandoned city, town, or village**.
- ▶ Expedition personnel totals a **small handful of people**. Again, probably not enough for a proper game.
- ▶ The expedition is scheduled to last a **couple of days, if that**. More like a few hours, really.
- ▶ The expedition is sponsored and funded by **the expedition members themselves**. What they are doing is illegal.
- ▶ The funding the expedition receives **barely amounts to anything** at all.
- ▶ The expedition is **investigating a built structure** (the "Room").
- ▶ The expedition has been **warned about hostile non-human life forms**—or rather, the garbage they have left behind.
- ▶ It is cut off from civilization mainly because of **hostile human activity**. The site is off-limits and guarded.

The Thing

(1982, directed by John Carpenter, written by Bill Lancaster and John W. Campbell, Jr.):

- ▶ The main environment of the expedition is a **rural area** (Antarctica).
- ▶ Expedition personnel totals a **dozen people**.
- ▶ The expedition is scheduled to last **way longer than anyone wants to be there for**. Personnel rotate in and out on a regular schedule.
- ▶ The expedition is sponsored and funded by **the U.S. government**.
- ▶ The funding the expedition receives is **enough, but not excessively so**.
- ▶ The expedition is investigating a **natural phenomenon** (the Antarctic).
- ▶ The expedition is **not expecting any trouble** at all, aside from difficulties presented by the location and travel, which is Antarctica.
- ▶ It is cut off from civilization mainly because of **natural weather patterns** (a storm).

Possible interpretations of the McMurdo Station crew:

Childs: recon technician.

Clark: recon relief.

Dr. Blair: academy technician.

Dr. Copper: academy relief.

Garry: admin soldier.

J. R. MacReady: recon transport.

Palmer: admin relief.

Windows: recon technician.

CREW ROSTER

Once you know what kind of expedition you're playing, decide on what the people on it actually do. NPCs don't have stats and can serve whatever function the game needs, but the PCs don't have quite the same amount of free-wheeling freedom. You create your character by first choosing one of four backgrounds to combine with one of four specialties. Choose the combination that fits your idea best—no provisions have been made for inventing new ones. All PCs should be people who are supposed to be on the expedition. No stowaways!

What types of PCs the expedition should have depends on what kind of personnel the expedition needs in order to function properly. If you want to play a certain type of character, don't shoehorn them into the scenario. Tailor the expedition so that they are supposed to be there instead. Give them things to do before the eschaton shows up. Don't try to second-guess exactly what kind of existential threat they will be facing.

Backgrounds

- ▶ The **academy background** is for university-trained personnel. Any expedition that requires
- ▶ The **admin background** belongs to people used to managing other people. Smaller expeditions may not need administrators, but larger ones are sure to have them.
- ▶ The **combat background** reflects actual battlefield experience, whether in a military capacity or not. A dangerous expedition might have people with a background in combat people whose specialty is being a soldier, both or either.
- ▶ The **recon background** is for highly mobile characters. Whether or not they are transport specialists, if there is a lot of ground to be covered, recon characters are good at that.

Specialties

- ▶ The **relief specialty** is about caring for other people, whether that is medical attention, psychiatric support, safety and rescue
- ▶ The **soldier specialty** should be present in any expedition run by the military or requiring heightened security. Where the combat background indicates actual experience in combat, the soldier background represents military (or paramilitary) institutions and organization.
- ▶ The **technician specialty** is an asset for any expedition with lots of technological devices that need operating, from 3D printers and appliances to communications systems, drones, and sensors.
- ▶ The **transport specialty** provides the other members of the expedition with exactly that—transportation.

Some occupations, being fairly broad or not fitting these eight categories exactly, can be represented by more than one combination of background and specialty. For example: helicopter pilot or war correspondent.

These are some example occupations for all possible combinations:

- ▶ **Academy Relief:** immunologist, medical products designer, medical specialist, pharmacist, physician, surgeon, or virologist.
- ▶ **Academy Soldier:** high-ranking officer, intelligence analyst, international strategy policy advocate, military cryptographer, or West Point graduate.
- ▶ **Academy Technician:** applied physicist, astronomer, electronic security specialist, filmmaker, geologist, industrial chemist, or robotics engineer.
- ▶ **Academy Transport:** city planner, civil engineer, customs official, mass transit analyst, trade patterns analyst, traffic flow planner, urban geographer, or vehicle mechanic.
- ▶ **Admin Relief:** bartender, chaplain, comedian, meditation leader, professional motivator, personal trainer, psychiatrist, or sex worker.
- ▶ **Admin Soldier:** company quartermaster sergeant, logistics officer, military personnel evaluator, military recruiter, or security guard supervisor.
- ▶ **Admin Technician:** engineering project leader, lab supervisor, podcaster, or product testing specialist.
- ▶ **Admin Transport:** chauffeur, convoy leader, harbourmaster, or shipping co-ordinator.
- ▶ **Combat Relief:** field surgeon, frontline medic, or some types of humanitarian aid workers.
- ▶ **Combat Soldier:** domestic counter-terrorism agent, federal law enforcement, infantry soldier, private military contractor, riot police, security detail, or SWAT.
- ▶ **Combat Technician:** drone pilot, EOD specialist, frontline comms operator, military engineer, or war correspondent.
- ▶ **Combat Transport:** gunboat pilot, helicopter pilot, humvee driver, tank commander, or war correspondent.
- ▶ **Recon Relief:** coast guard, firefighter, or search and rescue responder.
- ▶ **Recon Soldier:** amphibious commando, paratrooper, ranger, or recon marine.
- ▶ **Recon Technician:** cartographic photographer, explorer, oceanographer, planetary surveyor, speleologist, or undersea archaeologist.
- ▶ **Recon Transport:** astronavigator, commercial pilot, getaway driver, helicopter pilot, ship captain, smuggler, trucker, or vehicle mechanic.

CHARACTERS

PCs in *Evil of the Stars* are fairly simple, and so is making them. Follow these steps.

1. Choose one background and one specialty. This combination defines your role in the expedition.
2. You get +1 to a stat from each of your background and specialty. You can also add an extra +1 to one of your stats if you change one stat that doesn't have a bonus to a -1.
3. You have two areas of expertise, say what they are within the limits set by your background and specialty. One is your occupational expertise, which is basically your job description, and can be somewhat broad. The other is your secondary expertise, which is some kind of specialization, extra training, hobby, or side job. Your secondary expertise should be narrower in scope than your occupational expertise.
4. You have the load-out that is standard for your expedition, plus one or two special items granted by your background and specialty.
5. Your backgrounds and specialties may modify your dissociative reactions when you are stressed.
6. You get one special move from your background and another from your specialty. These are special rules unique to your character.
7. Your character has three agendas. One you choose from options provided by your background, the second from options provided by your specialty, and the third is the expedition's official mission. You may customize all three agendas based on your character's perspective and knowledge. Whenever you risk your safety to pursue one of your agendas, mark experience.

ACADEMY

Background

The goals of the Academy are to study the world and the people, places, and things within it, then translate their knowledge into a common language that can be understood by anyone with the proper training. As such, members of the Academy have access to a wealth of information—or they would, if they weren't stuck on an isolated expedition. *Where is your God of Science now?*

Identity

Stats: You get +1 sharp.

Expertise: You must have a degree based on your specialty as either part of your occupational expertise or as your secondary expertise (psychotherapy, nuclear strategy, gravitics engineering, or urban traffic planning, for example).

Gear: You have a large collection of academic papers and research notes, in your preference of digital or analogue formats.

Reactions: When you experience a flight reaction, you may choose 1 instead of fleeing:

- ▶ Deny the existence of something that your expertise tells you should be impossible.
- ▶ Do the eschaton's bidding for one task.

Or you may flee, as normal.

Special Moves

Choose the academic context in which you are situated and gain the corresponding move:

- **Ivy League:** You're at home amongst the highest echelons of movers and shakers. You get the move Insider, but you can never take the move Perspective Taking.
- **Marxist:** No one can deny your enthusiasm, but nobody wants to hear your bullshit. You get the move Dedicated, but you can never take the move Realist.
- **Post-Modernist:** You have a wealth of different perspectives at your fingertips, but your lack of faith in objectivity leaves you prone to doubts. You get the move Perspective Taking but you can never take the move Dedicated.
- **Structured Debt Repayment:** All you care about is getting your finances out of the hole. You get the move Realist, but you can never take the move Insider.

- **Dedicated:** When you *pursue an expertise for its own sake*, any stress you suffer that is not caused by the eschaton is reduced by 1.
 - **Insider:** You've had special access to the planning of this expedition. Once during the game, you may choose 1:
 - ▶ You have access to secret or special resources that are part of the expedition.
 - ▶ You have secret allies amongst the expedition's personnel.
 - ▶ You know secret information about the purpose of the expedition.
 - ▶ You have special access to someone outside of the expedition.
- The MC will ask you who or what you know that your comrades do not.

- **Perspective Taking:** When you *study someone closely*, you can ask one of these questions and their player must answer honestly:
 - ▶ *What does your character want?*
 - ▶ *What is your character really feeling?*
 - ▶ *What or whom does your character cherish / love / respect?*

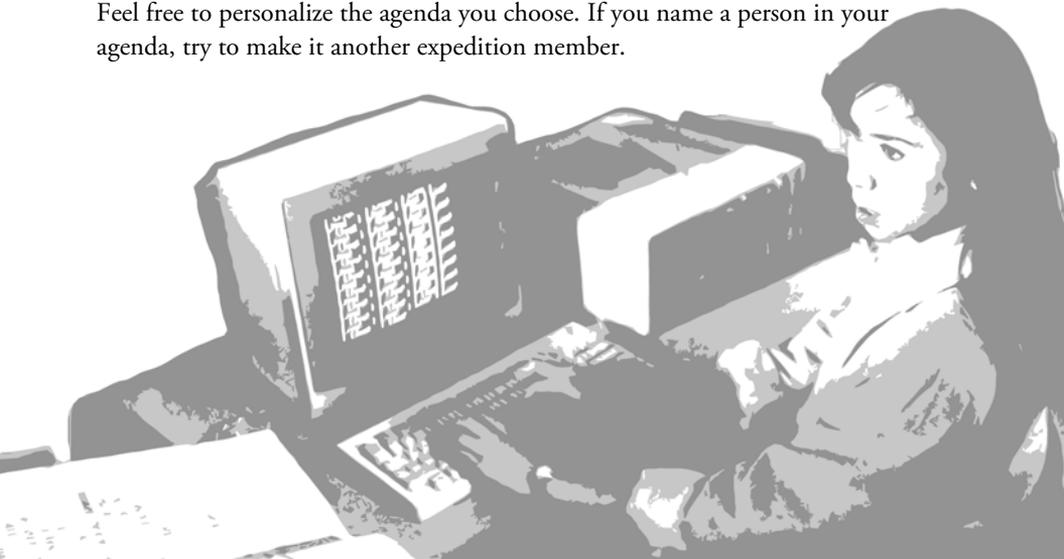
- **Realist:** Whenever *a plan is explained to you*, if you ask the MC how it puts you at a disadvantage to someone else's benefit, the MC will tell you.

Agenda

Choose 1:

- Discover something that has never been discovered before.
- Get someone (say who) to forgive you.
- Obtain enough information to publish a career-defining paper.
- Prove myself to someone (say who).
- Test my pet theories (say what) until they are proven to be correct.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.



ADMIN

Background

Every group of people needs leaders, this expedition is no different. Jobs need to be co-ordinated, schedules need to be managed, and order formed out of chaos. That's your job: making it all work right.

Identity

Stats: You get +1 hot.

Expertise: Your occupational expertise must include managing people or resources in the manner of your specialty (humanitarian aid co-ordinator, company quartermaster sergeant, mining foreman, or shipping dispatcher, for example).

Gear: Name something that the expedition has in limited supply. Only you and one other person have authorized access to it.

Reactions: Neither a fight nor flight reaction can stop you from issuing commands or orders to other expedition personnel, if you choose to do so.



Moves

Choose 1:

○ **Alluring:** When you *try to attract someone's attention*, roll+hot. On a 10+, you catch their eye and they choose 1:

- ▶ They must get closer to you.
- ▶ They must meet with you soon.
- ▶ They must watch you now.

Other players' characters may ignore this urge if they hold steady. The GM's characters gain this urge as an impulse. On a 7-9, they notice you, but you must continue to hold their attention if you want anything more to come of it. The MC will tell you how, if necessary.

○ **Chief Assistant:** When you *help someone by using your expertise*, you can let them add your stat to the roll, instead of adding their own and getting advantage from your help.

○ **Influencer:** When you *make a plan pertaining to your specialty*, anyone who follows it receives a situational advantage.

○ **Profiler:** When you *study a person closely*, roll+sharp. On a 10+, you can ask their player 2 questions from the list and they must answer honestly. On a 7-9, ask 1. On a miss, ask 1 anyway, but you also reveal something of yourself:

- ▶ *How could I get your character to _____?*
- ▶ *In what ways are your character emotionally or physically vulnerable?*
- ▶ *What does your character intend to do?*
- ▶ *What does your character want from me?*

Agenda

Choose 1:

- Break up any fights or conflicts that occur between expedition members.
- Exceed mission quotas in some category (say what).
- Get laid.
- Get someone (say who) to admit you were right and they were wrong.
- Keep someone (say who) out of trouble.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

COMBAT

Background

Any expedition into hostile territory needs personnel with combat experience and training. Or maybe dangerous expeditions just tend to attract dangerous people.

Identity

Stats: You get +1 heavy.

Expertise: Your occupational expertise must include combat experience, and your secondary expertise must be something connected to either your occupation or your attachment to the expedition.

Gear: You have an additional weapon and one other piece of combat-related gear.

Reactions: You never lose consciousness during a freeze reaction. You may also change your flight reaction to hallucinations now. If you do so, you may continue to analyze your situation and surroundings during a freeze reaction, as long as you take no physical action.



Moves

Choose 1:

- **Battlefield Tactics:** When you *engage in battle*, ask the MC one question, as if you had looked for clues or weakness and rolled a 7-9.
- **Bodyguard:** When you *defend someone or pull them out of harm's way*, roll+heavy. On a hit, you save them from the danger, but on a 7-9, you suffer the harm instead.
- **Situational Awareness:** When you *read a charged situation*, roll+heavy. On a 10+, you can ask the MC 3 questions from the list below and get an honest answer. On a 7-9, ask 2. On a miss, ask 1 anyway, but the situation escalates immediately.
 - ▶ *What should I be on the lookout for / paying attention to?*
 - ▶ *What's my enemy's true position?*
 - ▶ *Where's my best way in / out / through?*
 - ▶ *Which enemy is the biggest threat?*
 - ▶ *Which enemy is the most vulnerable to me?*
 - ▶ *Who's really in control here?*
- **Stress Training:** While you *are on deployment*, you don't have to face the horror unless you encounter the eschaton. Deployment ends when you leave the official field of operations, either through injury, leave, or when the situation deteriorates to the point where the CO's commands no longer have any meaning.

Agenda

Choose 1:

- Identify a threat before it strikes.
- Make it through a violent encounter uninjured.
- Outmaneuver an enemy combatant.
- Pay off a debt (say what) I owe to someone (say who).
- Protect the other expedition personnel from harm.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

RECON

Background

Highly mobile, independent operators, trained to cover lots of ground and improvise easily. You're not fenced in like the rest of this expedition is.

Identity

Stats: You get +1 cold.

Expertise: Your occupational expertise must describe how you bring a high degree of mobility to your specialty.

Gear: You have an extra piece or set of protective gear.

Reactions: When you experience either a flight or freeze reaction (choose which one now), you can refrain from gasping, screaming, speaking, or otherwise making noise.



Moves

Choose 1:

○ **Breakin’**: When you *break and enter*, roll+cold. On a 12+, all three. On a 10-11, choose 2. On a 7-9, choose 1:

- ▶ You get in quickly.
- ▶ You get in quietly.
- ▶ You get in safely.

On a miss, none of the above, if you even get in at all.

○ **Scouts**: When you *look for clues or weakness concerning the level of danger in a specific locale*, on a hit, ask 1 extra question from the list.

○ **Steady Hands**: When you *are in a dangerous or hazardous location*, you are never subject to the physical symptoms of stress, unless you experience a dissociative reaction.

○ **Surveillance Expert**: When you *spy on someone*, roll+cold. On a 12+, none of the following are true. On a 10-11, choose 1. On a 7-9, choose 2:

- ▶ It takes a lot of work (mark stress).
- ▶ They don’t stay where you can see them.
- ▶ You’re careless about staying hidden.

On a miss, all three might end up being true.

Agenda

Choose 1:

- Complete a side mission tangential to the expedition (say what).
- Keep something (say what) a secret.
- Remove the other expedition personnel from harm.
- Scout a location before others enter it.
- Spend time apart from the other expedition personnel.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

RELIEF

Specialty

Your job isn't to discover something new, or scan the bottom of the ocean, or fly the ship through the ion storm. Your job is to keep the people who do all of those things alive and healthy.

Identity

Stats: You get +1 hot.

Expertise: Your occupational expertise must describe how you aid, heal, or rescue other people.

Gear: In addition to your load-out, you have either a medkit, a rescue kit, or a stock of prescription pharmaceuticals, all your own.

Reactions: The relief specialty doesn't affect your reactions.



Moves

Choose 1:

- **Medic:** When you *give someone medical attention in the field*, you can stabilize their wounds and also roll+hot. On a 10+, their wounds will heal fully and quickly, and they don't roll to recover. On a 7-9, their wounds will heal quickly or fully, but not both unless they roll 7+ to recover. On a miss, there is nothing more you can do for them outside of a hospital.
- **Pharmacy:** When you *administer specialized drugs to someone*, roll+sharp. On a hit, they have the intended short-term effect, but on a 7-9, there are also side-effects of the MC's choice.
- **Safety and Rescue:** When you *evade detection, pursuit, or trouble*, on a 10+, you can always bring someone else to safety along with you. On a 7-9, you can always sacrifice someone you are trying to keep safe in order to avoid any consequences to yourself.
- **The Talking Cure:** When you *talk someone down from a stress reaction*, roll+hot. On a 10+, you can bring them out of a stress reaction and they can frame a recovery scene, with circumstantial advantage from your help. On a 7-9, one or the other, but not both. On a miss, you say the wrong thing and trigger a worse reaction in them.

Agenda

Choose 1:

- Care for my patients.
- Get the expedition to admit they need you.
- Keep someone (say who) out of trouble.
- Keep the expedition's medical supplies stocked.
- Rescue an expedition member from danger.

Feel free to personalize the agenda you choose. If you name a specific person in your agenda, try to make it another expedition member.

SOLDIER

Specialty

Where they tell you to go, when they tell you to go there. What they tell you to do, but only when they tell you to do it. This is the job, get it done already.

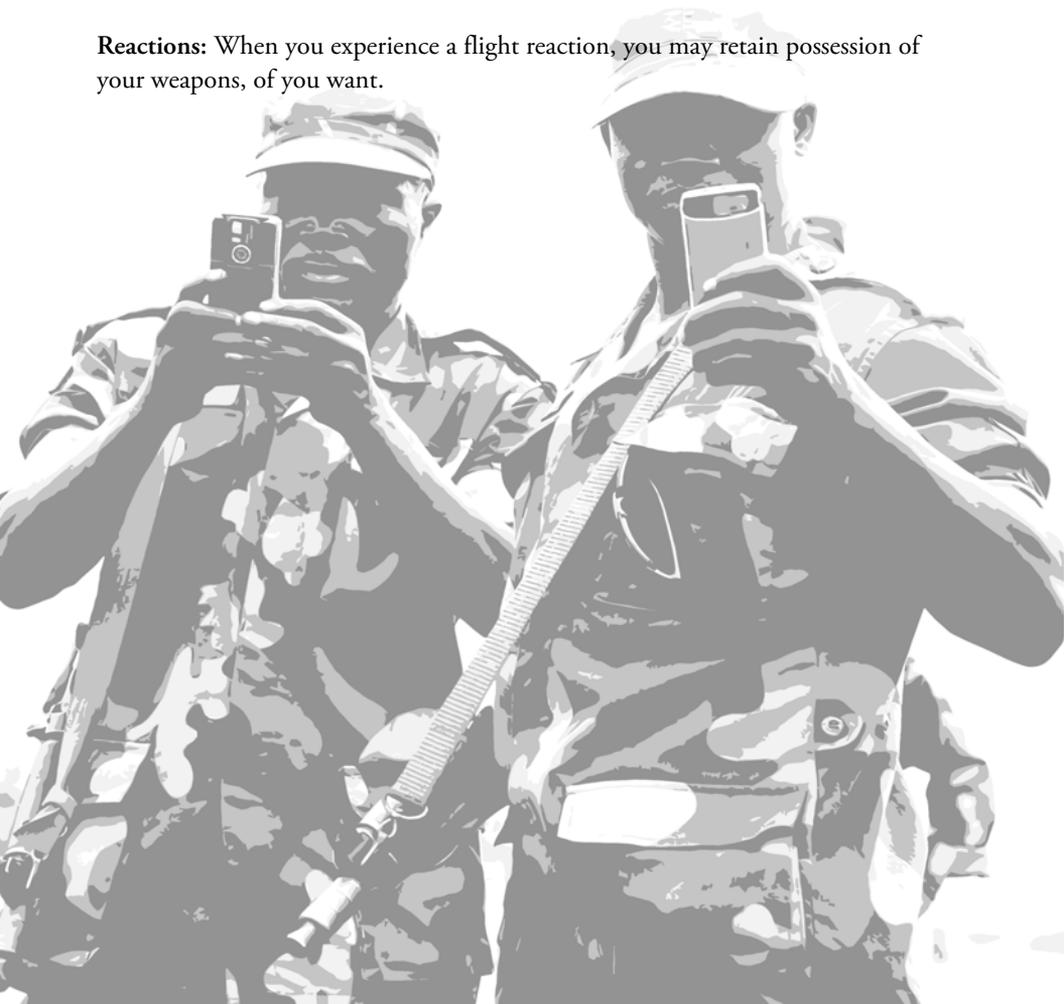
Identity

Stats: You get +1 heavy.

Expertise: Your occupational expertise must describe your job in the military. Your secondary expertise must be further training related to your military occupation or your involvement in the expedition.

Gear: You have your uniform, tags, and at least a minimal combat load-out, if you so choose.

Reactions: When you experience a flight reaction, you may retain possession of your weapons, if you want.



Moves

Choose 1:

- **Bodyguard:** When you *defend someone or pull them out of harm's way*, roll+heavy. On a hit, you save them from the danger, but on a 7-9, you suffer the harm instead.
- **Situational Awareness:** When you *read a charged situation*, roll+heavy. On a 10+, you can ask the MC 3 questions from the list below and get an honest answer. On a 7-9, ask 2. On a miss, ask 1 anyway, but the situation escalates immediately.
 - ▶ *What should I be on the lookout for / paying attention to?*
 - ▶ *What's my enemy's true position?*
 - ▶ *Where's my best way in / out / through?*
 - ▶ *Which enemy is the biggest threat?*
 - ▶ *Which enemy is the most vulnerable to me?*
 - ▶ *Who's really in control here?*
- **Stress Training:** While you *are on deployment*, instead of facing the horror at the end of a violent encounter, lower your stress by 1. Deployment ends when you leave the official field of operations, through injury, leave, or the situation deteriorating to the point where your CO's commands no longer have any meaning.
- **Team Player:** When you *follow a competent CO's battle plan*, you get circumstantial advantage.

Agenda

Choose 1:

- Obey my commanding officer.
- Obey my orders.
- Outmaneuver an enemy combatant.
- Remove something (say what) from the expedition for yourself.
- Rescue an expedition member from danger.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

TECHNICIAN

Specialty

You think anyone else around here can operate these things properly? Never trust any of 'em. They're just gonna break it.

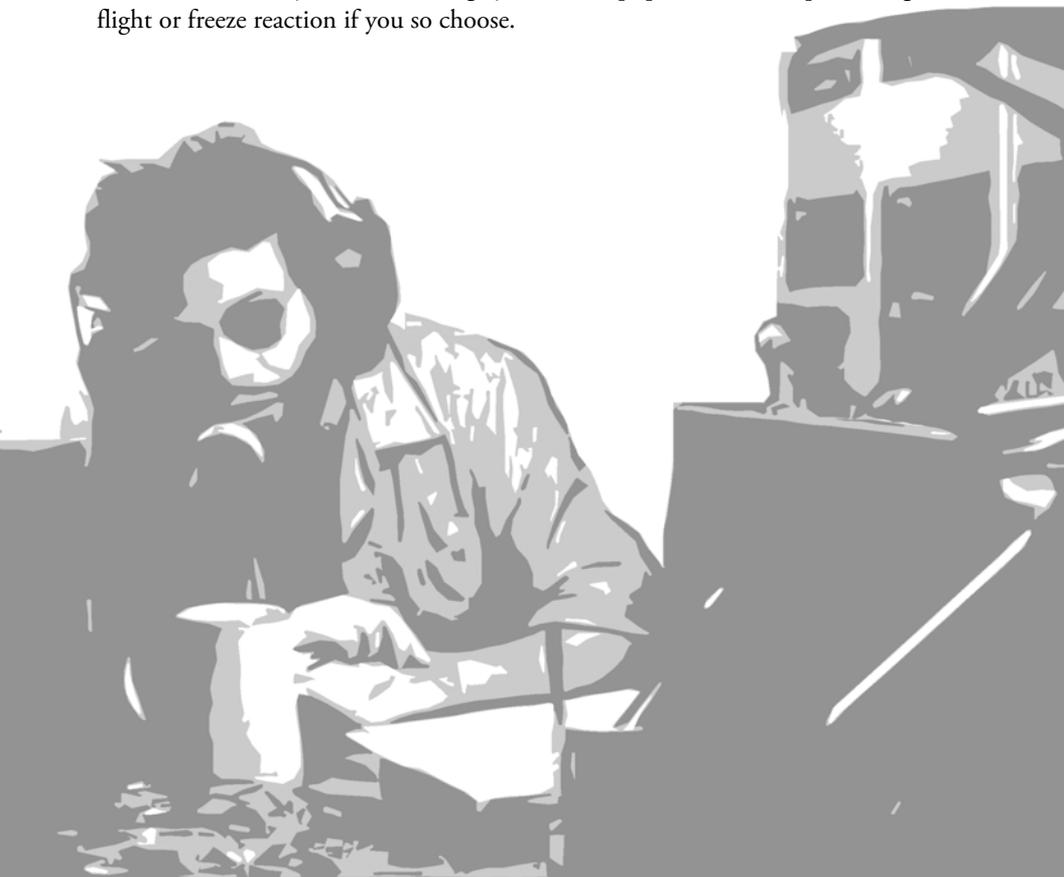
Identity

Stats: You get +1 sharp.

Expertise: Your occupational expertise must include the operation of technological devices used by the expedition.

Gear: In addition to your personal effects, you have several technological devices related to your work.

Reactions: You may refuse to damage your own equipment while experiencing a flight or freeze reaction if you so choose.



Moves

Choose 1:

- **Highly Skilled:** You have a third (tertiary) area of expertise, related to the machines or technological devices you operate. It should be about as specific as your secondary expertise.
- **Jury Rig:** When you *rig up a machine to keep working for one last task*, roll+cold. On a hit, it keeps working, but on a 7-9, there's still a price to pay.
- **Technical Engineer:** You can modify and repair any piece of technology, whether it falls within your expertise or not.
- **Workspace:** When you build a new machine or machine-operated systems out of what you have at hand (instead of merely modifying or repairing something), the MC will give you a few requirements from the list. Meet them and you make a thing.

Agenda

Choose 1:

- Discover something that has never been discovered before.
- Prove someone (say who) wrong about your professional ability.
- Remove something (say what) from the expedition for yourself.
- Take over someone else's job or position (say who).
- Use your devices in a useful but unintended manner.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

TRANSPORT

Specialty

Every expedition has to happen somewhere. Wherever that is, someone has to get them there. And without you to get them back out again, there's no point in sending them out in the first place, is there? Transport specialists are experts at moving things from one location to another—vehicles, supplies, people, whatever.

Identity

Stats: You get +1 cold.

Expertise: Your occupational expertise must include shipping or transportation that is crucial to the expedition.

Gear: In addition to your personal effects, you have either a vehicle of your own, or access to all the expedition's vehicles.

Reactions: You can always use your vehicle while you are conscious and experiencing a dissociative reaction.



Moves

You get a move based on your background:

Academy gets Flow Analysis, but can never take Fucking Thieves.

Admin gets Fucking Thieves, but can never take No Shit Driver.

Combat gets No Shit Driver, but can never take Jury Rig.

Recon gets Jury Rig, but can never take Flow Analysis.

- **Flow Analysis:** When you *study a traffic pattern or movement system*, you may ignore one of the requirements the MC gives you to build, modify, or repair a piece of technology related to it, and choose one from the list yourself.
- **Fucking Thieves:** When you *search your supplies for something that isn't unique or valuable*, roll+cold. On a 10+, you have just the thing. On a 7-9, you have something close. Make do. On a miss, you had it, but now it's gone...
- **Jury Rig:** When you *rig up a machine to keep working for one last task*, roll+cold. On a hit, it keeps working, but on a 7-9, there's still a price to pay.
- **No Shit Driver:** When you're *driving a vehicle*, you are not limited to one bonus die.

Agenda

Choose 1:

- Complete a side mission tangential to the expedition (say what).
- Exceed mission quotas in some category (say what).
- Get someone (say who) to forgive you.
- Keep something (say what) a secret.
- Move someone else from one important location to another.

Feel free to personalize the agenda you choose. If you name a person in your agenda, try to make it another expedition member.

PLAYING SCENES

As you play this game, it should unfold in a series of scenes. It is okay to go around the table and have everyone frame a scene, but as a player, you are not allowed to frame scenes at your leisure. You may call for scenes in order to pursue your agendas or to recover from harm and stress. You may also call for a downtime scene if you think it is appropriate to skip over a section of time. You have no other options for framing scenes. This is not a game where you follow these characters around just to see what they do.

There are five types of scenes:

- ▶ Downtime scenes.
- ▶ Interruption scenes.
- ▶ Mission scenes.
- ▶ Recovery scenes.
- ▶ Setup scenes.

In a **downtime scene**, time passes. If you call for a downtime scene, the MC can veto it and frame an interruption scene instead, if the eschaton can act against you. If someone else calls for a downtime scene, you may frame a recovery scene during this downtime.

Deal with downtime as quickly as possible. Don't make moves. Find out, in general terms, what each of the PCs is doing during this time, but don't go into detail. If it becomes necessary later, talk about it then.

An **interruption scene** is one in which the eschaton or other forces interrupt the normal course of the PC's lives. Only the MC may call for an interruption scene. You play your characters during an interruption scene and make moves when they happen. Bad things can happen in other scenes too, but this is the one the MC frames specifically in order to have something bad happen.

A **mission scene** is one in which a PC pursues their agendas. Just like an interruption scene, play your characters and make moves when they happen.

A **recovery scene** is one in which a PC tries to reduce their stress levels, and/or lick their wounds. You still play your characters, but you can also skip over uninteresting details. If there are any obstacles to your recovery, you should roll for the moves you make. Otherwise, ignore the moves.

Setup scenes are those around the start of the session where the MC asks you about your normal routines and describes the expedition details. Only the MC can call for a setup scene, but you can always offer suggestions.

MAKING MOVES

When you describe your character undertaking certain actions, you need to engage the rules. In many cases (but not all), you will need to roll dice. That means you roll 2d6 and add one of your stats to the total.

'Vantage

In some cases, you will roll more than two dice. If you have an advantage, you roll 3d6 and keep the two highest as your total. If you are at a disadvantage, you roll 3d6 and keep the two lowest as your total. If you have a special move or you are rolling stress, you might be rolling more than three dice. Whenever you do that, always keep the two highest.

Advantages and disadvantages cancel each other out, and having two advantages, or two disadvantages, that both apply to the same roll doesn't mean you roll more than three dice (unless you have a special move). There are three areas where you can gain 'vantage.

Circumstantial: Circumstantial or situational advantage comes from a previous move. If you have help, are acting on the answers to questions a move let you ask, or a move specifically gives you an advantage, that's circumstantial, and lets you roll an extra die. You can also be at a disadvantage from deleterious circumstances that the MC has described prior to the roll.

Personal: Personal advantage comes from having relevant expertise. Personal disadvantage comes from injuries or behavioural disorders that hinder your activity.

Technological: When you have superior technology at your disposal, you gain advantage. If you are forced to make do with inferior technology, you are at a disadvantage.

BASIC MOVES

Clues or Weakness

When you *look for clues or weakness*, roll+sharp. **On a hit**, the MC will tell you the most obvious clue or weakness. Additionally, **on a 7-9**, you can ask the MC 1 question from the list below and get an honest answer. **On a 10-11**, ask 2. **On a 12+**, you can ask 2 questions, but you are not limited to the list:

- ▶ *How can I get into / out of / through this?*
- ▶ *What does my expertise tell me about this?*
- ▶ *What happens next?*
- ▶ *What is false or misleading here?*
- ▶ *Where does the most danger lie?*

On a miss, ask 1 question anyway, but you let an opportunity slip by in the looking.

Commit Assault

When you *commit assault*, roll+heavy. **On a hit**, you inflict direct or conditional harm, as established. Additionally, **on a 12+**, you can also choose 2 from the list below. **On a 10-11**, choose 1:

- ▶ You defend yourself.
- ▶ You execute a maneuver.
- ▶ You inflict terrible harm (+1 harm).

On a miss, the MC decides.

If you do not inflict **direct or specific harm**, by default you inflict **conditional harm**, which allows your victim an out. Suppressive fire allows them to stay behind cover, physical coercion allows them to comply with your demands before you hurt them more. If you don't have a direct line of fire, or your enemy is behind too much cover, you can't inflict direct or specific harm.

Defending yourself means using cover effectively, blocking or dodging your opponent's attacks, or simply not giving your enemy an opening to take advantage of. Reduce the harm from any moves made against you by the appropriate amount.

A **maneuver** can put you in a better position, allow you to defend someone else, or take away an enemy's advantage.

Terrible harm means you inflict +1 harm, if you manage to inflict harm. Even if you don't inflict harm, assaults are usually stressful.

Draw Someone Out

When you *draw someone out in conversation*, roll+hot. On a 12+, both. On a 10-11, choose 1:

- ▶ Ask 2 questions from the list below.
- ▶ Say how you make them feel.

On a 7-9, ask 1:

- ▶ *How could I get your character to _____?*
- ▶ *Is your character being truthful?*
- ▶ *What does your character intend to do?*
- ▶ *What does your character want or expect from me?*
- ▶ *What is your character really feeling?*

On a miss, ask 1 anyway, but they can also ask 2 of you.

Evade

When you *evade detection, pursuit, or trouble*, roll+cold. On a 7-9, you've got a hard choice to make to stay untouched, the MC will tell you what. On a 10+, you don't, it's all good. On a 12+, if you have an escape route, you can also exit the scene right now. On a miss, the MC decides.

Hold Steady

When you *hold steady under pressure*, roll+cold. On a 7-9, you can take one action and then give in or you can hesitate but hold yourself steady. On a 10+, act how you will. On a 12+, you can also ask 1 question as if you had drawn someone out in conversation or looked for clues or weakness. On a miss, the MC decides and you mark 1 box on your stress track.

Negotiate

When you *negotiate a deal with an NPC*, roll+hot. On a 12+, they do what you want. On a 10-11, they do what you want only if you make specific promises. Whether you keep those promises is up to you. On a 7-9, they want something more: concrete assurances, payment up front, whatever. Give it to them and they do what you want. On a miss, the MC decides.

In order to *negotiate a deal*, you need to have something the other person wants or needs, or be able to stop something from happening that they want to avoid, and you need to be asking them to do something they don't want to do.

Recover

When you *recover from harm*, roll+heavy. On a 10+, you recover both fully and quickly, and on a 12+, you are also unhindered by your injuries. On a 7-9, you recover fully or quickly, but not both. On a miss, the MC decides.

For injuries in the field, medical attention stabilizes any critical injuries, plus...

- ▶ Fully means reset your wound track to 1.
- ▶ Quickly means you recover now, instead of having to wait and rest.
- ▶ Unhindered means cross of the injury you are treating, it becomes a scar immediately. If the only injuries you have are all crossed out, reset your wound track to zero instead of to 1.

For long-term recovery, medical attention crosses out all your injuries and resets your wound track to zero, plus...

- ▶ Fully means erase one of your injuries instead of crossing it off.
- ▶ Quickly means your hospital stay is short, and thus less expensive.
- ▶ Unhindered means erase all of your injuries instead of crossing them off.

When you write an injury down on your sheet, it can be in three possible stats:

- ▶ Critical means it will continue to get worse. This includes bleeding wounds, concussions, and broken bones.
- ▶ Stabilized means it won't get worse on its own, but it still needs to be healed.
- ▶ Or it can be **crossed off**, in which case it is just a scar. It doesn't put you at a personal disadvantage the way unhealed wounds do, but it's still a visible reminder that you've been hurt before.

Once a wound is erased, little or no trace of it remains.

Use Tech

When you *deploy a technological solution*, roll+sharp. On a 7-9, there is a problem with your solution. On a 10+, there isn't. On a 12+, it also works better than you expected. On a miss, the MC decides.

AUXILIARY MOVES

Aid or Interfere

When you *take action to either help or hinder someone*, it counts as a circumstantial 'vantage, unless you have to make a move and you roll a miss.

Downtime

At the beginning of the game, and after any amount of downtime, the MC will ask you these three questions:

- ▶ Are you suffering from severe post-traumatic stress disorder?
- ▶ Do you live in constant fear for your safety?
- ▶ Is your workplace a hostile environment that you are not equipped to deal with?

For each question you answered with a “yes,” mark 1 box on your stress track. If you began your downtime with stress marked, ignore one affirmative answer.

Facing the Horror

When you *face the horror*, choose the way you least want to react to it, from your three dissociative reactions, and roll your stress. On a 10+, that's how you react, and choose 1:

- ▶ Gain a disorder of the MC's choice and reduce your stress to 1.
- ▶ Gain a disorder of your own choice, based on your reaction.

On a 7-9, the MC chooses how you react, from the two options you didn't choose. If you choose to gain a disorder based on this reaction, reset your stress to 1. On a miss, choose when and how you react. Reduce your stress to 1 if it is higher and do not gain a disorder.

You must face the horror at the end of a violent incident, or immediately when you encounter a particular manifestation of the eschaton for the first time.

When you *roll your stress*, if your stress is 2+, roll that many dice and keep the two highest to determine your score. If your stress is 1, roll 3d6 and keep the two lowest. If your stress is zero, you don't have to face the horror.

Suffer Harm

When you *suffer harm*, the MC will tell you how many points of harm and what kind of injuries you suffer. For each point, choose 1:

- ▶ Experience a dissociative reaction, if you aren't already.
- ▶ Mark a stress box, up to a maximum of 4 boxes total.
- ▶ Mark a wound box, up to a maximum of 4 boxes total.

Also write the injuries down. How many wound boxes you mark will affect their severity.

Technological Work

When you *modify or repair a technological device that falls within your expertise*, the MC will choose up to 4 options from this list. Some options might have “or” between them instead of “and,” at the MC’s option. These are the requirements you need to reach a technological solution—they do not guarantee such a deployment will go well.

- ▶ Best you can do is still crap: good for one use, or weak and unreliable.
- ▶ First you need to add _____ to your workspace.
- ▶ First you need to build / fix / get _____.
- ▶ It will take hours / days / weeks.
- ▶ It will take multiple tries to get it right.
- ▶ You’ll have to take _____ apart to do it.
- ▶ You’ll need _____’s help to do it.
- ▶ You’ll need to expose yourself and possibly others to serious risk.

When you *modify or repair a technological device that doesn’t fall within your expertise*, you break it.

STRESS

Your character has a stress track that consists of four boxes. The more boxes you have marked, the more stressed out your character is. This is not a measure of short-term stress or of how stressful a situation is. Your stress track is for long-term, internalized stress levels.

You accumulate stress when:

- ▶ One of your agendas becomes impossible to achieve.
- ▶ You answer in the affirmative to any of the downtime stress questions.
- ▶ You encounter a particular manifestation of the eschaton for the first time.
- ▶ You suffer harm and choose to mark stress boxes.
- ▶ You try to hold steady under pressure and miss.

You might mark multiple boxes if you suffer harm or answer more than one downtime stress question in the affirmative. Otherwise, you only mark one stress box at a time.

If your stress is 4 and you must mark stress again, mark a wound box instead.

For each stress box you mark, decide on a physical symptom of stress and write it down. Your character isn't always affected by these symptoms, just when you enter a situation that is highly stressful. When you remove stress, you also remove the same number of physical symptoms.

Examples of physical symptoms include: asthma attacks, chronic pain, cold sores, cramps, fidgeting, forgetfulness, hair loss, headaches, hives or rashes, insomnia, nausea, nail biting, nightmares, panic attacks, shaking hands, slurred or rapid speech, sweating, teeth grinding, tinnitus, twitches, upset stomach, and vomiting.

Dissociative Reactions

When you must face the horror, the inevitable result is some kind of dissociative reaction. You may also experience a dissociative reaction as the result of suffering harm. You have three reactions to choose from: fight, flight, and freeze.

- ▶ **Fight:** You must attack the source of your stress, or the next best thing.
- ▶ **Flight:** You must flee from the source of your stress.
- ▶ **Freeze:** You fail to act coherently. You might just hesitate, or you might faint, scream and weep, or become catatonic.

Keep track of what the last kind of reaction you experienced was. It will affect how you can decrease your stress levels, should you call for a recovery scene.

Behavioural Disorders

Facing the horror can also leave you with permanent mental and emotional scars. Behavioural disorders can be compulsions, phobias, or they can change the very nature of your dissociative reactions. Each of the three reactions has a self-destructive version that replaces the normal version. Fight is replaced by self-harm. Flight is replaced by hallucinations. Freeze is replaced by arousal. If a behavioural disorder changes a reaction, you may not choose the old reaction when you face the horror—your three reaction choices now include the self-destructive reaction instead.

Stress Reduction

When you frame a recovery scene, you may choose to try and lower your stress levels. The kind of activity required in such a scene is limited by what kind of dissociative reaction you experienced last. These are not just things you can do in a few hours. They require an actual undertaking, though other people can also help you reduce your stress.

If your last dissociative reaction was based on self-destruction, you can only reduce your stress by similar activity.

- ▶ **Arousal:** You must engage in compulsive sexual activity.
- ▶ **Hallucinations:** You must use or abuse drugs.
- ▶ **Self-Harm:** You must put yourself at risk and have someone intervene on your behalf.

If your last dissociative reaction was based on self-preservation, you may reduce your stress through a healthy expression of either of the other two normal reactions. Additionally, if you have not experienced a dissociative reaction since the last time you had a recovery scene, you may frame another and pursue any of these three types of behaviour:

- ▶ **Fight:** Do something active, competitive, or challenging, but generally safe, and be successful at it.
- ▶ **Flight:** Get away from it all, change your environment, and just remove yourself completely from your old situation. Try something new.
- ▶ **Freeze:** Do something meditative, relaxing, and slow-paced. Remove all the active, busy, stressful things in your life for a little while and concentrate on stillness.

At the end of a recovery scene in which you pursued the required activity, roll+cold. On a 10+, reduce your stress to zero. On a 7-9, reset your stress to 1 or lower it by 1. On a miss, lower it by 1, but something else goes wrong.

WOUNDS

Your character has a wound track that consists of four boxes. This is not an abstract representation of injuries and wounds your character has suffered—you still have to keep a record of those. The wound track shows you how close you are to dying from your accumulated injuries. When you mark off all four boxes in your wound track, you die.

When you suffer harm, the MC will tell you how many points of harm and what kind of injuries you suffer. For each point, choose 1:

- ▶ Experience a dissociative reaction, if you aren't already.
- ▶ Mark a stress box, up to a maximum of 4 boxes total.
- ▶ Mark a wound box, up to a maximum of 4 boxes total.

Also write the injuries down. How many wound boxes you mark will affect their severity.

For each wound box you mark, the MC chooses 1:

- ▶ One or two of your limbs are disabled.
- ▶ The wound is critical.
- ▶ You are stunned or one of your senses is disabled.
- ▶ You miss something important.
- ▶ You lose your footing or your grip on something.

If a wound is critical, it will continue to get worse unless it is treated, due to bleeding or haemorrhaging, broken bones, or a concussion.

If you miss something important, it could be something you would notice otherwise, or you could lose track of something you were paying attention to.

Wound Severity

1 harm means mostly cosmetic or shallow injuries.

2 harm means serious harm, like broken bones, concussions, sprains, etc.

3 harm means crippling and maiming injuries. Lots of breaks or bleeding.

4 harm indicates a mortal wound.

5 harm or more means bodily destruction in addition to death.

Suffering stress instead of the full harm rating as wounds means you suffer a less-serious wound. NPCs suffer the full brunt of wounds because their psychological reaction isn't important to us. If it was, they would be PCs instead.

How hurt you are, exactly, doesn't need to be determined right away. You will find out more details when you make a recovery roll. You can keep injuries vague until they are actually treated.

EXPERIENCE

You have an experience track of four boxes.

Mark an experience box whenever you:

- ▶ Complete one of your agendas.
- ▶ Put yourself at risk to pursue your agendas.

If all four experience boxes are marked, you can't mark another one.

When you have all four experience boxes marked, you may erase them all and choose an advancement for your character. Choose 1 of the following:

- ▶ Get +1 to a stat (maximum stat +3).
- ▶ Get a special move from another background or specialty.
- ▶ Get another special move from your background.
- ▶ Get another special move from your specialty.
- ▶ Learn something profound about the eschaton.

If you gain multiple advances during a session, you may not choose the same one twice in a row.

MC MOVES

Automatic Moves:

- ▶ Ask questions.
- ▶ Describe the world and the people in it.
- ▶ Foreshadow danger.
- ▶ Make acceptance conditional.
- ▶ Make both success and failure consequential.
- ▶ Nudge the players to have them make moves.
- ▶ Reincorporate.
- ▶ “What do you do?”
- ▶ Write things down for later.

Setup Moves:

- ▶ Introduce a manifestation of the eschaton.
- ▶ Introduce a problem.
- ▶ Introduce a threat or danger.
- ▶ Make them buy.
- ▶ Offer an opportunity, with or without cost.
- ▶ Put someone in a spot.
- ▶ Put them together.
- ▶ Separate them.
- ▶ Set up a threat move.
- ▶ Set up an eschaton move.
- ▶ Tell them the possible consequences and ask.

Hard Moves:

- ▶ Capture someone.
- ▶ Confront someone.
- ▶ Expose a dangerous secret to the wrong person.
- ▶ Give the eschaton what it wants.
- ▶ Inflict harm.
- ▶ Isolate someone.
- ▶ Make a threat move.
- ▶ Make an eschaton move.
- ▶ Make them pay.
- ▶ Remove their resources.
- ▶ Show the downside of their resources.
- ▶ Turn their move back on them.

THE END. FOR NOW.