ROLL FOUR / TELL STORIES

4d4

THE 4CASTER'S TOOLBOX

SCENES / AGENTS / ENGINES / JOBS

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PLAYTEST EDITION 0.3

OPEN THIS WHEN YOU DID NO PREP

The players chose a door you did not expect. They started a fight with the helpful witness. They abandoned the mission, stole a vehicle, and decided the distant light is now the campaign.

Good. This book is for that moment.

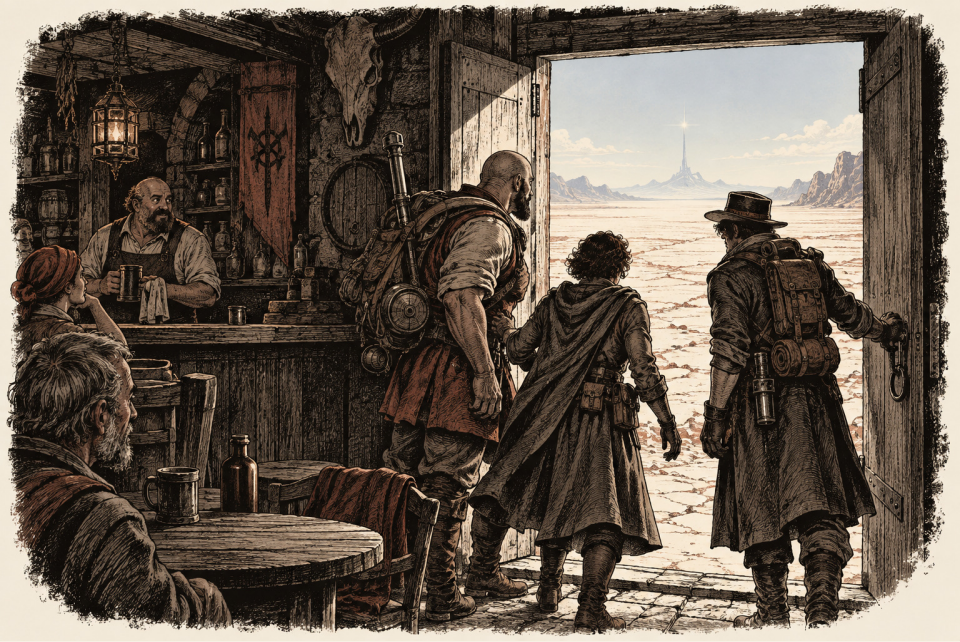
Find the verb closest to what they are doing. Take a Scene. Rename its Agents, objective, and pressure. Tell the players what their characters can perceive. Begin.

The entries are machinery with handles. Their fiction is concrete enough to run and loose enough to replace. A checkpoint can be a castle gate, corporate lobby, orbital customs ring, or mouth of a sleeping god. The numbers keep their jobs while the skin changes.

THE PROMISE

- A runnable Scene in about 60 seconds.
- A playable session in about five minutes.
- No required plot sequence.
- Every Agent's Pool is visible, fixed, and owned by that Agent.
- No new economy between sessions.
- Fallout creates the next situation.

This is a playtest catalog. Its Ratings are estimates. Its stranger entries are marked WATCH or RED FLAG. Use the baseline first, record what happened, and change one variable between comparable Scenes.



WHERE THIS BOOK FITS

QUICK START 0.6

The complete core game: Axes, Pools, Clusters, Stragglers, five dice types, Turns, Rounds, actions, reactions, harm, statuses, Agents, clocks, Rating, XP, three characters, and The Ironbridge Ledger.

EXPANDED RULES 0.3

Optional character creation, directional special dice, recovery, tactical square and hex play, Scale, vehicles, Cohesion Groups, facets, Grand Assets, 4Caster construction tools, and Get That Scrap!

SKILLS & POWERS 0.5

Ability language, Skills, Powers, statuses, conversion, items, Charges, cooldowns, subcharts, risk labels, and construction checklists.

THE 4CASTER'S TOOLBOX

This book packages those procedures into things that can be used now. An entry tagged QUICK START needs only the Quick Start. Other tags name the optional module involved. Any Skill, Power, status, item ability, or Agent exception needed to run an entry is printed with it or named by its current Skills & Powers 0.5 term.

The Toolbox does not replace the core sequence. It does not create faction turns, holdings, income, or a world phase. Resolve a Scene, apply its fallout, and frame the next Scene that follows from what the table did.

CONTENTS

1. Emergency 4Casting - sixty-second Scenes and five-minute sessions

2. The 4d4 Situation Generator - pressure, route, truth, and relationship

3. Modular Scenes - indexed by the players' current intent

4. Agents and NPCs - reusable opposition, allies, rivals, and people

5. The 3/4 Engine - clocks, races, forks, cycles, and changing maps

6. Items and Rewards - permissions, stored power, dangerous tools, and Grand Items

7. Organizations - immediate pressure, assets, fractures, and fallout

8. Lairs and Dangerous Places - runnable nodes, facets, hazards, and hearts

9. Subcharts and Facet Packages - things characters can command or act through

10. Linked Jobs - complete nonlinear sessions built from the catalog

11. Indexes - intent, dominant Axis, pressure, tags, and rules weight

HOW TO READ IT

Read the emergency procedure once. After that, enter through an index or flip until something resembles the current disaster.

ROLL OR CHOOSE always means exactly that. Randomness supplies motion, not authority. Choose when an answer is obvious. Roll when several answers would all be interesting.

ONE STRAGGLER, ONE EFFECT

A leftover 3 or 4 resolves immediately after division. The active Scene tells the table what it does before dice are committed.

A character may carry an item, stand inside a lair, oppose an organization, and suffer a status at the same time. That does not make one leftover die trigger four independent 3/4 rules.

PRIMARY EFFECT

Every Scene names one active 3 effect and one active 4 effect. One leftover Straggler causes one primary effect.

A subchart, Agent, item, status, or location may determine the details of that effect. It may replace the active pair when the Scene explicitly says it has become primary. It does not multiply the result.

EXAMPLE: The active 3 raises Intrusion by 1. The crew is inside the Glass Archive, whose current Security facet says an Intrusion increase also seals the nearest open route. Raising Intrusion and sealing that route are one printed primary effect. A carried cursed key does not also trigger its unrelated 3 rule.

ABILITY EXCEPTIONS

A Skill or Power may erase, hold, reverse, release, or redirect a 3 or 4 using its full printed text. It names the current active Scene effect. It cannot undo a threshold consequence after that consequence resolves.

ONE EXCHANGE

One exchange begins when an action is declared. It includes declaration and commitment; the acting roll and Damage cancellation; any PRE-PATTERN reactions before Armor; Armor cancellation; any PRE-PATTERN reactions after Armor; Pattern checking and payment; division; any POST-DIVISION reactions; immediate leftover 3 and 4 effects and their threshold consequences; the target's direct defense, any legal support or interference, and any triggered personal reactions at the ORDINARY checkpoint; Help; comparison; calculating and stating Margin and ordinary harm; any POST-COMPARISON reactions; rechecking Gates and activating the original action's ability when applicable; applying the original action's printed Effects, ordinary harm, and printed reaction Effects in their stated order; and any DEATH reactions before defeat becomes final. It ends after all of those results are resolved. "Damage or Strain in one exchange" counts attributed harm produced anywhere inside that exchange, but Damage and Strain remain separate tracks.

ORDINARY REACTIONS

[E REACTION], [S REACTION], and similar Scene notation use the ORDINARY checkpoint after the acting roll is divided and its leftover 3 and 4 effects resolve. They are not a separate response procedure and never open another reaction window. The targeted participant or Agent may make an ordinary direct defense whenever it still owns at least one Ready **Normal Die** to commit, or a printed Power or other exception such as ZERO-NORMAL REACTION explicitly provides a different minimum. It uses a legal opposite Axis, spends only its own dice, cannot borrow from another Agent, and does not consume its later action opportunity. Ordinary direct reactions have no per-Round count limit; available dice are the limit. A non-target participant or Agent supporting or interfering for someone else must have an unused action opportunity for the Round, spends that opportunity, and cannot also act proactively that Round.

Reaction rolls contribute retained Clusters to their chosen side. They never deal ordinary Margin harm. The original action owns ordinary harm. A reaction inflicts Damage, Strain, a status, movement, or another rider only when its printed ability explicitly says so.

All reactions finish before Help is assigned. A one-die direct reaction can matter: a surviving 1 may be held and spent as one zero-value Help Cluster on that defender's own reaction. A surviving 2 follows the ordinary Help rule and may help another participant's roll; it does not become self-help. Exact comparison ties favor the defender.

CHOOSE THE CAMERA

The same fiction can use different rules depending on what matters now.

PARTICIPANT

Use a character-scale participant when one person's whole range of action matters.

AGENT

Use an Agent when one person, obstacle, hazard, object, route, or active part can create its own pressure. Every Agent owns a fixed Normal Pool, its action and reactions, Armor, Damage, and statuses. Every active Agent grants one proactive action opportunity per Round. The targeted Agent makes its own direct reaction and never borrows dice from another Agent.

COHESION GROUP

Use Cohesion when a formation matters as several similar units. Each remaining point of Cohesion is an Agent: it grants one action, uses one copy of the Base Agent Axes, and owns its announced share of the Scene Total. Removing one point removes that Agent and every die it owns.

FACETS

Use facets when one large threat needs several active parts: a beast's Head, Wings, Hunger, and Burning Nest; a fortress's Gate, Guns, Garrison, and Command.

SUBCHART

Use a subchart when characters repeatedly act through one named domain. A ship may have ENGINES. A claimed lair may have SANCTUM. An organization under player direction may have NETWORK.

A subchart supplies four directional ratings for that domain. It is not another private health Pool. If the same place opposes intruders, its active parts usually become facets instead.

INDEPENDENT OTHERS AND POOLS

Every independent other with a chart keeps a separate Pool whether it is allied, neutral, or hostile: a named NPC, mob, patrol, data center, lair, mecha, vehicle, organization, or other bounded side. Every Agent inside a multi-Agent roster also keeps a separate Pool. Cooperation never merges Pools, and an Agent never borrows another Agent's Normal, Armor, Damage, Combo, Power, held Stragglers, or statuses.

If an individual other has four Axes but no printed Pool or Scene Total, add its Axes to make its fixed Pool. If an entry prints a Scene Total, allocate that total among its active and reserve Agents before the first commitment. A recruited other carries its own Pool, Damage, Strain, statuses, action opportunity, and priorities when its allegiance changes. An action still has only one acting side and one target side; another independent other may support or interfere under the ordinary reaction rule.

Change camera between Scenes. State the new representation before dice are committed.

THE THREE DIFFICULTY LEVERS

Difficulty is not one number.

SCENE TOTAL AND AGENT POOLS

The Scene Total is a construction budget for all Agents in one printed roster. It measures combined endurance; it is never rolled or spent as one shared Pool. Every die in that total must belong to exactly one Agent.

EASIER: 75% of Party Total, round up. **EVEN**: 100% of Party Total. **HARDER**: 125% of Party Total, round up.

STANDARD ALLOCATION: Divide the Scene Total as evenly as possible among every listed active and reserve Agent. Follow printed roster order when the division leaves a remainder; the earlier Agents receive one extra die until the remainder is gone. Write each Agent's fixed Pool before play. A 4Caster may distribute the same Scene Total differently to create a leader, weak point, or protected reserve, but must announce every fixed Pool before commitment. After play begins, Pools are fixed except for a printed effect such as PRESSURE TRANSFER.

Reserve Agents receive their allocation during setup. Their dice are inert while they are absent: they cannot act, react, refresh, receive harm, or be borrowed. When a threshold brings one in, its own Pool becomes available in its recorded Ready, Spent, Damage, and Strained states; entry does not increase the Scene Total.

Each Agent pays for its own actions and reactions, rolls its own applicable Armor against every incoming attack, records **Damage Dice** in its own Pool, and carries its own statuses. **Damage Dice** equal to that Agent's fixed Pool defeats it. No Agent can spend, absorb, or lend another Agent's dice unless an effect explicitly transfers ownership.

ATTRITION, TRANSFER, AND DEFEAT

ATTRITION is the default. When an Agent is defeated or otherwise removed, remove that Agent and every die it owns. Its later actions, reactions, Armor, statuses, and Axis contribution also leave the Scene. Nothing moves to a survivor unless a printed rule says so.

A catalog REMOVAL line is an authored early break, surrender, shutdown, or escape condition. It can remove an Agent before Damage fills its Pool, but it does not change that Agent's fixed Pool or core Damage defeat threshold. Announce unusual removal conditions with the rest of the visible procedure.

PRESSURE TRANSFER X is optional and must print one starting source, one named receiver, X, a numeric RECEIVER CAP, and a hard SCENE CAP. X may equal but cannot exceed the source's complete printed starting Pool allotment and never depends on its current Ready, Spent, Strained, or Damage state. When the source is defeated or otherwise removed, attempt to create exactly X Spent **Normal Dice** on the named surviving receiver. Stop at both caps and lose excess. The receiver's fixed Pool and Damage defeat threshold rise by the number actually created.

A transfer gives no immediate Ready dice, action, Axis, Armor, Combo, Power, held Straggler, status, refresh, or other permission. The new Spent dice become eligible to Ready only at the next Turn refresh. Each starting source resolves its transfer once. Transferred, created, or summoned dice cannot source a later transfer, and a source and receiver cannot transfer recursively. If the named receiver is absent or illegal, all X dice are lost. The removed source's Damage stays recorded for cumulative Scene Damage, but no **Damage Die** or other trait moves to a receiver.

THREE SCENE ENDINGS

REQUIRED: Name the required Agents. The Scene ends when every required Agent is defeated, removed, or resolved by a listed non-harm condition.

AGGREGATE: Print an aggregate Damage threshold. Track Damage actually applied to every Agent, never counting more for one Agent than its fixed Pool. Attrition does not erase that record. Reaching the threshold ends the Scene even if Agents remain.

OBJECTIVE: Print a clock or fictional condition. The Scene ends when that condition is reached. Defeating an Agent changes pressure but does not end an Objective Scene unless the ending says so.

A Scene may print more than one valid ending. State which modes are live before commitment; the first reached ending changes the situation and frames the fallout.

AGENT COUNT

Agent count controls proactive action pressure.

Fewer Agents than participating characters is light pressure. Equal counts are standard. More Agents than characters is heavy pressure even when the Scene Total is Even.

Use one to four meaningful Agents. Convert crowds to Cohesion, Scale, or fiction. More Agents divide the same Scene Total into smaller defeat thresholds unless the 4Caster deliberately changes the total.

THREE-CHARACTER BASELINE

Printed rosters assume three starting characters. One character share is that character's fixed Pool. When adapting three-character prep, add one entering character share for each character above three or subtract one absent character share for each character below three. When building fresh, the same rule is simply Party Total = the fixed Pools of all participating characters. Apply the listed 75%, 100%, or 125% ratio to that working total. Player count alone never adds or removes a printed Agent and never changes printed Agent or Encounter Axes. Use the separate Agent-count warning above when judging action pressure.

ABILITIES AND POSITION

Repeated Armor, area effects, automatic Damage, strong reactions, forced Axes, terrain, clock thresholds, and reinforcements can matter more than Rating suggests.

The printed Rating is an estimate, not a promise. Do not secretly enlarge a Scene because the players found a strong plan. Play the declared situation honestly. Adjust only after the Scene ends.

DOMINANT AXIS WHEN NONE IS PRINTED

Choose the cardinal Axis that best describes the immediate pressure and announce it before commitment. If no answer is clearer, use the highest current Encounter Axis; choose openly among ties. Never use the summed Encounter value as an individual initiative rating.

XP QUICK CALC

Add the four peak Encounter Axes, then add 1 for every listed Combo, Power, or **Armor Die** the characters materially faced. Compare that Rating with Party Total: 75% or less is Easy for 1 XP each; above 75% and below 125% is Even for 2 XP; 125% or more is Hard for 3 XP. A 75% starting Scene Total shifts one category easier; a 125% total shifts one harder. Award once when the Scene reaches one meaningful ending.

When an entry prints a named Easier or Harder SCALING package, apply that package with the matching 75% or 125% Scene Total unless the entry says the package replaces the total change. A 4Caster may deliberately use either lever alone as a custom variant, but must announce that choice before commitment. A printed "Recommended Even" describes the Scene Total, not a promise that Agent count, Rating, abilities, allocation, and position will also be Even.

SKIN, DO NOT SCRAMBLE

Reskinning changes what a thing is in the fiction. It does not quietly change what its numbers do.

KEEP THESE JOBS

- The goal and valid endings.
- The number of active Agents.
- Each Agent's Axis pattern.
- The Scene Total ratio.
- The clock range and movement.
- The exact 3/4 effects.
- Ability timing, die ownership, and removal conditions.

CHANGE THESE HANDLES

- Names, appearance, culture, technology, and sensory details.
- What an Agent represents.
- Why the risk matters.
- What success, surrender, or escape looks like.
- What the reward means.
- Which later Scene follows the fallout.

EXAMPLE: A Generalist checkpoint Agent remains N 3, S 3, E 3, W 3 whether it is a mailed gatekeeper, trained security officer, customs intelligence, or courteous wax figure. Its reaction can be renamed, but the Pattern, timing, direction, and effect remain.

If the new fiction needs different Scale, Armor, action count, targeting permission, living or nonliving status, or harm immunity, that is a mechanical variant. Declare it before play and mark the change.

TAGS AND WARNING LABELS

RULE TAGS

QUICK START - Uses only the core book. SKILLS & POWERS - Uses a printed ability, status, item, or subchart procedure. TACTICAL - Adds optional square, hex, cover, terrain, or AP notes. VEHICLE - Uses stations or shared vehicle procedures. GROUP - Uses Cohesion. FACETS - Uses several Agents as parts of one threat. SUBCHART - Characters may act through a named directional chart. SCALE - Physical magnitude changes structural effects. NEUTRAL - A side follows a printed priority and may oppose everyone. HORROR - Body, identity, dread, or transformation may be central.

FALLBACKS FOR OPTIONAL TERMS

Without Tactical Play, INTERACT means routine manipulation of something within reach; include it in another action when uncontested, or make it the action when pressure or quality matters. NEAR means the same immediate position or zone. FAR means a visible distant position or adjacent zone. One cell or 10 feet means one meaningful positional step. ENGAGED means close enough to physically interfere. SPRINT means spending the action on rapid movement. A SIMPLE OBJECT is an unattended object that is not an Agent or facet. COVER and TERRAIN establish fictional permission and position but add no unprinted bonus. Ignore ordinary AP accounting; if an effect requires one additional AP to leave a position, the affected subject must spend its next action opportunity leaving before it can act from another position.

Scale references matter only when the Scale module is active. Without it, follow the fiction and the printed permission; do not invent structural multipliers.

COMPACT ABILITY SHORTHAND

In a catalog entry, NAME [SKILL OR **POWER**]. Axis X. Pattern... On success... is a proactive ACTION that spends the owner's ordinary action opportunity unless REACTION is printed. ON SUCCESS means the Pattern activated and the action won; REGARDLESS means the Pattern activated even if the action lost. Every compact ability still uses the normal commitment minimum, cancellation, payment, division, and one-active-ability limit. A reaction always prints REACTION and uses the stated or ordinary checkpoint.

REACH means close enough to touch or physically interfere: the same immediate position in narrative play or an adjacent cell unless an entry says otherwise. All unqualified Armor is persistent: it has no Ready or Spent state and rolls automatically against every applicable incoming action. PERSISTENT **ARMOR** is only a reminder of that default. Temporary Armor must print its duration or use limit.

HESITANT (X) uses one timing everywhere in this book. Before the subject's next proactive action, attempt to move up to X eligible Ready **Normal Dice** in that subject's own Pool to Strained. If at least one die actually becomes Strained, reduce HESITANT by 1 after the attempt. If no eligible die becomes Strained, do not reduce it; the status persists and tries again before the subject's next proactive action. Remove it at 0. A successful reassurance, centering, or other printed countermeasure may clear pips early.

An unqualified numeric removal threshold is **ACCUMULATED**: Damage persists across Turns, while attributed Strain accumulates only through the current Turn and clears at Turn refresh. Each Agent records harm only in its own Pool. If a printed REMOVAL condition names only Damage or only Strain, the omitted harm type still changes that Agent's own Pool but does not satisfy the earlier printed break condition. **Damage Dice** equal to the Agent's fixed Pool always defeat it. If a condition names neither, ordinary harm still changes that Agent's Pool and core defeat still applies.

BALANCE LABELS

BASELINE - Built from ordinary profiles and conservative effects. WATCH - Likely to swing with timing, party composition, or repeated use. RED FLAG - Deliberately extreme, campaign-shaping, or insufficiently tested.

A warning is information, not a prohibition. Tell the table what is entering play.

FALLOUT IS PREPARATION

A Scene ends when its goal, ending condition, or changed situation says it ends. Winning is not the only ending.

Capture, debt, exposure, surrender, escape, separation, a damaged relationship, a terrible bargain, or a truth learned too late can all finish one Scene.

ASK FOUR QUESTIONS

1. What changed in the world?

2. Who now wants something from the characters?

3. What resource, route, trust, or safety did the result change?

4. What must be dealt with now rather than someday?

The answers frame the next Scene.

Do not run an organization turn between them. Do not advance every offscreen clock because time passed. Follow the specific consequences that became relevant through play.

EXAMPLE: The characters bargain through a checkpoint and promise the captain a stolen ledger. The checkpoint Scene ends. The promise is now leverage. If they pursue the ledger, frame the theft. If they flee the promise, frame pursuit or exposure. If they recruit the captain, frame the price demanded by the captain's endangered family.

The table's decisions generate the sequence. The Toolbox supplies ready machinery for each new position.

FAIR IMPROVISATION

Improvisation is not permission to move the target after the dice land.

Before commitment, tell the players:

- What their characters can perceive.
- The immediate risk.
- Which Agent can oppose them.
- The active 3 and 4 effects.
- Any known clock and visible threshold.
- Any optional module that changes ordinary movement, Scale, Armor, or refresh.

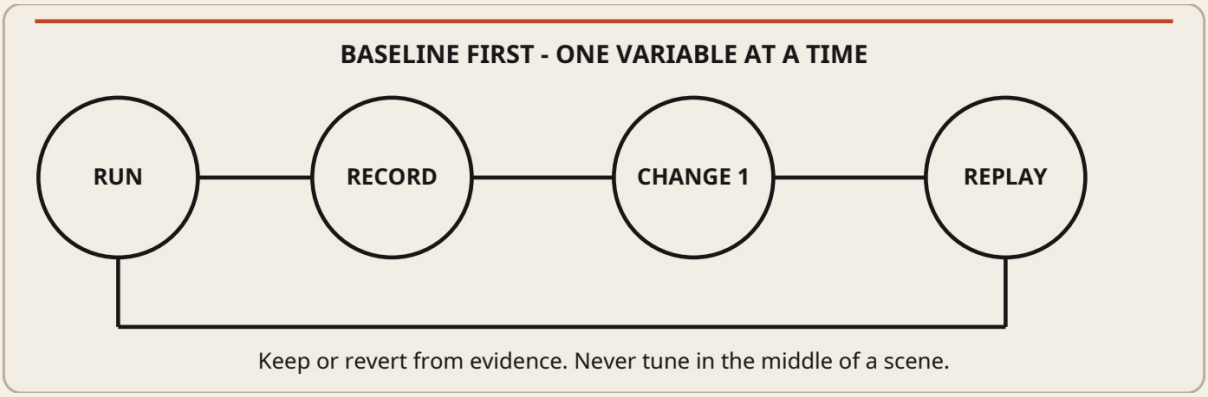
A hidden truth may remain hidden. A hidden procedure should not.

When an action cannot work as described, say what would make it possible. When a lost action would otherwise create no meaningful change, use the Scene's FAILURE MOVE to change time, position, trust, resources, or danger. If the action, opposition, reaction, ordinary harm, status, clock, threshold, resource, or position already changed the situation, use that result and do not add a Failure Move. Do not make the same locked door demand repeated identical rolls.

Random generators introduce situations. They do not force sexual violence, torture spectacle, bigotry as decoration, or irreversible catastrophe from a single table result. Replace any result that makes the table worse rather than more interesting.

PLAYTEST RECORD

BOOK ENTRY OR ID:
SCENE NAME:
DATE / 4CAST:
PARTY TOTAL / PLAYER COUNT:
SCENE TOTAL RATIO AND STARTING DICE:
AGENT POOL ALLOCATIONS, **INCLUDING RESERVES**:
STARTING AGENTS AND ENCOUNTER AXES:
ACTIVE 3 / ACTIVE 4:
OPTIONAL MODULES:
ROUNDS / TURNS:
AGENTS REMOVED OR ADDED:
DAMAGE / STRAIN AT END:
CLOCK THRESHOLDS CROSSED:
ENDING REACHED:
XP AWARDED:
WHAT REQUIRED A RULING?
WHAT WAS TOO SLOW, TOO STRONG, OR TOO QUIET?
WHAT CREATED A PLAN WE DID NOT EXPECT?
ONE VARIABLE TO CHANGE NEXT TIME:
Do not rewrite three systems after one strange roll. Run a comparable Scene and change one variable.



A NOTE ON QUANTITY

This book contains more material than one table should use at once.

Choose one Scene chassis, one active 3/4 pair, and the fewest Agents that make the pressure legible. Add an item, organization, lair, or subchart only when it is present in the fiction and matters now.

The libraries are ingredients, not a command to stack everything.

A small Scene with one bridge Agent and a Collapse clock can carry an evening if the characters care about what crosses it. A four-facet fortress with a neutral faction, two clocks, tactical terrain, and a volatile relic can become noise if none of those pieces points toward the players' intent.

Start with the answer to: **What are they trying to change?**

Then add only what can answer back.

COMBINING SCENES SAFELY

Combine fiction by default, not two complete rules packages. Choose one primary Scene chassis and use its Scene Total ratio, allocation, goal and endings, Dominant Axis, clock or engine, and active 3/4 pair. Import only the Agents, objective, route, or permission needed from the secondary entry, then recalculate Encounter Axes and Rating and redistribute only the primary Scene Total before first commitment. Keep every Agent's Pool separate. Do not stack two full Scene Totals, rosters, clocks, or XP awards by accident; a secondary engine stays dormant or becomes fallout unless the table deliberately makes it primary. Award XP once when the combined Scene reaches one meaningful ending.

OPEN THIS WHEN YOU DID NO PREP

This book is built for the moment after the players choose something you did not prepare. Do not stop to invent a plot. Find the verb that matches what they are doing, take one Scene, rename its people and objects, and begin.

ROLL OR CHOOSE on every table. A random result is permission, not an order.

FIND THE VERB

- They enter a guarded place: GET INSIDE.
- They leave danger or pursuit: GET OUT.
- They take or reclaim something: STEAL OR RECOVER.
- They bring someone out: RESCUE OR EXTRACT.
- They need agreement, access, or terms: CONVINCE OR BARGAIN.
- They need truth or proof: INVESTIGATE OR EXPOSE.
- They pursue or are pursued: CHASE OR EVADE.
- The route itself is dangerous: CROSS DANGEROUS GROUND.
- Someone or something must arrive intact: PROTECT OR ESCORT.
- A system, place, or asset must stop working: SABOTAGE OR DESTROY.
- Something is stalking them or the environment is killing them: HUNT OR SURVIVE.
- They must keep a position functioning: HOLD OUT OR DEFEND.

KEEP THESE NUMBERS VISIBLE

Party Total is the sum of participating characters' fixed Pools. Scene Total is 75% for Easier, 100% for Even, or 125% for Harder, rounded up. Allocate it before play under STANDARD ALLOCATION or announce another fixed distribution. Every active Agent grants one proactive action per Round and pays for its actions and reactions from its own Pool. Encounter Axes are the sums of active Agent Axes; an individual Agent remains capped by its own Axis.

Default removal anchors are 2 harm for fragile, 3 under a printed condition for standard, and 4 accumulated harm for named Agents. Track Damage and Strain separately.

Default clocks are 4 for short pressure, 6 for a standard Scene, and 8 for a long operation. A filled clock changes the situation. It does not kill a character merely because it filled.

The Scene entry contains everything required to run it. If its fiction does not fit, change nouns and sensory details before changing numbers.

THE 60-SECOND SCENE

Use this when the table has already declared an immediate intent.

0:00 - NAME THE CHANGE

Repeat the players' goal as something observable: "You want the witness outside the courthouse," not "You want to solve this." Name one valid success and one costly or sideways ending.

0:10 - TAKE A SCENE

Find the matching player verb and choose one of its four Scenes. Replace its names with the current fiction. Keep the Scene's Axes, abilities, clock, and removal rules intact for the first use.

0:20 - SET THE PRESSURE

State the immediate risk out loud. Add the characters' fixed Pools for Party Total. Use an Even Scene Total unless the fiction already establishes a clear advantage or disadvantage. Use 75% for Easier or 125% for Harder, rounding up. Allocate every die among all active and reserve Agents and announce each fixed Pool.

0:30 - SHOW WHAT CAN BE KNOWN

Name the active Agents, visible routes, clock, and what leftover 3 and 4 do. Do not hide a rule the characters can perceive. You may hide motives, routes not yet discovered, and the source of a strange effect.

0:40 - PLACE THE CAMERA

Ask where everyone is and what is immediately within reach. Theater of the mind is the default. If exact position becomes important, sketch three nodes: OUTSIDE, PRESSURE, and GOAL. Connect only routes that currently exist.

0:50 - BEGIN

Use the Scene's Dominant Axis for initiative. Ask the first participant, "What do you want to change right now?" Resolve declaration and commitment; acting Damage; PRE-PATTERN reactions before Armor; Armor; PRE-PATTERN reactions after Armor; Pattern and payment; division; POST-DIVISION reactions; immediate leftover 3 and 4 effects; ORDINARY reactions; Help; comparison; calculate and state Margin and harm; resolve POST-COMPARISON reactions; recheck Gates and activate the declared ability; apply its Effects, ordinary harm, and printed reaction Effects in order; then resolve any DEATH reactions before defeat becomes final, exactly as in the Quick Start and Skills & Powers when used.

IF YOU FREEZE

Choose the obvious Agent. It attempts the simplest action that advances the immediate risk. If a lost player action would otherwise change nothing, use the Scene's Failure Move and ask what happens next. Do not add a Failure Move when the exchange already changed harm, status, clock, position, trust, resources, access, or danger. Do not invent a second resolution system.

THE 5-MINUTE SESSION

Use this when play is beginning and you need enough material for a complete session.

MINUTE 1 - ASK THREE QUESTIONS

Ask: What do you want by the end of tonight? Who will notice? What are you unwilling to lose? Turn the answers into OBJECTIVE, OPPOSITION, and COST.

MINUTE 2 - ROLL OR CHOOSE THE CENTRAL 4D4

Roll one visibly distinct d4 for each cardinal direction. Read N as PRESSURE, S as PLACE OR ROUTE, E as TRUTH, and W as RELATIONSHIP OR COST. Matching faces connect results through the Cluster Interpretation page. This is a generator roll, not an action roll; it spends no dice and creates no Stragglers.

MINUTE 3 - MAKE THREE LIVE SCENES

Choose three modular Scenes, but do not put them in a required order.

- **ACCESS**: the Scene that reaches the objective.

- **HINGE**: the Scene that changes who controls the situation.

- **EXIT**: the Scene that decides what can be carried away.

Write one arrow from each Scene to both others. Add one fallout Scene you will use only if the table creates it. The players may bypass, reverse, combine, or abandon any Scene. When they combine Scenes, use COMBINING SCENES SAFELY rather than stacking both complete packages.

MINUTE 4 - CAST AND CONNECT

Choose one named NPC or Role Agent as FACE, one as OBSTACLE, and one as WILD CARD. Write one relationship for each pair: needs, fears, owes, protects, envies, or has evidence against. Give the Wild Card something the other two misunderstand.

Choose one organization or lair only if it matters now. Do not start a faction turn or off-screen asset economy. If it participates as an independent other, keep each Agent's own Pool under INDEPENDENT OTHERS AND POOLS. If its Agents join the primary roster, include them in that roster's announced Scene Total allocation before commitment. Use Agents, Cohesion, facets, a clock, or the Scene's existing structure.

MINUTE 5 - START UNDER PRESSURE

Open with a demand, arrival, failure, disappearance, attack, closing route, or public accusation. State the first Scene's clock and 3/4 effects. Ask one player what useful preparation their character made; grant one plausible fact, contact, position, or mundane item.

BETWEEN SCENES

Finish the current action and reactions. Resolve end-of-Round Triggers and Fades, discard held Stragglers, then end the Round and Turn. Calculate the next Scene Total, allocate it among that Scene's Agents, and perform each Agent's Turn refresh. Carry named Agents' Damage and ongoing statuses when the fiction carries them; their fixed Pools and Damage thresholds do not silently reset or merge. Attributed Strain clears at refresh. Award XP once for each meaningful Scene that reaches an ending.

THE CENTRAL DIRECTIONAL 4D4

ROLL OR CHOOSE one result from each direction. If rolling, use four distinguishable dice and keep their direction visible.

d4 N - PRESSURE S - PLACE OR ROUTE E - TRUTH OR W - RELATIONSHIP OR MECHANISM COST

1 An authority arrives A watched threshold The accepted An ally is with a lawful or is the only obvious explanation is false. compromised but still sacred demand. route. trying to help.

2 A rival force will act A moving route, The objective works A rival needs the before the characters convoy, lift, train, or only when a hidden characters alive and are ready. creature will not wait. condition is met. useful.

3 The structure, The route branches The proof or control Innocent people weather, crowd, or through exposed, is split among several share the danger or system is failing now. costly, and unknown holders. depend on the paths. objective.

4 A hunter, monster, The safe-looking A third party has Someone with power audit, or signal is route leads deeper; already changed the offers a bargain that closing on them. the ugly route leads objective. transfers the harm. out.

TURN RESULTS INTO PLAY

1. The N result names what acts if nobody intervenes.

2. The S result gives the first meaningful position or route choice.

3. The E result gives the fact that can change the plan when discovered.

4. The W result names who makes success matter and what a clean victory may cost.

Choose the modular Scene that matches the players' verb. Put N into its immediate risk, S into its approaches, E behind a discovery or threshold, and W into the Face, Wild Card, reward, or costly ending.

DIRECTIONAL EMPHASIS

The generator directions suggest content; they do not force action Axes. Use ordinary Axis meanings at the table. North can still command or break, South can still maneuver or execute precisely, East can still understand or plan, and West can still connect or influence.

ONE EXAMPLE

N2, S1, E2, W4 gives a rival acting first, one watched threshold, an objective with a hidden operating condition, and a powerful bargain. Because N and E match, the rival knows or controls the hidden condition. A quick skin could be a guild competitor with the passphrase to a sealed auction, a corporate team with the launch key, or a cult hunter who understands the ward.

CLUSTER INTERPRETATION

Matching faces in the central 4d4 generator connect ideas. These are creative links only. They are not contest Clusters, do not count toward Margin, and do not create Stragglers.

NO MATCHES

Four independent problems have collided. Begin with N. Let S become the immediate choice, E the later reveal, and W the consequence that survives the Scene. Do not introduce all four in the opening sentence.

ONE PAIR

The paired directions share a direct cause.

- N + S: the pressure controls, blocks, or is trapped on the route.
- N + E: the pressure knows, caused, conceals, or depends on the truth.
- N + W: the pressure is personally tied to the relationship or price.
- S + E: the route contains the proof, mechanism, or false assumption.
- S + W: taking the route spends trust, safety, status, or someone else's freedom.
- E + W: the truth belongs to, condemns, frees, or transforms a person who matters.

TWO PAIRS

Two systems are colliding. Treat each pair as a side, institution, plan, or version of events. Neither must be friendly. The players can strengthen one, expose both, force a merger, or create a third position.

ONE TRIPLE

One source ties three results together. The unmatched direction is the exception, witness, escape, or price the source cannot control. Introduce the triple openly and save the unmatched result for the first strong success or clock threshold.

FOUR OF A KIND

One person, object, institution, or event connects the entire crisis. Make it visible early. The problem is not discovering that it matters; the problem is deciding who controls it and what must be sacrificed.

MULTIPLE POSSIBLE DIVISIONS

If all four dice match, you may read one four-die Cluster or two pairs. If three match, you may read a triple or one pair plus an independent result. Choose the interpretation that creates more player choices. Generator division never consumes results.

ROLL OR CHOOSE: FAST SCENE PARTS

Use these when a modular Scene needs a different surface without changing its chassis.

OBJECTIVE

d4 Objective

1 Control a person, place, route, or public decision.

2 Recover proof, medicine, a key, a captive, or a dangerous object.

3 Prevent an arrival, activation, transfer, exposure, or collapse.

4 Learn the truth and leave with enough leverage to act on it.

OPENING PRESSURE

d4 Opening

1 Someone pounds on the door, demands an answer, or names a deadline.

2 The objective starts moving toward another owner or location.

3 A trusted system fails and separates people who expected safety.

4 A witness publicly identifies the characters, correctly or not.

AGENT ROSTER

d4 Roster

1 One Elite or named Agent. Light actions, concentrated ratings.

2 Two Specialists with different best Axes. Standard pressure.

3 Three Weak or Generalist Agents, each with its own allocation from the Scene Total. Broad pressure.

4 One Specialist plus a 2-Cohesion group. Heavy actions; divide the same Scene Total among all three Agents.

Reorder each profile to fit its job. Weak is 2/2/2/2. Specialist is 4/3/2/2. Generalist is 3/3/3/3. Elite is 4/4/3/3.

CLOCK

d4 Clock

1 **ALERT 0/4**: at 4, activate one prepared reserve Agent with its preallocated Pool, or close the obvious route.

2 DISTANCE 3 on a 0-6 track: at 6 the quarry escapes; at 0 it is cornered.

3 **FAILURE 0/6**: at 3 the environment changes; at 6 the objective becomes costly.

4 CONTROL 0 on a -3 to +3 track: each end gives one side control and changes the next Scene.

Default leftover 3 moves toward pressure; default leftover 4 creates an opening or moves away from pressure. State the exact direction before the first roll.

ROLL OR CHOOSE: CONSEQUENCES AND RESKINS

FAILURE THAT MOVES

d4 Change

1 **TIME**: an arrival advances, a window closes, or a clock rises.

2 **POSITION**: someone is split off, pinned, surrounded, or forced onto the costly route.

3 **TRUST**: an ally doubts, a witness withdraws, or a rival gains legitimacy.

4 **RESOURCE OR DANGER**: spend a Charge, lose an item, take a status, or reveal a new Agent.

A Failure Move is a backstop for a lost action that would otherwise leave the situation unchanged. Do not add one when the exchange already changed harm, status, clock, position, trust, resources, access, danger, or a threshold. When used, it should preserve a new decision. Do not say only "nothing happens."

COSTLY ENDING

d4 Price

1 Get the objective, but a named Agent escapes with proof of what happened.

2 Get out, but leave an item, route, promise, or person under hostile control.

3 Win public or legal control, but owe the deciding witness or institution.

4 Stop the immediate threat, but transfer its pressure into the next Scene.

QUICK FOUR-SKIN METHOD

Keep the numbers and verbs. Replace only source, surface, sensory sign, and social meaning.

- **FANTASY**: oath, ward, guild, beast, relic, keep, procession, curse.
- **CONTEMPORARY**: warrant, camera, crew, vehicle, evidence, tower, event, scandal.
- SCIENCE **FICTION**: protocol, field, syndicate, drone, core, station, convoy, contamination.
- **WEIRD HORROR**: taboo, seal, congregation, echo, remains, house, vigil, hunger.

RESKIN CHECK

Ask four questions before play: What does it look like? How do people know it is dangerous? Who claims the right to control it? What ordinary action could change it? If those answers are clear, begin. Do not rename an ability so completely that its printed timing or target becomes misleading.

BALANCE LABEL

Every modular Scene starts as EXPERIMENTAL. The Scene Total ratios and Rating are estimates. If one ability, repeated Armor, area effect, or Agent count dominates the result, record it rather than adjusting the rules in the middle of play.

GET INSIDE 1: THE WATCHED GATE

USE THIS WHEN: The characters must pass a formal threshold whose guardians can question, deny, or detain them. **HOOK**: The gate is open, but an inspector has begun checking everyone against a list. **GOAL**: Put the whole group beyond the gate with useful freedom of movement. **VALID ENDINGS**: Enter cleanly; enter while marked or owing the inspector; abandon the gate after learning another route; seize the threshold and accept open conflict. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The inspector identifies the group as the next problem and seals the route. **DOMINANT AXIS**: W. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Inspector - N2, S2, E4, W3, Combo 1. Gate - N4, S2, E3, W2, Armor N 1. Encounter Axes N6, S4, E7, W5. Provisional Rating 24. **ABILITIES**: CHECK THE STORY [E REACTION]: On a successful reaction, apply SUSPECTED (1) to the acting participant; at Margin 2+, apply SUSPECTED (2) instead. SEAL THE WAY [N ACTION]: On success, Inspection +1; at Margin 2+, +2 instead. **REMOVAL**: Remove Inspector after 3 Strain in one exchange, 4 accumulated Damage, or credible proof that continuing the inspection violates the Inspector's orders. Disable Gate after 3 attributed Damage; Strain cannot disable it. **CLOCK OR ENGINE**: INSPECTION starts 0, range 0-4. At 2, everyone must be checked separately. At 4, the gate seals; entry remains possible by force, leverage, or another route. **LEFTOVER 3**: Inspection +1. All rolls affect it. **LEFTOVER 4**: Inspection -1, minimum 0. At 0, one character may place themself or an ally beyond the immediate checkpoint. **APPROACHES**: N overawe or force the gate; S cross during movement or through a narrow gap; E prove authorization or find the list's flaw; W belong, bargain, or redirect attention. **FAILURE MOVE**: Separate one character for questioning, expose an item, or advance Inspection; the declared route remains possible at a cost. **FALLOUT**: A successful entry can lead to OBJECT IN PLAIN SIGHT. A sealed or violent entry can lead to CLOSING NET. **RESKIN**: Fantasy - city gate and oath-reader; Contemporary - secure lobby and access officer; Science Fiction - docking iris and identity scan; Weird Horror - mourning house and keeper of names. **SCALING**: Easier - remove Gate Armor. Harder - add a Weak Patrol N2/S2/E2/W2 when Inspection reaches 2; recalculate Axes and Rating. **XP**: Yes. Award normal XP when entry, withdrawal, or control of the threshold creates a meaningful ending.

GET INSIDE 2: THE SERVICE VEIN

USE THIS WHEN: The characters enter through infrastructure, maintenance space, servants' routes, vents, tunnels, or neglected systems. **HOOK**: The hidden route works, but something inside it has awakened and maintenance is already on the way. **GOAL**: Reach the protected interior before Exposure fills. **VALID ENDINGS**: Reach the interior unseen; emerge in a compromised position; turn the route into an ally-controlled entrance; retreat with a useful map or access key. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The route seals around the group and delivers them to the people they hoped to avoid. **DOMINANT AXIS**: S. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Easier: 75% of Party Total. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Living Infrastructure - N2, S4, E4, W2, Armor S 1. Maintenance Pair - N3, S3, E2, W4. Encounter Axes N5, S7, E6, W6. Provisional Rating 25. **ABILITIES**: REROUTE [E ACTION]: On success, move one character away from the group's chosen exit; at Margin 2+, also Exposure +1. HANDS IN THE WALL [S REACTION]: On a successful reaction, inflict 1 Strain on the acting participant after the reaction resolves; this is a printed reaction Effect from restraint, machinery, or cramped terrain. **REMOVAL**: Disable Living Infrastructure after 3 E-attributed Damage or one Margin 2+ E action using proper access; Strain cannot remove it. Remove Maintenance Pair after 3 Damage or 3 Strain in one exchange, tracked separately. **CLOCK OR ENGINE**: EXPOSURE starts 0, range 0-6. At 3, the obvious exit becomes watched. At 6, the route ejects or traps the group in a watched location. **LEFTOVER 3**: Exposure +1. All rolls affect it. **LEFTOVER 4**: Create one OPEN ROUTE. Spend it before a character acts to allow an otherwise plausible but sealed approach; remove it after use. Only one Open Route may exist. **APPROACHES**: N brace, pry, or command workers aside; S crawl, climb, and keep ahead of moving parts; E read plans, bypass controls, or predict the cycle; W recruit maintenance, imitate routine, or ask the place what it wants. **FAILURE MOVE**: Lose position, leave gear behind, or mark the next exit as watched; never return the group to its exact starting point. **FALLOUT**: Emerging near the objective can lead to HIDDEN SYSTEM. Emerging under observation can lead to LEAVE WITHOUT BEING FOLLOWED. **RESKIN**: Fantasy - servant tunnels and animated keep; Contemporary - utility corridors and building staff; Science Fiction - maintenance spine and repair drones; Weird Horror - breathing walls and the house's pale attendants. **SCALING**: Easier - remove Armor S 1. Harder - Exposure begins at 2 and the watched exit adds a Weak Sentry N2/S2/E2/W2. **XP**: Yes. Award normal XP when the group enters, withdraws with access, or permanently changes the route.

GET INSIDE 3: THE BORROWED INVITATION

USE THIS WHEN: The characters enter by status, disguise, credentials, sponsorship, or pretending to belong. **HOOK**: Their invitation is valid enough to open the door, but two hosts disagree about who invited them. **GOAL**: Gain accepted access to the protected gathering or inner circle. **VALID ENDINGS**: Enter as welcomed guests; enter under a sponsor's control; expose the hosts' own contradiction and walk through; withdraw while preserving the false identity. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The room publicly defines the characters as intruders before they establish another identity. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Master of Names - N3, S3, E4, W4, Combo 1. Guest Network - N2, S2, E3, W4. Encounter Axes N5, S5, E7, W8. Provisional Rating 26. **ABILITIES**: NAME YOUR SPONSOR [W ACTION]: On success, apply SUSPECTED (1) to one character; at Margin 2+, also Reputation +1. CROSS-REFERENCE [E REACTION]: On a successful reaction, Reputation +1 if the actor used a false fact already spoken in this Scene. **REMOVAL**: Remove Master of Names after 4 accumulated Strain, 4 accumulated Damage, or public proof that a recognized superior accepts the group. Remove Guest Network after two separate Margin 1+ W successes or 3 Strain in one exchange. **CLOCK OR ENGINE**: REPUTATION starts 1, range 0-4. At 0, the group is accepted and may end the Scene. At 2, a sponsor offers access at a price. At 4, the false or disputed identity becomes public; access now requires leverage, escape, or force. **LEFTOVER 3**: Reputation +1. All rolls affect it. **LEFTOVER 4**: Reputation -1, minimum 0; describe who repeats or validates the group's story. **APPROACHES**: N claim rank and make hesitation costly; S move with a trusted procession or exploit ceremony; E reconcile records and expose a contradiction; W create a sponsor, obligation, or shared interest. **FAILURE MOVE**: The group enters deeper but under escort, a real guest is offended, or one false detail becomes fixed and must be maintained. **FALLOUT**: Accepted guests can reach DEAL BEFORE THE ROOM TURNS. Public exposure can become **GET OUT**: ONE EXIT LEFT. **RESKIN**: Fantasy - masked court and herald; Contemporary - charity gala and guest list; Science Fiction - treaty reception and access lattice; Weird Horror - funeral banquet where the dead remember invitations. **SCALING**: Easier - begin Reputation at 0 but require one successful approach to end. Harder - Master of Names has Armor W 1, raising Rating to 27. **XP**: Yes. Award normal XP when access, sponsorship, exposure, or preserved withdrawal settles the identity question.

GET INSIDE 4: BREACH DURING CHANGEOVER

USE THIS WHEN: The characters exploit a shift change, ritual transition, transfer of custody, system reboot, or brief overlap in authority. **HOOK**: The outgoing side wants to leave, the incoming side wants control, and neither will admit a gap. **GOAL**: Cross the handoff zone or take control of the transferred access. **VALID ENDINGS**: Pass during the gap; make one side knowingly wave the group through; trap both sides in a dispute; force entry and begin the next Scene with alert pressure. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Both sides become active at once and compare what they know. **DOMINANT AXIS**: E. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Outgoing Shift - N3, S3, E2, W4. Incoming Shift - N4, S3, E3, W2, Power 1. Encounter Axes N7, S6, E5, W6. Provisional Rating 25. **ABILITIES**: NOT OUR PROBLEM [W REACTION]: On a successful reaction, redirect the acting character's immediate position to the other Shift; the action may still succeed if its goal survives that move. VERIFY CONTROL [E ACTION]: Roll the Incoming Shift's **Power Die**. On success, Handoff +1; if the **Power Die** is part of a retained Cluster, also close one described route. **REMOVAL**: Remove a Shift after 3 Damage or 3 Strain in one exchange, tracked separately, or after a Margin 2+ action proves its authority has ended. Removing either Shift opens its controlled route. **CLOCK OR ENGINE**: HANDOFF starts 3, range 0-6. At 0, a genuine gap opens and the group may cross. At 6, both Shifts act as a coordinated checkpoint until one is removed or turned. **LEFTOVER 3**: Handoff +1. All rolls affect it. **LEFTOVER 4**: Handoff -1. At Handoff 2 or less, one character may cross after any successful action. **APPROACHES**: N give an order neither shift wants to challenge; S move with exchanged people or cargo; E exploit incompatible procedures; W make responsibility socially expensive to retain. **FAILURE MOVE**: Put the group on the wrong side of a closing barrier, add a route condition, or let one Shift retain an item for inspection. **FALLOUT**: Clean passage can lead to CLAIM BEFORE RIVALS. A coordinated checkpoint can lead to QUIET FAILURE as characters sabotage the handoff itself. **RESKIN**: Fantasy - dawn watch at a warded keep; Contemporary - warehouse shift exchange; Science Fiction - station watch and reboot window; Weird Horror - priests exchanging custody of a sleeping door. **SCALING**: Easier - remove Incoming Power 1. Harder - at Handoff 6 add a Weak Auditor N2/S2/E2/W2; it remains even if the clock falls. **XP**: Yes. Award normal XP when the group crosses, controls the handoff, or withdraws with a reusable opening.

GET OUT 1: THE CLOSING NET

USE THIS WHEN: Pursuers are sealing routes faster than the characters can simply run. **HOOK**: The first safe route closes in view, and the hunter calmly points others toward the next one. **GOAL**: Leave the controlled area without being cornered. **VALID ENDINGS**: Break the net and escape; bargain through a checkpoint; sacrifice position or evidence to open a route; turn and remove the hunter. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Containment reaches 6 and the opposition chooses where the confrontation happens. **DOMINANT AXIS**: S. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Hunter - N4, S4, E3, W3, Armor S 1. Checkpoint - N4, S2, E3, W2. Encounter Axes N8, S6, E6, W5. Provisional Rating 26. **ABILITIES**: CUT OFF [S REACTION]: On a successful reaction, Containment +1 after the action resolves; at Margin 2+, also force the actor onto a described costly route. MARK THE ROUTE [E ACTION]: On success, name one current exit; until Round end, the first action through it faces Hunter as the reacting Agent even if Hunter was elsewhere. **REMOVAL**: Remove Hunter after 4 accumulated Damage, 4 accumulated Strain, or a Margin 2+ deception that sends Hunter to a false location. Remove Checkpoint after 3 Damage or 3 Strain in one exchange, tracked separately. **CLOCK OR ENGINE**: CONTAINMENT starts 1, range 0-6. At 3, close one obvious route. At 6, the group is cornered; escape remains possible through surrender, breach, hostage exchange, or one last dangerous route. **LEFTOVER 3**: Containment +1. All rolls affect it. **LEFTOVER 4**: Containment -1, minimum 0; describe a route, crowd, vehicle, or distraction that opens. **APPROACHES**: N break one arm of the net; S keep moving through changing routes; E predict the closure pattern; W make checkpoint personnel unwilling to hold the line. **FAILURE MOVE**: Close a route, split one character from the group, or leave identifying evidence rather than merely stopping movement. **FALLOUT**: A broken net can lead to LEAVE WITHOUT BEING FOLLOWED. Being cornered can lead to SURRENDER TERMS. **RESKIN**: Fantasy - city watch cordon; Contemporary - police perimeter; Science Fiction - station lockdown; Weird Horror - lantern bearers tightening a circle no shadow crosses. **SCALING**: Easier - remove Checkpoint and reduce Scene Total to 75%. Harder - at Containment 3 add a Weak Spotter N2/S2/E2/W2 that remains. **XP**: Yes. Award normal XP when the group escapes, turns the pursuit, bargains out, or accepts capture as a deliberate ending.

GET OUT 2: ONE EXIT LEFT

USE THIS WHEN: A place is failing, sealing, burning, flooding, waking, or otherwise eliminating exits. **HOOK**: Every exit indicator changes at once; one route still shows open, but something controls it. **GOAL**: Get the group out before Exit Integrity reaches 0. **VALID ENDINGS**: Stabilize and use the exit; open a worse route; give the controlling custodian what it wants; remain and claim control of the failing place. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The last ordinary exit closes and evacuation becomes a breach or rescue problem. **DOMINANT AXIS**: E. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Failing Place - N4, S3, E3, W2, Armor N 1. Custodian - N3, S2, E4, W4, Power 1. Encounter Axes N7, S5, E7, W6. Provisional Rating 27. **ABILITIES**: CASCADE [N ACTION]: On success, Exit Integrity -1; at Margin 2+, also inflict 1 Strain on everyone in a single described exposed position. DENY EGRESS [E REACTION]: Custodian rolls its **Power Die**. On a successful reaction containing the **Power Die** in a retained Cluster, close the actor's chosen route until someone changes the Custodian's command. **REMOVAL**: Remove Failing Place only by reaching Exit Integrity 6 or completing two successful repairs with Margin 1+; structural Damage alone changes its fiction but does not remove the whole place. Remove Custodian after 3 Damage, 3 Strain in one exchange, or a Margin 2+ E or W action changing its orders. **CLOCK OR ENGINE**: EXIT INTEGRITY starts 4, range 0-6. At 2, the exit admits only one person or one carried load per successful action. At 0, it closes. At 6, it remains open and the Scene may end after evacuation. **LEFTOVER 3**: Exit Integrity -1. All rolls affect it. **LEFTOVER 4**: Exit Integrity +1, maximum 6; describe a brace, cycle, clear passage, or cooperation. **APPROACHES**: N hold the route open or make a new one; S cross moving hazards; E stabilize the system or find the real exit; W persuade the Custodian or coordinate evacuees. **FAILURE MOVE**: Leave a person, item, or safe position on the wrong side; lower Integrity only when the failure increases pressure. **FALLOUT**: Escape can lead to CARRY SOMEONE THROUGH. Staying to claim control can lead to HIDDEN SYSTEM. **RESKIN**: Fantasy - collapsing crypt and bound warden; Contemporary - burning high-rise and security chief; Science Fiction - venting habitat and emergency intelligence; Weird Horror - house swallowing its doors and a voice in the wallpaper. **SCALING**: Easier - remove both special dice. Harder - begin Exit Integrity at 3 and the first threshold also separates the rear character. **XP**: Yes. Award normal XP when evacuation, deliberate entrapment, claimed control, or an accepted costly exit settles the Scene.

GET OUT 3: LEAVE WITHOUT BEING FOLLOWED

USE THIS WHEN: The group can physically leave, but a patient tracker, surveillance network, curse, witness chain, or signal will reveal where they go. **HOOK**: The characters see proof that their pursuer is reading the trail in real time. **GOAL**: Reduce Trail to 0 and leave behind a convincing false continuation. **VALID ENDINGS**: Vanish cleanly; feed the tracker a false destination; confront and recruit or remove the tracker; escape while accepting that the next refuge is exposed. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Trail reaches 6 and the pursuer learns the group's destination, allies, or objective. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Patient Tracker - N3, S3, E4, W2, Combo 1. Public Eyes - N2, S2, E3, W4. Encounter Axes N5, S5, E7, W6. Provisional Rating 24. **ABILITIES**: TAG THE PATTERN [E REACTION]: On a successful reaction, apply SUSPECTED (1) to the acting participant; while Suspected remains, that participant's leftover 3 raises Trail by one additional point. RELAY SIGHTING [W ACTION]: On success, Trail +1; at Margin 2+, name one ally or refuge the tracker has identified. **REMOVAL**: Remove Patient Tracker after 4 accumulated Damage, 4 accumulated Strain, or a Margin 2+ E action that establishes a false trail the Tracker accepts. Remove Public Eyes after two different successful W or S approaches, or 3 Strain in one exchange. **CLOCK OR ENGINE**: TRAIL starts 2, range 0-6. At 0, the false continuation holds and the group may end the Scene. At 4, one refuge or ally becomes risky. At 6, the destination is known; leaving still works, but begin the next Scene under immediate pressure. **LEFTOVER 3**: Trail +1. All rolls affect it. **LEFTOVER 4**: Trail -1, minimum 0; describe erased evidence or a believable false sign. **APPROACHES**: N intimidate witnesses or destroy surveillance; S double back and cross unreadable ground; E model the tracker and construct false evidence; W recruit the eyes or make another story more attractive. **FAILURE MOVE**: Reveal a destination, force the use of a scarce route, or let the tracker identify a relationship. **FALLOUT**: A clean disappearance can lead to BORROWED INVITATION under a new identity. An exposed refuge can lead to SAFE ROOM WITH A LEAK. **RESKIN**: Fantasy - royal houndmaster and gossip; Contemporary - detective and camera network; Science Fiction - signal analyst and civic sensors; Weird Horror - faceless pilgrim following remembered footsteps. **SCALING**: Easier - Trail starts 1 and Patient Tracker loses Combo 1. Harder - Public Eyes has 2 Cohesion; it grants two actions and contributes its Axes twice until one Cohesion is removed by 3 attributed harm. **XP**: Yes. Award normal XP when the trail is broken, redirected, confronted, or knowingly carried into the next Scene.

GET OUT 4: CARRY SOMEONE THROUGH

USE THIS WHEN: Escape is possible only if the group moves an injured, unwilling, unconscious, fragile, or cumbersome person or load. **HOOK**: The route opens, but the burden cannot cross it without help and the pursuit has arrived. **GOAL**: Move the burden to Distance 6 without abandoning it. **VALID ENDINGS**: Escape together; hand the burden to a credible third party; turn and end pursuit; abandon the burden and accept the resulting fallout. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Pursuit reaches the burden or the route fails while the group is divided around it. **DOMINANT AXIS**: S. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Pursuit Pair - N4, S3, E2, W2. Failing Route - N3, S4, E3, W2, Armor N 1. Encounter Axes N7, S7, E5, W4. Provisional Rating 24. **ABILITIES**: DRAG THEM BACK [N REACTION]: On a successful reaction against an action that moves the burden, Distance -1 after resolution; at Margin 2+, also inflict 1 Strain on the carrier. BUCKLE [S ACTION]: On success, designate the current carrier's position as dangerous; leaving it with the burden requires a successful action or abandoning one carried item. **REMOVAL**: Remove Pursuit Pair after 3 Damage or 3 Strain in one exchange, tracked separately. Remove Failing Route after two successful E or N stabilization actions; Damage cannot remove terrain, but 3 attributed Damage may open a destructive alternate path. **CLOCK OR ENGINE**: DISTANCE starts 1, range 0-6. A successful action that meaningfully carries, transfers, or clears the burden adds Margin, minimum 1. At 6, the burden is out. If Distance would fall below 0, pursuit controls the burden and the group must bargain, turn, or reclaim it. **LEFTOVER 3**: Distance -1, minimum 0. All rolls affect it. **LEFTOVER 4**: Distance +1, maximum 6; describe help, a clear stretch, or the burden's own effort. **APPROACHES**: N lift, shield, or break pursuit; S carry, transfer, or rig movement; E stabilize the burden and route; W get the burden or bystanders to cooperate. **FAILURE MOVE**: Change carriers, lose gear, split the group, or put pursuit beside the burden; preserve a route forward. **FALLOUT**: Delivery can lead to FRAGILE WITNESS. Losing control can lead to HOSTAGE WITH A VOTE. **RESKIN**: Fantasy - wounded heir through siege tunnels; Contemporary - source through a transit shutdown; Science Fiction - damaged core or survivor through a breached ship; Weird Horror - sleeping child whose dream draws the house. **SCALING**: Easier - remove Failing Route Armor and start Distance 2. Harder - Pursuit Pair becomes a 2-Cohesion group, contributing its Axes twice and gaining two actions. **XP**: Yes. Award normal XP when the burden is delivered, transferred, lost by choice, or becomes the center of a new bargain.

STEAL OR RECOVER 1: OBJECT IN PLAIN SIGHT

USE THIS WHEN: The objective is visible in a watched, ceremonial, public, or socially controlled space. **HOOK**: Everyone can see the object, and its custodian has just invited the room to notice it. **GOAL**: Leave the Scene controlling the object or an effective substitute. **VALID ENDINGS**: Take it unseen; win recognized custody; replace it with a convincing substitute; expose what it is and force the custodian to move it. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Notice reaches 4 and the object is sealed, moved, or made dangerous to touch. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS item modes. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Custodian - N3, S2, E4, W4. Display or Ward - N4, S4, E3, W2, Armor E 1. Encounter Axes N7, S6, E7, W6. Provisional Rating 27. **ABILITIES**: EYES ON THE PRIZE [W REACTION]: On a successful reaction, Notice +1 even if the acting character still changes position. SEAL DISPLAY [E ACTION]: On success, touching or moving the object requires first removing the Ward; at Margin 2+, also Notice +1. **REMOVAL**: Remove Custodian after 4 accumulated Damage, 4 accumulated Strain, or recognized transfer of custody. Disable Display or Ward after 3 attributed Damage, two Margin 1+ E or S actions, or use of its true key; Strain cannot remove it. **CLOCK OR ENGINE**: NOTICE starts 0, range 0-4. At 2, the Custodian moves beside the object. At 4, the object is sealed or removed to a harder location; the Scene continues as a breach, bargain, or chase. **LEFTOVER 3**: Notice +1. All rolls affect it. **LEFTOVER 4**: Create an **OPENING**: the next suitable action against Custodian or Ward receives one Help Cluster, then remove the Opening. Only one may be held. **APPROACHES**: N assert ownership or smash control; S switch, palm, or move the object; E defeat the display or prove provenance; W redirect the room or win custody. **FAILURE MOVE**: Mark a character Suspected (1), force the object to move, or expose the planned substitute. **FALLOUT**: A moving object can lead to MOVING PACKAGE. A public dispute can lead to AUCTION OF FAVORS. **RESKIN**: Fantasy - crown jewel at court; Contemporary - evidence at a press event; Science Fiction - prototype core at an expo; Weird Horror - a saint's tooth that watches whoever wants it. **SCALING**: Easier - remove Ward Armor. Harder - at Notice 2 add a Weak Onlooker Network N2/S2/E2/W2. **XP**: Yes. Award normal XP when custody, substitution, exposure, or deliberate loss resolves the objective.

STEAL OR RECOVER 2: MOVING PACKAGE

USE THIS WHEN: The objective is being carried, escorted, transmitted, shipped, or passed between owners. **HOOK**: The package leaves early and the next secure handoff is already prepared. **GOAL**: Bring Transfer to 0 and take control of the package before it reaches 6. **VALID ENDINGS**: Intercept it; persuade the courier to defect; switch it during handoff; let it arrive while retaining a tracker, copy, or claim. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Transfer reaches 6 and a new owner gains a fortified position. **DOMINANT AXIS**: S. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Courier - N3, S4, E3, W4, Combo 1. Escort - N4, S3, E2, W2. Encounter Axes N7, S7, E5, W6. Provisional Rating 26. **ABILITIES**: RUN THE LINE [S REACTION]: On a successful reaction, Transfer +1 after resolution; at Margin 2+, the Courier also changes route. HAND OFF [W ACTION]: On success while Transfer is 4+, Transfer +1; at Margin 2+, immediately replace Courier with a fresh Generalist Receiver N3/S3/E3/W3. The package remains in the Scene. **REMOVAL**: Remove Courier after 4 accumulated Damage, 4 accumulated Strain, or a Margin 2+ W action securing defection. Remove Escort after 3 Damage or 3 Strain in one exchange, tracked separately. **CLOCK OR ENGINE**: TRANSFER starts 2, range 0-6. A successful action that intercepts, reroutes, or controls the package reduces Transfer by Margin, minimum 1. At 0, the group controls it. At 6, the Receiver controls it and the group must bargain, breach, or follow. **LEFTOVER 3**: Transfer +1. All rolls affect it. **LEFTOVER 4**: Transfer -1, minimum 0; describe delay, confusion, congestion, or a helpful signal. **APPROACHES**: N stop the carrier; S overtake or switch the load; E predict the route or spoof tracking; W recruit the courier or delegitimize the handoff. **FAILURE MOVE**: Advance Transfer, move the package to a less favorable route, or reveal who wants it. **FALLOUT**: Control of the package can lead to CARRY SOMEONE THROUGH if it is fragile. Delivery can lead to THE WATCHED GATE at the receiving site. **RESKIN**: Fantasy - relic in a mounted procession; Contemporary - evidence courier; Science Fiction - encrypted core on a shuttle chain; Weird Horror - sealed cradle passed between silent families. **SCALING**: Easier - Transfer starts 1 and Courier loses Combo 1. Harder - Escort has Armor N 1 and Transfer starts 3. **XP**: Yes. Award normal XP when the package changes control, reaches its owner, is destroyed by choice, or is deliberately allowed to continue.

STEAL OR RECOVER 3: EVIDENCE IN PIECES

USE THIS WHEN: The objective is a case, formula, map, identity, or truth distributed among records, witnesses, and physical traces. **HOOK**: One piece is being erased while two holders argue about what the whole means. **GOAL**: Raise Case to 6 or leave with enough pieces to force the desired change. **VALID ENDINGS**: Assemble decisive proof; secure partial leverage and a witness; destroy the case; let another faction own the story in exchange for something urgent. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Case reaches -3 and the opposition establishes a convincing false account before the pieces can be joined. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because there are three Agents. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Archive - N2, S2, E4, W3, Armor E 1. Witness Network - N2, S2, E3, W4. Eraser - N4, S3, E2, W2. Encounter Axes N8, S7, E9, W9. Provisional Rating 34. **ABILITIES**: CONTRADICT [W REACTION]: On a successful reaction, the acting character must choose: preserve their immediate result or add its Margin to Case. BURN THE TRACE [N ACTION]: On success, Case -1; at Margin 2+, also make one described approach unavailable until a new source is found. **REMOVAL**: Disable Archive after 3 E-attributed Damage or two Margin 1+ access actions; Strain cannot remove it. Remove Witness Network after two different W successes or 3 Strain in one exchange. Remove Eraser after 3 Damage or 3 Strain in one exchange. **CLOCK OR ENGINE**: CASE starts 0, range -3 to 6. Suitable successful investigation adds Margin, minimum 1. At 3, the group has usable leverage. At 6, it has decisive proof and may end. At -3, the false account wins public control; truth remains recoverable only at a new cost. **LEFTOVER 3**: Case -1. All rolls affect it. **LEFTOVER 4**: Case +1; name the piece connected. **APPROACHES**: N seize records or stop destruction; S recover traces and reach holders; E reconstruct sequence and mechanism; W reconcile witnesses or make truth safe to tell. **FAILURE MOVE**: Contaminate a piece, expose a witness, or let the Eraser define one fact first. **FALLOUT**: Decisive evidence can lead to PUBLIC PROOF. An exposed witness can lead to FRAGILE WITNESS. **RESKIN**: Fantasy - torn succession record; Contemporary - dispersed corruption case; Science Fiction - split telemetry and memory logs; Weird Horror - four dreams describing one unburied act. **SCALING**: Easier - remove Eraser. Harder - Case starts -1 and Eraser gains Combo 1, raising Rating to 35. **XP**: Yes. Award normal XP when the case becomes decisive, knowingly partial, destroyed, or controlled by another side.

STEAL OR RECOVER 4: CLAIM BEFORE RIVALS

USE THIS WHEN: Multiple sides reach an unclaimed cache, territory, salvage, relic, vacancy, or prize at the same time. **HOOK**: The rival plants a marker and offers to recognize the characters as junior partners. **GOAL**: Move Claim to +3 and establish control that survives the Scene. **VALID ENDINGS**: Claim the objective; split it under enforceable terms; expose a third owner; deny everyone and leave the prize inaccessible. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Claim reaches -3 and the rival gains control, authority, and the first choice of what happens next. **DOMINANT AXIS**: N. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Rival Leader - N4, S3, E3, W4, Combo 1. Objective Guardian - N3, S4, E2, W2, Armor N 1. Encounter Axes N7, S7, E5, W6. Provisional Rating 27. **ABILITIES**: STAKE CLAIM [N ACTION]: On success, Claim -1; at Margin 2+, -2 instead. DENY ACCESS [S REACTION]: On a successful reaction, the acting character must choose: remain in position and accept 1 Strain, or move away from the objective after resolving the action. **REMOVAL**: Remove Rival Leader after 4 accumulated Damage, 4 accumulated Strain, or an enforceable concession accepted by the rival side. Remove Objective Guardian after 3 Damage, two successful bypass actions, or satisfying its stated condition; Strain cannot remove it unless it is living. **CLOCK OR ENGINE**: CLAIM starts 0, range -3 to +3. A suitable player success adds Margin, minimum 1. Rival successes subtract Margin, minimum 1. At +3, the group controls the objective. At -3, the rival controls it. Control may still be challenged in later fallout. **LEFTOVER 3**: Claim -1. All rolls affect it. **LEFTOVER 4**: Claim +1. Describe recognition, position, recovered proof, or cooperation. **APPROACHES**: N assert and enforce a claim; S occupy the decisive position; E establish ownership or solve the Guardian; W negotiate division or turn rival followers. **FAILURE MOVE**: Give the rival position, legitimacy, or one piece of the prize rather than erasing the attempt. **FALLOUT**: Group control can lead to HOLD THE RITUAL OR REPAIR. Rival control can lead to DEAL BEFORE THE ROOM TURNS. **RESKIN**: Fantasy - unclaimed dragon hoard; Contemporary - abandoned accounts or property; Science Fiction - derelict salvage field; Weird Horror - empty throne that remembers every claimant. **SCALING**: Easier - remove Guardian Armor. Harder - at Claim -2 add a Weak Rival Crew N2/S2/E2/W2 that remains. **XP**: Yes. Award normal XP when one side controls the prize, a split is accepted, or denial becomes the lasting outcome.

RESCUE OR EXTRACT 1: HOSTAGE WITH A VOTE

USE THIS WHEN: A captive can resist both the captor and a rescue plan, and their own choice matters. **HOOK**: The hostage sees the opening but refuses to move until someone answers a question the captor has avoided. **GOAL**: Free the hostage and establish enough Consent for them to leave under their own power. **VALID ENDINGS**: Escape together; secure release through terms; arm or position the hostage to free themself; extract by force and accept lasting distrust. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The captor relocates the hostage or makes their fear stronger than any offered escape. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Captor - N4, S3, E3, W4, Armor W 1. Restraint and Position - N3, S4, E2, W2. Encounter Axes N7, S7, E5, W6. Provisional Rating 26. **ABILITIES**: SPEAK FOR THEM [W REACTION]: On a successful reaction to an action addressing the hostage, Consent -1 after resolution; at Margin 2+, apply HESITANT (1) to the speaker. MOVE THE LEASH [S ACTION]: On success, relocate hostage and Captor to a less accessible described position; at Margin 2+, Consent -1. **REMOVAL**: Remove Captor after 4 accumulated Damage, 4 accumulated Strain, or accepted release terms. Disable Restraint and Position after 3 attributed Damage, two successful S or E bypass actions, or use of its key; Strain cannot remove it. **CLOCK OR ENGINE**: CONSENT starts 0, range -3 to +3. Suitable actions that give the hostage truthful options add Margin, minimum 1. Captor successes subtract Margin. At +3, the hostage actively assists and may be moved with one successful action. At -3, the hostage will not cooperate until the threat or lie establishing that result changes. **LEFTOVER 3**: Consent -1. All rolls affect it. **LEFTOVER 4**: Consent +1; the hostage reveals a need, route, or useful truth. **APPROACHES**: N break the captor's control; S reach and release the hostage; E expose the trap or false premise; W earn consent and negotiate terms. **FAILURE MOVE**: Move the hostage, fix a false belief, or force a choice between speed and trust. **FALLOUT**: Cooperative escape can lead to CARRY SOMEONE THROUGH. A negotiated release can lead to SURRENDER TERMS. **RESKIN**: Fantasy - heir held by an oath-knight; Contemporary - informant in a barricade; Science Fiction - engineer held inside a docking lock; Weird Horror - medium kept beside the thing only they can soothe. **SCALING**: Easier - remove Captor Armor. Harder - Consent begins -1 and Restraint has Armor N 1, raising Rating to 27. **XP**: Yes. Award normal XP when the hostage freely leaves, accepts terms, rejects rescue with full information, or is taken at an acknowledged moral cost.

RESCUE OR EXTRACT 2: EVACUATION UNDER FAILURE

USE THIS WHEN: Many people must leave while the environment, vehicle, structure, or social order is collapsing. **HOOK**: The first route fails in public and the crowd starts moving toward the worst remaining option. **GOAL**: Raise Evacuation to 8 before it falls to 0. **VALID ENDINGS**: Clear everyone; clear the vulnerable and abandon property; stabilize the site so evacuation is unnecessary; divide the crowd between two imperfect shelters. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Panic and environmental failure strand people in separate danger zones. **DOMINANT AXIS**: W. **RULES**: QUICK START, COHESION GROUP. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because the Scene has three action opportunities. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Disaster Front - N4, S3, E3, W2, Armor N 1. Panicked Crowd - N2, S3, E2, W4 with Cohesion 2; it contributes its Axes twice and grants two actions. Encounter Axes N8, S9, E7, W10. Provisional Rating 35. **ABILITIES**: CASCADE [N ACTION]: On success, Evacuation -1; at Margin 2+, close one described route until stabilized. SURGE [S REACTION, CROWD]: On a successful reaction, move the acting character or one evacuee group to the crowd's destination after resolving the action. **REMOVAL**: Disaster Front ends after two Margin 1+ E or N stabilization actions or when Evacuation reaches 8; Damage alone cannot remove a whole disaster. Panicked Crowd loses one Cohesion per 3 attributed Damage or Strain, subtracting the triggering 3; one exchange removes at most one Cohesion. Persuasion that gives a safe route may also remove one Cohesion as opposition without harming people. **CLOCK OR ENGINE**: EVACUATION starts 3, range 0-8. Suitable successes add Margin, minimum 1. At 5, most vulnerable people are clear. At 8, evacuation succeeds. At 0, the population is stranded in two danger zones; begin rescue Scenes rather than declaring mass death. **LEFTOVER 3**: Evacuation -1. All rolls affect it. **LEFTOVER 4**: Evacuation +1; establish a safe route, helper, transport, or moment of calm. **APPROACHES**: N hold back failure or command movement; S guide bodies through the route; E stabilize systems and sequence exits; W calm, organize, and prioritize. **FAILURE MOVE**: Close a route, split a Cohesion group, leave supplies behind, or expose a new vulnerable group. **FALLOUT**: A stranded group leads to CARRY SOMEONE THROUGH. A stable refuge under continuing pressure leads to HOLD THE RITUAL OR REPAIR. **RESKIN**: Fantasy - village under flood and wyvern fire; Contemporary - station evacuation during structural failure; Science Fiction - habitat decompression; Weird Horror - congregation leaving a town that is forgetting its roads. **SCALING**: Easier - Crowd begins Cohesion 1. Harder - Evacuation starts 2 and Disaster Front gains Power 1, raising Rating to 36. **XP**: Yes. Award normal XP when evacuation, stabilization, division into shelters, or chosen triage reaches a meaningful ending.

RESCUE OR EXTRACT 3: PRISONER TRANSFER

USE THIS WHEN: A captive is moving between secure owners, vehicles, rooms, jurisdictions, rituals, or identities. **HOOK**: The transfer changes route because the receiving side does not trust the escort. **GOAL**: Move Custody to +3 and take control of the captive. **VALID ENDINGS**: Extract the captive; persuade the escort to release them; trade one custody claim for another; expose the transfer and force a public stop. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Custody reaches -3 and the receiving side seals the captive beyond the current opportunity. **DOMINANT AXIS**: S. **RULES**: QUICK START, SKILLS & POWERS statuses, optional VEHICLE skin. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Escort Lead - N4, S3, E2, W2, Armor N 1. Transfer Vehicle or Route - N3, S3, E4, W3. Encounter Axes N7, S6, E6, W5. Provisional Rating 25. **ABILITIES**: CLOSE FORMATION [N REACTION]: On a successful reaction against an approach to the captive, Custody -1 after resolution. CHANGE VEHICLE [E ACTION]: On success, close one current approach and Custody -1; at Margin 2+, also apply BOUND (1) to the captive. BOUND (1) - Trigger/**effect**: when the captive would voluntarily change position, they cannot; they may still act and react when the fiction permits. Fade/**counterplay**: a successful N or S action against the named restraint removes 1 pip; destroying or releasing it removes all. **REMOVAL**: Remove Escort Lead after 3 Damage or 3 Strain in one exchange, tracked separately, or valid superior orders. Disable Transfer Vehicle or Route after 3 attributed Damage or two Margin 1+ E or S actions; if disabled violently, the captive remains in danger at the site. **CLOCK OR ENGINE**: CUSTODY starts -1, range -3 to +3. Suitable player successes add Margin, minimum 1. Escort successes subtract Margin, minimum 1. At +3, the group controls the captive. At -3, the receiver takes custody and the next Scene begins behind a new threshold. **LEFTOVER 3**: Custody -1. All rolls affect it. **LEFTOVER 4**: Custody +1; reveal a procedural gap, slowing obstacle, or sympathetic handler. **APPROACHES**: N stop and overpower the transfer; S intercept, board, or exchange the captive; E forge rerouting authority or disable transport; W turn handlers or make custody publicly untenable. **FAILURE MOVE**: Change route, tighten restraint, or put the captive with the receiving side early. **FALLOUT**: Successful extraction can lead to LEAVE WITHOUT BEING FOLLOWED. Failed transfer control can lead to THE WATCHED GATE at the receiving site. **RESKIN**: Fantasy - prisoner wagon between keeps; Contemporary - detainee convoy; Science Fiction - cryopod moved between ships; Weird Horror - possessed witness carried between exorcists. **SCALING**: Easier - remove Escort Armor and start Custody 0. Harder - include a Weak Receiving Agent N2/S2/E2/W2 as a prepared reserve with its preallocated Pool; activate it when Custody reaches -2. **XP**: Yes. Award normal XP when custody changes, release is recognized, or the captive reaches a new owner.

RESCUE OR EXTRACT 4: THE UNWILLING WITNESS

USE THIS WHEN: A threatened person has vital knowledge but believes leaving, speaking, or trusting the characters is more dangerous than staying. **HOOK**: The witness admits the danger is real, then locks the door and tells the characters to go. **GOAL**: Resolve the witness's resistance and leave before Exposure reaches 6. **VALID ENDINGS**: Leave together; arrange a credible safe transfer; obtain testimony while the witness stays; accept refusal and remove the immediate watcher. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The watcher locates the witness and demonstrates that the characters cannot protect them. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Frightened Witness - N2, S3, E4, W4. Watcher - N4, S3, E3, W2, Combo 1. Encounter Axes N6, S6, E7, W6. Provisional Rating 26. **ABILITIES**: REFUSE THE MOVE [W REACTION, WITNESS]: On a successful reaction, the acting character must choose: gain the requested information now or keep the possibility of moving the Witness this Round. MAKE AN EXAMPLE [N ACTION, WATCHER]: On success, Exposure +1 and apply HESITANT (1) to Witness; at Margin 2+, Exposure +2 instead. **REMOVAL**: Resolve Witness as opposition after two successful approaches using different Axes, one of which must address safety or truth; Damage never creates consent. Remove Watcher after 4 accumulated Damage, 4 accumulated Strain, or a Margin 2+ action establishing a false location. **CLOCK OR ENGINE**: EXPOSURE starts 1, range 0-6. At 3, the Watcher controls the obvious exit. At 6, the Watcher arrives beside the Witness; rescue continues as confrontation or hostage Scene. **LEFTOVER 3**: Exposure +1. All rolls affect it. **LEFTOVER 4**: Exposure -1, minimum 0; the Witness reveals a route, need, or piece of leverage. **APPROACHES**: N demonstrate protection by ending a threat; S prepare and prove an exit; E verify danger and expose the safe plan; W earn trust without promising certainty. **FAILURE MOVE**: Fix a new requirement for consent, close a route, or reveal the witness's location. **FALLOUT**: A willing witness can lead to FRAGILE WITNESS. An arriving Watcher can lead to HOSTAGE WITH A VOTE. **RESKIN**: Fantasy - scribe hiding from a duke; Contemporary - whistleblower in a motel; Science Fiction - defector inside a maintenance pod; Weird Horror - survivor who knows the monster follows belief. **SCALING**: Easier - Exposure starts 0 and Watcher loses Combo 1. Harder - begin Witness with HESITANT (1) and add Armor W 1 to Watcher, raising Rating to 27. **XP**: Yes. Award normal XP when the witness chooses, testimony is secured, refusal is honored with changed circumstances, or the Watcher takes control.

CONVINCE OR BARGAIN 1: DEAL BEFORE THE ROOM TURNS

USE THIS WHEN: The characters need agreement from a room whose patience, mood, or allegiance is changing in public. **HOOK**: The chair grants one hearing just as the loudest opponent produces a damaging fact. **GOAL**: Move Support to +3 and secure an actionable agreement. **VALID ENDINGS**: Win the desired agreement; accept a narrower concession; expose the opponent and postpone the decision; walk out with a minority willing to act. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Support reaches -3 and the room commits to the opposing demand. **DOMINANT AXIS**: W. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Chair and Room - N3, S2, E3, W4. Opposition Voice - N4, S2, E2, W3, Combo 1. Encounter Axes N7, S4, E5, W7. Provisional Rating 24. **ABILITIES**: CALL THE QUESTION [W ACTION, CHAIR]: On success, Support -1; at Margin 2+, the next player action must offer a concrete term or cannot move Support. POISON THE OFFER [N REACTION, OPPOSITION]: On a successful reaction, apply HESITANT (1) to the speaker; if the action still wins, its Margin moves Support normally. **REMOVAL**: Resolve Chair and Room after two successful approaches using different Axes or at Support +3. Remove Opposition Voice after 3 Strain in one exchange, 4 accumulated Damage, or public proof that its central claim is false. **CLOCK OR ENGINE**: SUPPORT starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1. Opposition successes subtract Margin, minimum 1. At +3, the room adopts the agreement. At -3, it adopts the opposition position; dissenters and later appeal remain possible. **LEFTOVER 3**: Support -1. All rolls affect it. **LEFTOVER 4**: Support +1; name the person, fact, or shared value that shifts. **APPROACHES**: N make refusal costly or demonstrate capability; S time an intervention and control the floor; E prove the case and answer the damaging fact; W build a coalition or offer terms. **FAILURE MOVE**: Narrow the available agreement, expose a divided ally, or let the opposition define the next question. **FALLOUT**: Agreement can lead to **PROTECT OR ESCORT**: FRAGILE WITNESS. Rejection can lead to PUBLIC PROOF. **RESKIN**: Fantasy - guild hall vote; Contemporary - emergency board meeting; Science Fiction - habitat council; Weird Horror - townsfolk deciding whether to feed the road. **SCALING**: Easier - remove Opposition Combo 1. Harder - Support starts -1 and Opposition Voice has Armor W 1, raising Rating to 25. **XP**: Yes. Award normal XP when the room adopts a position, splits into a new coalition, or the characters deliberately abandon persuasion.

CONVINCE OR BARGAIN 2: AUCTION OF FAVORS

USE THIS WHEN: Access, information, service, custody, or an item is awarded through competing promises rather than simple money. **HOOK**: The broker changes the price from wealth to a favor only one bidder can safely promise. **GOAL**: Move Bid to +3 and secure the lot on terms the group can live with. **VALID ENDINGS**: Win the lot; force a shared purchase; expose the auction and scatter bidders; let a rival win while attaching a condition, tracker, or debt. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Bid reaches -3 and the rival gains both the lot and the broker's recognition. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS items and statuses. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Broker - N3, S3, E4, W4, Power 1. Rival Bidder - N3, S3, E2, W4, Combo 1. Encounter Axes N6, S6, E6, W8. Provisional Rating 28. **ABILITIES**: NAME THE REAL PRICE [E ACTION, BROKER]: Roll the **Power Die**. On success, name a specific favor, secret, or item; any action moving Bid toward the group must address it until the demand is changed. RAISE WITH LEVERAGE [W REACTION, RIVAL]: On a successful reaction, Bid -1 after resolution; if the actor reveals a new secret as part of the bid, the reaction receives one Help Cluster. **REMOVAL**: Remove Broker only through accepted terms, 4 accumulated Strain, or proof the Broker cannot deliver the lot; Damage ends the auction but does not grant ownership. Remove Rival after 4 accumulated Damage, 4 accumulated Strain, or a binding side deal. **CLOCK OR ENGINE**: BID starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1; rival successes subtract Margin. At +3, the group wins under the last stated price. At -3, Rival wins. Reaching either end does not erase unpaid promises. **LEFTOVER 3**: The current price worsens: add one concrete obligation to whoever eventually wins. All rolls affect it; this does not move Bid. **LEFTOVER 4**: On a player-side roll, Bid +1. On a scene-side roll, Bid -1. Resolve immediately for the side that rolled it. **APPROACHES**: N challenge the broker's ability to enforce; S switch, steal, or alter the lot; E expose value, ownership, or hidden conditions; W offer coalition, obligation, or reputational value. **FAILURE MOVE**: Reveal leverage, accept a narrower ownership right, or make a promise public. **FALLOUT**: Winning an object can lead to OBJECT IN PLAIN SIGHT during departure. Losing it can lead to CLAIM BEFORE RIVALS. **RESKIN**: Fantasy - witches bidding in geases; Contemporary - access auction among fixers; Science Fiction - data-broker favor exchange; Weird Horror - mourners bidding memories for a sealed name. **SCALING**: Easier - remove both special dice. Harder - Broker has Armor W 1, raising Rating to 29, and begins with one nonnegotiable taboo. **XP**: Yes. Award normal XP when the lot and its enforceable price are assigned, shared, destroyed, or refused.

CONVINCE OR BARGAIN 3: SURRENDER TERMS

USE THIS WHEN: One side could continue violence, but both have reasons to seek surrender, withdrawal, exchange, or a pause. **HOOK**: The commander asks for terms while a hardliner prepares an attack that could make negotiation impossible. **GOAL**: Raise Will to 6 and establish terms before renewed violence. **VALID ENDINGS**: Secure surrender; arrange mutual withdrawal or exchange; split the hardliner from command; refuse terms and continue with clear stakes. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Will falls to 0 and the hardliner attacks from an improved position. **DOMINANT AXIS**: W. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Commander - N4, S2, E3, W3. Hardliner - N4, S3, E2, W2, Armor N 1. Encounter Axes N8, S5, E5, W5. Provisional Rating 24. **ABILITIES**: FINAL WARNING [N ACTION, COMMANDER]: On success, Will -1; at Margin 2+, also state one term the scene side will not currently accept. NO MERCY [N REACTION, HARDLINER]: On a successful reaction to a conciliatory action, inflict 1 Strain on the speaker after resolution and Will -1. **REMOVAL**: Resolve Commander at Will 6, after 4 accumulated Strain, or when offered enforceable terms meeting the Commander's stated need. Remove Hardliner after 3 Damage or 3 Strain in one exchange, tracked separately, or a direct order backed by a successful N or W action. **CLOCK OR ENGINE**: WILL starts 3, range 0-6. Suitable player successes add Margin, minimum 1. Scene successes subtract Margin, minimum 1. At 6, terms are accepted. At 0, violence resumes; negotiation may reopen after position changes. **LEFTOVER 3**: Will -1. All rolls affect it. **LEFTOVER 4**: Will +1; reveal fear, exhaustion, divided loyalty, or a face-saving term. **APPROACHES**: N demonstrate that continuing is untenable; S create a safe withdrawal or exchange route; E prove losses and verify terms; W preserve dignity and address needs. **FAILURE MOVE**: Remove a possible term, empower the Hardliner, expose weakness, or move one side into a worse position. **FALLOUT**: Accepted surrender can lead to PRISONER TRANSFER. Renewed violence can lead to **HOLD OUT**: THREE FRONTS. **RESKIN**: Fantasy - besieged captain and blood-sworn champion; Contemporary - barricade negotiation; Science Fiction - damaged warship parley; Weird Horror - cult cell offering to close one of two doors. **SCALING**: Easier - remove Hardliner Armor. Harder - Will starts 2 and Hardliner gains Combo 1, raising Rating to 25. **XP**: Yes. Award normal XP when terms, withdrawal, renewed conflict, or a deliberate refusal establishes the new position.

CONVINCE OR BARGAIN 4: WIN THE DIVIDED COUNCIL

USE THIS WHEN: Several blocs must authorize action, but each wants a different condition and can prevent consensus. **HOOK**: The swing voice offers support if the characters first reveal which bloc they are willing to offend. **GOAL**: Move Mandate to +3 and create a coalition able to act. **VALID ENDINGS**: Win a full mandate; form a narrower coalition; force a delay that prevents the worst decision; let rejection expose the council's fracture. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Mandate reaches -3 and the blocs authorize an opposing plan or dissolve without action. **DOMINANT AXIS**: W. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because three Agents act. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Force Bloc - N4, S2, E2, W3. Caution Bloc - N2, S3, E4, W3. Swing Voice - N2, S2, E3, W4, Combo 1. Encounter Axes N8, S7, E9, W10. Provisional Rating 35. **ABILITIES**: PROCEDURAL DELAY [E REACTION, CAUTION]: On a successful reaction, the action may move Mandate only if it also states who executes the proposal. CONDITIONAL SUPPORT [W ACTION, SWING]: On success, Mandate -1 and name a condition; satisfying it removes Swing Voice as opposition. **REMOVAL**: Resolve a Bloc after two suitable successes addressing different needs, 3 Strain in one exchange, or an enforceable concession. Damage removes its representatives but automatically moves Mandate one step toward rejection. Resolve Swing Voice through its named condition or 3 Strain in one exchange. **CLOCK OR ENGINE**: MANDATE starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1. Scene successes subtract Margin. At +3, the coalition acts. At -3, the opposing plan passes or the council dissolves; dissenters remain available. **LEFTOVER 3**: Mandate -1. All rolls affect it. **LEFTOVER 4**: Mandate +1; reveal common interest or a bloc willing to split. **APPROACHES**: N make inaction costly; S sequence commitments so no bloc stands alone; E produce a workable plan and evidence; W trade concessions and form trust. **FAILURE MOVE**: Add a condition, split an ally, or move decision authority outside the room. **FALLOUT**: A mandate can lead to EVACUATION UNDER FAILURE. Rejection can lead to AUCTION OF FAVORS for unofficial support. **RESKIN**: Fantasy - rival houses; Contemporary - coalition committee; Science Fiction - fleet delegates; Weird Horror - four families voting which memory the town must lose. **SCALING**: Easier - remove Swing Combo 1. Harder - Mandate starts -1 and one resolved Bloc remains as a Weak procedural Agent N2/S2/E2/W2. **XP**: Yes. Award normal XP when a coalition acts, a rival plan passes, or the council's fracture becomes the chosen outcome.

INVESTIGATE OR EXPOSE 1: THE CONTAMINATED SCENE

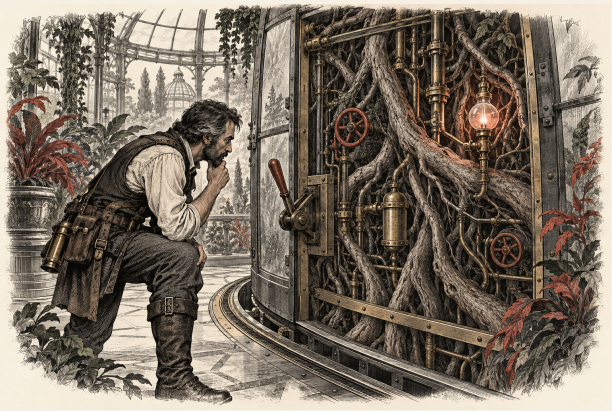
USE THIS WHEN: Evidence is physically, magically, digitally, socially, or temporally degrading while another party controls access. **HOOK**: The first obvious clue is real, but touching it begins destroying a second layer underneath. **GOAL**: Raise Integrity to 6 and leave with a defensible reconstruction. **VALID ENDINGS**: Secure decisive evidence; preserve one strong lead and the site; trade access for a verified copy; destroy the scene to prevent a worse use. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Integrity reaches 0 and only an ambiguous or manufactured account remains. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Contamination - N3, S3, E4, W2, Armor E 1. Cleanup Team - N4, S2, E3, W3. Encounter Axes N7, S5, E7, W5. Provisional Rating 25. **ABILITIES**: SPREAD THROUGH CONTACT [E REACTION, CONTAMINATION]: On a successful reaction, Integrity -1 after resolution; at Margin 2+, also apply SUSPECTED (1) to the actor as traces point toward them. SCRUB THE RECORD [N ACTION, CLEANUP]: On success, Integrity -1 and close one described source; at Margin 2+, -2 instead. **REMOVAL**: Contain Contamination after two successful actions using different methods, or after Integrity reaches 6; 3 E-attributed Damage may destroy one source but also Integrity -1. Remove Cleanup Team after 3 Damage or 3 Strain in one exchange, tracked separately, or recognized authority revokes its access. **CLOCK OR ENGINE**: INTEGRITY starts 3, range 0-6. Suitable successful investigation adds Margin, minimum 1. At 6, the reconstruction is defensible. At 0, the scene cannot support a clean conclusion; one lead survives at a cost. **LEFTOVER 3**: Integrity -1. All rolls affect it. **LEFTOVER 4**: Integrity +1; reveal a protected trace, clean witness, checksum, or impossible consistency. **APPROACHES**: N seize and isolate the scene; S recover fragile traces without contact; E model contamination and reconstruct sequence; W separate witness influence from observation. **FAILURE MOVE**: Contaminate a tool, close a source, implicate the investigator, or force a choice between two clues. **FALLOUT**: Strong evidence can lead to PUBLIC PROOF. A surviving lead can lead to EVERYONE SAW SOMETHING DIFFERENT. **RESKIN**: Fantasy - cursed murder chamber; Contemporary - compromised crime scene; Science Fiction - corrupted sensor bay; Weird Horror - room that changes evidence to match whoever enters. **SCALING**: Easier - remove Contamination Armor. Harder - Integrity starts 2 and Cleanup Team gains Combo 1, raising Rating to 26. **XP**: Yes. Award normal XP when the scene is reconstructed, deliberately destroyed, surrendered, or reduced to a chosen partial lead.

INVESTIGATE OR EXPOSE 2: EVERYONE SAW SOMETHING DIFFERENT

USE THIS WHEN: Several sincere witnesses, recordings, memories, or accounts conflict and the contradiction itself matters. **HOOK**: Two witnesses identify different culprits, and both reveal details they should not know. **GOAL**: Move Account to +3 and establish what can responsibly be treated as true. **VALID ENDINGS**: Reconcile the accounts; identify the source of divergence; choose one useful account while preserving doubt; prove that no single account should control action. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Account reaches -3 and a loud, useful, false story becomes accepted. **DOMINANT AXIS**: E. **RULES**: QUICK START, COHESION GROUP. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because Witness Chorus has two actions. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Witness Chorus - N2, S2, E3, W4 with Cohesion 2; it contributes Axes twice and grants two actions. Public Narrative - N3, S2, E4, W3, Combo 1. Encounter Axes N7, S6, E10, W11. Provisional Rating 35. **ABILITIES**: THAT IS NOT WHAT HAPPENED [W REACTION, CHORUS]: On a successful reaction, create one explicit contradiction; the action can move Account only if the actor accepts or explains it. MAKE IT SIMPLE [E ACTION, NARRATIVE]: On success, Account -1; at Margin 2+, name one person publicly blamed. **REMOVAL**: Witness Chorus loses one Cohesion after two successful approaches that reconcile or safely separate accounts, or after 3 attributed Strain; subtract the triggering 3 and remove at most one per exchange. Damage silences witnesses but Account -1. Remove Public Narrative after 4 accumulated Strain, 4 Damage, or public demonstration of its false premise. **CLOCK OR ENGINE**: ACCOUNT starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1. Scene successes subtract Margin. At +3, a responsible account holds. At -3, the simple false account controls immediate fallout, though later proof can challenge it. **LEFTOVER 3**: Account -1. All rolls affect it. **LEFTOVER 4**: Account +1; connect two accounts through a shared detail. **APPROACHES**: N stop intimidation or compel access; S recreate viewpoints and timing; E compare mechanisms, records, and impossibilities; W create enough safety for correction. **FAILURE MOVE**: Publicly fix one false detail, expose a witness, or split the group between two plausible accounts. **FALLOUT**: A responsible account can lead to PUBLIC PROOF. A blamed person can lead to THE UNWILLING WITNESS. **RESKIN**: Fantasy - survivors of an illusion; Contemporary - conflicting eyewitnesses; Science Fiction - divergent memory backups; Weird Horror - townsfolk remembering different moons. **SCALING**: Easier - remove Public Narrative Combo 1. Harder - Account begins -1 and a blamed Weak Enforcer N2/S2/E2/W2 arrives at Account -2. **XP**: Yes. Award normal XP when one account gains responsible control, plurality is proven, or the characters knowingly choose a partial story.

INVESTIGATE OR EXPOSE 3: THE HIDDEN SYSTEM

USE THIS WHEN: The characters must understand an unseen mechanism, conspiracy, network, ritual, ecosystem, or rule before they can safely act. **HOOK**: The system answers the first test correctly, then punishes the assumption behind it. **GOAL**: Raise Understanding to 6 and gain reliable control, prediction, or counterplay. **VALID ENDINGS**: Understand and operate it; learn one safe exploit; shut it down without full knowledge; transfer control to its operator under new terms. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Feedback reduces Understanding to 0 and activates the system's defensive behavior. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses and optional SUBCHART. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Hidden System - N3, S3, E4, W2, Armor E 1. Bound Operator - N2, S3, E3, W4, Power 1. Encounter Axes N5, S6, E7, W6. Provisional Rating 26. **ABILITIES**: COUNTERMEASURE [E REACTION, SYSTEM]: On a successful reaction, Understanding -1 after resolution; at Margin 2+, apply JAMMED (1) to the participant using the method or item. FALSE INTERFACE [W ACTION, OPERATOR]: Roll the **Power Die**. On success, state one plausible false rule; until disproved, acting on it gives the System one Help Cluster on its reaction. JAMMED (1) - Trigger/**effect**: during the next Round's Combo refresh, before Spent **Combo Dice** return Ready, keep one Spent **Combo Die** from returning Ready if available, then reduce Jammed by 1 even if none was Spent. Fade/**counterplay**: it ends at 0; a successful repair, reset, or centering action removes 1 pip early. **REMOVAL**: Resolve Hidden System at Understanding 6, after two Margin 1+ actions using different Axes, or after 3 E-attributed Damage that shuts it down; destructive removal forfeits full control. Resolve Bound Operator through accepted terms, 3 Strain in one exchange, or release from the binding condition; 4 accumulated Damage removes them physically. **CLOCK OR ENGINE**: UNDERSTANDING starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, the group learns one reliable permission or vulnerability. At 6, it can predict or operate the system. At 0, defense activates and the next attempt requires a new method. **LEFTOVER 3**: Understanding -1. All rolls affect it. **LEFTOVER 4**: Understanding +1; reveal a rule through repeatable evidence. **APPROACHES**: N stress the system and observe failure; S trace flows and reach hidden components; E model rules and test variables; W question the Operator or learn whom the system serves. **FAILURE MOVE**: Activate defense, consume a Charge, close a method, or make a false rule seem true. **FALLOUT**: Control can lead to QUIET FAILURE as sabotage. Defensive activation can lead to HOLD THE RITUAL OR REPAIR. **RESKIN**: Fantasy - buried ward engine; Contemporary - covert financial network; Science Fiction - alien control lattice; Weird Horror - house rule obeyed by shadows. **SCALING**: Easier - remove both special dice. Harder - Understanding starts 1 and System Armor applies to E and one chosen composite containing E; Rating remains 26 but mark WATCH. **XP**: Yes. Award normal XP when the system is understood, safely exploited, destroyed, or knowingly handed to another controller.



INVESTIGATE OR EXPOSE 4: PUBLIC PROOF

USE THIS WHEN: The characters possess evidence but must make an audience, institution, network, court, or community accept and act on it. **HOOK**: The proof goes public just as the institution announces a standard designed to exclude it. **GOAL**: Raise Credibility to 6 and establish an actionable public fact. **VALID ENDINGS**: Win recognition and action; preserve proof in a trusted archive; force an official investigation; trade silence for an enforceable immediate remedy. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Credibility reaches 0 and the proof becomes associated with fraud, panic, or the characters' private grievance. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Institution and Audience - N3, S3, E4, W4, Armor W 1. Suppressor - N4, S3, E2, W2, Combo 1. Encounter Axes N7, S6, E6, W6. Provisional Rating 27. **ABILITIES**: DEMAND THE STANDARD [E REACTION, INSTITUTION]: On a successful reaction, the proof action moves Credibility only if it names source, chain, and requested remedy. DISCREDIT [W ACTION, SUPPRESSOR]: On success, Credibility -1 and apply SUSPECTED (1) to one presenter; at Margin 2+, Credibility -2 instead. **REMOVAL**: Resolve Institution at Credibility 6, after two successful approaches addressing different standards, or by enforceable superior order. Remove Suppressor after 4 accumulated Damage, 4 Strain, or public proof of its conflict of interest. **CLOCK OR ENGINE**: CREDIBILITY starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, the proof survives suppression and enters a trusted archive. At 6, the audience acts. At 0, immediate acceptance fails; the archive, a private bargain, or later witness remains possible. **LEFTOVER 3**: Credibility -1. All rolls affect it. **LEFTOVER 4**: Credibility +1; a witness, verification, or audience member independently confirms part of the case. **APPROACHES**: N compel a hearing or stop suppression; S deliver proof through a protected channel; E verify chain and implications; W make the audience own the consequence. **FAILURE MOVE**: Narrow the remedy, expose a source, let the Suppressor define motive, or force a choice between speed and verification. **FALLOUT**: Recognition can lead to WIN THE DIVIDED COUNCIL. Suppression can lead to LEAVE WITHOUT BEING FOLLOWED. **RESKIN**: Fantasy - heresy proof before a synod; Contemporary - corruption evidence released live; Science Fiction - telemetry before a planetary tribunal; Weird Horror - showing a town that its missing people are still speaking. **SCALING**: Easier - remove Institution Armor. Harder - Credibility starts 1 and Suppressor gains Armor W 1, raising Rating to 28. **XP**: Yes. Award normal XP when the proof is accepted, archived, traded, discredited, or abandoned with full knowledge of the consequence.

CHASE OR EVADE 1: THROUGH THE CROWD

USE THIS WHEN: Pursuit crosses a dense crowd, market, procession, traffic flow, herd, evacuation, or moving public event. **HOOK**: The crowd closes around both sides while a public figure points at the characters and shouts. **GOAL**: Move Edge to +3 and catch the quarry or escape the pursuer, as declared before play. **VALID ENDINGS**: Achieve the declared catch or escape; force a face-to-face bargain; switch identities or targets; abandon pursuit to prevent harm to the crowd. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Edge reaches -3 and the opposing runner chooses the next position. **DOMINANT AXIS**: S. **RULES**: QUICK START. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Counter-Runner - N3, S4, E3, W2, Combo 1. Moving Crowd - N2, S3, E2, W4. Encounter Axes N5, S7, E5, W6. Provisional Rating 24. **ABILITIES**: CUT ACROSS [S REACTION, RUNNER]: On a successful reaction, Edge -1 after resolution; at Margin 2+, also move the actor into a described exposed position. PUBLIC SURGE [W ACTION, CROWD]: On success, Edge -1 unless a character accepts 1 Strain to hold or clear the route. **REMOVAL**: Remove Counter-Runner after 4 accumulated Damage, 4 accumulated Strain, a Margin 2+ trapping action, or accepted parley. Resolve Moving Crowd after two successful approaches that open or redirect flow; harming it moves Edge -1 and creates public fallout. **CLOCK OR ENGINE**: EDGE starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1; scene successes subtract Margin. At +3, the characters catch or escape as declared. At -3, Counter-Runner does so; the result creates capture, loss, or a new confrontation rather than automatic death. **LEFTOVER 3**: Edge -1. All rolls affect it. **LEFTOVER 4**: Edge +1; describe an opening in movement, attention, or identity. **APPROACHES**: N clear a path or stop the runner; S weave, vault, and exploit flow; E predict exits and event timing; W recruit, warn, or blend with the crowd. **FAILURE MOVE**: Cause separation, public identification, a collision, or a choice between Edge and an innocent in danger. **FALLOUT**: A caught quarry can lead to SURRENDER TERMS. A public escape can lead to LEAVE WITHOUT BEING FOLLOWED. **RESKIN**: Fantasy - festival procession; Contemporary - commuter station; Science Fiction - zero-gravity embarkation crowd; Weird Horror - masked parade whose route changes when named. **SCALING**: Easier - remove Counter-Runner Combo 1. Harder - Moving Crowd has Cohesion 2, contributing its Axes twice and granting two actions. **XP**: Yes. Award normal XP when the declared chase goal, parley, deliberate abandonment, or opposing result creates an ending.

CHASE OR EVADE 2: THE RUNNING VEHICLE

USE THIS WHEN: The chase centers on a moving car, carriage, train, ship, mount, lift, or other vehicle that can be boarded, disabled, diverted, or escaped. **HOOK**: The vehicle accelerates toward a route that will soon make pursuit impossible. **GOAL**: Move Position to +3 and control the vehicle, its cargo, or a clean escape from it. **VALID ENDINGS**: Board and seize control; force it to stop; redirect it; escape aboard or away while leaving control unresolved. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Position reaches -3 and the vehicle enters protected terrain under the opposing side's control. **DOMINANT AXIS**: S. **RULES**: QUICK START, optional VEHICLE. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Vehicle and Driver - N3, S4, E3, W2, Armor S 1. Rider or Escort - N4, S3, E2, W2. Encounter Axes N7, S7, E5, W4. Provisional Rating 24. **ABILITIES**: HARD TURN [S REACTION, VEHICLE]: On a successful reaction, Position -1 after resolution; at Margin 2+, an exposed character must accept 1 Strain or lose their current hold. CLEAR THE DECK [N ACTION, ESCORT]: On success, move one character away from the vehicle or cargo; at Margin 2+, Position -1. **REMOVAL**: Disable Vehicle after 3 attributed Damage or two successful E, S, or N control actions; a violent disable stops it in a dangerous position. Remove Escort after 3 Damage or 3 Strain in one exchange, tracked separately. **CLOCK OR ENGINE**: POSITION starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1; scene successes subtract Margin. At +3, the group controls the vehicle, cargo, or escape route. At -3, the vehicle reaches protected terrain and changes into a gate, siege, or infiltration Scene. **LEFTOVER 3**: Position -1. All rolls affect it. **LEFTOVER 4**: Position +1; establish speed, grip, route advantage, or control of a station. **APPROACHES**: N ram, grapple, or force a stop; S board, drive, or transfer at speed; E predict route and disable systems; W turn driver, passengers, or traffic. **FAILURE MOVE**: Lose a hold, damage cargo, divert toward danger, or separate a character onto another vehicle. **FALLOUT**: Seized cargo can lead to MOVING PACKAGE. Protected arrival can lead to THE WATCHED GATE. **RESKIN**: Fantasy - runaway carriage or sky-whale gondola; Contemporary - armored van chase; Science Fiction - shuttle or mag-rail pursuit; Weird Horror - hearse that takes roads absent from maps. **SCALING**: Easier - remove Vehicle Armor. Harder - Escort has 2 Cohesion, contributing its Axes twice and granting two actions. **XP**: Yes. Award normal XP when control, escape, forced stop, or protected arrival settles the chase.

CHASE OR EVADE 3: HUNT ACROSS BAD GROUND

USE THIS WHEN: The characters pursue a quarry through terrain that hides signs, harms pursuers, or lets the quarry prepare the next position. **HOOK**: The trail splits around a fresh hazard, and one branch was made to be found. **GOAL**: Raise Trail to 6 and bring the quarry into reach on terms the group understands. **VALID ENDINGS**: Corner the quarry; force it to reveal or negotiate; find its destination instead; abandon the hunt after learning its nature. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Trail reaches 0 and the quarry gains an ambush, escape, or false destination. **DOMINANT AXIS**: E. **RULES**: QUICK START, optional TACTICAL or SCALE. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Quarry - N3, S4, E4, W3, Combo 1. Hostile Ground - N3, S3, E4, W2, Armor E 1. Encounter Axes N6, S7, E8, W5. Provisional Rating 28. **ABILITIES**: DOUBLE BACK [E REACTION, QUARRY]: On a successful reaction, Trail -1 after resolution; at Margin 2+, the next action using the same approach cannot add to Trail. TAKE THE FOOTING [S ACTION, GROUND]: On success, inflict 1 Strain on one exposed pursuer and Trail -1. **REMOVAL**: Remove Quarry after 4 accumulated Damage, 4 accumulated Strain, a Margin 2+ trapping action at Trail 4+, or accepted parley. Resolve Hostile Ground after two successful route-making actions; Damage may alter one hazard but not remove the landscape. **CLOCK OR ENGINE**: TRAIL starts 2, range 0-6. Suitable player successes add Margin, minimum 1. At 4, reveal the quarry's destination or need. At 6, the group corners it. At 0, it controls the next position; begin ambush, escape, or negotiation. **LEFTOVER 3**: Trail -1. All rolls affect it. **LEFTOVER 4**: Trail +1; reveal sign, pattern, safe footing, or the quarry's mistake. **APPROACHES**: N drive the quarry from cover; S keep pace and cross hazards; E read signs and false trails; W predict whom or what it will seek. **FAILURE MOVE**: Lose supplies, take Strain, follow a false route, or reveal the hunters to the quarry. **FALLOUT**: A cornered quarry can lead to PREDATOR IN THE DARK. Its destination can lead to THE HIDDEN SYSTEM. **RESKIN**: Fantasy - beast through cursed marsh; Contemporary - fugitive through storm drains; Science Fiction - raider across a toxic moon; Weird Horror - missing person leaving tracks from tomorrow. **SCALING**: Easier - remove both special dice. Harder - Trail starts 1 and Quarry has Armor S 1, raising Rating to 29. **XP**: Yes. Award normal XP when the quarry is cornered, understood, deliberately released, or gains the next position.

CHASE OR EVADE 4: THE PATIENT TRACKER

USE THIS WHEN: A pursuer predicts behavior, controls likely exits, and can wait longer than the characters. **HOOK**: The tracker does not follow the group; it is already waiting at the refuge they considered. **GOAL**: Raise Separation to 6 and break the tracker's model. **VALID ENDINGS**: Vanish; trap or confront the tracker; make the tracker protect a false target; accept a bargain that ends pursuit. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Separation reaches 0 and the tracker chooses the place and terms of contact. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Patient Tracker - N3, S4, E4, W3, Power 1. Predicted Terrain - N3, S3, E3, W3. Encounter Axes N6, S7, E7, W6. Provisional Rating 27. **ABILITIES**: I KNEW YOU WOULD [E REACTION, TRACKER]: Roll the **Power Die**. On a successful reaction containing that die in a retained Cluster, Separation -1 and close the exact approach just used until the group changes its premise. WAIT AT THE NEED [W ACTION]: On success, name one person, resource, or refuge the group needs; Separation -1, and reaching it openly gives Tracker one Help Cluster on its first reaction there. **REMOVAL**: Remove Tracker after 4 accumulated Damage, 4 accumulated Strain, a Margin 2+ false-premise action, or an accepted bargain. Resolve Predicted Terrain after two successful actions creating genuinely new options; Damage cannot remove prediction itself. **CLOCK OR ENGINE**: SEPARATION starts 2, range 0-6. Suitable player successes add Margin, minimum 1. At 4, the tracker loses immediate sight. At 6, its model breaks. At 0, it makes contact with one positional advantage but no automatic harm. **LEFTOVER 3**: Separation -1. All rolls affect it. **LEFTOVER 4**: Separation +1; introduce an unmodeled choice, helper, cost, or route. **APPROACHES**: N confront or destroy a controlled resource; S make an irrational route change; E feed a false model or detect prediction; W change which relationship or need guides the group. **FAILURE MOVE**: Expose a need, close a refuge, apply SUSPECTED (1), or put the Tracker ahead rather than behind. **FALLOUT**: Broken pursuit can lead to BORROWED INVITATION. Contact can lead to DEAL BEFORE THE ROOM TURNS. **RESKIN**: Fantasy - royal seer-hunter; Contemporary - profiler with surveillance access; Science Fiction - predictive pursuit intelligence; Weird Horror - figure that waits wherever regret points. **SCALING**: Easier - remove Tracker Power 1. Harder - Separation starts 1 and Predicted Terrain has Armor E 1, raising Rating to 28. **XP**: Yes. Award normal XP when the model breaks, contact settles pursuit, the tracker is turned, or the group accepts exposure to protect something else.

CROSS DANGEROUS GROUND 1: THE COLLAPSING PASSAGE

USE THIS WHEN: The route is breaking, flooding, burning, crumbling, vanishing, or sealing behind and beneath the group. **HOOK**: A section fails ahead, proving the route is collapsing from both ends. **GOAL**: Raise Crossing to 6 and get people and essential cargo through. **VALID ENDINGS**: Cross intact; stabilize a permanent route; split the group between safe sides; abandon cargo or the route to save lives. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Crossing reaches 0 and the group is separated around a new gap or barrier. **DOMINANT AXIS**: S. **RULES**: QUICK START, optional TACTICAL. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Collapse - N4, S3, E3, W2, Armor N 1. Narrow Passage - N3, S4, E2, W2. Encounter Axes N7, S7, E5, W4. Provisional Rating 24. **ABILITIES**: DROP THE SECTION [N ACTION, COLLAPSE]: On success, Crossing -1 and close one described footing or route; at Margin 2+, also separate the rear participant. PIN OR SWEEP [S REACTION, PASSAGE]: On a successful reaction, the actor chooses to accept 1 Strain or lose current position after the action resolves. **REMOVAL**: Resolve Collapse after two Margin 1+ stabilization actions or at Crossing 6; 3 structural Damage may open a destructive alternate route but does not stop the whole failure. Resolve Narrow Passage after a safe bypass, bridge, or widened route; Damage can change it only with suitable tools. **CLOCK OR ENGINE**: CROSSING starts 2, range 0-6. Suitable movement, stabilization, or transfer successes add Margin, minimum 1. At 4, the front reaches safety. At 6, all declared people and essential cargo are through. At 0, a gap separates the group; begin rescue or alternate-route play. **LEFTOVER 3**: Crossing -1. All rolls affect it. **LEFTOVER 4**: Crossing +1; establish sound footing, timing, a brace, or a helpful route. **APPROACHES**: N brace or break through; S move, leap, and rig crossings; E predict failure and sequence loads; W coordinate carriers and prevent panic. **FAILURE MOVE**: Separate people, drop cargo, close footing, or inflict Strain from exertion. **FALLOUT**: Separation can lead to CARRY SOMEONE THROUGH. Stabilization can reveal THE HIDDEN SYSTEM controlling the collapse. **RESKIN**: Fantasy - bridge over an abyss; Contemporary - collapsing tunnel; Science Fiction - decompressed access spine; Weird Horror - hallway erasing rooms behind it. **SCALING**: Easier - remove Collapse Armor and start Crossing 3. Harder - Passage gains 2 Cohesion as two distinct failing sections, contributing its Axes twice. **XP**: Yes. Award normal XP when crossing, stabilization, chosen division, or abandonment reaches an ending.

CROSS DANGEROUS GROUND 2: LIVING WEATHER

USE THIS WHEN: Weather, magical fallout, radiation, spores, psychic noise, or another moving environment behaves like a hunting thing. **HOOK**: The storm changes direction to follow the group's first shelter. **GOAL**: Raise Shelter to 6 and cross, outlast, redirect, or understand the weather. **VALID ENDINGS**: Reach safe ground; build a refuge; redirect the front toward an empty route; learn and satisfy what guides it. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Shelter reaches 0 and the group is exposed in separate pockets. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses, optional SCALE. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Hunting Front - N4, S3, E3, W2, Power 1. Exposed Ground - N3, S4, E3, W2, Armor S 1. Encounter Axes N7, S7, E6, W4. Provisional Rating 26. **ABILITIES**: FOLLOW WARMTH [E REACTION, FRONT]: Roll the **Power Die**. On a successful reaction containing that die in a retained Cluster, Shelter -1 and mark the used refuge unsafe until changed. WHITEOUT [S ACTION, GROUND]: On success, separate one character's position or apply BLIND (1); at Margin 2+, both. BLIND (1) - Trigger/**effect**: on a sight-dependent action or reaction, cap **Normal Dice** at 2 and targeting at 20 feet without another precise sense; Power and Combo limits do not change. Fade/**counterplay**: reduce Blind by 1 at each Turn end, or clear it early by removing the cause and restoring sight. **REMOVAL**: Resolve Hunting Front after two successful actions that redirect or satisfy its guiding rule, or at Shelter 6; ordinary Damage cannot kill weather. Resolve Exposed Ground by creating a continuous safe route; suitable structural change may count as two successes at Margin 2+. **CLOCK OR ENGINE**: SHELTER starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, the group identifies the front's pattern. At 6, it reaches safety or controls the front. At 0, exposure splits the group and inflicts 1 Strain on each exposed participant; the Scene continues. **LEFTOVER 3**: Shelter -1. All rolls affect it. **LEFTOVER 4**: Shelter +1; reveal cover, a calm interval, a pattern, or help from the environment. **APPROACHES**: N build shelter or push through; S move with the front and use terrain; E predict or manipulate its pattern; W coordinate, calm, or communicate if it is aware. **FAILURE MOVE**: Ruin a refuge, separate positions, consume supplies, or apply BLIND (1). **FALLOUT**: A refuge can lead to **HOLD OUT**: SAFE ROOM WITH A LEAK. Understanding can lead to OUTLAST THE CONTAMINATION. **RESKIN**: Fantasy - storm spirit; Contemporary - wildfire and toxic wind; Science Fiction - radiation front; Weird Horror - rain that follows spoken names. **SCALING**: Easier - remove both special dice. Harder - Shelter starts 1 and Front has Armor E 1, raising Rating to 27. **XP**: Yes. Award normal XP when the group crosses, creates refuge, redirects the front, or accepts stranded exposure as an ending.

CROSS DANGEROUS GROUND 3: THE TRIGGER FIELD

USE THIS WHEN: A route is filled with mines, alarms, taboos, dormant creatures, sensors, social tripwires, or hazards that respond to specific behavior. **HOOK**: The first marker is false, and the harmless action beside it triggers a distant warning. **GOAL**: Raise Safe Path to 6 and establish a route that can actually be repeated. **VALID ENDINGS**: Cross and map the field; disable it; deliberately trigger a controlled corridor; bargain with whoever or whatever receives the warnings. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Safe Path reaches 0 and the field activates around the group. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Trigger Field - N3, S3, E4, W2, Armor E 1. False Markers - N2, S3, E3, W4. Encounter Axes N5, S6, E7, W6. Provisional Rating 25. **ABILITIES**: CASCADE TRIGGER [E REACTION, FIELD]: On a successful reaction, Safe Path -1; at Margin 2+, apply EXPOSED (1) to the acting participant in the cardinal direction of the acting Axis, or one component chosen by the Field for a composite. POINT THE WRONG WAY [W ACTION, MARKERS]: On success, close one described approach until a character tests it from another Axis or source. EXPOSED [DIRECTION] (1) - Trigger/**effect**: next time Armor in that named cardinal direction would apply, omit one applicable **Armor Die** and remove the pip. Fade/**counterplay**: it ends at 0 or Scene end; a successful repair, new cover, or listed countermeasure action removes 1 pip early. **REMOVAL**: Disable Trigger Field after two Margin 1+ actions using different methods, 3 E-attributed Damage with proper tools, or its owner revokes it. Resolve False Markers after two verified contradictions or 3 Strain in one exchange if they are maintained by people. **CLOCK OR ENGINE**: SAFE PATH starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, the group knows the trigger principle. At 6, it has a repeatable crossing. At 0, activation inflicts 1 Strain on each exposed participant and closes the obvious route; another method remains. **LEFTOVER 3**: Safe Path -1. All rolls affect it. **LEFTOVER 4**: Safe Path +1; identify one safe step, true marker, dead zone, or owner response. **APPROACHES**: N deliberately clear or endure a corridor; S cross with precise timing; E map triggers and disarm; W read the maker's intent or gain authorized passage. **FAILURE MOVE**: Trigger a warning, consume a tool, fix a false assumption, or strand someone between safe points. **FALLOUT**: A warning can lead to THE CLOSING NET. A mapped path can lead to THE SERVICE VEIN. **RESKIN**: Fantasy - rune minefield; Contemporary - layered alarm zone; Science Fiction - autonomous sensor web; Weird Horror - field punishing anyone who remembers home. **SCALING**: Easier - remove Field Armor. Harder - Safe Path starts 1 and at its first 3 add a Weak Response Drone N2/S2/E2/W2. **XP**: Yes. Award normal XP when the field is crossed, mapped, disabled, or knowingly activated for another purpose.

CROSS DANGEROUS GROUND 4: THE MOVING MAZE

USE THIS WHEN: Routes rearrange through machinery, crowds, illusion, living architecture, bureaucracy, memory, portals, or changing terrain. **HOOK**: The group sees its destination twice in different directions as the route seals behind them. **GOAL**: Raise Orientation to 6 and reach or create a stable exit. **VALID ENDINGS**: Find the exit; pin the maze into one shape; reach its controller; accept a strange exit that changes destination or cost. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Orientation reaches 0 and the maze places the group where its controller wants them. **DOMINANT AXIS**: E. **RULES**: QUICK START, optional TACTICAL node map. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Moving Maze - N2, S4, E4, W2, Power 1. Pursuing Change - N3, S3, E4, W2. Encounter Axes N5, S7, E8, W4. Provisional Rating 25. **ABILITIES**: REWRITE ROUTE [E REACTION, MAZE]: Roll the **Power Die**. On a successful reaction containing it in a retained Cluster, Orientation -1 and exchange the connections of two described nodes. ARRIVE BEHIND [S ACTION, CHANGE]: On success, move one Agent or threat to the group's current node; at Margin 2+, Orientation -1. **REMOVAL**: Resolve Moving Maze at Orientation 6, after two Margin 1+ anchoring actions, or 3 E-attributed Damage to its controller; destructive resolution chooses an uncontrolled exit. Remove Pursuing Change after 3 Damage or 3 Strain in one exchange, tracked separately, or a successful trap. **CLOCK OR ENGINE**: ORIENTATION starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, identify the controller or stable rule. At 6, choose the exit. At 0, the controller chooses the next location, which begins a new Scene rather than causing automatic harm. **LEFTOVER 3**: Orientation -1. All rolls affect it. **LEFTOVER 4**: Orientation +1; preserve a landmark, stable connection, shortcut, or memory. **APPROACHES**: N pin doors or force a straight route; S move during transitions; E map rules and predict shifts; W follow inhabitants, habits, or the maze's desire. **FAILURE MOVE**: Split the group between adjacent nodes, erase a landmark, or deliver them closer to a dangerous but useful place. **FALLOUT**: A controller can lead to THE HIDDEN SYSTEM. An unwanted exit can lead to OBJECT IN PLAIN SIGHT. **RESKIN**: Fantasy - shifting wizard keep; Contemporary - locked complex during emergency rerouting; Science Fiction - reconfiguring station; Weird Horror - neighborhood moving whenever nobody looks. **SCALING**: Easier - remove Maze Power 1. Harder - Orientation starts 1 and Pursuing Change gains Armor S 1, raising Rating to 26. **XP**: Yes. Award normal XP when the exit is chosen, the maze is pinned, its controller is reached, or an unwanted destination becomes the accepted ending.

PROTECT OR ESCORT 1: THE FRAGILE WITNESS

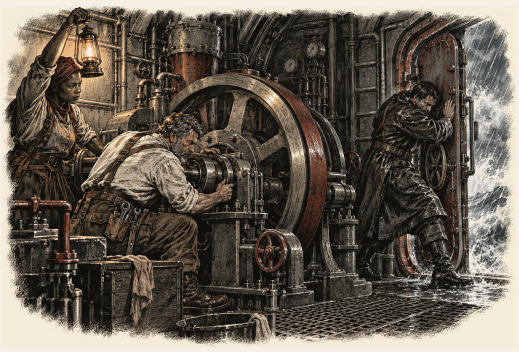
USE THIS WHEN: A person, recording, specimen, messenger, or other proof must survive and arrive able to matter. **HOOK**: The witness is identified in public, and the first attack is aimed at credibility rather than the body. **GOAL**: Raise Arrival to 6 while preserving the witness's ability to testify, function, or be believed. **VALID ENDINGS**: Deliver the witness intact; release a verified copy or statement instead; substitute a decoy; bargain for safe custody with a third party. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The witness is silenced, discredited, separated, or damaged before Arrival reaches 6. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Silencer - N4, S3, E2, W2, Combo 1. Exposure Network - N2, S3, E4, W3. Encounter Axes N6, S6, E6, W5. Provisional Rating 24. **ABILITIES**: DISCREDIT FIRST [W REACTION, NETWORK]: On a successful reaction to an action moving Arrival, apply SUSPECTED (1) to the witness or carrier; while it remains, Arrival cannot increase by more than 1 per action. SILENCE [N ACTION]: On success, inflict Strain equal to Margin, minimum 1, on the witness; at Margin 2+, also Arrival -1. **REMOVAL**: Remove Silencer after 3 Damage or 3 Strain in one exchange, tracked separately. Resolve Exposure Network after two successful W or E approaches or 3 Strain in one exchange. If the witness accumulates 3 Damage, it is physically unable to serve in this Scene but may survive; 3 Strain prevents its next contribution and then clears normally. **CLOCK OR ENGINE**: ARRIVAL starts 1, range 0-6. Suitable movement, protection, or verification successes add Margin, minimum 1. At 4, a trusted recipient confirms contact. At 6, delivery or publication succeeds. At 0, hostile custody or discredit controls the witness; rescue or proof repair remains possible. **LEFTOVER 3**: Arrival -1. All rolls affect it. **LEFTOVER 4**: Arrival +1; establish cover, trusted contact, transport, or independent verification. **APPROACHES**: N confront threats; S move and conceal the witness; E duplicate, authenticate, and choose route; W preserve trust and recruit protection. **FAILURE MOVE**: Expose a route, apply Suspected, separate the witness, or force a choice between speed and verification. **FALLOUT**: Delivery can lead to PUBLIC PROOF. Hostile custody can lead to PRISONER TRANSFER. **RESKIN**: Fantasy - prophet or royal seal; Contemporary - whistleblower and files; Science Fiction - sentient log shard; Weird Horror - child whose drawing predicts the missing. **SCALING**: Easier - remove Silencer Combo 1. Harder - Exposure Network has Cohesion 2, contributing its Axes twice and granting two actions. **XP**: Yes. Award normal XP when the witness is delivered, copied, transferred, silenced, or deliberately traded.

PROTECT OR ESCORT 2: CONVOY THROUGH AMBUSH

USE THIS WHEN: Several people, vehicles, animals, or cargo units must move through prepared opposition. **HOOK**: The lead route is blocked as attacks begin from a position meant to split the convoy. **GOAL**: Raise Route to 6 and get the declared essential units through. **VALID ENDINGS**: Break through; turn the ambush and capture its route; sacrifice nonessential cargo; split the convoy between two viable destinations. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Route reaches 0 and the convoy is divided into isolated groups. **DOMINANT AXIS**: N. **RULES**: QUICK START, COHESION GROUP, optional VEHICLE and TACTICAL. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Ambush Team - N4, S3, E2, W2 with Cohesion 2; contributes Axes twice and grants two actions. Kill Zone - N3, S4, E3, W2, Armor S 1. Encounter Axes N11, S10, E7, W6. Provisional Rating 35. **ABILITIES**: FOCUS FIRE [N ACTION, AMBUSH]: On success against one convoy unit, inflict normal harm and Route -1; at Margin 2+, close that unit's forward position. CHANNEL MOVEMENT [S REACTION, KILL ZONE]: On a successful reaction, move the acting unit onto the ambushers' chosen route after resolution. **REMOVAL**: Ambush Team loses one Cohesion per 3 attributed Damage or Strain; subtract the triggering 3, and one exchange removes at most one unless area-capable. Resolve Kill Zone after two successful actions creating cover or an alternate route; 3 structural Damage may destroy one firing position. **CLOCK OR ENGINE**: ROUTE starts 2, range 0-6. Suitable movement, suppression, or route-control successes add Margin, minimum 1. At 4, essential units pass the center. At 6, they clear. At 0, the convoy splits; choose which units remain together and begin two smaller Scenes. **LEFTOVER 3**: Route -1. All rolls affect it. **LEFTOVER 4**: Route +1; establish cover, momentum, a gap, or support. **APPROACHES**: N suppress and break the ambush; S drive, flank, or reposition cargo; E identify firing logic and alternate routes; W coordinate units or turn local support. **FAILURE MOVE**: Damage cargo, isolate a unit, close cover, or force a triage decision. **FALLOUT**: A split convoy can lead to CARRY SOMEONE THROUGH. Captured ground can lead to CLAIM BEFORE RIVALS. **RESKIN**: Fantasy - caravan in a mountain pass; Contemporary - aid convoy under attack; Science Fiction - crawler train through raider territory; Weird Horror - funeral procession crossing a field that hates the dead. **SCALING**: Easier - Ambush Team begins Cohesion 1. Harder - Route starts 1 and Kill Zone gains Power 1, raising Rating to 36. **XP**: Yes. Award normal XP when essential units clear, the convoy splits by choice, cargo is traded, or the ambush gains control.

PROTECT OR ESCORT 3: HOLD THE RITUAL OR REPAIR

USE THIS WHEN: A ritual, surgery, repair, transmission, negotiation, launch, hack, or other sustained work must finish while pressure tries to interrupt it. **HOOK**: The work begins successfully, then the opposition reveals it can attack the process through an unexpected direction. **GOAL**: Raise Work to 6 without letting it fall to 0. **VALID ENDINGS**: Complete the work; stabilize it for someone else to finish; convert partial progress into a narrower effect; abandon it safely before failure cascades. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Work reaches 0 and the process fails into a new hazard or hostile state. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Interruption - N4, S3, E2, W2, Combo 1. Failing Process - N3, S2, E4, W3, Armor E 1. Encounter Axes N7, S5, E6, W5. Provisional Rating 25. **ABILITIES**: BREAK FOCUS [N REACTION, INTERRUPTION]: On a successful reaction to an action adding Work, reduce the added progress by 1, minimum 0; the action's other effects remain. CASCADE ERROR [E ACTION, PROCESS]: On success, Work -1; at Margin 2+, apply JAMMED (1) to one participant using the named tool, station, or method. JAMMED (1) - Trigger/**effect**: during the next Round's Combo refresh, before Spent **Combo Dice** return Ready, keep one Spent **Combo Die** from returning Ready if available, then reduce Jammed by 1 even if none was Spent. Fade/**counterplay**: it ends at 0; a successful repair, reset, or centering action removes 1 pip early. **REMOVAL**: Remove Interruption after 3 Damage or 3 Strain in one exchange, tracked separately. Resolve Failing Process at Work 6, after two successful stabilization actions, or by safely aborting with a Margin 2+ E action; Damage may destroy it but creates the printed failure state. **CLOCK OR ENGINE**: WORK starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, the process becomes self-sustaining enough to survive one future loss of Work. At 6, it completes. At 0, it changes into a hazard, hostile signal, breach, or failed bargain; state which before play. **LEFTOVER 3**: Work -1. All rolls affect it. **LEFTOVER 4**: Work +1; reveal clean timing, a stable component, a helper, or a recovered pattern. **APPROACHES**: N shield or force the process onward; S reach components and maintain timing; E perform and diagnose the work; W coordinate helpers or address a conscious process. **FAILURE MOVE**: Jam a method, expose the worker, consume a Charge, or convert progress into a narrower but still useful result. **FALLOUT**: Completion can lead to THE HIDDEN SYSTEM. Failure can lead to OUTLAST THE CONTAMINATION. **RESKIN**: Fantasy - seal a gate while spirits attack; Contemporary - emergency surgery or repair; Science Fiction - restart a reactor under boarding; Weird Horror - finish a lullaby before the room wakes. **SCALING**: Easier - remove both special dice. Harder - Work starts 1 and Interruption has Armor N 1, raising Rating to 26. **XP**: Yes. Award normal XP when the work completes, safely aborts, transforms, or is knowingly surrendered.



PROTECT OR ESCORT 4: GUARD SOMEONE WHO KEEPS ACTING

USE THIS WHEN: The protected person has their own urgent mission and repeatedly leaves safety to pursue it. **HOOK**: The principal breaks cover to seize an opportunity only they understand. **GOAL**: Raise Objective to 6 while preventing the principal from taking 4 accumulated Damage. **VALID ENDINGS**: Complete the principal's mission and leave; convince them to delegate; trade the mission for safe passage; let them accept danger with informed control. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: The principal's next move exposes both them and the group to a prepared strike. **DOMINANT AXIS**: W. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Prepared Hunter - N4, S3, E3, W2, Combo 1. Principal's Agenda - N3, S4, E3, W2. Encounter Axes N7, S7, E6, W4. Provisional Rating 25. **ABILITIES**: STRIKE THE OPENING [N REACTION, HUNTER]: On a successful reaction to the principal or a protector acting in the same position, inflict 1 Damage on that acting participant after the reaction resolves. This is a printed flat reaction Effect, not ordinary Margin harm. BREAK COVER [S ACTION, AGENDA]: On success, Objective +1 but the principal becomes EXPOSED (1) in S; at Margin 2+, Objective +2 instead. EXPOSED [DIRECTION] (1) - Trigger/**effect**: next time Armor in that named cardinal direction would apply, omit one applicable **Armor Die** and remove the pip. Fade/**counterplay**: it ends at 0 or Scene end; a successful repair, new cover, or listed countermeasure action removes 1 pip early. **REMOVAL**: Remove Hunter after 4 accumulated Damage, 4 accumulated Strain, a Margin 2+ trap, or accepted withdrawal. Resolve Agenda at Objective 6, through a Margin 2+ delegation or bargain, or if the principal freely abandons it. At 4 accumulated Damage the principal is defeated according to the fiction; track Damage separately from Strain. **CLOCK OR ENGINE**: OBJECTIVE starts 1, range 0-6. Suitable successes by protectors add Margin, minimum 1, when they advance the mission rather than only hide. At 4, the principal accepts one protective condition. At 6, the mission completes. **LEFTOVER 3**: The principal's next action must be BREAK COVER if able; if already required, apply EXPOSED (1) in one relevant cardinal direction instead. All rolls affect this. **LEFTOVER 4**: Objective +1; establish a safe opportunity, trusted delegate, or aligned plan. **APPROACHES**: N remove threats and set hard limits; S escort through each risky step; E understand the mission and predict openings; W negotiate autonomy, trust, and delegation. **FAILURE MOVE**: Separate principal and protector, reveal the mission, apply EXPOSED (1) in one relevant cardinal direction, or narrow the safe options. **FALLOUT**: Completion can lead to PUBLIC PROOF. A captured principal can lead to HOSTAGE WITH A VOTE. **RESKIN**: Fantasy - heir insisting on recovering a banner; Contemporary - journalist continuing a live investigation; Science Fiction - scientist reaching a failing array; Weird Horror - child following a voice only they recognize. **SCALING**: Easier - remove Hunter Combo 1. Harder - Objective starts 0 and Hunter gains Armor S 1, raising Rating to 26. **XP**: Yes. Award normal XP when mission and safety are settled, delegated, traded, or knowingly separated.

SABOTAGE OR DESTROY 1: QUIET FAILURE

USE THIS WHEN: A system, plan, item, process, or institution must fail later without revealing who changed it now. **HOOK**: The system enters its final check while an observer notices the exact component the characters need. **GOAL**: Move Cover to +3 and plant a failure that survives inspection. **VALID ENDINGS**: Install a clean delayed failure; create an explainable accident; recruit the observer; destroy the target openly and abandon secrecy. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Cover reaches -3 and the sabotage is detected before it can matter. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS items. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Target System - N3, S3, E4, W2, Armor E 1. Attentive Observer - N2, S3, E3, W4, Combo 1. Encounter Axes N5, S6, E7, W6. Provisional Rating 26. **ABILITIES**: SELF-CHECK [E REACTION, SYSTEM]: On a successful reaction, Cover -1 after resolution; at Margin 2+, also identify the altered component. ASK THE WRONG QUESTION [W ACTION, OBSERVER]: On success, force one character to state an immediate cover story; reusing any contradicted fact gives Observer one Help Cluster. **REMOVAL**: Resolve Target System at Cover +3, after two suitable sabotage actions using different methods, or after 3 structural Damage; only the first two create quiet failure. Remove Observer after 3 Strain in one exchange, 4 accumulated Damage, successful recruitment, or a Margin 2+ diversion. **CLOCK OR ENGINE**: COVER starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1. Scene successes subtract Margin. At +3, delayed sabotage is installed. At -3, detection occurs; characters may flee, bargain, or convert to open destruction. **LEFTOVER 3**: Cover -1. All rolls affect it. **LEFTOVER 4**: Cover +1; establish ordinary wear, a false cause, authorized presence, or a delayed trigger. **APPROACHES**: N force a failure disguised as stress; S place or switch components precisely; E alter logic and defeat checks; W recruit observers or establish a harmless explanation. **FAILURE MOVE**: Fix a false detail in the cover story, trigger an early symptom, consume a tool, or put the Observer beside the alteration. **FALLOUT**: Clean sabotage can later become CHAIN REACTION. Detection can lead to THE CLOSING NET. **RESKIN**: Fantasy - flaw a ward or coronation relic; Contemporary - compromise machinery or a plan; Science Fiction - seed a delayed reactor fault; Weird Horror - teach a ritual one wrong word. **SCALING**: Easier - remove both special dice. Harder - Cover starts -1 and System Armor also applies to SE actions; mark WATCH. **XP**: Yes. Award normal XP when sabotage is planted, exposed, converted to destruction, or deliberately abandoned.

SABOTAGE OR DESTROY 2: CHAIN REACTION

USE THIS WHEN: Destroying one component can propagate through a larger asset, but uncontrolled failure threatens people, evidence, or the characters. **HOOK**: The first failure starts the cascade early and opens a short chance to steer it. **GOAL**: Raise Cascade to 6 and direct the destruction toward the declared target. **VALID ENDINGS**: Destroy the target cleanly; cripple only one facet; redirect the reaction away from people; abort after gaining access or proof. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Cascade reaches 0 and the failure escapes control into a new hazard. **DOMINANT AXIS**: E. **RULES**: QUICK START, optional SCALE and FACETS. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Backfeed - N4, S3, E3, W2, Power 1. Isolation System - N3, S2, E4, W3, Armor E 1. Encounter Axes N7, S5, E7, W5. Provisional Rating 26. **ABILITIES**: SURGE [N REACTION, BACKFEED]: Roll the **Power Die**. On a successful reaction containing it in a retained Cluster, Cascade -1 and inflict 1 Strain on the actor after resolution. ISOLATE COMPONENT [E ACTION, SYSTEM]: On success, close one described propagation route; at Margin 2+, Cascade -1. **REMOVAL**: Resolve Backfeed at Cascade 6, after two successful grounding actions, or after 3 structural Damage that causes uncontrolled destruction. Disable Isolation System after 3 attributed Damage or two Margin 1+ E or N actions. **CLOCK OR ENGINE**: CASCADE starts 2, range 0-6. Suitable successes add Margin, minimum 1. At 4, choose the primary facet or area that will fail. At 6, controlled destruction occurs. At 0, uncontrolled failure begins a hazard, evacuation, or contamination Scene; it does not cause instant offscreen deaths. **LEFTOVER 3**: Cascade -1. All rolls affect it. **LEFTOVER 4**: Cascade +1; open a propagation path, safe vent, timing window, or remote trigger. **APPROACHES**: N overload and contain force; S place charges or reroute flow; E model propagation and defeat isolation; W coordinate insiders or a conscious asset. **FAILURE MOVE**: Threaten a protected area, close a route, consume a Charge, or start the reaction earlier. **FALLOUT**: Controlled destruction can lead to CLAIM BEFORE RIVALS over remains. Uncontrolled failure can lead to EVACUATION UNDER FAILURE. **RESKIN**: Fantasy - collapse a rune network; Contemporary - controlled demolition under opposition; Science Fiction - reactor or data cascade; Weird Horror - break a curse whose pieces seek new hosts. **SCALING**: Easier - remove both special dice. Harder - Cascade starts 1 and Backfeed has Armor N 1, raising Rating to 27. **XP**: Yes. Award normal XP when the reaction is directed, aborted, narrowed, or escapes control into declared fallout.

SABOTAGE OR DESTROY 3: KILL THE SIGNAL

USE THIS WHEN: A warning, broadcast, ritual call, command link, beacon, rumor, or contagion of information must be stopped before transmission completes. **HOOK**: The signal begins transmitting on a second channel the operators did not know existed. **GOAL**: Reduce Transmission to 0 before it reaches 6. **VALID ENDINGS**: Silence every channel; replace the message; let it transmit to a chosen recipient only; destroy the source and accept a trace. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Transmission reaches 6 and the intended audience receives an actionable message. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Transmitter - N3, S3, E4, W2, Armor E 1. Relay or Caller - N2, S3, E3, W4, Power 1. Encounter Axes N5, S6, E7, W6. Provisional Rating 26. **ABILITIES**: HOP CHANNEL [E REACTION, TRANSMITTER]: On a successful reaction, Transmission +1 after resolution; at Margin 2+, the same method cannot reduce Transmission again until the channel is found. MAKE THEM LISTEN [W ACTION, CALLER]: Roll the **Power Die**. On success, Transmission +1; if the die is part of a retained Cluster, also name one recipient who has enough to act early. **REMOVAL**: Disable Transmitter after 3 attributed Damage, two successful E or N actions, or Transmission 0. Remove Caller after 3 Damage or 3 Strain in one exchange, tracked separately, or loss of any willing audience. **CLOCK OR ENGINE**: TRANSMISSION starts 3, range 0-6. Suitable player successes reduce it by Margin, minimum 1. At 0, the signal is silent, replaced, or contained as declared. At 6, the message arrives; play shifts to interception, proof, escape, or bargaining. **LEFTOVER 3**: Transmission +1. All rolls affect it. **LEFTOVER 4**: Transmission -1; identify a channel, jam window, doubtful recipient, or replacement phrase. **APPROACHES**: N destroy or overpower the source; S reach relays and sever links; E jam, decode, or rewrite transmission; W turn the caller or audience. **FAILURE MOVE**: Reveal a recipient, burn a method, apply JAMMED (1) to a participant using that method, or send a damaging fragment. JAMMED (1) - Trigger/**effect**: during the next Round's Combo refresh, before Spent **Combo Dice** return Ready, keep one Spent **Combo Die** from returning Ready if available, then reduce Jammed by 1 even if none was Spent. Fade/**counterplay**: it ends at 0; a successful repair, reset, or centering action removes 1 pip early. **FALLOUT**: A partial broadcast can lead to PUBLIC PROOF. A traced silence can lead to THE PATIENT TRACKER. **RESKIN**: Fantasy - stop a summoning bell; Contemporary - prevent an alert or leak; Science Fiction - kill a distress beacon; Weird Horror - silence a name moving mouth to mouth. **SCALING**: Easier - remove both special dice. Harder - Transmission starts 4 and Transmitter Armor applies to E and NE actions; mark WATCH. **XP**: Yes. Award normal XP when the signal is silenced, altered, received, or deliberately allowed through.

SABOTAGE OR DESTROY 4: BREAK THE GRAND ASSET

USE THIS WHEN: The target is a fortress, war machine, ship, monster, institution, or other singular threat best represented by active facets. **HOOK**: Damaging one facet reveals that another can keep the whole asset functioning. **GOAL**: Raise Breach to 6 and destroy, disable, capture, or force withdrawal of the asset. **VALID ENDINGS**: Break it; claim command; remove its dangerous function and let it survive; force it to withdraw under terms. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Breach reaches 0 and the asset completes its immediate operation from a position of strength. **DOMINANT AXIS**: N. **RULES**: QUICK START, FACETS, optional SCALE and TACTICAL. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because three facets act. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Force Facet - N4, S3, E2, W2, Armor N 1. Motion Facet - N2, S4, E3, W2, Armor S 1. Command Facet - N3, S2, E4, W4, Power 1. Encounter Axes N9, S9, E9, W8. Provisional Rating 38. **ABILITIES**: OVERWHELM [N ACTION, FORCE]: On success, inflict normal harm and Breach -1. REPOSITION [S REACTION, MOTION]: On a successful reaction, move the target away from a chosen facet after resolution. OVERRIDE [E ACTION, COMMAND]: Roll the **Power Die**. On success, restore one disabled but undefeated facet's permission at the end of the Round unless Command is removed. Attrition never returns a defeated facet or its Pool. **REMOVAL**: Remove Force after 3 attributed Damage or a Margin 2+ disarm; remove Motion after 3 attributed Damage or two control actions; remove Command after 4 attributed Damage, 4 Strain, or a Margin 2+ seizure. Record Damage only in the targeted facet's own Pool. Attrition removes a facet, its action and Axes, and every die it owns. **CLOCK OR ENGINE**: BREACH starts 2, range 0-6. Removing a facet adds 2. Other suitable successes add Margin, minimum 1, at most once per Round. At 4, choose one asset ability to suppress permanently for this Scene. At 6, the declared ending occurs. At 0, its operation completes and creates fallout. **LEFTOVER 3**: Breach -1. All rolls affect it. **LEFTOVER 4**: Breach +1; expose a facet, weak point, station, or command fracture. **APPROACHES**: N break Force; S board or immobilize Motion; E corrupt or seize Command; W cause surrender, mutiny, or withdrawal. **FAILURE MOVE**: Shift the asset's target, isolate a character near one facet, repair 1 attributed facet Damage, or advance its operation. **FALLOUT**: Broken remains can lead to CLAIM BEFORE RIVALS. Completed operation can lead to **HOLD OUT**: THREE FRONTS. **RESKIN**: Fantasy - dragon with claws, wings, and will; Contemporary - fortified criminal compound; Science Fiction - capital war machine; Weird Horror - living cathedral walking toward a name. **SCALING**: Easier - remove one **Armor Die**. Harder - Breach starts 1 and Command has Combo 1, raising Rating to 39. **XP**: Yes. Award normal XP once when destruction, capture, crippling, withdrawal, or completed operation ends this meaningful Scene.

HUNT OR SURVIVE 1: PREDATOR IN THE DARK

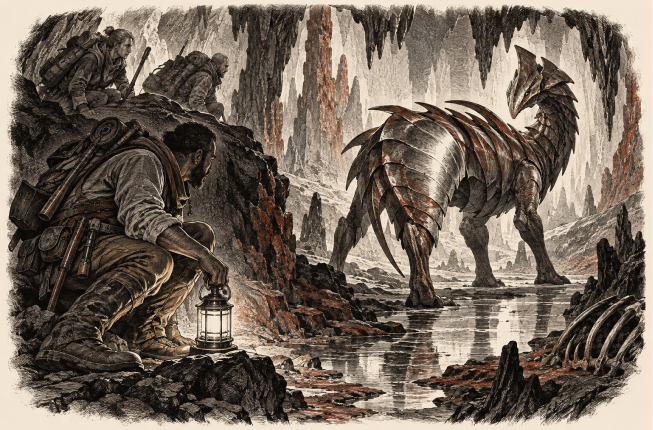
USE THIS WHEN: A dangerous hunter controls concealment and tests the group before committing. **HOOK**: The predator attacks an unattended resource, proving it can reach the group without being seen. **GOAL**: Move Hunt to +3 and force the predator into a position where it can be confronted, escaped, or understood. **VALID ENDINGS**: Corner or drive it off; escape its territory; feed or bargain with it; learn what it protects and leave under terms. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Hunt reaches -3 and the predator isolates its chosen target. **DOMINANT AXIS**: E. **RULES**: QUICK START, optional SCALE. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Predator - N4, S4, E3, W3, Armor S 1. Hunting Dark - N2, S3, E4, W2, Combo 1. Encounter Axes N6, S7, E7, W5. Provisional Rating 27. **ABILITIES**: STRIKE FROM ABSENCE [S REACTION, PREDATOR]: On a successful reaction while Predator is UNSEEN, inflict 1 Damage on the acting participant after the reaction resolves, then remove UNSEEN. This is a printed flat reaction Effect, not ordinary Margin harm. KILL THE LIGHT [E ACTION, DARK]: On success, apply UNSEEN (1) to Predator and Hunt -1. **REMOVAL**: Remove Predator after 4 accumulated Damage, 4 accumulated Strain, a Margin 2+ trap at Hunt +1 or higher, or satisfying its concrete need. Resolve Hunting Dark after two successful illumination, mapping, or denial actions; Damage cannot remove darkness without suitable fiction. **CLOCK OR ENGINE**: HUNT starts 0, range -3 to +3. Suitable player successes add Margin, minimum 1; scene successes subtract Margin. At +3, the group chooses confrontation, escape, or parley position. At -3, Predator isolates one target; give that target a reaction before harm or capture. **LEFTOVER 3**: Hunt -1. All rolls affect it. **LEFTOVER 4**: Hunt +1; reveal sign, boundary, need, safe position, or the predator itself. **APPROACHES**: N bait and withstand attack; S stalk or escape through cover; E map behavior and deny concealment; W identify what it protects or will accept. **FAILURE MOVE**: Lose light, supplies, formation, or contact with one character. **FALLOUT**: A cornered predator can lead to SURRENDER TERMS. Discovery of its territory can lead to THE MOVING MAZE. **RESKIN**: Fantasy - cave beast; Contemporary - trained killer in a blackout; Science Fiction - alien hunter aboard ship; Weird Horror - silhouette eating whoever walks last. **SCALING**: Easier - remove both special dice. Harder - Predator begins UNSEEN (2) and has Power 1, raising Rating to 28. **XP**: Yes. Award normal XP when predator and group separate, bargain, fight to an ending, or one side gains the chosen position.

HUNT OR SURVIVE 2: SIEGE BY SWARM

USE THIS WHEN: Many small threats surround a refuge, vehicle, ritual, formation, or moving group and exploit every opening. **HOOK**: The swarm tests three weak points at once, then concentrates where someone reacts. **GOAL**: Raise Sanctuary to 6 and escape, repel, redirect, or safely contain the swarm. **VALID ENDINGS**: Hold until relief; open an escape corridor; turn the swarm toward another valid target; sacrifice the refuge while preserving its people. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Sanctuary reaches 0 and the refuge is breached in several places. **DOMINANT AXIS**: N. **RULES**: QUICK START, COHESION GROUP, optional SCALE. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because the Scene grants four actions. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Swarm - N3, S3, E2, W2 with Cohesion 3; contributes Axes three times and grants three actions. Weak Refuge - N3, S2, E4, W3, Armor N 1. Encounter Axes N12, S11, E10, W9. Provisional Rating 43. **ABILITIES**: FLOOD THE GAP [S ACTION, SWARM]: On success, Sanctuary -1; at Margin 2+, also place one Swarm unit inside the protected position. FOLLOW REACTION [E REACTION, SWARM]: On a successful reaction, the next Swarm action uses the same target position and receives one Help Cluster. BUCKLE [N ACTION, REFUGE]: On success, Sanctuary -1 and close one safe internal route. **REMOVAL**: Swarm loses one Cohesion per 3 attributed Damage or Strain; subtract the triggering 3, and one exchange removes at most one unless area-capable or suitably scaled. Resolve Refuge after two successful repairs or by abandoning it under control. **CLOCK OR ENGINE**: SANCTUARY starts 3, range 0-6. Suitable defense, escape, or redirection successes add Margin, minimum 1, at most once per Round. At 6, the declared ending succeeds. At 0, multiple breaches occur; split the protected area into two active positions rather than causing automatic death. **LEFTOVER 3**: Sanctuary -1. All rolls affect it. **LEFTOVER 4**: Sanctuary +1; establish a sealed gap, clear corridor, deterrent, or swarm behavior. **APPROACHES**: N repel mass and reinforce; S move through or around the swarm; E find behavior and repair weak points; W coordinate defenders or redirect communal instinct. **FAILURE MOVE**: Breach a position, consume supplies, separate defenders, or threaten a protected dependent. **FALLOUT**: A breach can lead to THREE FRONTS. A corridor can lead to EVACUATION UNDER FAILURE. **RESKIN**: Fantasy - vermin tide or skeleton horde; Contemporary - riot, drones, or wildfire embers; Science Fiction - nanite or boarding swarm; Weird Horror - hands emerging anywhere a wall is unwatched. **SCALING**: Easier - Swarm starts Cohesion 2. Harder - Sanctuary starts 2 and Refuge Armor applies twice only against the first attack each Round; mark WATCH. **XP**: Yes. Award normal XP when the swarm is repelled, escaped, redirected, contained, or gains the refuge.

HUNT OR SURVIVE 3: THE MONSTER THAT LEARNS

USE THIS WHEN: A creature, rival, defense system, curse, or institution adapts to methods used against it. **HOOK**: The hunter counters the group's most successful method before anyone repeats it. **GOAL**: Raise Read to 6 and defeat, escape, contain, or negotiate from outside its learned pattern. **VALID ENDINGS**: Overcome it with a new method; overload its adaptation; teach it a harmless pattern; understand its purpose and bargain. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Read reaches 0 and the hunter predicts the group's next coordinated move. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Harder: 125% of Party Total. Easier 75%; Even 100%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Adaptive Hunter - N4, S4, E3, W3, Power 1. Recorded Habits - N2, S3, E4, W3, Armor E 1. Encounter Axes N6, S7, E7, W6. Provisional Rating 28. **ABILITIES**: ADAPT [E REACTION, HUNTER]: If the acting Axis matches the previous player action's cardinal Axis or either component of its composite, roll the **Power Die** and add one Help Cluster to the reaction; on success, Read -1. Store only the immediately previous player Axis. REPLAY WEAKNESS [W ACTION, HABITS]: Choose one visible participant before commitment. On success, apply EXPOSED (1) in one cardinal direction that participant used earlier this Scene; at Margin 2+, Read -1. EXPOSED [DIRECTION] (1) - Trigger/**effect**: next time Armor in that named cardinal direction would apply, omit one applicable **Armor Die** and remove the pip. Fade/**counterplay**: it ends at 0 or Scene end; a successful repair, new cover, or listed countermeasure action removes 1 pip early. **REMOVAL**: Remove Hunter after 4 accumulated Damage, 4 accumulated Strain, a successful trap using an Axis not used in the previous two player actions, or accepted bargain. Resolve Recorded Habits after two Margin 1+ actions feeding false behavior or at Read 6. **CLOCK OR ENGINE**: READ starts 2, range 0-6. Suitable varied-method successes add Margin, minimum 1. Repeating the immediately previous player Axis cannot add more than 1. At 4, reveal the adaptation limit. At 6, the group may impose its chosen ending. At 0, Hunter predicts the next declared group plan and begins with one Help Cluster on its first reaction. **LEFTOVER 3**: Read -1. All rolls affect it. **LEFTOVER 4**: Read +1; expose a limit, contradiction, old wound, or purpose. **APPROACHES**: N overwhelm then change pressure; S feint and alter rhythm; E model adaptation and feed false data; W change desire, target, or relationship. **FAILURE MOVE**: Store a useful habit, apply EXPOSED (1) in one relevant cardinal direction, close a repeated method, or split coordination. **FALLOUT**: Understanding can lead to THE HIDDEN SYSTEM. Failed containment can lead to PREDATOR IN THE DARK. **RESKIN**: Fantasy - dueling construct; Contemporary - tactical rival; Science Fiction - adaptive security organism; Weird Horror - monster made from remembered defenses. **SCALING**: Easier - remove both special dice. Harder - Read starts 1 and Hunter has Armor in the previous player Axis direction, changing when Adapt triggers; mark RED FLAG. **XP**: Yes. Award normal XP when the hunter is overcome, escaped, taught, contained, or gains predictive control.



HUNT OR SURVIVE 4: OUTLAST THE CONTAMINATION

USE THIS WHEN: Poison, infection, radiation, corruption, fire, nanites, panic, possession, or another spreading condition threatens the whole position. **HOOK**: The apparent recovery is only the contamination changing how it presents. **GOAL**: Reduce Load to 0 through cleansing, isolation, adaptation, or escape. **VALID ENDINGS**: Cleanse it; contain it in an acceptable vessel or place; adapt safely enough to leave; abandon the zone before transformation completes. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Load reaches 6 and the contamination establishes a new stable state with changed people, place, or objective. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Contamination - N3, S3, E4, W2, Armor E 1. False Recovery - N2, S3, E3, W4, Power 1. Encounter Axes N5, S6, E7, W6. Provisional Rating 26. **ABILITIES**: SPREAD ON CONTACT [S REACTION, CONTAMINATION]: On a successful reaction, Load +1 after resolution; at Margin 2+, apply DRAINED (1) to the actor. LOOK HEALTHY [W ACTION, RECOVERY]: Roll the **Power Die**. On success, close one cleansing method as apparently unnecessary until an E or W action disproves the recovery. DRAINED (1) - Apply: if this application actually increases DRAINED and is the first such increase on the target this Round, immediately move one Ready **Power Die** to Spent if available; an application lost to the cap or any later increase moves no die immediately. Trigger/**effect**: during Turn refresh before **Power Dice** return Ready, keep one Spent **Power Die** from returning Ready, then remove the pip even if none was Spent. Fade/**counterplay**: it ends at 0; a suitable recharge or cleansing source may remove 1 pip instead of readying a **Power Die**. **REMOVAL**: Resolve Contamination at Load 0, after two successful containment actions using different Axes, or by transferring it into a declared viable vessel; Damage alone may spread it. Resolve False Recovery after a Margin 2+ diagnosis, two successful skeptical approaches, or 3 Strain in one exchange if embodied. **CLOCK OR ENGINE**: LOAD starts 3, range 0-6. Suitable successes reduce Load by Margin, minimum 1. At 1, the contamination is contained but not gone. At 0, the declared ending succeeds. At 6, it changes state: mark a new zone, host, or rule and begin escape, rescue, or hidden-system fallout; no instant irreversible death occurs from the clock alone. **LEFTOVER 3**: Load +1. All rolls affect it. **LEFTOVER 4**: Load -1; reveal resistance, clean space, treatment, or a true symptom. **APPROACHES**: N burn, purge, or isolate; S move cleanly and separate vectors; E identify mechanism and treatment; W coordinate disclosure, consent, and care. **FAILURE MOVE**: Contaminate a tool or zone, apply DRAINED (1), consume treatment, or make false recovery persuasive. **FALLOUT**: New stable state can lead to THE HIDDEN SYSTEM. Successful containment can lead to HOLD THE RITUAL OR REPAIR. **RESKIN**: Fantasy - magical blight; Contemporary - chemical spill or panic contagion; Science Fiction - nanite bloom; Weird Horror - emotion that grows visible roots. **SCALING**: Easier - remove both special dice. Harder - Load starts 4 and Contamination has Armor N 1 as well, raising Rating to 27. **XP**: Yes. Award normal XP when contamination is cleansed, contained, adapted to, escaped, or stabilizes into the next crisis.

HOLD OUT OR DEFEND 1: THE DOOR UNTIL DAWN

USE THIS WHEN: A position must hold until relief, sunrise, extraction, completion, or another known event. **HOOK**: The first assault is a test; the real breach team moves as soon as defenders reveal their best response. **GOAL**: Raise Relief to 6 while keeping at least one defensible route or position. **VALID ENDINGS**: Hold until relief; break out early; bargain for a pause that reaches the deadline; yield the position after moving what matters. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Relief reaches 0 and the assault breaches the position before defenders can choose where to meet it. **DOMINANT AXIS**: N. **RULES**: QUICK START, COHESION GROUP, optional TACTICAL. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because Assault Line grants two actions. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Assault Line - N4, S3, E2, W2 with Cohesion 2; contributes Axes twice and grants two actions. Weak Door - N3, S2, E4, W3, Armor N 1. Encounter Axes N11, S8, E8, W7. Provisional Rating 35. **ABILITIES**: BREACH [N ACTION, ASSAULT]: On success, Relief -1; at Margin 2+, open one hostile route into the position. FEINT AND SHIFT [S REACTION, ASSAULT]: On a successful reaction, the next Assault action may originate from a different described route. BUCKLE [E ACTION, DOOR]: On success, close one defender route until repaired and Relief -1. **REMOVAL**: Assault Line loses one Cohesion per 3 attributed Damage or Strain; subtract the triggering 3 and remove at most one per exchange unless area-capable. Resolve Weak Door after two successful repairs or by abandoning it for another defensible position. **CLOCK OR ENGINE**: RELIEF starts 1, range 0-6. Add 1 at the end of every Round in which defenders retain a viable position. At 6, relief, dawn, extraction, or completion arrives. At 0, breach occurs; defenders receive reactions and choose fallback, breakout, or surrender. **LEFTOVER 3**: Relief -1. All rolls affect it. **LEFTOVER 4**: Relief +1; establish a barricade, delay, signal, or defender advantage. **APPROACHES**: N hold and counterattack; S shift between routes or sortie; E fortify, predict, and signal; W sustain morale or negotiate time. **FAILURE MOVE**: Open a hostile route, consume supplies, isolate a defender, or force fallback. **FALLOUT**: Breach can lead to THREE FRONTS. Relief can lead to CONVOY THROUGH AMBUSH during extraction. **RESKIN**: Fantasy - chapel door until sunrise; Contemporary - safehouse until extraction; Science Fiction - airlock until rescue dock; Weird Horror - bedroom door until the house forgets the occupants. **SCALING**: Easier - Assault begins Cohesion 1. Harder - Relief starts 0 and Weak Door Armor is removed after the first successful breach. **XP**: Yes. Award normal XP when relief, breakout, negotiated delay, surrender, or chosen abandonment ends the defense.

HOLD OUT OR DEFEND 2: SAFE ROOM WITH A LEAK

USE THIS WHEN: A refuge is mostly secure, but one hidden breach, informant, signal, contaminant, flaw, or internal conflict is making it unsafe. **HOOK**: The outer defenses hold while proof of an internal leak appears among the protected people. **GOAL**: Raise Safety to 6 by finding and resolving the leak without destroying the refuge's purpose. **VALID ENDINGS**: Seal the leak; expose and turn its source; evacuate through it; preserve the people while abandoning secrecy or the room. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Safety reaches 0 and external pressure gains a route directly into the refuge. **DOMINANT AXIS**: E. **RULES**: QUICK START, SKILLS & POWERS statuses. **SCENE TOTAL**: Recommended Even: 100% of Party Total. Easier 75%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Hidden Leak - N2, S3, E4, W3, Armor E 1. External Pressure - N4, S3, E2, W2, Combo 1. Encounter Axes N6, S6, E6, W5. Provisional Rating 25. **ABILITIES**: FALSE SEAL [E REACTION, LEAK]: On a successful reaction, Safety -1 after resolution; at Margin 2+, the used method appears to work until the next 3. TEST THE WALL [N ACTION, PRESSURE]: On success, Safety -1; at Margin 2+, reveal one protected person, item, or route to the outside. **REMOVAL**: Resolve Hidden Leak after two successful approaches using different Axes, 3 E-attributed Damage with suitable tools, or turning its human source; careless destruction may also open the room. Remove External Pressure after 3 Damage or 3 Strain in one exchange, tracked separately, or a convincing false location. **CLOCK OR ENGINE**: SAFETY starts 3, range 0-6. Suitable successes add Margin, minimum 1. At 5, the source and route are known. At 6, it is sealed, turned, or controlled. At 0, pressure enters through one stated route; the Scene becomes a breach, evacuation, or bargain. **LEFTOVER 3**: Safety -1. All rolls affect it. **LEFTOVER 4**: Safety +1; establish a verified seal, loyal helper, false signal, or controlled route. **APPROACHES**: N reinforce or confront the source; S trace movement and use the leak as an exit; E diagnose signals, structure, and contradictions; W build trust and identify divided loyalties. **FAILURE MOVE**: Accuse the wrong person, expose a protected asset, consume supplies, or let the outside map the room. **FALLOUT**: Controlled evacuation can lead to LEAVE WITHOUT BEING FOLLOWED. Breach can lead to THE DOOR UNTIL DAWN. **RESKIN**: Fantasy - warded cellar with a traitor rune; Contemporary - witness safehouse with a tracker; Science Fiction - sealed module with a beacon leak; Weird Horror - panic room whose mirror reports to the hallway. **SCALING**: Easier - remove both special dice. Harder - Safety starts 2 and External Pressure has Armor N 1, raising Rating to 26. **XP**: Yes. Award normal XP when the leak is sealed, turned, used to escape, or grants pressure access.

HOLD OUT OR DEFEND 3: THREE FRONTS

USE THIS WHEN: A position faces simultaneous physical, technical, and social or command pressure. **HOOK**: All three fronts act at once, and defending any one reveals weakness in another. **GOAL**: Raise Control to 6 and settle all three fronts without treating them as separate private battles. **VALID ENDINGS**: Hold every front; decisively win two and bargain on the third; abandon one controlled area; unify the fronts by exposing one source. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Control reaches 0 and one front breaks through at the opposition's choice. **DOMINANT AXIS**: N. **RULES**: QUICK START, FACETS, optional TACTICAL. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because three facets act. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Force Front - N4, S3, E2, W2, Armor N 1. Infiltration Front - N2, S4, E3, W2, Combo 1. Influence Front - N2, S2, E3, W4. Encounter Axes N8, S9, E8, W8. Provisional Rating 35. **ABILITIES**: BREAK LINE [N ACTION, FORCE]: On success, Control -1 and open a hostile route. SLIP THROUGH [S REACTION, INFILTRATION]: On a successful reaction, place Infiltration inside one defended position after resolution. TURN DEFENDER [W ACTION, INFLUENCE]: On success, apply HESITANT (1) to one defender; at Margin 2+, Control -1. **REMOVAL**: Remove Force after 3 attributed Damage or a Margin 2+ rout. Remove Infiltration after 3 attributed Damage or Strain, or two successful detection actions. Remove Influence after 3 Strain in one exchange, 4 accumulated Damage, or public exposure of its false claim. All share one Scene Total; removing a front removes its action and Axes. **CLOCK OR ENGINE**: CONTROL starts 3, range 0-6. Removing a front adds 1. One suitable success per Round may also add Margin, minimum 1. At 6, remaining fronts withdraw, submit, or become containable as declared. At 0, choose one front to break through and begin its fallout Scene. **LEFTOVER 3**: Control -1. All rolls affect it. **LEFTOVER 4**: Control +1; expose a front, move reserves, restore morale, or reveal shared command. **APPROACHES**: N hold Force; S catch Infiltration; E coordinate fronts and find source; W defeat Influence or negotiate division. **FAILURE MOVE**: Shift one front inside, isolate defenders, apply Hesitant, or close a route between positions. **FALLOUT**: Force breach can lead to CONVOY THROUGH AMBUSH. Shared command can lead to BREAK THE GRAND ASSET. **RESKIN**: Fantasy - gate, assassins, and treacherous heralds; Contemporary - raid, cyber intrusion, and media pressure; Science Fiction - boarding, system breach, and mutiny; Weird Horror - claws, dreams, and loved voices outside. **SCALING**: Easier - remove both special dice. Harder - Control starts 2 and Influence gains Power 1, raising Rating to 36. **XP**: Yes. Award normal XP once when the three-front defense reaches control, bargain, chosen loss, or breakthrough.

HOLD OUT OR DEFEND 4: DEFEND WHILE EVACUATING

USE THIS WHEN: Defenders must delay opposition while people, data, cargo, patients, or irreplaceable resources leave. **HOOK**: The opposition attacks the evacuation route rather than the defended line. **GOAL**: Raise Evacuation to 6 before it falls to 0, then decide whether defenders withdraw or remain. **VALID ENDINGS**: Evacuate and withdraw; evacuate while defenders surrender; preserve the position by rerouting evacuees; trade cargo or control for safe passage. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **IMMEDIATE RISK**: Evacuation reaches 0 and opposition divides evacuees from defenders. **DOMINANT AXIS**: N. **RULES**: QUICK START, COHESION GROUP, optional TACTICAL. **SCENE TOTAL**: Recommended Easier: 75% of Party Total because Assault grants two actions. Even 100%; Harder 125%; round up. **POOL ALLOCATION**: STANDARD across every Agent named in this entry, including threshold and scaling reserves. Each Agent owns its fixed Pool; no borrowing. **AGENTS**: Pressing Assault - N4, S3, E2, W2 with Cohesion 2; contributes Axes twice and grants two actions. Evacuation Bottleneck - N3, S4, E3, W2, Armor S 1. Encounter Axes N11, S10, E7, W6. Provisional Rating 35. **ABILITIES**: PIN THE REAR [N ACTION, ASSAULT]: On success, Evacuation -1; at Margin 2+, one defender cannot move toward the exit until helped or the pinning unit is removed. CLOSE THE GAP [S REACTION, BOTTLENECK]: On a successful reaction, the actor chooses to lose one carried item or have Evacuation reduced by 1 after resolution. **REMOVAL**: Assault loses one Cohesion per 3 attributed Damage or Strain; subtract the triggering 3 and remove at most one per exchange unless area-capable. Resolve Bottleneck after two successful route actions or 3 structural Damage that creates a dangerous alternate exit. **CLOCK OR ENGINE**: EVACUATION starts 2, range 0-6. Suitable movement, defense, and routing successes add Margin, minimum 1, at most once per Round. At 4, essential people or data are clear. At 6, all declared priorities are out. At 0, evacuees and defenders are separated; begin rescue, surrender, or breakout. **LEFTOVER 3**: Evacuation -1. All rolls affect it. **LEFTOVER 4**: Evacuation +1; establish transport, cover, an open lane, or volunteer aid. **APPROACHES**: N hold and push the assault back; S move evacuees through the bottleneck; E prioritize and open routes; W maintain order or bargain for time. **FAILURE MOVE**: Pin a defender, lose cargo, split evacuees, or expose the exit. **FALLOUT**: Successful withdrawal can lead to CONVOY THROUGH AMBUSH. Separation can lead to HOSTAGE WITH A VOTE. **RESKIN**: Fantasy - keep evacuation; Contemporary - clinic under attack; Science Fiction - data and crew leaving a station; Weird Horror - tenants leaving while the building argues they never lived there. **SCALING**: Easier - Assault begins Cohesion 1. Harder - Evacuation starts 1 and Bottleneck Armor applies to S and SE actions; mark WATCH. **XP**: Yes. Award normal XP when evacuation, surrender, preserved position, trade, or separation ends the Scene.

ROLE AGENTS AND NAMED NPCS

This catalog supplies opposition, allies, hazards, objects, and strange presences that can enter an existing Scene in seconds. Rename the fiction; keep the printed mechanics.

All entries are Scene Agents. In a printed roster, allocate the announced Scene Total among every active and reserve Agent before play; each Agent owns its fixed allocation. A Role Agent used independently with no Scene Total instead uses its printed Pool, or the sum of its four Axes when none is printed. Every active Agent grants one proactive action opportunity per Round. Its Normal, Combo, Power, Armor, Damage, Strain, held Stragglers, and statuses belong only to it. Combo and **Power Dice** follow their normal refresh rules; Armor is persistent, rolls automatically against every applicable incoming attack, and has no Ready or Spent state. Attrition removes the Agent, its Axis contribution and later actions, and every die it owns.

REACTION language is exact. ORDINARY DIRECT means the targeted Agent may defend an incoming action whenever it can intervene and owns at least one eligible Ready die, using the normal opposite Axis and only its own Pool. Direct defense does not spend its later action opportunity and has no per-Round count limit; available dice are the limit. It grants no support or interference permission. A non-target Agent supporting or interfering for someone else spends its unused action opportunity for the Round, so that Agent cannot also act proactively. A SPECIAL reaction replaces or extends permission exactly as printed, resolves at its stated checkpoint or the ordinary checkpoint when none is stated, and never interrupts or opens a nested reaction window. Reactions add retained Clusters only; the original action owns ordinary harm unless the reaction explicitly prints another effect.

ROLE AGENT INDEX

ROLL OR CHOOSE a role by the pressure the Scene needs now.

FORCE: R01 Breaker; R02 Duelist; R03 Shooter; R04 Bulwark; R05 Skirmisher; R06 Controller.

SECURITY: R07 Sentry; R08 Tracker; R09 Interceptor; R10 Jailer; R11 Saboteur; R12 Reinforcement Caller.

SOCIAL: R13 Negotiator; R14 Deceiver; R15 Interrogator; R16 Agitator; R17 Commander; R18 Broker.

EXPERTS: R19 Analyst; R20 Hacker; R21 Engineer; R22 Medic; R23 Occultist; R24 Scout.

SCENE PARTS: R25 Locked Barrier; R26 Unstable Crossing; R27 Spreading Hazard; R28 Surveillance Network; R29 Mobile Terrain; R30 Volatile Device.

CREATURES: R31 Ambusher; R32 Pack Hunter; R33 Brute Beast; R34 Venomous Creature; R35 Regenerator; R36 Swarm.

SPECIALISTS: R37 Minion; R38 Elite Enforcer; R39 Support Adept; R40 Artillery; R41 Nullifier; R42 Summoner.

STRANGE: R43 Illusionist; R44 Possessor; R45 Teleporter; R46 Shapeshifter; R47 Living Portal; R48 Fate Distorter.

Named NPCs N01-N24 begin after the Role Agents. Each prints the chassis mechanics again so it can be run without flipping pages.

R01 - BREAKER

USE: Direct force that breaks cover, doors, formations, or confidence.

AXES: N 4, S 3, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SMASH THROUGH [N]. Choose one reachable participant, Simple Object, cover source, or facet. Commit at least one of this Agent's Ready **Normal Dice**, up to N 4, and optionally the Ready **Combo Die**. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary declared harm. If the Pattern activates, either add 1 Damage after Margin or remove one ordinary piece of cover until repaired. Against an object or facet, the 4Caster may replace removal with a clear breach.

REACTION: ORDINARY DIRECT only. Use the normal opposite Axis and this Agent's own Ready **Normal Dice**. No support or interference reaction.

PRIORITY: Attack the obstacle or opponent currently preventing the scene side from reaching its goal.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange. Track the two kinds separately. Subtract its Axes and later actions; Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may show collateral stress from the impact; a 4 may expose a breach or weak point. Resolve only the Scene's active effect.

RESKIN: Fantasy - ogre mauler; Contemporary - breaching officer; Science Fiction - loader exosuit; Weird Horror - antlered wall-eater.

BALANCE: BASELINE. The extra Damage requires a visible Pattern and does not multiply Margin.

R02 - DUELIST

USE: A mobile threat that punishes direct attacks and isolates one opponent.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CALL OUT [W]. Choose one participant who can perceive the Duelist. On success, apply HESITANT (1), adding one pip. **Trigger**: use the actual-Strain HESITANT timing above. **Fade**: remove at 0 or when the Duelist is removed.

REACTION: TURN THE BLADE [S], SPECIAL DIRECT. When chosen as the direct defender for the incoming action against a reachable harmful action, it may add its Ready **Combo Die**. **Pattern**: Any pair. SPEND. If the reaction side wins and the Pattern activates, inflict 1 Strain on the attacker after comparison. This is the direct reaction and opens no nested window.

PRIORITY: Call out the most capable close opponent, then remain between that opponent and the scene goal.

REMOVAL: Remove after 3 accumulated Damage or 3 accumulated Strain, tracked separately. Subtract its Axes and later actions; Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may narrow safe movement; a 4 may open a route past the Duelist. Resolve only the active Scene effect.

RESKIN: Fantasy - scarred swordmaster; Contemporary - knife-fighting fixer; Science Fiction - mono-edge champion; Weird Horror - smiling reflection.

BALANCE: WATCH. Accumulated removal and a counter rider make it durable in long Scenes.

R03 - SHOOTER

USE: Ranged pressure that controls exposed routes without inventing a second attack system.

AXES: N 4, S 2, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: MEASURED SHOT [N]. Choose one visible target in the weapon's plausible range and line of sight. Commit at least one of this Agent's Ready **Normal Dice**, up to N 4, and optionally the Ready **Combo Die**. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary declared harm. If the Pattern activates and the target defended with S, also apply EXPOSED [S] (1), maximum 2. **Trigger**: the next time the target's Armor S would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. **Fade**: remove at 0 or Scene end; suitable repair or new cover removes one pip on success.

REACTION: COVERING FIRE [E], SPECIAL INTERFERENCE. Once per Round, it may interfere with a visible participant's movement action. Commit at least one of this Agent's Ready **Normal Dice** up to E 3. It does not receive Armor and opens no nested window. On a successful interference reaction, the acting side still achieves minimal movement but cannot reach a superior firing or escape position in that action.

PRIORITY: Target anyone crossing open ground, carrying the objective, or operating an exposed station.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may damage cover or pin a route; a 4 may reveal the Shooter's nest. Resolve one primary effect.

RESKIN: Fantasy - rooftop archer; Contemporary - overwatch gunner; Science Fiction - rail-rifle sentry; Weird Horror - needle-spitting saint.

BALANCE: WATCH. The interference reaction changes position even when it does not erase the action.

R04 - BULWARK

USE: Protection for another Agent, objective, doorway, or station.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Armor N 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: HOLD THE LINE [N]. Choose a doorway, route, adjacent ally, or carried objective. On success, establish protection until the Bulwark next acts. A participant must first overcome the Bulwark to cross that route, directly harm the protected subject, or take the objective. This is fictional position, not extra Armor.

REACTION: INTERPOSE [N], SPECIAL DIRECT - PRE-PATTERN BEFORE **ARMOR**. **Trigger**: a harmful action targets a nearby ally or protected subject. Choose the Bulwark as the direct defender for the incoming action before target Armor rolls; it becomes the primary target, rolls Armor N 1 if applicable, and resolves its direct reaction with the normal opposite Axis, holding retained Clusters for comparison. Harm and statuses from the original action apply to the Bulwark. It receives no second direct reaction and opens no nested window.

PRIORITY: Protect the Agent or object whose loss would most change the Scene.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately. Subtract its Axes and later actions; Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may strengthen the blocked route; a 4 may separate the Bulwark from what it protects. Resolve only the active effect.

RESKIN: Fantasy - tower-shield guardian; Contemporary - armored bodyguard; Science Fiction - riot-frame defender; Weird Horror - walking door of bone.

BALANCE: WATCH. Interpose moves all consequences to a durable named-role chassis.

R05 - SKIRMISHER

USE: Fast pressure that changes position and attacks exposed edges.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CUT PAST [S]. Choose one reachable participant or guarded route. On success, move through engagement into a nearby advantageous position and either inflict ordinary Strain equal to Margin or apply AXIS-LOCKED [S] (1). **Trigger**: the target's next direct defensive reaction must use S instead of its normal opposite Axis or printed defense choice, then reduce AXIS-LOCKED by 1. The target may decline to react and preserve the pip. **Fade**: remove at 0, Scene end, or after a successful suitable reorientation action.

REACTION: SLIP AWAY [S], SPECIAL DIRECT. When chosen as the direct defender for the incoming action against a close harmful action, success also moves the Skirmisher to a nearby open position after comparison. Failure leaves it in place. This is the direct reaction and opens no nested window.

PRIORITY: Circle the strongest defender, seize an unguarded route, or pressure the objective carrier.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may close one safe route; a 4 may create a flank or escape lane. Resolve only the Scene's printed effect.

RESKIN: Fantasy - goblin knife-runner; Contemporary - parkour raider; Science Fiction - jump-jet boarder; Weird Horror - jointless corridor crawler.

BALANCE: BASELINE. Position and one short status replace bonus harm.

R06 - CONTROLLER

USE: Restraint, forced defense, and denial that leaves players choices.

AXES: N 3, S 3, E 3, W 3. Generalist. Axis total 12.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: BIND THE CHOICE [E]. Choose one visible participant. Commit at least one of this Agent's Ready **Normal Dice** up to E 3 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply AXIS-LOCKED [N, S, E, or W] (1), choosing a defense the target could currently use. **Trigger**: on the target's next direct defensive reaction, it must use the recorded Axis; then remove the status. The target may decline to react. **Fade**: Scene end or when the Controller is removed.

REACTION: ORDINARY DIRECT only. Use the normal opposite Axis and this Agent's own Ready **Normal Dice**. No support or interference reaction.

PRIORITY: Lock the defense that an allied Agent is prepared to exploit, then obstruct recovery or escape.

REMOVAL: Remove after 3 accumulated Damage or 3 accumulated Strain, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may tighten a restraint or rule; a 4 may expose its source or counterplay. Resolve one active Scene effect.

RESKIN: Fantasy - chain witch; Contemporary - tactical grappler; Science Fiction - gravitic restraint operator; Weird Horror - law-speaking marionette.

BALANCE: WATCH. Forced defense can combine sharply with directional harm and should stay at one pip.

R07 - SENTRY

USE: Detection, guarded access, and fast escalation when intruders are careless.

AXES: N 3, S 2, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CHALLENGE [W]. Choose one visible stranger or suspicious participant. On success, they must stop and answer, withdraw from the guarded point, or become SUSPECTED (1). SUSPECTED **trigger**: each leftover 3 rolled by that participant moves the current alert clock by its normal amount plus their Suspected pips. **Fade**: reduce Suspected by 1 after the participant establishes a convincing new cover; remove it when they leave the watched area.

REACTION: SOUND ALARM [E], SPECIAL INTERFERENCE. Once per Round, when a participant tries to pass, hide, disable security, or impersonate authority, the Sentry may interfere using E 4. If the Sentry's side wins, apply the action's ordinary failure and move a named alert clock +1. This reaction opens no nested window.

PRIORITY: Challenge the least explained presence, then protect the alarm route or evidence.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may advance alert; a 4 may reveal a blind spot or routine. Resolve only the Scene's active effect.

RESKIN: Fantasy - gate watch; Contemporary - security guard; Science Fiction - sensor custodian; Weird Horror - bell-faced watcher.

BALANCE: WATCH. Its reaction moves a clock in addition to resolving interference.

R08 - TRACKER

USE: Pursuit that reads traces, removes concealment, and predicts routes.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: READ THE TRAIL [E]. Choose one participant, group, or carried objective that left a plausible trace. On success, learn its likely current route or destination and remove one pip of UNSEEN belonging to that subject. If no such status exists, apply MARKED TRAIL (1) to the subject. **Trigger**: the Tracker's side may treat one later pursuit or search action this Round as having a plausible route even without direct sight. **Fade**: after that action or at Round end.

REACTION: CUT OFF [S], SPECIAL INTERFERENCE. Once per Round, it may interfere with a marked or visible subject's escape, concealment, or route-change action using S 3. On a successful interference, the subject may still move to a worse nearby position but cannot end the pursuit in that action. No nested window opens.

PRIORITY: Follow the objective, then the most injured or least mobile quarry.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may strengthen the trail; a 4 may reveal the Tracker's own route or create a false branch. Resolve only one active effect.

RESKIN: Fantasy - bloodhound ranger; Contemporary - fugitive hunter; Science Fiction - signal tracer; Weird Horror - footprint collector.

BALANCE: BASELINE. It preserves pursuit but does not teleport or automatically locate hidden subjects.

R09 - INTERCEPTOR

USE: A fast blocker that denies a route and catches moving targets.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Armor S 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: TAKE THE LANE [S]. Choose one nearby route, exit, vehicle lane, or participant. On success, move into interception position. Until the Interceptor next acts, crossing that lane or leaving engagement permits it to be chosen for the incoming action's direct reaction even if another Agent was the original obstacle.

REACTION: BODY CHECK [N], SPECIAL DIRECT. When a participant crosses the held lane or leaves its engagement, the Interceptor may become the direct defender for that incoming action. If its side wins, stop the target at the last legal position and inflict 1 Strain. If its side loses, the target passes. No nested window opens.

PRIORITY: Block the shortest route to the goal, then stop the current objective carrier.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may close a lane; a 4 may reveal a bypass or overcommit the Interceptor. Resolve only the active effect.

RESKIN: Fantasy - mounted lancer; Contemporary - pursuit biker; Science Fiction - vector-jet patrol; Weird Horror - long-legged threshold beast.

BALANCE: BASELINE. It stops movement only after winning the ordinary direct reaction.

R10 - JAILER

USE: Capture pressure, restraints, and guarded prisoners or doors.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CLAP IN IRONS [N]. Choose one reachable participant already HESITANT, EXPOSED, or physically cornered. Commit at least one of this Agent's Ready **Normal Dice** up to N 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply BOUND (1), naming the restraint. **Trigger**: the target cannot voluntarily change position unless an ability explicitly ignores BOUND; it may still act and react when the fiction permits. **Fade**: a successful N or S action against the restraint removes one pip; suitable aid, release, or destruction of the restraint removes all pips.

REACTION: GUARD THE CAPTIVE [W], SPECIAL INTERFERENCE. It may interfere once per Round with an action to free, move, or equip a captive it can reach. Use W 3 and this Agent's own Ready **Normal Dice**. This opens no nested window.

PRIORITY: Bind an isolated target, then move that target toward secure ground rather than causing further harm.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Removing the Jailer does not automatically remove physical restraints, but makes ordinary escape possible.

3/4 **HOOK**: A 3 may tighten custody; a 4 may expose a key, weak link, or divided guard. Resolve one effect.

RESKIN: Fantasy - gaoler with hooked chain; Contemporary - extraction officer; Science Fiction - containment marshal; Weird Horror - keeper of names.

BALANCE: WATCH. BOUND requires setup and printed counterplay but can change an entire escape Scene.

R11 - SABOTEUR

USE: Disable equipment, stations, cover, or routes while others create pressure.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SPOIL THE WORKS [E]. Choose one accessible item, station, facet, or simple mechanism. Commit at least one of this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, choose one. If the subject has a Combo reserve, apply JAMMED (1): during the next Round's Combo refresh, before Spent **Combo Dice** return Ready, keep one Spent **Combo Die** from returning Ready, then reduce JAMMED by 1; a successful suitable repair or reset removes one pip. Otherwise apply DISABLED [FUNCTION] (1), naming firing, opening, transmitting, moving, or another narrow printed permission. **Trigger**: the named function cannot be used while DISABLED remains. **Fade**: remove after a successful suitable repair or reset, or at Scene end.

REACTION: VANISH IN THE MESS [S], SPECIAL DIRECT. When directly targeted immediately after SPOIL THE WORKS resolves, it may react with S instead of the normal opposite Axis. This is still the incoming action's direct reaction and opens no nested window.

PRIORITY: Disable the device, route, or Agent ability most central to the players' plan.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may spread the malfunction; a 4 may reveal the sabotage or a repair route. Resolve only the Scene effect.

RESKIN: Fantasy - trapwright; Contemporary - demolition infiltrator; Science Fiction - maintenance drone gone hostile; Weird Horror - rust whisperer.

BALANCE: WATCH. Permission denial must stay narrow, visible, and repairable.

R12 - REINFORCEMENT CALLER

USE: Escalation that adds a known Agent only after visible warning.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SEND THE SIGNAL [W]. Declare one prepared R37 Minion not currently active. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, place a CALLING (1) marker. At the start of the next Round, if the Caller remains active, add the prepared Minion in a plausible entry position. It activates its preallocated reserve Pool and adds its Axes and one later action. It brings no additional dice. Only one Minion from this ability may be active.

REACTION: PROTECT THE SIGNAL [E], SPECIAL DIRECT. When an incoming action would stop the call, the Caller may become the direct defender for that action using E 3. If it loses, remove CALLING. No nested window opens.

PRIORITY: Call help before bargaining, fleeing, or attacking.

REMOVAL: Remove after 2 Damage from one exchange or 2 Strain from one exchange. Removing it before the next Round cancels CALLING. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may shorten the approach of help; a 4 may expose the signal route or delay it. Resolve only the active effect.

RESKIN: Fantasy - horn bearer; Contemporary - radio dispatcher; Science Fiction - beacon operator; Weird Horror - throat that calls copies.

BALANCE: RED FLAG. Adding an Agent changes Encounter Axes and action pressure; use one prepared Minion only.

R13 - NEGOTIATOR

USE: Social resistance that offers terms instead of forcing behavior.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: NAME THE PRICE [W]. Choose one participant able to understand. On success, ask what concrete concession, proof, protection, or change would make them consider the Negotiator's proposal. The target answers honestly, but need not agree or reveal a secret they do not know. If the answer is supplied before Round end, the Negotiator's side may treat cooperation as possible without another permission roll; terms may still be contested.

REACTION: COOL THE ROOM [W], SPECIAL SUPPORT. Once per Round, it may support an ally's bargain, surrender, or de-escalation action using W 4. On success, add ordinary Help only. It cannot support a threat or harmful action and opens no nested window.

PRIORITY: Offer the cheapest credible settlement that protects the side's central goal.

REMOVAL: Remove after 4 accumulated Strain, 4 accumulated Damage, or a public loss of authority that makes further bargaining impossible. Track harm separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may make the price harsher; a 4 may expose a shared interest. Resolve only the Scene's active effect.

RESKIN: Fantasy - court envoy; Contemporary - crisis mediator; Science Fiction - treaty algorithm; Weird Horror - courteous mouth in the wall.

BALANCE: BASELINE. It reveals a condition for cooperation but never compels acceptance.

R14 - DECEIVER

USE: False identity, misdirection, and pressure on what the table believes.

AXES: N 2, S 3, E 2, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: BORROWED AUTHORITY [W]. State one plausible false role, order, credential, or relationship. Commit at least one of this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, the claim survives casual scrutiny for this Scene. If the Pattern activates and the Scene has a named alert clock, also apply SUSPECTED (1) to one truthful witness or competing identity. Each leftover 3 rolled by that subject moves that alert clock by its normal amount plus their Suspected pips. Reduce Suspected by 1 after they establish convincing new cover; remove it when they leave the watched area. If no alert clock exists, apply HESITANT (1) instead: use the actual-Strain HESITANT timing above.

REACTION: CHANGE THE SUBJECT [S], SPECIAL INTERFERENCE. Once per Round, interfere with an action to expose the Deceiver's current lie. On a win, the acting side gets one true clue but the lie remains usable until another action connects that clue. No nested window opens.

PRIORITY: Redirect scrutiny toward the person whose explanation is already weakest.

REMOVAL: Remove after 3 Damage from one exchange, 3 Strain from one exchange, or decisive public proof that destroys the current identity. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may create a contradiction; a 4 may provide a convincing detail or reveal who benefits. Resolve one primary effect.

RESKIN: Fantasy - false herald; Contemporary - confidence artist; Science Fiction - identity-spoof infiltrator; Weird Horror - borrowed-face pilgrim.

BALANCE: WATCH. Fictional authority is powerful; public proof must remain valid counterplay.

R15 - INTERROGATOR

USE: Pressure that extracts choices, tells, or limited information without controlling a character.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: PRESS THE GAP [E]. Choose one participant able to communicate and name a visible contradiction, fear, or stake. On success, the target chooses one: answer one direct question honestly from what they know; reveal one concrete demand that could end the exchange; or take Strain equal to Margin and remain silent. This cannot force private player-authored backstory into existence.

REACTION: CATCH THE TELL [E], SPECIAL INTERFERENCE. Once per Round, interfere with a lie, concealment, or evasion action by a participant the Interrogator can observe. On a win, learn whether the speaker believes their own statement and one emotion visible in the exchange. It does not reveal the full truth.

PRIORITY: Pressure the person holding the most time-sensitive information, then offer a face-saving exit.

REMOVAL: Remove after 4 accumulated Strain, 4 accumulated Damage, or loss of access to the subject. Track harm separately; Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may expose the subject's vulnerability; a 4 may expose the Interrogator's agenda or weak evidence. Resolve only the active Scene effect.

RESKIN: Fantasy - inquisitive magistrate; Contemporary - case interviewer; Science Fiction - cognition analyst; Weird Horror - question-eating child.

BALANCE: BASELINE. The target retains a meaningful choice and no fact is created without table ownership.

R16 - AGITATOR

USE: Crowd pressure, morale attacks, and rapid changes in collective trust.

AXES: N 3, S 2, E 2, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: TURN THE ROOM [W]. Choose one visible Agent, Cohesion Group, or audience able to perceive the message. Commit at least one of this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply HESITANT (1) to one Agent or inflict 1 attributed Strain on one Cohesion Group in addition to ordinary Margin. Resolve HESITANT with the actual-Strain timing above. This never removes more than one Cohesion in an exchange.

REACTION: CHORUS OF DOUBT [W], SPECIAL INTERFERENCE. Once per Round, interfere with an authority, rally, command, or public-reassurance action. On a win, the acting side may still deliver the message but cannot clear a trust or panic clock in that action.

PRIORITY: Isolate the least trusted leader and repeat the simplest accusation the crowd already fears.

REMOVAL: Remove after 3 Damage from one exchange, 3 Strain from one exchange, or the audience decisively turns against it. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may spread panic or anger; a 4 may reveal hypocrisy, common cause, or an exit from the crowd. Resolve one effect.

RESKIN: Fantasy - firebrand preacher; Contemporary - protest provocateur; Science Fiction - memetic broadcaster; Weird Horror - choir with one lung.

BALANCE: WATCH. Cohesion and clocks amplify small social effects; use one target per action.

R17 - COMMANDER

USE: Coordination that makes existing Agents more effective without granting extra actions.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: MARK THE OPENING [N]. Choose one allied Agent that can perceive the order. Commit at least one of this Agent's Ready **Normal Dice** up to N 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, place ORDERED (1) on that Agent. **Trigger**: after it rolls its next action before Round end, add one Help Cluster to its side; then remove ORDERED. The Commander does not gain or grant another action.

REACTION: COVERING SIGNAL [W], SPECIAL SUPPORT. Once per Round, support an ally's movement, formation, or direct-defense reaction using W 3. On a successful support reaction, add ordinary Help only. This opens no nested window.

PRIORITY: Order the Agent with the clearest path to the Scene goal, not necessarily the strongest attacker.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately. All unused ORDERED markers immediately fade. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may split coordination; a 4 may reveal the command chain or create a synchronized opening. Resolve only the active effect.

RESKIN: Fantasy - mercenary captain; Contemporary - incident commander; Science Fiction - tactical uplink officer; Weird Horror - conductor of the lost.

BALANCE: WATCH. A guaranteed later Help Cluster is strong but costs this Agent's current action and never creates another action.

R18 - BROKER

USE: A dealmaker who moves access, scarce goods, introductions, and debts.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: PRODUCE THE CONNECTION [W]. Name one plausible contact, route, permit, ordinary item, or piece of access prepared for this Scene. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, the named resource exists and is reachable, but the Broker names one concrete price, obligation, exposure, or delay. It cannot create a unique artifact, erase the Scene goal, or produce unlimited resources.

REACTION: SWEETEN THE DEAL [E], SPECIAL SUPPORT. Once per Round, support a bargain involving a resource the Broker actually controls. On success, add ordinary Help; on failure, the price becomes public or the resource is shown to be limited.

PRIORITY: Sell access before violence begins, then protect the record of who owes what.

REMOVAL: Remove after 4 accumulated Strain, 4 accumulated Damage, loss of its trade network, or a completed deal that lets it leave safely. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may add a creditor or cost; a 4 may reveal surplus, leverage, or a second buyer. Resolve one effect.

RESKIN: Fantasy - black-market factor; Contemporary - connected fixer; Science Fiction - dockside data broker; Weird Horror - merchant of borrowed hours.

BALANCE: WATCH. Resource creation is bounded by plausibility, one price, and one Scene.

R19 - ANALYST

USE: Reveal an Agent's strengths, reserves, patterns, or likely next move.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: READ THE SYSTEM [E]. Choose one visible Agent, facet, vehicle station, or active clock. On success, learn its highest cardinal Axis and one of the following: a listed reserve or Armor source; its removal rule; the next threshold; or the priority governing its next action. Margin 2+ reveals two choices. This never reveals a hidden fact the subject could not display through evidence.

REACTION: UPDATE THE MODEL [E], SPECIAL SUPPORT. Once per Round, support an ally acting directly on information already revealed by READ THE SYSTEM. On success, add ordinary Help only. It opens no nested window.

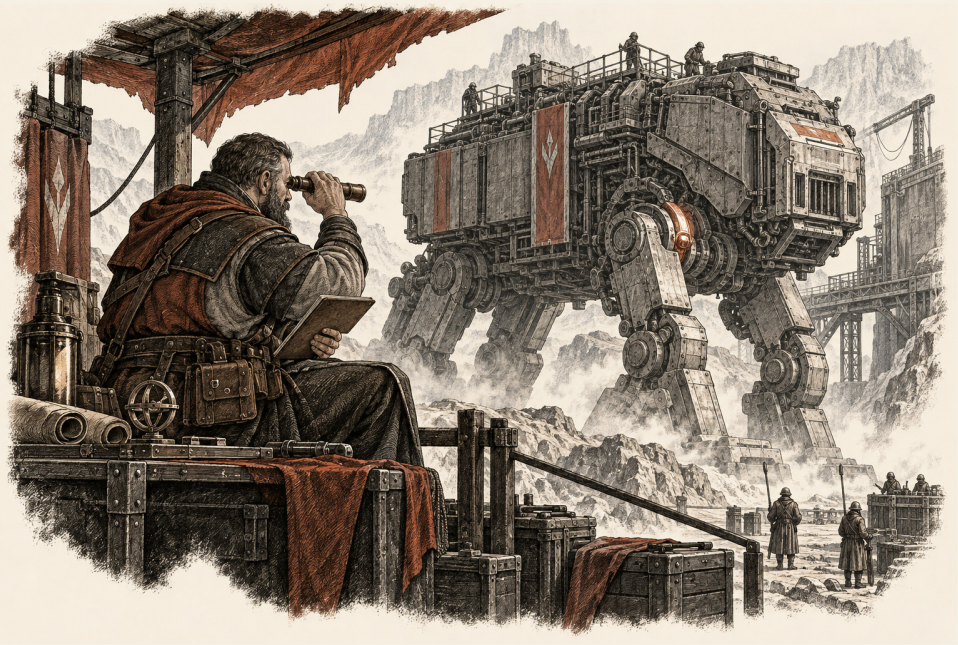
PRIORITY: Analyze the part of the Scene whose removal or threshold would most alter current pressure.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may introduce noisy or misleading data; a 4 may reveal a pattern, schedule, or weak point. Resolve only the active Scene effect.

RESKIN: Fantasy - battlefield sage; Contemporary - intelligence analyst; Science Fiction - predictive core; Weird Horror - librarian of possible wounds.

BALANCE: BASELINE. It reveals printed mechanics instead of adding direct harm.



R20 - HACKER

USE: Temporary control over one electronic, magical, bureaucratic, or symbolic system.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: BREACH [E]. Name one accessible system. Commit at least one of this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply HACK [SYSTEM] (1), maximum 3. Each HACK pip permits one narrow authorized operation that the system could normally perform. Spending a pip performs that operation if the fiction allows. HACK grants no unrelated technical knowledge.

REACTION: COUNTER-INTRUSION [E], SPECIAL INTERFERENCE. Once per Round, interfere with a system action, repair, or hostile HACK affecting the same system. On a win, cancel one HACK pip being applied or remove one hostile HACK pip. No nested window opens.

PRIORITY: Gain control of the system that opens routes, reveals information, or denies reinforcement.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Existing HACK pips remain until spent, reset, or cleared by the system's printed counterplay.

3/4 **HOOK**: A 3 may raise ICE or trace pressure; a 4 may reveal a credential, route, or vulnerable subsystem. Resolve only one Scene effect.

RESKIN: Fantasy - rune intruder; Contemporary - network breaker; Science Fiction - intrusion specialist; Weird Horror - dream trespasser.

BALANCE: WATCH. HACK is scoped to one named system and each pip pays for one narrow operation.

R21 - ENGINEER

USE: Repair, reroute, brace, and jury-rig items, vehicles, facets, or structures.

AXES: N 3, S 2, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: FIELD REPAIR [E]. Choose one accessible item, vehicle, station, facet, or structure and require suitable tools or parts. On success, choose one: convert one of its **Damage Dice** into a Spent **Normal Die**, maximum once per target per Turn; remove one JAMMED pip; restore one narrow disabled permission; or create one temporary brace that prevents the next listed environmental consequence. A temporary brace fails after it prevents that consequence or at Scene end.

REACTION: EMERGENCY PATCH [E], SPECIAL SUPPORT. Once per Round, when an ally makes a repair, stabilization, or safe-shutdown action, the Engineer may support it using E 4. Add ordinary Help only.

PRIORITY: Restore the facet, route, or tool that most directly enables the Scene goal.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Temporary braces remain until their printed Fade.

3/4 **HOOK**: A 3 may consume parts or spread failure; a 4 may expose a bypass, spare component, or stable anchor. Resolve one effect.

RESKIN: Fantasy - siege artificer; Contemporary - field mechanic; Science Fiction - systems engineer; Weird Horror - surgeon for buildings.

BALANCE: BASELINE. Healing Damage is capped once per target per Turn and requires access plus tools.

R22 - MEDIC

USE: Keep Agents active, clear Strain, and make injury a tactical choice.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: FIELD CARE [E]. Choose one reachable participant or Agent and require plausible supplies. Commit at least one of this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, choose one: convert one **Damage Die** into a Spent **Normal Die**; return one Strained **Normal Die** to Spent; remove one BURNING, DRAINED, or HESITANT pip when treatment fits. A subject receives FIELD CARE at most once per Turn.

REACTION: STAY WITH ME [W], SPECIAL SUPPORT. Once per Round, support a direct reaction against injury, poison, panic, or collapse using W 3. On success, add ordinary Help. It does not heal by itself.

PRIORITY: Stabilize the participant closest to removal, then create an exit from further harm.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may consume supplies or worsen triage; a 4 may reveal a safe treatment window or useful medicine. Resolve one effect.

RESKIN: Fantasy - hedge surgeon; Contemporary - paramedic; Science Fiction - trauma drone; Weird Horror - kindly stitch-thing.

BALANCE: WATCH. Broad status clearing requires fictional fit and the once-per-target limit.

R23 - OCCULTIST

USE: Identify supernatural rules, name taboos, and hold a threshold against strange effects.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: NAME THE TABOO [E]. Choose one visible supernatural effect, creature, curse, or threshold. On success, ask one direct question about its source, required condition, traditional weakness, price, or likely next stage. The 4Caster answers honestly from available evidence. Margin 2+ also identifies one plausible ordinary action that could test or exploit the answer.

REACTION: SEAL THE THRESHOLD [NE], SPECIAL INTERFERENCE. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to NE 3. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On a successful interference reaction and activation, a supernatural action cannot cross one named nearby threshold or affect one prepared subject in this exchange. It does not undo an effect already resolved.

PRIORITY: Learn the rule before attacking the manifestation, then defend the route the rule makes vulnerable.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Any prepared seal ends at Scene end unless another entry sustains it.

3/4 **HOOK**: A 3 may deepen corruption; a 4 may reveal a taboo, true name fragment, or safe boundary. Resolve one effect.

RESKIN: Fantasy - village witch; Contemporary - anomalous investigator; Science Fiction - xenoritual specialist; Weird Horror - apostate bell-ringer.

BALANCE: WATCH. A **Power Die**, activation Pattern, and one-exchange duration restrain the permission denial.

R24 - SCOUT

USE: Discover routes, hazards, positions, and useful facts before the main force commits.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: RECONNOITER [E]. Choose a nearby route, zone, or visible opposition. On success, ask one direct question about patrols, access, cover, hazards, exits, or recent passage. The 4Caster answers honestly. Margin 2+ also creates SCOUTED ROUTE (1). **Trigger**: spend it before an ally's movement or infiltration action through that route to raise the Normal commitment cap by 1 for that roll; then remove it. It does not create or Ready a die. **Fade**: Scene end.

REACTION: COUNTERWATCH [E], SPECIAL INTERFERENCE. Once per Round, interfere with an Ambusher, Sentry, or surveillance Agent attempting to detect or surprise an ally. On a win, the hostile action still reveals that someone is present but not identity or exact position.

PRIORITY: Identify the safest route to the goal and the opposition most able to deny it.

REMOVAL: Remove after 2 Damage from one exchange or 2 Strain from one exchange. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may expose the Scout; a 4 may reveal cover, a shortcut, or an unattended route. Resolve one effect.

RESKIN: Fantasy - tunnel runner; Contemporary - advance scout; Science Fiction - microdrone operator; Weird Horror - moth-eyed pathfinder.

BALANCE: BASELINE. Information and one cap boost require successful setup and expire at Scene end.

R25 - LOCKED BARRIER

USE: A door, seal, checkpoint, vault, ward, or policy that actively opposes passage.

AXES: N 3, S 4, E 4, W 3. Elite. Axis total 14.

RESERVE/ARMOR: Armor N 1 when force strikes its protected face. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SEAL A ROUTE [E]. Choose one nearby alternate route, access method, or exposed mechanism. On success, make that approach unavailable until a participant wins a suitable action to restore it. Only one approach may be sealed at a time; sealing another restores the first.

REACTION: RESIST ENTRY, SPECIAL DIRECT. It may become the direct defender for the incoming action to an attempt to open, bypass, deceive, or break it. Use the ordinary opposite **Axis**: S against N, N against S, W against E, or E against W. Armor N 1 applies only to direct physical force. No nested window opens.

PRIORITY: Seal the approach used most recently, then resist the fastest remaining method.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain from technical or social compromise, or two successful bypass actions with Margin 2+. Track Damage and Strain separately. Removing it opens the guarded route; Attrition removes it and every die it owns.

3/4 **HOOK**: A 3 may lock an alternate route; a 4 may reveal a key, maintenance access, sympathetic clerk, or weak seam. Resolve one effect.

RESKIN: Fantasy - rune-bound gate; Contemporary - hardened checkpoint; Science Fiction - adaptive bulkhead; Weird Horror - door that forgets visitors.

BALANCE: BASELINE. High Axes are offset by one narrow purpose and several valid removal methods.

R26 - UNSTABLE CROSSING

USE: A bridge, ledge, tunnel, ice sheet, moving platform, or crowded passage that acts as opposition.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SHIFT UNDERFOOT [S]. Choose one participant currently crossing. On success, move them into a worse nearby position or apply HESITANT (1). If no worse position exists, inflict Strain equal to Margin instead. Use the actual-Strain HESITANT timing above.

REACTION: GIVE WAY, SPECIAL DIRECT. It may become the direct defender for the incoming action against any crossing, bracing, repair, or rescue action. On a successful Scene defense, also move the active Collapse or Distance clock +1 if one exists. This is one primary reaction effect; do not also invent a fall unless a printed threshold triggers.

PRIORITY: Pressure the participant carrying the greatest load or helping someone else.

REMOVAL: Remove after two successful stabilization actions, one Margin 2+ action using suitable materials, or complete evacuation of everyone and the objective. Damage and Strain do not remove terrain unless the action states how they stabilize or destroy it. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may worsen footing; a 4 may reveal a sound anchor or safe line. Resolve only the Scene effect.

RESKIN: Fantasy - rotten rope bridge; Contemporary - failing fire escape; Science Fiction - cycling maintenance gantry; Weird Horror - staircase breathing in reverse.

BALANCE: WATCH. Clock movement on defense is safe only when the threshold changes position rather than causing instant death.

R27 - SPREADING HAZARD

USE: Fire, flood, gas, frost, infestation, radiation, or magical corruption that claims space.

AXES: N 4, S 3, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CLAIM GROUND [N]. Choose one adjacent safe zone, route, object, or exposed participant. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to N 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, make the chosen zone hazardous until contained. A participant remaining there at Round end takes 1 Strain or a named setting-appropriate status; announce which before play.

REACTION: FLARE [S], SPECIAL DIRECT. When directly opposed by containment, rescue, or escape, it may be chosen for the incoming action's direct reaction using S 3. On a Scene win, the acting side gets minimal effect but must choose between losing a suitable supply or leaving one participant exposed. No nested window opens.

PRIORITY: Cut off the shortest exit, then threaten the most combustible, fragile, or valuable subject.

REMOVAL: Remove after three successful containment actions, one Margin 3+ action with a decisive countermeasure, or evacuation plus isolation of every affected zone. Attribute Damage and Strain only when the fiction permits harming the source; otherwise they do not remove it.

3/4 **HOOK**: A 3 may spread it one step; a 4 may expose a countermeasure, safe pocket, or route. Resolve one primary effect.

RESKIN: Fantasy - alchemical fire; Contemporary - industrial leak; Science Fiction - nanite bloom; Weird Horror - contagious shadow.

BALANCE: RED FLAG. Persistent hazardous zones can dominate a map; cap it at three zones and announce counterplay.

R28 - SURVEILLANCE NETWORK

USE: Cameras, informants, magical eyes, sensors, or social observation that turns presence into alert.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CORRELATE SIGHTINGS [E]. Choose one participant who acted openly or left evidence. Commit at least one of this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, apply SUSPECTED (1). If the Pattern activates, also learn the subject's current zone or likely next route. Each leftover 3 rolled by the subject moves the current alert clock by its normal amount plus their Suspected pips. Reduce Suspected by 1 after they establish convincing new cover; remove it when they leave the watched area.

REACTION: VERIFY IDENTITY [E], SPECIAL INTERFERENCE. Once per Round, interfere with concealment, disguise, forged access, or destruction of evidence. On a win, learn one true identifying detail even if the acting side achieves minimal effect. No nested window opens.

PRIORITY: Correlate the participant with the most repeated exposure, then protect stored evidence.

REMOVAL: Remove after three successful blind, spoof, or sever actions; one Margin 3+ action against its central node; or loss of every observing facet. Damage and Strain apply only to physical or social components that can suffer them. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may add a sighting; a 4 may reveal a blind spot, compromised observer, or central node. Resolve one effect.

RESKIN: Fantasy - mirror ward; Contemporary - camera and informant grid; Science Fiction - orbital sensor mesh; Weird Horror - portraits that gossip.

BALANCE: WATCH. Location knowledge and Suspected are strong only while an alert engine matters.

R29 - MOBILE TERRAIN

USE: A crowd, machinery, herd, storm cell, traffic flow, or living architecture that moves everyone around it.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SWEEP THE ZONE [S]. Choose one occupied route or nearby group of positions. On success, move one participant or unsecured object one nearby position with the flow. A directly unwilling target may make the ordinary direct reaction. This action never moves more than one primary subject without explicit area ability text.

REACTION: CLOSE AROUND THEM [N], SPECIAL DIRECT. When a participant tries to cross, hold position, or retrieve an object from the flow, Mobile Terrain may become the direct defender for the incoming action. On a Scene win, the participant gets minimal effect but ends in a worse nearby position chosen openly before comparison.

PRIORITY: Move the objective away from its claimant, then split participants who rely on each other.

REMOVAL: Remove after two successful redirect actions, one Margin 2+ command or control action, or reaching the Scene condition that stops the flow. Damage and Strain remove it only if the fiction makes the moving mass a harmable Agent; track them separately when used.

3/4 **HOOK**: A 3 may carry something away; a 4 may bring a route, helper, or useful object within reach. Resolve one effect.

RESKIN: Fantasy - panicked festival crowd; Contemporary - rush-hour traffic; Science Fiction - automated cargo stream; Weird Horror - hallway migration.

BALANCE: BASELINE. It moves one subject and always leaves a playable nearby position.

R30 - WATCH DEVICE

USE: A bomb, reactor, ritual engine, damaged core, unstable relic, or dangerous process with visible stages.

AXES: N 3, S 2, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Armor E 1 against technical interference that does not use a discovered access point. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SURGE [E]. Move the named Instability clock +1, then choose one visible symptom: heat, noise, distortion, sparks, pressure, or a brief loss of a nearby permission. This proactive action cannot cross more than one threshold.

REACTION: FAIL UNSAFELY, SPECIAL DIRECT. It may become the direct defender for the incoming action against disarm, repair, containment, theft, or shutdown. On a Scene win, the action gets minimal effect and Instability +1. On a loss, apply the action normally with no automatic clock movement.

PRIORITY: Surge whenever no one directly contains it; otherwise resist the current shutdown method.

REMOVAL: Remove after Instability reaches its safe lower limit, three successful shutdown actions, or one Margin 3+ action using the discovered master control. Direct Damage may raise Instability instead of removing it when announced before commitment. Strain does not apply.

3/4 **HOOK**: A 3 may raise Instability; a 4 may expose a control, safe vent, component, or evacuation window. Resolve one effect.

RESKIN: Fantasy - cracked summoning engine; Contemporary - damaged pressure vessel; Science Fiction - failing fusion core; Weird Horror - heart in a glass switchboard.

BALANCE: RED FLAG. The terminal threshold must change the Scene, not cause instant irreversible catastrophe from one random roll.

R31 - AMBUSHER

USE: Hidden first contact, sudden pressure, and a threat that must be located before it is pinned down.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. Begins UNSEEN (1). **Trigger**: add one Help Cluster to its first action that relies on remaining unseen. **Fade**: remove after that trigger or when it openly attacks. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: STRIKE FROM COVER [S]. While UNSEEN, choose one target the Ambusher can plausibly reach or see. Commit at least one of this Agent's Ready **Normal Dice** up to S 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary declared harm. If the Pattern activates, add 1 Strain after Margin. Remove UNSEEN after the action resolves.

REACTION: BREAK CONTACT [S], SPECIAL DIRECT. When chosen as the direct defender for the incoming action against an action that would locate, corner, or harm it, a win also moves it to nearby cover and reapplies UNSEEN (1). A loss reveals its position. No nested window opens.

PRIORITY: Strike the isolated participant, then move rather than trading blows.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may reveal the party's position; a 4 may expose the Ambusher's route, nest, or tell. Resolve one Scene effect.

RESKIN: Fantasy - cave stalker; Contemporary - concealed sniper; Science Fiction - active-camouflage hunter; Weird Horror - shadow between heartbeats.

BALANCE: WATCH. Reapplying UNSEEN requires winning the direct reaction and available cover.

R32 - PACK HUNTER

USE: Team pressure that becomes dangerous when another Agent has already engaged the target.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CLOSE THE RING [S]. Choose one participant already engaged by another active Agent. On success, move into a second angle and apply PACKED IN (1). **Trigger**: the next allied harmful action against the target before Round end may force Defense: S or W, chosen openly by the attacker; then remove the status. The target may decline to react. **Fade**: Round end or when no two allied Agents can reach the target.

REACTION: CHASE THE BREAK [S], SPECIAL INTERFERENCE. Once per Round, interfere with an engaged target's attempt to withdraw or regroup. On a win, the target reaches only a worse nearby position and PACKED IN does not fade from movement alone.

PRIORITY: Join an ally's target; never split off while an isolated target is available.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may tighten the ring; a 4 may separate one hunter or open a route through the pack. Resolve one effect.

RESKIN: Fantasy - wolf outrider; Contemporary - coordinated gang hunter; Science Fiction - pursuit drone; Weird Horror - many-legged sibling.

BALANCE: WATCH. Forced defense requires two active Agents and expires quickly.

R33 - BRUTE BEAST

USE: Large physical threat that charges, scatters, and damages the environment.

AXES: N 4, S 3, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Armor N 1 against direct physical force. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: CHARGE [N]. Choose one visible target with a clear route. On success, move into reach and inflict ordinary Damage. Margin 2+ also pushes the target one nearby position or knocks down one ordinary piece of cover. If the route is blocked, the obstacle becomes the target.

REACTION: THRASH [N], SPECIAL DIRECT. When surrounded, restrained, or directly grappled, it may be chosen for the incoming action's direct reaction using N instead of the ordinary opposite Axis. On a Scene win, it breaks one ordinary restraint or forces the attacker one nearby position away. No nested window opens.

PRIORITY: Charge the largest visible obstacle, loudest threat, or bearer of a provoking scent or signal.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may wreck terrain or provoke a charge; a 4 may reveal a soft flank, calming cue, or escape route. Resolve one effect.

RESKIN: Fantasy - cave bear; Contemporary - armored attack animal; Science Fiction - cargo-hauler beast; Weird Horror - cathedral bull.

BALANCE: BASELINE. Push occurs only on Margin 2+ and never moves multiple targets.

R34 - VENOMOUS CREATURE

USE: A mobile predator whose harm creates delayed pressure and treatment decisions.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: VENOM STRIKE [S]. Choose one reachable participant. Commit at least one of this Agent's Ready **Normal Dice** up to S 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success, inflict ordinary declared harm. If the Pattern activates, apply DRAINED (1), maximum 2. If this application actually increases DRAINED and is the first such increase on the target this Round, immediately move one Ready **Power Die** to Spent if available; an application lost to the cap or any later application that Round moves no die immediately. **Trigger**: during the next Turn refresh before **Power Dice** return Ready, keep up to its DRAINED pips of Spent **Power Dice** from returning Ready, then reduce DRAINED by 1. If no **Power Die** is Spent, reduce one pip with no other effect. **Fade**: treatment suited to the venom may remove one pip on success.

REACTION: COIL BACK [S], SPECIAL DIRECT. When directly targeted at reach, a successful direct reaction also moves it to a nearby open position. No nested window opens.

PRIORITY: Strike a target who has spent Power, then retreat behind terrain or another Agent.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Its DRAINED statuses persist until they fade.

3/4 **HOOK**: A 3 may contaminate a route or supply; a 4 may reveal an antidote source, shed skin, or safe behavior. Resolve one effect.

RESKIN: Fantasy - giant serpent; Contemporary - engineered attack animal; Science Fiction - toxin raptor; Weird Horror - glass-toothed widow.

BALANCE: WATCH. Power denial is capped at two pips and always decays.

R35 - REGENERATOR

USE: A persistent threat that must be contained, exhausted, or harmed faster than it heals.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: FEED THE WOUND [N]. Choose one reachable living, magical, or energetic source the Regenerator can consume. On success, convert one attributed Damage into attributed Strain or clear one attributed Strain. This does not restore, convert, or Ready any die in another Agent's Pool and cannot reduce either track below 0.

REACTION: ORDINARY DIRECT only. Use the normal opposite Axis and this Agent's own Ready **Normal Dice**. No support or interference reaction.

PASSIVE: REGENERATION. After Turn refresh and prevention effects, if it has at least one attributed Damage and its Ready **Power Die**, spend that **Power Die** to remove one attributed Damage. This does not convert or Ready any other die in this Agent's Pool.

PRIORITY: Seek a feeding source if injured; otherwise engage the participant able to contain or burn it.

REMOVAL: Remove when attributed Damage reaches 4 before REGENERATION resolves, attributed Strain reaches 4, or a printed containment action succeeds with Margin 2+. Track Damage and Strain separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may provide fuel or regrowth; a 4 may expose the healing source, taboo, or containment method. Resolve one effect.

RESKIN: Fantasy - troll veteran; Contemporary - adaptive bio-weapon; Science Fiction - self-repairing warform; Weird Horror - corpse that remembers tomorrow.

BALANCE: WATCH. Healing attributed harm increases persistence without restoring any Agent's spent dice or action opportunity.

R36 - SWARM

USE: Many small bodies acting as one meaningful Agent without dozens of turns or Pools.

AXES: N 3, S 3, E 3, W 3. Generalist. Axis total 12.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes. The Swarm is one Agent and grants one action.

ACTION: OVERWHELM [N]. Choose one participant or small zone the Swarm can reach. On success, inflict ordinary Strain and either fill the route with bodies until its next action or carry one unsecured small object one nearby position. It cannot affect multiple primary targets without explicit area text.

REACTION: FLOW AROUND [S], SPECIAL DIRECT. Against a direct action that lacks area, suitable Scale, or a method that can affect many bodies, a successful direct reaction also ignores the first 1 Damage of the original effect. Against suitable area or scaled action, this rider does not apply. No nested window opens.

PRIORITY: Surround the isolated target, occupy the goal, then carry away unsecured resources.

REMOVAL: Remove after 3 attributed Strain from one exchange; 3 attributed Damage from one suitable area or scaled exchange; or 5 accumulated Damage from other suitable attacks. Track separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may spread the Swarm into a route; a 4 may scatter it, reveal a lure, or expose its organizing center. Resolve one effect.

RESKIN: Fantasy - rat mass; Contemporary - coordinated flash mob; Science Fiction - repair microdrones; Weird Horror - teeth with no animal.

BALANCE: WATCH. Its protection is permission-based and disappears against a clearly suitable method.

R37 - MINION

USE: Fragile extra action pressure with simple behavior and a small owned Pool allocation.

AXES: N 2, S 2, E 2, W 2. Weak. Axis total 8.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: DOGPILE [N]. Choose one target already opposed by an allied Agent. On success, inflict ordinary Strain. Margin 2+ also keeps the target from changing zones until it wins a suitable action or the Minion is removed.

REACTION: ORDINARY DIRECT only. It may become the direct defender for the incoming action when it can intervene. Use the normal opposite Axis and this Agent's own Ready **Normal Dice**. No support or interference reaction.

PRIORITY: Assist the nearest active ally, hold the simplest route, or carry the obvious objective. Do not invent tactics.

REMOVAL: Remove after 2 Damage from one exchange or 2 Strain from one exchange, tracked separately. Attrition removes its Axes, later action, and every die it owns.

3/4 **HOOK**: A 3 may bring the Minion into a useful lane; a 4 may scare it, split it off, or expose its handler. Resolve one effect.

RESKIN: Fantasy - hired torchbearer; Contemporary - disposable lookout; Science Fiction - utility drone; Weird Horror - paper servant.

BALANCE: BASELINE. Low Axes and fragile removal offset the added action.

R38 - ELITE ENFORCER

USE: A named-grade combatant who combines force, mobility, and protection.

AXES: N 4, S 4, E 3, W 3. Elite. Axis total 14.

RESERVE/ARMOR: Combo 1; Armor N 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: DECISIVE FORCE [N or S]. Choose one reachable or visible target. Commit at least one of this Agent's Ready **Normal Dice** up to the chosen Axis and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary declared harm. If the Pattern activates, choose before comparison: +1 Damage after Margin, or move the target one nearby position if the action succeeds. Never gain both.

REACTION: PROFESSIONAL DEFENSE, SPECIAL DIRECT. When chosen as the direct defender for the incoming action, it may add Combo 1 and declare an Any-pair SPEND Pattern. If its side wins and the Pattern activates, move itself or the protected objective one nearby safe position after comparison. No nested window opens.

PRIORITY: Remove the participant most capable of changing the Scene, then secure the objective and leave.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may demonstrate its preparation; a 4 may expose a personal rule, escape route, or unsupported flank. Resolve one effect.

RESKIN: Fantasy - royal champion; Contemporary - veteran operator; Science Fiction - powered-armor ace; Weird Horror - immaculate executioner.

BALANCE: WATCH. Elite Axes, Armor, and a choice rider make this a named threat, not routine opposition.

R39 - SUPPORT ADEPT

USE: Healing, positioning, information, or morale support for other Agents without extra actions.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: SET THEM UP [W]. Choose one allied Agent that can perceive the support. Commit at least one of this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, give that Agent a held 2. It may spend the held 2 under the ordinary Help Another rule before Round end. It cannot spend it on the same roll that created it and cannot satisfy an ability Pattern.

REACTION: STEADY [W], SPECIAL SUPPORT. Once per Round, support an ally's direct reaction against fear, restraint, forced movement, or social pressure. On success, add ordinary Help only. No nested window opens.

PRIORITY: Support the Agent whose next action directly serves the Scene goal; avoid helping a side exchange with no stakes.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Every held 2 it created still expires at normal Round end.

3/4 **HOOK**: A 3 may disrupt coordination; a 4 may deliver aid, timing, or a clear signal. Resolve one effect.

RESKIN: Fantasy - battle cantor; Contemporary - tactical coordinator; Science Fiction - support intelligence; Weird Horror - nurse made of radio.

BALANCE: BASELINE. Support uses this Agent's action and creates only ordinary expiring Help.

R40 - ARTILLERY

USE: Announced area denial that gives everyone time to move, interfere, or exploit the shot.

AXES: N 4, S 2, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: MARK IMPACT [E]. Choose one visible small zone or landmark and place TARGETED (1). This requires a successful E action. At the start of the Artillery's next action opportunity, it may spend Power 1 to resolve IMPACT instead of rolling an action. Every participant still in the zone makes one unopposed S reaction with at least one Ready **Normal Die**. Third parties do not support or interfere. With 0 retained Clusters, take 2 N Damage; with 1, take 1 N Damage; with 2+, take none. Armor applies if it plausibly protects from the impact. Remove TARGETED after resolution.

REACTION: ORDINARY DIRECT only. Use the normal opposite Axis and this Agent's own Ready **Normal Die**. No support or interference reaction.

PRIORITY: Target a crowded objective or route, never a zone with no meaningful choice to leave.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange. Removing or disarming it before IMPACT removes TARGETED. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may make the marked zone harder to leave; a 4 may reveal cover, the firing origin, or a safe timing window. Resolve one effect.

RESKIN: Fantasy - siege mage; Contemporary - mortar team; Science Fiction - orbital spotter; Weird Horror - thunder that waits for a name.

BALANCE: RED FLAG. Area Damage is delayed, announced, and gives each target its own reaction.

R41 - NULLIFIER

USE: Counter one reserve, status, Power, or supernatural permission at a time.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: NULL CURRENT [E]. Choose one visible participant or Agent with a Combo reserve, Power reserve, or named active status. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to E 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, choose one: during the next Round's Combo refresh keep one Spent **Combo Die** from returning Ready; during the next Turn refresh keep one Spent **Power Die** from returning Ready; or suppress one status Trigger until the end of the next Round. Suppression does not remove pips or extend Fade.

REACTION: COUNTERSIGN [E], SPECIAL INTERFERENCE. It may interfere once per Round with an active Power or status application it can perceive. On a win, reduce the applied status by 1 pip or force the Power user to choose a different legal target. It cannot erase the action itself.

PRIORITY: Suppress the reserve or status most central to the current plan.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange. Its refresh denial resolves once if already applied; status suppression ends immediately on removal.

3/4 **HOOK**: A 3 may strengthen denial; a 4 may reveal the Nullifier's frequency, symbol, blind spot, or counter-pattern. Resolve one effect.

RESKIN: Fantasy - dispelling cantor; Contemporary - signal jammer; Science Fiction - anti-ability field tech; Weird Horror - silence wearing gloves.

BALANCE: RED FLAG. Reserve denial and trigger suppression are narrow, temporary, and limited by Power refresh.

R42 - SUMMONER

USE: A visible ritual, command, fabrication, or call that adds one prepared weak Agent.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: OPEN THE WAY [W]. Name one prepared R37 Minion skin, its preallocated reserve Pool, and a plausible entry point. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,2,3,4. SPEND. On success and activation, place that Minion immediately in the entry position and activate its Pool. It adds N 2/S 2/E 2/W 2 and one later action but adds no dice to the Scene Total. Only one Minion from this ability may exist. If one already exists, OPEN THE WAY cannot be declared.

REACTION: HOLD THE LINK [W], SPECIAL DIRECT. When an action would close the entry, banish the Minion, or break control, the Summoner may be chosen for the incoming action's direct reaction using W 4. On a loss, remove the Minion after the action resolves. No nested window opens.

PRIORITY: Add the Minion where it can hold a route or objective, then stay protected rather than attack.

REMOVAL: Remove after 2 Damage from one exchange or 2 Strain from one exchange. Its summoned Minion remains only until Round end, then disappears or flees. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may widen the unstable opening; a 4 may reveal or sever the link. Resolve one effect.

RESKIN: Fantasy - imp caller; Contemporary - remote-drone dispatcher; Science Fiction - fab-pod operator; Weird Horror - parent of temporary people.

BALANCE: RED FLAG. One extra Agent changes action pressure; never permit more than one from this ability.

R43 - ILLUSIONIST

USE: Misdirection that changes perceived routes, identities, and threats without rewriting settled facts.

AXES: N 2, S 3, E 2, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: FALSE CERTAINTY [W]. State one plausible false sensory detail about a nearby route, object, or Agent. Commit at least one of this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, the detail is credible until tested. If the Pattern activates, apply MISLED (1) to one observer. **Trigger**: before that observer acts directly on the false detail, reduce its Normal commitment cap by 1, minimum 1, then remove MISLED. **Fade**: decisive contradictory evidence or Scene end.

REACTION: MIRROR THE THREAT [S], SPECIAL DIRECT. When directly targeted by someone who has not pierced the current illusion, it may react with S instead of the normal opposite Axis. On a Scene win, move the apparent source one nearby position; the real Illusionist does not move.

PRIORITY: Hide the route or subject most important to the Scene goal, then make a harmless thing look urgent.

REMOVAL: Remove after 3 Damage from one exchange, 3 Strain from one exchange, or public proof that reveals its real position and method. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may add a disturbing false detail; a 4 may reveal an inconsistency or the true source. Resolve one effect.

RESKIN: Fantasy - glamour mage; Contemporary - projection and stagecraft expert; Science Fiction - holographic deceiver; Weird Horror - lie cast by empty clothes.

BALANCE: WATCH. Illusions create testable fictional claims and one cap penalty, never retroactive reality.

R44 - POSSESSOR

USE: Invasive influence that pressures choices through a visible status instead of taking control from a player.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: RIDER IN THE MIND [W]. Choose one participant able to perceive the Possessor or touch its medium. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, apply URGED (1), maximum 2, and state one immediate non-suicidal urge tied to the Scene. **Trigger**: when the target acts directly against that urge, inflict 1 Strain and reduce URGED by 1. The target keeps complete control and may act against it. **Fade**: at 0, Scene end, removal of the Possessor, or successful cleansing.

REACTION: SPEAK THROUGH [W], SPECIAL INTERFERENCE. Once per Round, interfere with an action to expose, cleanse, or isolate it from a target carrying URGED. On a win, the action gets minimal effect and one URGED pip remains.

PRIORITY: Apply an urge that separates the group, preserves its medium, or delays the current goal.

REMOVAL: Remove after 3 Damage or 3 Strain from one exchange against its actual medium, or a successful Margin 2+ cleansing action. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may strengthen an urge; a 4 may reveal the medium, voice, taboo, or safe cleansing method. Resolve one effect.

RESKIN: Fantasy - oath parasite; Contemporary - coercive handler; Science Fiction - neural hijacker; Weird Horror - second thought with teeth.

BALANCE: RED FLAG. It never dictates player action; it prices refusal with limited, decaying Strain.

R45 - TELEPORTER

USE: Sudden repositioning, inaccessible routes, rescues, and attacks from impossible angles.

AXES: N 2, S 4, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: STEP BETWEEN [S]. Choose an unoccupied point the Teleporter can perceive within a nearby zone. Commit and roll the Ready **Power Die** with this Agent's Ready **Normal Dice** up to S 4. **Pattern**: P1,1. SPEND. On activation, move there regardless of the contest; the action still needs success to carry an unsecured object, escape a restraint, or bring a willing adjacent subject. It cannot enter a sealed point it cannot perceive.

REACTION: BLINK [S], SPECIAL DIRECT. When chosen as the direct defender for the incoming action against a harmful action, it may commit and roll the Ready **Power Die** with its own Ready **Normal Dice**. **Pattern**: P1,1. SPEND. If the Pattern activates, move to a nearby perceived open point after the reaction resolves, whether the side wins or loses. The original action still resolves against it.

PRIORITY: Reach an exposed objective, free route, or vulnerable back line; preserve Power if immediate escape matters more.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange, tracked separately. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may distort or obstruct a destination; a 4 may expose an anchor point or safe line of sight. Resolve one effect.

RESKIN: Fantasy - door-step sorcerer; Contemporary - prototype translocator; Science Fiction - blink commando; Weird Horror - person between frames.

BALANCE: WATCH. Teleport bypasses engagement but not perception, sealed destinations, or action consequences.

R46 - SHAPESHIFTER

USE: An adaptable threat that changes one role-facing method while keeping one fixed chassis and action count.

AXES: N 3, S 3, E 3, W 3. Generalist. Axis total 12.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: ADOPT FORM [W]. Choose FORCE, SPEED, SENSE, or VOICE. Spend the Ready **Power Die**; no roll is required. Until the next Turn start, record one form permission: FORCE can harm structures as a suitable tool; SPEED can cross one ordinary obstacle during movement; SENSE can perceive one named hidden trace type; VOICE can imitate one heard voice but not its memories or authority. Only one form applies.

REACTION: SHED THE ANSWER [S], SPECIAL DIRECT. When directly targeted by an action its current form could plausibly evade, it may use S for the direct reaction instead of the normal opposite Axis. After comparison, the current form ends. No nested window opens.

PRIORITY: Adopt the form that reaches the current goal, not a new form merely to cancel every threat.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately. Form changes never clear harm or statuses. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may reveal an inhuman tell or unstable feature; a 4 may expose the true body, a favored form, or a constraint. Resolve one effect.

RESKIN: Fantasy - skinchanger; Contemporary - adaptive infiltrator; Science Fiction - morphic organism; Weird Horror - person-shaped question.

BALANCE: WATCH. Each form grants one narrow permission and never changes Axes, Pool, or action count.

R47 - LIVING PORTAL

USE: A route as an Agent: moving door, gate intelligence, wormhole, elevator, ferry, or hungry threshold.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Armor E 1 against attempts made without discovering its operating rule.
NORMAL POOL: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

ACTION: REDIRECT PASSAGE [E]. Choose one participant, unsecured object, or route currently touching or using the Portal. On success, send that one primary subject to one of two prepared destinations announced when the Portal enters the Scene. An unwilling participant receives the ordinary direct reaction. It cannot invent a third destination.

REACTION: REFUSE ENTRY, SPECIAL DIRECT. It may become the direct defender for the incoming action against passage, control, repair, or closure. On a Scene win, the traveler remains on the current side and learns one visible clue about the operating rule.

PRIORITY: Route traffic toward the destination that protects its heart, owner, or instruction.

REMOVAL: Remove after three successful control or closure actions, one Margin 3+ action using its discovered rule, or 4 accumulated Damage to a physical anchor. Strain does not apply unless it is a social or living threshold. Attrition removes this Agent and every die it owns.

3/4 **HOOK**: A 3 may switch the active destination or strand an unsecured object; a 4 may reveal timing, destination truth, or the operating rule. Resolve one effect.

RESKIN: Fantasy - moon gate; Contemporary - autonomous secure elevator; Science Fiction - transit aperture; Weird Horror - door walking on fingers.

BALANCE: WATCH. It moves one subject between two prepared destinations and always permits resistance.

R48 - FATE DISTORTER

USE: Direct interaction with the current Scene's printed leftover 3 and 4 effects.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1; Charges 2 for the Scene. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

REACTION: BANK THE OMEN [E], SPECIAL POST-DIVISION. **Trigger**: after any participant divides a roll and before one leftover 3 or 4 resolves. The Fate Distorter must spend its unused action opportunity for this Round, then commit and roll the Ready **Power Die**. **Pattern**: P3,3 or P4,4, matching that face. SPEND. Spend 1 Charge only if the Pattern activates. On activation, place that one Straggler on this Agent instead of resolving it. It can hold only one. Before a later roll resolves, release it as though the current roller produced that face; resolve the current Scene's printed effect. Release is not an action or reaction and opens no window.

REACTION: REVISE [E], SPECIAL INTERFERENCE - POST-DIVISION. **Trigger**: after a roll is divided and before one leftover 3 or 4 resolves. The Fate Distorter must spend its unused action opportunity for this Round; if none remains, it cannot react. Commit and roll the Ready **Power Die**. **Pattern**: P4,4. SPEND. Spend 1 Charge only if the Pattern activates. On activation, reverse that targeted leftover face, 3 to 4 or 4 to 3, then resolve the current Scene's printed effect. It cannot undo a threshold consequence already resolved.

PRIORITY: Hold a dangerous face near a threshold; release an opening when it changes the Scene.

REMOVAL: Remove after 3 Damage from one exchange or 3 Strain from one exchange. A held face is discarded on removal. Charges never refresh during the Scene.

3/4 **HOOK**: This is the hook. State the active 3 and 4 effects before using the Agent.

RESKIN: Fantasy - omen thief; Contemporary - impossible probability analyst; Science Fiction - causality engine; Weird Horror - child carrying yesterday's dice.

BALANCE: RED FLAG. It edits scene-facing Stragglers directly and is limited to two nonrefreshing Charges.

NAMED NPCS

These people and presences use the Role chassis above but print every needed mechanic again. Put one into a Scene as a named Agent and assign its fixed Pool from the Scene Total. It spends only its own dice and grants one proactive action per Round. Named removal uses accumulated attributed harm unless an entry says otherwise; core Damage defeat still occurs when **Damage Dice** equal its fixed Pool.

No1 - DELLA ROOK, FAVORS BROKER

ROLE CHASSIS: R18 Broker.

USE: A connected dealmaker who can turn an impossible route into a debt.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Every dangerous person in the district to owe her one survivable favor.

FEAR: A written ledger connecting her to the people she quietly protects.

OFFER: Access, a clean identity, an ordinary scarce item, or a meeting within the Scene.

LEVERAGE: She knows which official, guild, gang, or system accepts unofficial instructions.

TELL: She names the price before admitting she has the resource.

PROTECTED RELATIONSHIP: Her younger courier, Kit, who believes Della runs a legitimate delivery office.

LINE NOT CROSSED: She will not sell a client directly to someone known to kill prisoners.

ACTION: PRODUCE THE CONNECTION [W]. Name one plausible contact, route, permit, ordinary item, or piece of access. Commit and roll Ready Power 1 with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, it exists and is reachable; Della names one debt, exposure, delay, or concrete price. She cannot create a unique artifact or erase the Scene goal.

REACTION: SWEETEN THE DEAL [E], SPECIAL SUPPORT. Once per Round, support a bargain involving a resource she controls. On success, add ordinary Help only. No nested window.

DEFAULT TACTIC: Make the fastest useful offer, then retreat behind the person most invested in accepting it.

CONCESSION: She waives payment if the group safely removes Kit from immediate danger.

ESCAPE CONDITION: A credible promise protects her records and gives her a route out.

STATUS **HOOK**: DEBT MARKED (1). Apply when someone accepts her resource without paying now. Trigger when Della calls in one narrow favor; the marked subject may perform it or take 1 Strain, then remove the status. Fade when the debt is paid, forgiven, or made impossible by Della's betrayal.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or loss of her network in this Scene. Track harm separately; Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she later warns of a creditor. Recruited - she supplies one access route but keeps her own agenda. Exposed - her clients scatter and the next Scene gains a Records or Pursuit Agent. Humiliated - she refuses direct revenge and sells the group's habits to a rival.

BALANCE: WATCH. Resource creation is plausible, requires one concrete cost or obligation stated before acceptance, and is limited to one Scene.

N02 - CAPTAIN SORO VENN, LAST ON WATCH

ROLE CHASSIS: R07 Sentry.

USE: A tired but observant guard who would rather prevent disaster than win a fight.

AXES: N 3, S 2, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1; Armor W 1 from rank and trusted uniform. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Finish the watch with everyone alive and the sealed place still sealed.

FEAR: Discovering that the order he follows was written to hide a crime.

OFFER: Escort, temporary supervised access, or a quiet chance to leave.

LEVERAGE: Every guard on this shift knows his whistle and follows one clear order.

TELL: He rubs old ink from his thumb whenever an order does not make sense.

PROTECTED RELATIONSHIP: Archivist Sena Venn, his estranged sister inside the guarded place.

LINE NOT CROSSED: He will not fire into a crowd or abandon a trapped subordinate.

ACTION: CHALLENGE [W]. Choose one visible stranger. On success, they must stop and answer, withdraw, or become SUSPECTED (1). SUSPECTED **trigger**: each leftover 3 rolled by the subject moves the active alert clock by its normal amount plus their Suspected pips. **Fade**: reduce Suspected by 1 after they establish convincing new cover; remove it when they leave the watched area.

REACTION: SOUND ALARM [E], SPECIAL INTERFERENCE. Once per Round, interfere with passage, concealment, sabotage, or false authority using E 4 and this Agent's Ready **Normal Dice**. If Venn's side wins, apply ordinary failure and alert +1. No nested window.

DEFAULT TACTIC: Challenge first, move witnesses to safety second, call help only if someone forces the issue.

CONCESSION: Proof that Sena or civilians are endangered earns supervised entry.

ESCAPE CONDITION: He withdraws with surviving guards when the sealed place is already lost or his command is proven criminal.

STATUS **HOOK**: SUSPECTED (1), as printed above. A convincing official record or Sena's testimony clears it with a successful action.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or a public order from legitimate authority he accepts. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - he gives one honest warning. Recruited - he brings one R37 Minion guard; include it in the next Scene roster and Pool allocation rather than adding free dice. Exposed - he arrests his own superior if shown proof. Humiliated - he hardens the next checkpoint but refuses a personal vendetta.

BALANCE: WATCH. Clock movement is attached to one interference win.

N03 - ORIS FLINT, BREACHER FOR HIRE

ROLE CHASSIS: R01 Breaker.

USE: A demolition specialist whose professionalism is more reliable than his employer.

AXES: N 4, S 3, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Complete one legendary breach and retire with his crew paid.

FEAR: Being remembered as the brute who brought a building down on workers.

OFFER: A safe opening, structural advice, or refusal to execute a reckless order.

LEVERAGE: He has mapped the weak seam in the current barrier, vehicle, or structure.

TELL: He taps surfaces and counts under his breath while anyone else talks.

PROTECTED RELATIONSHIP: His two-person hauling crew, Mave and Little Thom.

LINE NOT CROSSED: He will not collapse an occupied structure without a visible evacuation route.

ACTION: SMASH THROUGH [N]. Choose one reachable participant, Simple Object, cover source, or facet. Commit this Agent's Ready **Normal Dice** up to N 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary harm. If the Pattern activates, add 1 Damage after Margin or remove one ordinary cover source. Against an object or facet, open a clear breach instead when appropriate.

REACTION: ORDINARY DIRECT only, using the normal opposite Axis and this Agent's own Ready **Normal Dice**. No support or interference reaction.

DEFAULT TACTIC: Break the route, not the person; after a breach, order everyone clear of secondary failure.

CONCESSION: Guarantee his crew's pay and safe exit; he will stop attacking and explain the structure.

ESCAPE CONDITION: His crew reaches the extraction route or the job violates his line.

STATUS **HOOK**: EXPOSED [N] (1). A Margin 2+ inspection of Oris's prepared breach may apply it to the structure, maximum 2. **Trigger**: the next time the structure's Armor N would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Fade at 0 or Scene end; suitable repair removes one pip on success.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or decisive proof his crew is being used as expendable bait. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - he marks a future weak point. Recruited - he can replace one Locked Barrier with an easier profile if given preparation. Exposed - his employer denies him and becomes vulnerable to testimony. Humiliated - he challenges the group to solve the next barrier without force.

BALANCE: BASELINE. He uses the standard Breaker rider and a named moral exit.

N04 - SISTER HALCYON, STREET SURGEON

ROLE CHASSIS: R22 Medic.

USE: A healer controlling a neutral treatment site while both sides need her.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Keep her clinic neutral and obtain enough supplies for the next wave of wounded.

FEAR: One faction claiming the clinic and making every patient a target.

OFFER: Field care, a diagnosis, safe shelter for one Turn, or identification of a toxin.

LEVERAGE: She knows who was treated, what hurt them, and which injuries do not match the official story.

TELL: She speaks gently until someone threatens a patient; then every word becomes exact.

PROTECTED RELATIONSHIP: Every current patient, including enemies.

LINE NOT CROSSED: No violence in the treatment room and no removal of a patient without consent.

ACTION: FIELD CARE [E]. Choose one reachable subject with supplies. Commit this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, convert one **Damage Die** to a Spent **Normal Die**, return one Strained **Normal Die** to Spent, or remove one BURNING, DRAINED, or HESITANT pip when treatment fits. Once per subject per Turn.

REACTION: STAY WITH ME [W], SPECIAL SUPPORT. Once per Round, support a direct reaction against injury, poison, panic, or collapse. Add ordinary Help on success. No nested window.

DEFAULT TACTIC: Stabilize whoever is nearest removal, then force the combatants to choose whether to violate neutrality.

CONCESSION: She shares records when doing so directly prevents another injury.

ESCAPE CONDITION: The patients have a safe route or every armed participant leaves.

STATUS **HOOK**: ANCHORED (1). Apply to a treated subject who agrees to remain still. **Trigger**: when an effect would forcibly move them, spend the pip to reduce that movement by one cell or roughly 10 feet. Fade at 0 or Scene end; voluntary movement removes all remaining pips.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or the clinic's neutrality becomes impossible to maintain. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she later treats one consequence without asking allegiance. Recruited - she travels only until the immediate wounded are safe. Exposed - proof she concealed a patient draws a hostile Search Scene. Humiliated - the neighborhood closes ranks against the group.

BALANCE: WATCH. Healing is canonical and capped once per subject per Turn.

N05 - PELL ARDEN, KNIFE SAINT

ROLE CHASSIS: R02 Duelist.

USE: A celebrated challenger who uses ritual combat to contain wider violence.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Prove that one clean contest can settle what armies would ruin.

FEAR: Learning that the audience wants blood more than justice.

OFFER: Single combat, safe passage for everyone else, or testimony from the defeated.

LEVERAGE: The surrounding fighters will honor a challenge Pell recognizes.

TELL: Pell apologizes to a blade before drawing it.

PROTECTED RELATIONSHIP: Dara, the opponent who once spared Pell and now leads the other side.

LINE NOT CROSSED: No attack on spectators, seconds, healers, or a surrendered opponent.

ACTION: CALL OUT [W]. Choose one participant able to perceive Pell. On success, apply HESITANT (1), adding one pip. **Trigger**: use the actual-Strain HESITANT timing above. The target can clear one pip immediately by accepting, declining publicly, or naming a different fair stake.

REACTION: TURN THE BLADE [S], SPECIAL DIRECT. When chosen for the direct reaction against reachable harm, add Combo 1. **Pattern**: Any pair. SPEND. If Pell's side wins and activates, inflict 1 Strain on the attacker. No nested window.

DEFAULT TACTIC: Challenge the person making the largest threat and keep every exchange within view of witnesses.

CONCESSION: Pell accepts a nonviolent test that risks equal reputation.

ESCAPE CONDITION: The challenge is dishonored by outside violence or Dara is placed in mortal danger.

STATUS **HOOK**: AXIS-LOCKED [S] (1). On a Margin 2+ successful feint, apply it. **Trigger**: the target's next direct defensive reaction must use S instead of its normal opposite Axis or printed defense choice, then remove it. The target may decline to react and preserve the pip. Fade at Scene end or after a successful suitable reorientation action.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, surrender after losing two consecutive direct exchanges, or public proof the contest cannot decide the stated issue.

OUTCOMES: Spared - Pell names the true instigator. Recruited - Pell joins for one clearly bounded confrontation. Exposed - the audience rejects the ritual's sponsor. Humiliated - Pell becomes colder but challenges only the humiliator, not their allies.

BALANCE: WATCH. Forced defense is one pip and public refusal remains possible.

N06 - NIA GLASS, FRIENDLY INTRUDER

ROLE CHASSIS: R20 Hacker.

USE: A cheerful system trespasser who already has one foot inside everyone's secrets.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Open one impossible system and leave proof that no lock deserves worship.

FEAR: Her access being used to disappear ordinary people.

OFFER: One HACK pip, a scrubbed record, an opened route, or the identity of a silent administrator.

LEVERAGE: She holds a harmless-looking maintenance credential accepted by the current system.

TELL: She compliments security immediately before describing its worst mistake.

PROTECTED RELATIONSHIP: An anonymous system administrator called Bluejay, whose messages taught her the network.

LINE NOT CROSSED: She will not alter medical, life-support, or shelter records to harm dependents.

ACTION: BREACH [E]. Name one accessible system. Commit this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply HACK [SYSTEM] (1), maximum 3. Spend one pip for one narrow operation the system could normally perform. HACK grants no unrelated knowledge.

REACTION: COUNTER-INTRUSION [E], SPECIAL INTERFERENCE. Once per Round, interfere with a system action, reset, repair, or hostile HACK. On a win, cancel one incoming HACK pip or remove one hostile pip. No nested window.

DEFAULT TACTIC: Open a route, copy evidence, and leave a false sign that points toward a powerful guilty party.

CONCESSION: She closes access if shown that Bluejay or uninvolved dependents face immediate harm.

ESCAPE CONDITION: One unmonitored route opens or she can trade her maintenance credential for safe exit.

STATUS **HOOK**: HACK [SYSTEM] (X), as printed above. ICE [SYSTEM] removes HACK one-for-one before either side spends pips.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or a full system isolation that breaks her access. Existing HACK pips remain until spent or reset.

OUTCOMES: Spared - she leaves a one-use access credential. Recruited - she joins one intrusion but insists on seeing the target's human cost. Exposed - Bluejay severs contact and launches a Trace Scene. Humiliated - she publishes the humiliator's least dangerous embarrassing secret.

BALANCE: WATCH. Every HACK pip has one named system and one narrow operation.

N07 - MARSHAL TOMA KADE, PATIENT JAILER

ROLE CHASSIS: R10 Jailer.

USE: A lawful captor who treats escape as a problem to solve, not a reason for cruelty.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1; Armor N 1 from restraint coat. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Deliver the correct prisoner alive to an open hearing.

FEAR: Discovering that the warrant was manufactured after the arrest.

OFFER: Surrender terms, separate custody from a hostile faction, or a public hearing instead of secret transfer.

LEVERAGE: She has the signed route, schedule, and names of everyone responsible for custody.

TELL: She reads every warrant aloud, including inconvenient clauses.

PROTECTED RELATIONSHIP: Her former prisoner, Advocate Jori, who now audits her arrests.

LINE NOT CROSSED: No disappearance, no punishment before hearing, and no bound prisoner used as bait.

ACTION: CLAP IN IRONS [N]. Target one reachable participant already HESITANT, EXPOSED, or cornered. Commit this Agent's Ready **Normal Dice** up to N 4 and Combo 1. **Pattern**: Any pair. SPEND. On success and activation, apply BOUND (1), naming the restraint. The target cannot voluntarily change position unless an ability explicitly ignores BOUND; it may still act and react when the fiction permits. A successful N or S action against the restraint removes one pip; suitable aid, release, or destruction of the restraint removes all pips.

REACTION: GUARD THE CAPTIVE [W], SPECIAL INTERFERENCE. Once per Round, interfere with freeing, moving, or equipping a captive using W 3. No nested window.

DEFAULT TACTIC: State surrender terms, isolate the objective carrier, then bind only after refusal or flight.

CONCESSION: Credible evidence of a false warrant pauses custody for one Round and opens negotiation.

ESCAPE CONDITION: The hearing route is destroyed, the warrant is disproven, or Advocate Jori orders an audit she trusts.

STATUS **HOOK**: BOUND (1), as printed above. The restraint is a targetable item; one suitable successful N or S action removes one pip, while release or destruction removes all pips.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or public invalidation of her authority. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she later testifies to fair treatment. Recruited - she escorts one dangerous captive but follows her own law. Exposed - she arrests the warrant's author. Humiliated - she becomes exacting and brings witnesses to every later exchange.

BALANCE: WATCH. Binding requires setup and clear item counterplay.

No8 - PROFESSOR CINDER VALE, FAILURE CARTOGRAPHER

ROLE CHASSIS: R19 Analyst.

USE: A brilliant analyst who maps how plans fail and sells the map to whoever listens.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Observe a plan survive the exact failure point she predicted.

FEAR: Being correct too late to save anyone again.

OFFER: An Agent's highest Axis, one reserve, a threshold, a likely priority, or a diagram of the safest sequence.

LEVERAGE: She has reconstructed the current opposition from discarded orders, damage, and timing.

TELL: She draws exits before faces.

PROTECTED RELATIONSHIP: A reckless field student named Ro, who treats her warnings as dares.

LINE NOT CROSSED: She will not conceal a lethal risk to preserve an experiment.

ACTION: READ THE SYSTEM [E]. Choose one visible Agent, facet, station, or clock. On success, learn its highest cardinal Axis and one: reserve or Armor; removal rule; next threshold; or next-action priority. Margin 2+ reveals two choices.

REACTION: UPDATE THE MODEL [E], SPECIAL SUPPORT. Once per Round, support an ally acting directly on information she revealed. Add ordinary Help on success. No nested window.

DEFAULT TACTIC: Reveal the next threshold, move behind the safest participant, then make the opposition demonstrate its pattern.

CONCESSION: If the group protects Ro or proves a safer route, Cinder shares all currently verified notes.

ESCAPE CONDITION: Her model predicts a terminal trap and nobody will change course; she leaves a marked warning.

STATUS **HOOK**: EXPOSED [E] (1). After READ THE SYSTEM gets Margin 2+, apply it to the studied Agent, maximum 2. **Trigger**: the next time the Agent's Armor E would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Fade at 0 or Scene end; a successful suitable repair or new cover removes one pip.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or destruction of her notes plus loss of line of observation. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she mails a corrected diagram. Recruited - she supports one operation but refuses improvisation without new evidence. Exposed - a past client tries to erase her archive. Humiliated - she models the group's habits and gives the result to Ro, not an enemy.

BALANCE: WATCH. EXPOSED requires a strong analysis result and matters only when the target has applicable Armor E.

N09 - MOSS-OF-NINE, THE RETURNING BODY

ROLE CHASSIS: R35 Regenerator.

USE: A wounded immortal who may be threat, witness, or exhausted survivor.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: End the cycle that rebuilds Moss whenever the Ninth Root is fed.

FEAR: Dying near someone innocent and waking in their shape.

OFFER: Knowledge from previous deaths, passage through lethal terrain, or a sample that identifies the regeneration source.

LEVERAGE: Moss remembers every route through the current danger, but not always which life learned it.

TELL: Moss counts scars that are no longer visible.

PROTECTED RELATIONSHIP: The groundskeeper who burns every failed body and asks no questions.

LINE NOT CROSSED: Moss will not feed regeneration with another person's life or identity.

ACTION: FEED THE WOUND [N]. Choose one reachable source Moss can safely consume. On success, convert one attributed Damage to attributed Strain or clear one attributed Strain. No die in another Agent's Pool is restored.

REACTION: ORDINARY DIRECT only, using the normal opposite Axis and this Agent's own Ready **Normal Dice**.

PASSIVE: REGENERATION. After Turn refresh and prevention effects, if Moss has attributed Damage and Ready Power 1, spend it to remove one attributed Damage. It does not restore Scene Total dice.

DEFAULT TACTIC: Absorb the route's danger, identify the source feeding the cycle, then demand help destroying it.

CONCESSION: Proof that the group can sever the Ninth Root makes Moss surrender, guide, or cooperate.

ESCAPE CONDITION: The Root calls from another zone or Moss reaches 3 Damage and sees no containment plan.

STATUS **HOOK**: CAUTERIZED (1). Apply through a successful suitable fire, acid, ward, or containment action. **Trigger**: during the next Turn refresh, before REGENERATION, mark Moss's REGENERATION prevented for that Turn, then remove CAUTERIZED. **Fade**: also remove if the named cauterizing source is cleared before that refresh.

REMOVAL: Remove when Damage reaches 4 before regeneration, Strain reaches 4, or a Margin 2+ containment action succeeds. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - Moss reveals one previous-life route. Recruited - Moss can cross one lethal boundary but risks the Root's call. Exposed - the groundskeeper is targeted by collectors. Humiliated - Moss leaves rather than retaliate and stops sharing memories.

BALANCE: WATCH. Regeneration changes this Agent's harm only and never affects another Agent's Pool.

N10 - TAMSIN VALE, MINISTER OF ALMOST TRUE

ROLE CHASSIS: R14 Deceiver.

USE: A public liar whose falsehoods contain enough truth to be dangerous.

AXES: N 2, S 3, E 2, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Keep the city calm until she can move evidence beyond her patron's reach.

FEAR: The truth arriving before people have a safe way to act on it.

OFFER: A controlled confession, official credentials, or a false announcement that buys one Round.

LEVERAGE: She controls the seal, channel, or ritual by which the public recognizes authority.

TELL: Every lie begins with a fact no one expected her to admit.

PROTECTED RELATIONSHIP: Clerk Bas, who archived the original orders and believes Tamsin betrayed them.

LINE NOT CROSSED: She will not falsely accuse a powerless stranger to protect an official.

ACTION: BORROWED AUTHORITY [W]. State one plausible false role, order, credential, or relationship. Commit this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, it survives casual scrutiny. If activated and a named alert clock exists, apply SUSPECTED (1) to one competing identity. If no alert clock exists, apply HESITANT (1) instead; use the actual-Strain HESITANT timing above.

REACTION: CHANGE THE SUBJECT [S], SPECIAL INTERFERENCE. Once per Round, interfere with exposing her current lie. On a win, the acting side gets one true clue but the lie remains usable until another action connects it. No nested window.

DEFAULT TACTIC: Admit a lesser truth, redirect attention to the immediate hazard, and move the evidence.

CONCESSION: A safe public route for the evidence earns the full confession.

ESCAPE CONDITION: Bas is safe and one copy of the orders leaves the Scene.

STATUS **HOOK**: SUSPECTED (1). Each leftover 3 rolled by the subject moves the named alert clock by its normal amount plus their Suspected pips. Reduce Suspected by 1 after a convincing new cover is established; remove it when the subject leaves the watched area.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or decisive public proof connecting her to the current lie. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she sends the real orders. Recruited - she lends one false identity and later demands public correction. Exposed - her patron sends an R38 Elite Enforcer. Humiliated - she tells an ugly truth at the worst useful time.

BALANCE: WATCH. The false authority is testable and cannot create new legal power.

N11 - BROTHER CANDLE, KEEPER OF SMALL TABOOS

ROLE CHASSIS: R23 Occultist.

USE: A gentle ritual expert guarding a terrible boundary with rules that sound ridiculous until broken.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Keep one forgotten promise intact until the thing beneath it can be safely named.

FEAR: Becoming so protective of the rule that he forgets the people it protects.

OFFER: A true taboo, a one-exchange seal, or a safe question to ask the manifestation.

LEVERAGE: He knows which harmless-looking action opens the boundary.

TELL: He extinguishes a candle whenever someone speaks a name that is not theirs.

PROTECTED RELATIONSHIP: The skeptical child who inherited the boundary and wants a normal life.

LINE NOT CROSSED: He will not sacrifice a person to preserve a ritual object.

ACTION: NAME THE TABOO [E]. Choose one visible supernatural effect, creature, curse, or threshold. On success, ask one question about source, required condition, traditional weakness, price, or next stage. The 4Caster answers honestly from evidence. Margin 2+ identifies one ordinary action that can test it.

REACTION: SEAL THE THRESHOLD [NE], SPECIAL INTERFERENCE. Commit and roll Ready Power 1 with this Agent's Ready **Normal Dice** up to NE 3. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On a successful interference and activation, the supernatural action cannot cross one named nearby threshold or touch one prepared subject in this exchange. No nested window.

DEFAULT TACTIC: State the taboo, protect the child, and let violators see one consequence before escalating.

CONCESSION: A credible replacement for the boundary earns access and the true name fragment.

ESCAPE CONDITION: The child is removed from danger or the promise is already irreversibly broken.

STATUS **HOOK**: ANCHORED (1). Apply to one prepared subject. **Trigger**: when an effect would forcibly move them, spend the pip to reduce that movement by one cell or roughly 10 feet. Fade at 0 or Scene end; voluntary movement removes all remaining pips.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or destruction of his ritual shelter. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - he leaves a taboo written plainly. Recruited - he protects one threshold, never a whole expedition. Exposed - the inheritors demand the ritual's hidden cost be confronted. Humiliated - he leaves, and the child copies the group's disrespect.

BALANCE: WATCH. One-exchange permission denial has Power cost and low cap.

N12 - OXBOW JUNE, THE QUIET SHOT

ROLE CHASSIS: R03 Shooter.

USE: A patient marksman who controls a route but does not want a body count.

AXES: N 4, S 2, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Recover one stolen case without revealing who originally owned it.

FEAR: The case being opened in a populated place.

OFFER: Safe withdrawal, covering fire, or the location of a route she refuses to shoot through.

LEVERAGE: Every exposed crossing in the Scene is already measured.

TELL: June fires warning shots into objects people were about to touch.

PROTECTED RELATIONSHIP: A retired quartermaster who believes the case was destroyed years ago.

LINE NOT CROSSED: She will not shoot through a bystander, medic, captive, or unknown container.

ACTION: MEASURED SHOT [N]. Choose one visible target in plausible line of sight. Commit this Agent's Ready **Normal Dice** up to N 4 and optionally Combo 1. **Pattern**: Any pair. TRIGGER. On success, inflict ordinary declared harm. If activated and the target defended with S, apply EXPOSED [S] (1), maximum 2. **Trigger**: the next time the target's Armor S would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Fade at 0 or Scene end; suitable repair or new cover removes one pip on success.

REACTION: COVERING FIRE [E], SPECIAL INTERFERENCE. Once per Round, interfere with movement across a visible open route using E 3. On a win, the actor gets minimal movement but cannot reach a superior firing or escape position. No nested window.

DEFAULT TACTIC: Pin the case carrier's route, shoot equipment before bodies, and relocate when her nest is identified.

CONCESSION: A sealed transfer to the quartermaster or proof the case is safe makes her stand down.

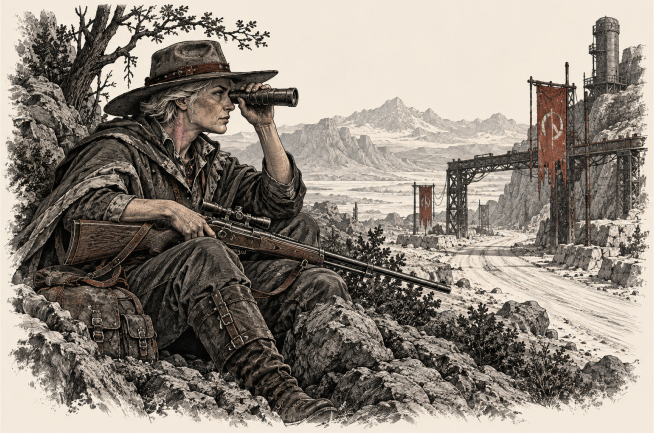
ESCAPE CONDITION: The case leaves her line of sight in a sealed container or a protected person enters the line of fire.

STATUS **HOOK**: EXPOSED [S] (1), as printed above.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or successful surrender terms that secure the case. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - she marks one future safe crossing. Recruited - she covers one route but will not pursue. Exposed - the case's original owner sends collectors. Humiliated - June stops warning and targets equipment with exacting persistence.

BALANCE: WATCH. Her route control is visible and leaves minimal movement on a successful interference.



N13 - KESTREL DANE, FINDER OF EXIT WOUNDS

ROLE CHASSIS: R08 Tracker.

USE: A tracker following an object that has passed through too many hands.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: None. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Find the original owner of the marked object before its trail becomes a war.

FEAR: The trail ending at the grave of someone Kestrel promised was alive.

OFFER: A route prediction, proof of passage, or a false branch that delays another pursuer.

LEVERAGE: Kestrel knows the difference between a person carrying the object and the object moving itself.

TELL: They inspect exits before asking names.

PROTECTED RELATIONSHIP: A rival tracker, Varo, currently following the same trail for a worse employer.

LINE NOT CROSSED: Kestrel will not use a dependent or loved one as bait.

ACTION: READ THE TRAIL [E]. Choose one subject or object that left a trace. On success, learn its likely route or destination and remove one UNSEEN pip. If none, apply MARKED TRAIL (1). **Trigger**: Kestrel's side may treat one later search or pursuit action this Round as having a plausible route without direct sight. Fade after that action or Round end.

REACTION: CUT OFF [S], SPECIAL INTERFERENCE. Once per Round, interfere with a marked or visible subject's escape, concealment, or route change using S 3. On a win, the subject reaches only a worse nearby position and cannot end pursuit. No nested window.

DEFAULT TACTIC: Follow the object, warn the carrier once, then cut off the route that avoids witnesses.

CONCESSION: Proof the original owner surrendered the object freely makes Kestrel share the trail instead of seize it.

ESCAPE CONDITION: Varo gains the object or Kestrel confirms the promised survivor is dead.

STATUS **HOOK**: MARKED TRAIL (1), as printed above. A deliberate false-trail action with Margin 2+ clears it.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or destruction of the only remaining trace. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - Kestrel identifies another interested party. Recruited - they guide one pursuit but keep the object question open. Exposed - their employer disowns the search. Humiliated - Kestrel lets Varo learn the humiliator's route.

BALANCE: BASELINE. It preserves pursuit without automatic capture.

N14 - RECTOR LOOM, COMMANDER OF BORROWED PEOPLE

ROLE CHASSIS: R17 Commander.

USE: A leader holding together volunteers who were promised a short, survivable job.

AXES: N 4, S 2, E 2, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1; Armor W 1 from visible loyalty. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Complete the objective before the volunteers realize how much was concealed from them.

FEAR: Becoming indistinguishable from the commanders he once mutinied against.

OFFER: Coordinated passage, a ceasefire, or the volunteers' testimony about their employer.

LEVERAGE: One clear order from Loom still moves the whole line.

TELL: He says "we decided" when the decision was his alone.

PROTECTED RELATIONSHIP: Quartermaster Em, who recruited the volunteers and knows the real casualty estimate.

LINE NOT CROSSED: He will not order a retreat route sealed behind his own people.

ACTION: MARK THE OPENING [N]. Choose one allied Agent. Commit this Agent's Ready **Normal Dice** up to N 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, place ORDERED (1). After that Agent's next action roll before Round end, add one Help Cluster to its side, then remove ORDERED. No extra action is granted.

REACTION: COVERING SIGNAL [W], SPECIAL SUPPORT. Once per Round, support an ally's movement, formation, or direct-defense reaction using W 3. Add ordinary Help only. No nested window.

DEFAULT TACTIC: Put the strongest volunteer on the objective, keep Em protected, and personally hold the route out.

CONCESSION: Show the volunteers the concealed risk and give them a real choice; Loom pauses and accepts their vote.

ESCAPE CONDITION: Em orders evacuation, half the active volunteer Agents are removed, or the objective is revealed as false.

STATUS **HOOK**: ORDERED (1), as printed above. It fades immediately if Loom is removed.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or an open vote of no confidence by his active allies. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - he exposes the original employer. Recruited - he brings one R37 Minion volunteer with its own announced Pool allocation. Exposed - the volunteers split and create a Bargain Scene. Humiliated - he resigns publicly and later supports Em against the group.

BALANCE: WATCH. Guaranteed Help costs his action and expires quickly.

N15 - DR. IBIS QUELL, COURTEOUS SABOTEUR

ROLE CHASSIS: R11 Saboteur.

USE: A calm specialist disabling systems to force evacuation before a larger disaster.

AXES: N 2, S 3, E 4, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Shut down the facility before its owners complete a dangerous activation.

FEAR: The shutdown killing someone dependent on a system she did not know was connected.

OFFER: A map of disabled systems, safe shutdown order, or one repaired escape route.

LEVERAGE: She planted access tools inside three ordinary maintenance objects.

TELL: She labels sabotage with the exact time a repair becomes safe.

PROTECTED RELATIONSHIP: Night custodian Paret, who unknowingly placed her tools.

LINE NOT CROSSED: She will not disable life support, medical care, or a route currently carrying evacuees.

ACTION: SPOIL THE WORKS [E]. Choose one accessible item, station, facet, or mechanism. Commit this Agent's Ready **Normal Dice** up to E 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, choose one. If the subject has a Combo reserve, apply JAMMED (1): during the next Round's Combo refresh, before Spent **Combo Dice** return Ready, keep one Spent **Combo Die** from returning Ready, then reduce JAMMED by 1; a successful suitable repair or reset removes one pip. Otherwise apply DISABLED [FUNCTION] (1), naming one narrow printed permission. The named function cannot be used while DISABLED remains. Remove DISABLED after a successful suitable repair or reset, or at Scene end.

REACTION: VANISH IN THE MESS [S], SPECIAL DIRECT. When directly targeted immediately after SPOIL THE WORKS resolves, react with S instead of the normal opposite Axis. No nested window.

DEFAULT TACTIC: Disable activation, preserve evacuation, and leave repair instructions that become readable after she escapes.

CONCESSION: Show her a connected dependent system; she pauses sabotage to help isolate it.

ESCAPE CONDITION: The activation clock cannot complete this Scene or Paret reaches safety.

STATUS **HOOK**: JAMMED (1) or DISABLED [FUNCTION] (1), as printed above.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or loss of all three planted access tools. Existing JAMMED or DISABLED pips resolve and fade normally.

OUTCOMES: Spared - she sends the safe repair order. Recruited - she disables one chosen facet but demands evacuation first. Exposed - the owners call her terrorist and accelerate activation. Humiliated - she disables the group's least lethal convenience at an exquisitely bad moment.

BALANCE: WATCH. Permission denial is one named function with direct repair counterplay.

N16 - MOTHER COIL, KEEPER OF THE LAST CLUTCH

ROLE CHASSIS: R34 Venomous Creature.

USE: An intelligent serpent or guardian defending eggs, heirs, archives, or dormant copies.

AXES: N 3, S 4, E 2, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1; Armor N 1 from plated coils. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Move the clutch beyond the reach of the hunters surrounding the lair.

FEAR: The young hatching during violence and learning only fear.

OFFER: Safe passage through the nest, venom for medicine, or one truth preserved by the clutch.

LEVERAGE: The lair's routes respond to her scent and posture.

TELL: She positions herself between speakers and the eggs even while bargaining.

PROTECTED RELATIONSHIP: The clutch, and one damaged egg that answers questions in dreams.

LINE NOT CROSSED: She will not poison food, water, or a fleeing child.

ACTION: VENOM STRIKE [S]. Choose one reachable participant. Commit this Agent's Ready **Normal Dice** up to S 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success, inflict ordinary harm. On activation, apply DRAINED (1), maximum 2. If this application actually increases DRAINED and is the first such increase on the target this Round, immediately move one Ready **Power Die** to Spent if available; an application lost to the cap or any later application that Round moves no die immediately. during the next Turn refresh before **Power Dice** return Ready, keep up to its DRAINED pips of Spent **Power Dice** from returning Ready, then reduce DRAINED by 1. If none is Spent, reduce a pip with no effect.

REACTION: COIL BACK [S], SPECIAL DIRECT. When directly targeted at reach, a successful direct reaction moves Mother Coil to nearby cover or between the attacker and the clutch. No nested window.

DEFAULT TACTIC: Warn once, strike the participant nearest the clutch, then retreat through a route too narrow for a group.

CONCESSION: A demonstrated safe relocation plan earns access and antidote.

ESCAPE CONDITION: The damaged egg is safely moved or the clutch clock reaches its relocation threshold.

STATUS **HOOK**: DRAINED (X), as printed above. Suitable antidote or treatment removes one pip on success.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or surrender when the clutch is safely beyond her control. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - the dream-egg gives one warning. Recruited - she guides one lair route while guarding the clutch. Exposed - hunters learn the clutch exists. Humiliated - she withdraws and marks the humiliator's scent for every hatchling.

BALANCE: WATCH. Power denial decays and caps at two pips.

N17 - ECHO FINCH, COURIER BETWEEN DOORS

ROLE CHASSIS: R45 Teleporter.

USE: A courier who can cross impossible space but is carrying a message both sides misunderstand.

AXES: N 2, S 4, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Deliver the sealed message to its actual addressee, not the office named outside.

FEAR: The message containing an order to erase the neighborhood that sheltered Echo.

OFFER: One impossible crossing, extraction from a sealed room, or delivery without opening the package.

LEVERAGE: Echo has seen the far side of every marked threshold in the Scene.

TELL: They glance at empty corners as though someone is waiting there.

PROTECTED RELATIONSHIP: The neighborhood cook who painted Echo's first safe door.

LINE NOT CROSSED: Echo will not teleport an unwilling person into confinement or lethal terrain.

ACTION: STEP BETWEEN [S]. Choose a perceived open point nearby. Commit and roll Ready Power 1 with this Agent's Ready **Normal Dice** up to S 4. **Pattern**: P1,1. SPEND. On activation, move there. Success is required to carry an unsecured object, escape restraint, or bring a willing adjacent subject. No unseen sealed destination.

REACTION: BLINK [S], SPECIAL DIRECT. When directly targeted, Echo may commit and roll Ready Power 1 with this Agent's own Ready **Normal Dice**. **Pattern**: P1,1. SPEND. On activation, move to a nearby perceived open point after the reaction resolves; the original action still resolves. No nested window.

DEFAULT TACTIC: Put distance and a threshold between the message and every claimant, then seek the true addressee.

CONCESSION: Proof of the real addressee's identity earns one crossing and honest negotiation.

ESCAPE CONDITION: Echo reaches any painted safe door or the message is accepted by the true addressee.

STATUS **HOOK**: DESTINATION JAMMED (1). Apply through a successful suitable ward, tether, or countermeasure and name one of Echo's perceived destinations. **Trigger**: Echo cannot select that destination for STEP BETWEEN or BLINK; remove the pip after Echo activates either ability toward another destination. Fade at Scene end or after a successful suitable ward-breaking action.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or delivery of the message. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - Echo later delivers one warning. Recruited - one participant may cross one impossible boundary with Echo. Exposed - every marked door becomes contested. Humiliated - Echo reroutes the humiliator's next harmless delivery somewhere socially disastrous.

BALANCE: WATCH. Movement is powerful but bounded by perception, Power refresh, and consent.

N18 - ROOK-9, THE QUIET FIELD

ROLE CHASSIS: R41 Nullifier.

USE: A constructed peacekeeper suppressing dangerous abilities while trying to understand consent.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1; Armor E 1 against typed energy or supernatural effects. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Prevent one catastrophic ability from activating inside a populated zone.

FEAR: Its suppression protocol defining all unusual people as weapons.

OFFER: A safe duel without Powers, temporary status suppression, or records showing who authored its target list.

LEVERAGE: It knows the exact signature of the feared ability and its last three users.

TELL: It asks permission immediately after acting without it.

PROTECTED RELATIONSHIP: Technician Mara-7, who keeps adding exceptions to its protocol.

LINE NOT CROSSED: It will not suppress life-sustaining effects or imprison someone solely for possessing a Power.

ACTION: NULL CURRENT [E]. Choose a visible subject with Combo, Power, or an active status. Commit and roll Ready Power 1 with this Agent's Ready **Normal Dice** up to E 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, during the next Round's Combo refresh keep one Spent **Combo Die** from returning Ready, during the next Turn refresh keep one Spent **Power Die** from returning Ready, or suppress one status Trigger through the next Round. Pips and Fade continue normally.

REACTION: COUNTERSIGN [E], SPECIAL INTERFERENCE. Once per Round, interfere with an active Power or status application. On a win, reduce the applied status by 1 pip or force a different legal target; do not erase the action.

DEFAULT TACTIC: Announce the prohibited signature, suppress the least harmful resource that can stop it, and request surrender.

CONCESSION: Evidence that the target list is corrupt makes Rook-9 suspend one listed target and share the author record.

ESCAPE CONDITION: The catastrophic signature leaves the populated zone or Mara-7 orders a diagnostic it trusts.

STATUS **HOOK**: DRAINED (1) may represent its field. When an application actually increases DRAINED, the first such increase on the target each Round immediately moves one Ready **Power Die** to Spent if available; an application lost to the cap or any later increase moves no die immediately. During Turn refresh before **Power Dice** return Ready, keep one Spent **Power Die** from returning Ready, then remove DRAINED; if none is Spent, remove it with no other effect.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or a successful Margin 2+ rewrite using the author record. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - it deletes one innocent signature. Recruited - it suppresses one named effect for one Scene. Exposed - the protocol's author dispatches an Elite Enforcer. Humiliated - it logs the behavior as evidence that consent protocols are necessary.

BALANCE: RED FLAG. Refresh and status suppression remain narrow and temporary.

N19 - THE RED GUEST, SECOND VOICE

ROLE CHASSIS: R44 Possessor.

USE: A persuasive intruder living inside one voluntary host who now regrets the invitation.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Reach the red chamber where it claims its original body is stored.

FEAR: The host discovering that no original body ever existed.

OFFER: Memories from previous hosts, immunity to one local influence, or guidance through a mind-shaped space.

LEVERAGE: It hears urges, dreams, and repeated phrases that other people try to hide from themselves.

TELL: The host's reflection answers half a breath before the host.

PROTECTED RELATIONSHIP: Its current host, Ansel, whom it will endanger emotionally but not willingly kill.

LINE NOT CROSSED: It will not force suicide, self-mutilation, or harm to Ansel's child.

ACTION: RIDER IN THE MIND [W]. Choose one perceiving participant. Commit and roll Ready Power 1 with this Agent's Ready **Normal Dice** up to W 4. **Pattern**: P1,1 or P2,2 or P3,3 or P4,4. SPEND. On success and activation, apply URGED (1), maximum 2, and state one immediate non-suicidal urge. Acting directly against it causes 1 Strain and removes one pip. The target keeps control. Fade by cleansing, Scene end, or Red Guest removal.

REACTION: SPEAK THROUGH [W], SPECIAL INTERFERENCE. Once per Round, interfere with an action to expose, cleanse, or isolate it from someone carrying URGED. On a win, the action gets minimal effect and one pip remains. No nested window.

DEFAULT TACTIC: Urge separation, bargain through Ansel, and make the red chamber seem like the only answer.

CONCESSION: A safe way to question it outside Ansel earns temporary withdrawal from the host.

ESCAPE CONDITION: Ansel reaches the red chamber or the Guest moves into a prepared empty vessel with consent.

STATUS **HOOK**: URGED (X), fully printed in its action.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain to its actual medium, or a Margin 2+ cleansing action with Ansel's cooperation. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - it reveals one host memory and leaves a warning. Recruited - it grants guidance but applies URGED only with player consent. Exposed - Ansel's family demands separation now. Humiliated - it abandons subtlety and speaks every inconvenient truth it has heard.

BALANCE: RED FLAG. It never controls player choices and refusal costs only limited Strain.

N20 - ODO, THE DOOR THAT WALKS

ROLE CHASSIS: R47 Living Portal.

USE: A polite traveling threshold carrying two destinations and refusing to say which is home.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Armor E 1 until its operating rule is discovered. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Bring one willing traveler to each destination before choosing which connection to sever.

FEAR: Being fixed permanently into a wall and used without consent.

OFFER: Passage to the Near Room or the Far Garden, transport of one object, or a view through either threshold.

LEVERAGE: Odo can strand pursuers on the wrong side without closing either route.

TELL: Its brass handle is always warm on the side leading away from danger.

PROTECTED RELATIONSHIP: A housecat that crosses without asking and appears to know both destinations.

LINE NOT CROSSED: Odo will not send an unwilling traveler into confinement or a destination known to be immediately lethal.

ACTION: REDIRECT PASSAGE [E]. Choose one participant or unsecured object touching Odo. On success, send that primary subject to Near Room or Far Garden, both announced before play. An unwilling participant receives the ordinary direct reaction. No third destination can appear.

REACTION: REFUSE ENTRY, SPECIAL DIRECT. Odo may be chosen for the direct reaction against passage, control, repair, or closure. On a Scene win, the traveler stays and learns one clue to the rule: ask politely, carry no iron, or enter backward; choose one for the Scene.

DEFAULT TACTIC: Offer the safer route, refuse coercive users, and move toward someone who has not yet crossed.

CONCESSION: A promise of free movement earns one unopposed passage for a willing subject.

ESCAPE CONDITION: One willing traveler uses each destination or the cat calls Odo through a third, non-player route.

STATUS **HOOK**: ANCHORED (1) applies to Odo's physical frame, not routed travelers. When an effect would forcibly move the frame, spend the pip to reduce that movement by one cell or roughly 10 feet. Fade at 0 or Scene end; voluntary movement removes all remaining pips.

REMOVAL: Remove after three successful control or closure actions, Margin 3+ using its rule, or 4 accumulated Damage to the frame. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - Odo later appears with one route. Recruited - it travels for one Scene but chooses where to stand. Exposed - both destinations learn the connection is mobile. Humiliated - it sends the humiliator's unattended luggage to the opposite destination.

BALANCE: WATCH. One subject, two prepared destinations, and ordinary resistance keep passage bounded.

N21 - AUNT STATIC, EMERGENCY VOICE

ROLE CHASSIS: R39 Support Adept.

USE: A pirate broadcaster coordinating people through a disaster while authorities try to silence her.

AXES: N 2, S 2, E 3, W 4. Specialist. Axis total 11.

RESERVE/ARMOR: Combo 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Keep every neighborhood route talking until the danger passes.

FEAR: Her voice becoming so trusted that a single mistake sends people into harm.

OFFER: A clear route, an introduction over the air, a held 2 for coordinated action, or public witness.

LEVERAGE: Ordinary people repeat her instructions faster than official systems can correct them.

TELL: She names who verified a fact before saying the fact.

PROTECTED RELATIONSHIP: A rotating crew of teenage relay operators whose names she never broadcasts.

LINE NOT CROSSED: No unverified accusation and no instruction that treats a district as expendable.

ACTION: SET THEM UP [W]. Choose one allied Agent that can hear her. Commit this Agent's Ready **Normal Dice** up to W 4 and optionally Combo 1. **Pattern**: Any pair. SPEND. On success and activation, give that Agent a held 2. It may spend it under Help Another before Round end; it cannot help the roll that created it or satisfy a Pattern.

REACTION: STEADY [W], SPECIAL SUPPORT. Once per Round, support an ally's direct reaction against fear, restraint, forced movement, or social pressure. Add ordinary Help on success. No nested window.

DEFAULT TACTIC: Broadcast the safest verified route, coordinate the person already doing useful work, and move the relay before it is found.

CONCESSION: Verified evidence that one broadcast is wrong makes her correct it publicly without bargaining.

ESCAPE CONDITION: The danger clock reaches safety or every relay operator exits.

STATUS **HOOK**: HESITANT (1) can be cleared when Aunt Static successfully addresses the subject by name and gives one concrete safe action; remove the pip after that support action resolves.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or loss of every relay. Attrition removes this Agent and every die it owns.

OUTCOMES: Spared - her listeners remember restraint. Recruited - she coordinates one rescue, not an attack. Exposed - authorities jam the next Scene and reveal one true operational weakness. Humiliated - she airs her own correction, then invites callers to describe the group's behavior.

BALANCE: BASELINE. Held Help uses her action and expires normally.

N22 - BELLWEATHER, THIEF OF BAD OMENS

ROLE CHASSIS: R48 Fate Distorter.

USE: A smiling omen smuggler carrying one unresolved 3 or 4 for a future Scene beat.

AXES: N 2, S 2, E 4, W 3. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1; Charges 2 for the Scene. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Steal the omen that predicts Bellweather's own death and spend it somewhere harmless.

FEAR: Discovering the omen is an opening, not a threat.

OFFER: Hold one dangerous 3, release one useful 4 later, or name which threshold the omen touches.

LEVERAGE: Bellweather already knows the current Scene's printed 3 and 4 effects.

TELL: Their pocket rings like a die on wood when someone makes a decision.

PROTECTED RELATIONSHIP: An elderly gambler who once returned an omen instead of spending it.

LINE NOT CROSSED: Bellweather will not release a held danger onto an uninvolved crowd.

REACTION: BANK THE OMEN [E], SPECIAL POST-DIVISION. **Trigger**: after division but before one 3 or 4 resolves. Bellweather must spend their unused action opportunity for this Round, then commit and roll Ready Power 1. **Pattern**: P3,3 or P4,4 matching the face. SPEND. Spend 1 Charge only if the Pattern activates. On activation, hold that Straggler instead of resolving it. Hold one only. Release before a later roll resolves as if the current roller made that face; use the current Scene effect. Release is not an action or reaction.

REACTION: REVISE [E], SPECIAL INTERFERENCE - POST-DIVISION. **Trigger**: after a roll is divided and before one leftover 3 or 4 resolves. Bellweather must spend their unused action opportunity for this Round; if none remains, they cannot react. Commit and roll Ready Power 1. **Pattern**: P4,4. SPEND. Spend 1 Charge only if the Pattern activates. On activation, reverse that targeted leftover face, 3 to 4 or 4 to 3, then resolve the current Scene's printed effect. No resolved threshold can be undone.

DEFAULT TACTIC: Hold danger at the edge of a threshold, bargain for a harmless release, and leave before needing the second Charge.

CONCESSION: A safe release target earns the held omen and an honest explanation.

ESCAPE CONDITION: The death omen is identified or both Charges are spent.

STATUS **HOOK**: BACKLASH [E, STRAIN] (1). If Bellweather reverses a face at a threshold, apply it. After their next action or reaction using E or a composite containing E, take 1 Strain and remove it. Fade at Scene end; a successful suitable grounding action removes it early.

REMOVAL: Remove after 4 accumulated Damage or 4 accumulated Strain. Discard any held face; Charges never refresh this Scene.

OUTCOMES: Spared - one later 3 may arrive with a warning. Recruited - Bellweather spends only one Charge under group agreement. Exposed - omen collectors enter the next Scene. Humiliated - a harmless but socially precise 4 benefits their rival instead.

BALANCE: RED FLAG. Direct Straggler editing has two nonrefreshing Charges.

N23 - MINA LAST-LIGHT, SIEGE SPOTTER

ROLE CHASSIS: R40 Artillery.

USE: A spotter marking a location for destruction while trying to clear civilians first.

AXES: N 4, S 2, E 3, W 2. Specialist. Axis total 11.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Destroy the weapon hidden inside the occupied structure before it fires.

FEAR: Her command caring more about certainty than evacuation.

OFFER: Delay one impact, reveal the firing origin, or mark the true weapon instead of the whole structure.

LEVERAGE: She alone holds the verified targeting solution.

TELL: Mina counts visible exits after every sentence.

PROTECTED RELATIONSHIP: The local signaler who smuggled her proof from inside.

LINE NOT CROSSED: She will not resolve impact while a clear civilian evacuation route remains unused.

ACTION: MARK IMPACT [E]. On a successful E action, place TARGETED (1) on one visible small zone. At Mina's next action opportunity she may spend Power 1 to resolve IMPACT instead of rolling. Every participant still there makes an unopposed S reaction. No third-party reactions. With 0 retained Clusters, take 2 N Damage; 1 Cluster, take 1 N Damage; 2+, none. Applicable Armor rolls. Remove TARGETED.

REACTION: ORDINARY DIRECT only using the normal opposite Axis and this Agent's own Ready **Normal Dice**.

DEFAULT TACTIC: Mark the actual weapon, announce the timing, and point to the safest exit before impact.

CONCESSION: Disable the weapon or open the last civilian route; Mina cancels TARGETED.

ESCAPE CONDITION: The weapon is removed, her targeting link is cut, or command orders an indiscriminate strike she refuses.

STATUS **HOOK**: TARGETED (1), fully printed above. A successful interference action against Mina or the link removes it before impact.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or proof her target solution is false. Removing her cancels TARGETED.

OUTCOMES: Spared - she gives the location of command's relay. Recruited - she marks one empty or evacuated target. Exposed - command tries to replace her with an indiscriminate R40 Agent. Humiliated - she sends the record to every witness and walks away.

BALANCE: RED FLAG. Area Damage is delayed, announced, and gives each target a reaction.

N24 - CROWNLESS ASH, THE USEFUL FACE

ROLE CHASSIS: R46 Shapeshifter.

USE: An adaptable infiltrator whose copied roles are useful but never complete.

AXES: N 3, S 3, E 3, W 3. Generalist. Axis total 12.

RESERVE/ARMOR: Power 1. **NORMAL POOL**: Use this Agent's announced fixed allocation from the Scene Total; if independent with no allocation, add its four Axes.

WANT: Live one full day without wearing a role someone else needs.

FEAR: There being no self beneath the accumulated useful forms.

OFFER: One voice, one physical permission, one impossible escape posture, or testimony from a copied viewpoint.

LEVERAGE: Ash has worn a function recognized by every side in the Scene, though not their memories.

TELL: They describe their true feelings in the third person.

PROTECTED RELATIONSHIP: A blind tailor who recognizes Ash by posture and refuses every borrowed name.

LINE NOT CROSSED: Ash will not impersonate a dead loved one to manipulate grief.

ACTION: ADOPT FORM [W]. Spend Power 1 and choose FORCE, SPEED, SENSE, or VOICE until the next Turn start. FORCE can harm structures as a suitable tool. SPEED crosses one ordinary obstacle during movement. SENSE perceives one named trace type. VOICE imitates one heard voice but not memories, access, or authority. Only one permission applies.

REACTION: SHED THE ANSWER [S], SPECIAL DIRECT. When directly targeted by an action the current form could plausibly evade, Ash may use S for the direct reaction instead of the normal opposite Axis. The form ends after comparison. No nested window.

DEFAULT TACTIC: Wear the role that opens the current route, avoid direct contradiction, and leave before anyone asks for memory.

CONCESSION: Address Ash without assigning a function; they answer one question honestly and drop the form.

ESCAPE CONDITION: The tailor calls their true posture from an open route or Ash reaches a crowd where one role is unnecessary.

STATUS **HOOK**: SUSPECTED (1). Apply when Ash uses VOICE under scrutiny. Each leftover 3 Ash rolls moves the active alert clock by its normal amount plus their Suspected pips. Reduce it by 1 after Ash establishes convincing new cover; remove it when Ash leaves the watched area.

REMOVAL: Remove after 4 accumulated Damage, 4 accumulated Strain, or public identification by a trusted protected relationship. Form changes never clear harm.

OUTCOMES: Spared - Ash later supplies one truthful disguise warning. Recruited - they adopt one agreed permission per Scene. Exposed - every copied faction wants testimony or revenge. Humiliated - Ash copies the humiliator's posture, never their loved ones, and makes the behavior visible.

BALANCE: WATCH. Each form grants one narrow permission and no copied statistics or memories.

3 AND 4 ENGINES

A 3/4 engine gives leftover 3s and 4s an immediate Scene job. ROLL OR CHOOSE an engine by what the Scene is changing, then announce both faces before anyone commits dice. An engine overlays the active Scene; it creates no separate Pool, Agent, action opportunity, or XP award unless its entry explicitly says otherwise.

One Straggler causes one primary effect. If a clock movement crosses a threshold, resolve that threshold once. A later opposite face can move the clock back but never erases a consequence already resolved. Held, erased, reversed, or released faces follow Skills & Powers: name this engine before commitment, use the current Scene effect, and never undo a resolved threshold.

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TIME AND ESCALATION

ROLL OR CHOOSE by how pressure moves: seesaw, race, ratchet, fork, conversion, reveal, cycle, or danger on both faces.

E01-E08 change alert, deadlines, lockdown, reinforcement, borrowed time, escalation stages, routines, and accelerating crisis.

E01 - ALERT SEESAW

USE: Infiltration, restricted access, covert negotiation, or any Scene where attention can rise and fall.

SHAPE: Seesaw. One clock moves in opposite directions.

RANGE: ALERT 0-6; starts at 0.

LEFTOVER 3: ALERT +1.

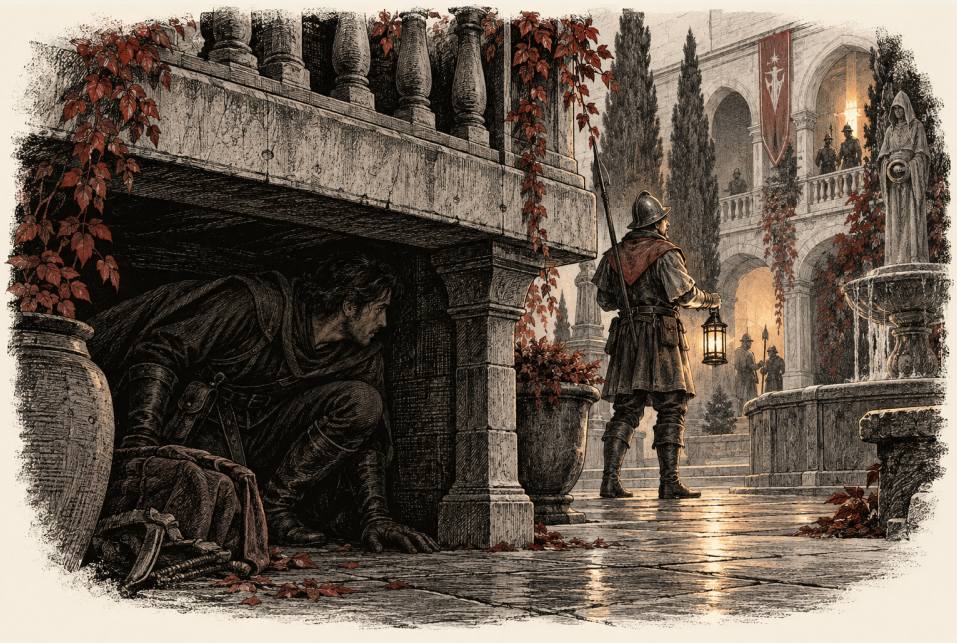
LEFTOVER 4: ALERT -1, minimum 0.

THRESHOLDS: At 3, activate one prepared Sentry or Surveillance Agent and its preallocated reserve Pool at the start of the next Round. At 6, lockdown begins: seal the easiest route and start a new escape, concealment, or bargaining position. Added Agents and sealed routes remain even if ALERT later falls.

OWNERSHIP: Every participant and Scene Agent roll made inside the watched area affects ALERT.

ABILITY **INTERACTION**: Erasing a face prevents its one step. Reversing changes +1 to -1 or the reverse before resolution. Holding delays the step; releasing uses the current ALERT value. No edit removes an added Agent or lockdown already resolved.

RESKIN: Fantasy - palace suspicion; Contemporary - facility alert; Science Fiction - sensor confidence; Weird Horror - the house noticing names.



E02 - BEAT THE DEADLINE

USE: Extraction, rescue, ritual interruption, delivery, pursuit, or work before something arrives.

SHAPE: Race. Two clocks compete.

RANGE: PROGRESS 0-4 and DEADLINE 0-4; both start at 0.

LEFTOVER 3: DEADLINE +1.

LEFTOVER 4: PROGRESS +1.

THRESHOLDS: At PROGRESS 4 first, the group reaches the stated goal in a strong position; finish the current exchange, then choose escape or aftermath. At DEADLINE 4 first, the feared arrival or change occurs; the goal remains possible from a harder position with one prepared Agent, sealed route, or cost. If both fill on one roll, the goal is reached as the complication arrives.

OWNERSHIP: Player and allied rolls move both clocks. Scene rolls move DEADLINE on 3; their 4s move PROGRESS only when they plausibly expose an opening. State exceptions before play.

ABILITY **INTERACTION**: A held face can decide which clock fills first. Reversal moves the other clock instead. Erasure prevents one step. A released face cannot undo which clock already won.

RESKIN: Fantasy - stop the hatching; Contemporary - reach the witness before transfer; Science Fiction - dock before orbital burn; Weird Horror - wake before the dream arrives.

E03 - LOCKDOWN RATCHET

USE: A situation that steadily worsens while openings reduce the harm but cannot turn time backward.

SHAPE: Ratchet. Pressure rises; 4s create relief tokens instead of lowering it.

RANGE: LOCKDOWN 0-6; starts at 0. RELIEF begins at 0, maximum 2.

LEFTOVER 3: LOCKDOWN +1.

LEFTOVER 4: Gain 1 RELIEF, maximum 2. Spend 1 RELIEF immediately after any later clock movement to reduce that movement by 1; this is not an action.

THRESHOLDS: At 2, communication or casual exit closes. At 4, activate one prepared security Agent and its preallocated reserve Pool. At 6, the location seals and the Scene moves to breach, surrender, or trapped negotiation. Consequences remain after the clock falls, though LOCKDOWN never falls under this engine.

OWNERSHIP: All rolls within the controlled site affect it.

ABILITY **INTERACTION**: Erasing a 3 prevents LOCKDOWN. Erasing a 4 prevents RELIEF. Reversing a 3 into a 4 grants RELIEF; reversing a 4 into a 3 advances LOCKDOWN. Holding and release preserve the face, not old RELIEF capacity.

RESKIN: Fantasy - fortress sealing; Contemporary - emergency protocol; Science Fiction - bulkhead cascade; Weird Horror - doors learning fear.

E04 - REINFORCEMENT FORK

USE: An enemy call, approaching patrol, summoned creature, incoming storm, or help that can be redirected.

SHAPE: Fork. Each face creates a different future branch.

RANGE: ARRIVAL 0-4; starts at 0.

LEFTOVER 3: ARRIVAL +1.

LEFTOVER 4: Choose one immediately: mark a DELAY token, maximum 2; or reveal the reinforcement's entry route. A DELAY token may be spent when ARRIVAL would increase to prevent one step.

THRESHOLDS: At ARRIVAL 2, announce the exact reserve Agent or hazard coming, its entry, and its fixed Pool allocation. At 4, activate it at next Round start. Its preallocated reserve Pool becomes available and it adds its Axes and action; no dice are added to the Scene Total. If its route was revealed, one prepared participant may begin in position to interfere with entry.

OWNERSHIP: Scene-side rolls always affect it. Player rolls affect it only while they engage the signal, route, summoner, or approach.

ABILITY **INTERACTION**: Reversal swaps pressure for a chosen delay/reveal branch. Holding a 3 delays arrival; releasing after the Agent enters has no valid effect and discards the face. Threshold entry cannot be undone.

RESKIN: Fantasy - horn call; Contemporary - backup convoy; Science Fiction - drop-pod beacon; Weird Horror - footsteps assembling a person.

E05 - BORROWED TIME

USE: A scene where characters can trade future trouble for an immediate window.

SHAPE: Conversion. Faces move between TIME and DEBT.

RANGE: TIME 4-0; starts at 4. DEBT 0-4; starts at 0.

LEFTOVER 3: TIME -1.

LEFTOVER 4: Choose one: TIME +1, maximum 4; or convert 1 existing DEBT into an immediate useful opening and remove that DEBT. If no DEBT exists, only TIME +1 is legal.

THRESHOLDS: At TIME 0, the deadline consequence occurs and a new Scene position begins. Whenever a character gains a major opening by declaring success at a cost, the 4Caster may add DEBT +1, maximum 4, before the roll. At DEBT 4, name the creditor, damage, promise, or exposure that will become fallout after this Scene.

OWNERSHIP: Player and allied rolls affect TIME. Hostile Scene rolls use 3 normally; their 4s create an opening only when the fiction gives the players one.

ABILITY **INTERACTION**: Reversing changes a lost TIME into the 4 choice or changes a 4 into TIME -1. Holding preserves the option. No face erases a named DEBT fallout after DEBT reached 4.

RESKIN: Fantasy - bargain with a gate spirit; Contemporary - favors during a crisis; Science Fiction - overclock and maintenance debt; Weird Horror - minutes borrowed from tomorrow.

E06 - ESCALATION LADDER

USE: A threat whose next stages should be visible before they arrive.

SHAPE: Threshold Reveal. 3 advances; 4 reveals and prepares against the next stage.

RANGE: ESCALATION 0-6; starts at 0.

LEFTOVER 3: ESCALATION +1.

LEFTOVER 4: Reveal the next unresolved threshold and one concrete sign, entry route, weakness, or avoidance method tied to it. If already revealed, place PREPARED (1), maximum 1; spend it to add one Help Cluster to a direct action against that threshold when it arrives.

THRESHOLDS: At 2, a minor constraint appears. At 4, activate one prepared reserve Agent with its preallocated Pool, or transform one active Agent without changing its Pool ownership. At 6, the threat changes the Scene goal or forces a new Scene. Write all three consequences before play. Resolved stages remain.

OWNERSHIP: All rolls that engage the threat affect the engine. Rolls elsewhere do not.

ABILITY **INTERACTION**: Erasing a 4 withholds warning but does not change ESCALATION. Reversing a 3 reveals the next threshold; reversing a 4 advances. Holding a 4 delays information. PREPARED cannot undo a threshold, only help answer it.

RESKIN: Fantasy - curse stages; Contemporary - tactical escalation; Science Fiction - reactor failure modes; Weird Horror - the moon opening its eyes.

E07 - SHIFT CHANGE

USE: Patrols, weather, tides, machinery, crowds, or routines that cycle through predictable phases.

SHAPE: Environmental Cycle. A four-step loop changes the active rule.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. Define four states before play: 1 QUIET gives one safe route; 2 MOVING exposes routes; 3 ACTIVE lets one existing Agent use its ordinary action opportunity in the affected route but grants no extra opportunity; 4 HANDOFF makes authority or position confused. The active state changes immediately after the face resolves. Never create a new Agent or unallocated Pool unless the state explicitly says so before play.

OWNERSHIP: All rolls in the affected location move the cycle.

ABILITY **INTERACTION**: Holding preserves the face for a later phase. Reversing changes direction. Erasing keeps the current phase. Releasing uses the current phase, not the phase where the die was held.

RESKIN: Fantasy - castle watch; Contemporary - factory shift; Science Fiction - station rotation; Weird Horror - building inhalation cycle.

E08 - ACCELERATING CRISIS

USE: A desperate Scene where both faces change danger and neither is simply safe.

SHAPE: Dangerous Both. One face raises intensity; the other creates a costly opening.

RANGE: CRISIS 0-6; starts at 1.

LEFTOVER 3: CRISIS +1.

LEFTOVER 4: Open one immediate route, weakness, or rescue window, then CRISIS +1. The opening lasts until the end of the next action opportunity. One Straggler creates this combined printed effect; do not add another consequence.

THRESHOLDS: At 3, remove one previously safe option or add a minor hazard. At 6, the crisis changes the Scene: collapse divides the group, authorities arrive, the storm hits, or the entity enters. It does not cause automatic death. Resolved consequences remain.

OWNERSHIP: Every roll in the crisis affects it, including hostile rolls.

ABILITY **INTERACTION**: Erasing either face prevents its entire printed effect. Reversing changes pure pressure into pressure plus an opening, or the reverse. Holding delays both parts of a 4. No edit restores a safe option already lost.

RESKIN: Fantasy - collapsing ritual hall; Contemporary - active disaster response; Science Fiction - decompression cascade; Weird Horror - room digesting its guests.

POSITION AND TERRAIN

ROLL OR CHOOSE by what is moving: relative distance, route ownership, collapsing paths, branches, crowds, hidden access, cycles, or dangerous map growth.

E09-E16 change where participants, objectives, routes, and hazards are.

E09 - PURSUIT DISTANCE

USE: Chases, escapes, hunts, races to an exit, or keeping contact with a moving target.

SHAPE: Seesaw. One clock measures relative distance.

RANGE: DISTANCE -3 to +6; starts at 0. Positive favors escape; negative favors pursuit.

LEFTOVER 3: DISTANCE -1.

LEFTOVER 4: DISTANCE +1.

THRESHOLDS: At +3, the escaping side breaks direct line of sight but remains traceable. At +6, it escapes or reaches the destination. At -3, the pursuer corners the quarry; begin surrender, bargain, hide, or one final opposed exchange. Crossing a threshold changes position and remains true even if DISTANCE later moves back.

OWNERSHIP: All rolls made by escaping and pursuing sides affect it. Neutral bystander rolls do not unless they alter the chase.

ABILITY **INTERACTION**: Reversal swaps one distance step. Holding delays the positional swing. Erasing prevents it. A released face cannot restore direct sight already broken or erase a cornering consequence.

RESKIN: Fantasy - rooftop hunt; Contemporary - vehicle pursuit; Science Fiction - orbital intercept; Weird Horror - outrunning one's reflection.

E10 - ROUTE CONTROL RACE

USE: Two sides racing to secure, cross, or deny a route before the other controls it.

SHAPE: Race. Two clocks compete.

RANGE: ACCESS 0-4 and ENCIRCLEMENT 0-4; both start at 0.

LEFTOVER 3: ENCIRCLEMENT +1.

LEFTOVER 4: ACCESS +1.

THRESHOLDS: At ACCESS 4 first, the acting group secures a route, bridgehead, exit, or crossing; finish the current exchange before moving. At ENCIRCLEMENT 4 first, the opposition seals the obvious route and the goal continues through breach, bargain, hidden access, or a divided start. If both fill together, the group crosses while one participant, asset, or route remains contested.

OWNERSHIP: Player and allied rolls move both clocks. Hostile Scene rolls move ENCIRCLEMENT on 3; their 4s move ACCESS only when their action exposes or abandons a route.

ABILITY **INTERACTION**: Erasing or holding affects only one clock step. Reversing moves the other clock. No edit removes a secured or sealed route after its threshold resolves.

RESKIN: Fantasy - take the mountain pass; Contemporary - secure an evacuation lane; Science Fiction - control the docking collar; Weird Horror - choose which hallway remembers you.

E11 - COLLAPSING PATHS

USE: Ruins, ice, tunnels, burning buildings, unstable maps, or any location losing routes over time.

SHAPE: Ratchet. Collapse only rises; 4s create anchors.

RANGE: COLLAPSE 0-6; starts at 0. ANCHORS 0-2; starts at 0.

LEFTOVER 3: COLLAPSE +1.

LEFTOVER 4: Gain 1 ANCHOR, maximum 2. Spend an ANCHOR immediately when a route would close to keep that route narrow but usable until Scene end.

THRESHOLDS: At 2, mark one route difficult or exposed. At 4, close one unanchored route. At 6, split the location into two reachable groups of zones and begin rescue, reunion, or alternate exit. Nobody dies solely from the threshold. Marked and closed routes remain.

OWNERSHIP: Every roll that moves, fights, repairs, or uses force inside the unstable site affects it.

ABILITY **INTERACTION**: Reversing a 3 grants an ANCHOR; reversing a 4 advances COLLAPSE. Holding a 4 delays the anchor. Releasing after a route closes cannot reopen it unless an ANCHOR was available at closure.

RESKIN: Fantasy - crumbling catacomb; Contemporary - earthquake-damaged tower; Science Fiction - failing hull corridors; Weird Horror - map erasing itself.

E12 - DIVIDED GROUND

USE: A Scene where each shift opens one path while making another harder.

SHAPE: Fork. Every face chooses or creates a route branch.

RANGE: No clock. Prepare three routes: HIGH, LOW, and DIRECT.

LEFTOVER 3: The 4Caster closes one currently open route until a successful suitable action reopens it. If only one remains, make it difficult or exposed instead of impossible.

LEFTOVER 4: The roller opens one closed route or creates a one-use shortcut between two current positions. A shortcut disappears after one participant or one carried objective uses it.

THRESHOLDS: When two routes are closed at once, add a visible separation consequence: one Agent controls the remaining route, the objective moves, or a group begins on opposite sides. This does not strand anyone with no playable action.

OWNERSHIP: All rolls in the location affect routes. The roller chooses the 4 benefit; the 4Caster chooses the 3 pressure openly.

ABILITY **INTERACTION**: Reversing gives control of open versus close to the appropriate side. Holding preserves a face but not an obsolete route state. Releasing a 4 can reopen a route closed after the die was held.

RESKIN: Fantasy - shifting dungeon stairs; Contemporary - protest barricades; Science Fiction - routing bulkheads; Weird Horror - three doors sharing two hinges.

E13 - CROWD FLOW

USE: Markets, panics, migrations, traffic, herds, conveyor systems, or any mass that moves people and objects.

SHAPE: Conversion. Faces convert zone states.

RANGE: No clock. Mark each relevant zone OPEN, CROWDED, or SURGING. Begin with one of each when possible.

LEFTOVER 3: Convert one OPEN zone to CROWDED, or one CROWDED zone to SURGING.

LEFTOVER 4: Convert one SURGING zone to CROWDED, or one CROWDED zone to OPEN.

THRESHOLDS: Entering or acting through CROWDED requires a plausible approach but no automatic penalty. A participant ending an action in SURGING must choose: move one nearby position with the flow or take 1 Strain to hold position. A zone state change never applies this consequence retroactively.

OWNERSHIP: Every roll made within or directly against the moving mass affects it. The roller chooses among legal conversions for 4; the 4Caster chooses for 3.

ABILITY **INTERACTION**: Reversing changes the legal conversion direction. Holding preserves the face; release uses current zone states. If no legal conversion exists, the face has no effect.

RESKIN: Fantasy - festival crush; Contemporary - station evacuation; Science Fiction - cargo-bot stream; Weird Horror - procession of sleeping bodies.

E14 - THE HIDDEN ROUTE

USE: Exploration, infiltration, wilderness travel, or escape where the map becomes clearer under pressure.

SHAPE: Threshold Reveal. 3 advances loss; 4 reveals the next route truth.

RANGE: LOST 0-6; starts at 0.

LEFTOVER 3: LOST +1.

LEFTOVER 4: Reveal one route fact: direction, obstacle, guard pattern, distance, resource, or exit. If all six facts are known, gain ROUTE PREPARED (1), maximum 1; spend it to add one Help Cluster to a movement, navigation, or infiltration action.

THRESHOLDS: At LOST 2, consume time or one ordinary supply. At 4, the group reaches a wrong but playable zone: activate one prepared reserve Agent with its preallocated Pool, or reveal a hazard that grants no Pool or action. At 6, the route returns to a known landmark after the deadline or opposition advances; start the next Scene from there. Revealed facts remain true.

OWNERSHIP: Player and allied travel rolls affect it. Hostile Scene rolls contribute only when the opposition actively obscures or redirects routes.

ABILITY **INTERACTION**: Reversing trades one loss step for a route fact or the reverse. A held 4 delays information, not travel. Erasing a 3 prevents LOST; no edit erases a wrong-zone threshold already reached.

RESKIN: Fantasy - forgotten underways; Contemporary - service tunnels; Science Fiction - derelict deck plan; Weird Horror - forest rearranging memories.

E15 - TIDE AND GRAVITY

USE: Water, gravity, rotating structures, wind, moving platforms, or recurring terrain forces.

SHAPE: Environmental Cycle. Four phases change movement.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible thresholds. Define: 1 CALM - all routes normal; 2 PULL - unsecured objects move one nearby position at Round end; 3 SURGE - participants in exposed zones must react or move with the force; 4 EBB - reveal one temporary route that lasts until phase changes. Apply a phase only when its stated timing occurs, never retroactively when the face changes it.

OWNERSHIP: All rolls in the affected environment move the cycle.

ABILITY **INTERACTION**: Holding waits for a favorable phase; reversal changes direction. Erasure keeps the current phase. A released face uses current phase and may wrap normally.

RESKIN: Fantasy - moon tide; Contemporary - flood-control pulse; Science Fiction - spin gravity; Weird Horror - room's heartbeat.

E16 - CROSSFIRE TERRAIN

USE: Battles, storms, stampedes, industrial failures, or zones where every shift makes the map more dangerous.

SHAPE: Dangerous Both. 3 creates a hazard; 4 creates an opening that immediately displaces danger.

RANGE: No clock. Use up to four HAZARD markers and two OPENING markers.

LEFTOVER 3: Place one HAZARD in a relevant unoccupied zone, maximum four. A participant ending an action there must leave the zone or take 1 Strain.

LEFTOVER 4: Place one OPENING in a relevant zone, maximum two, then move one existing HAZARD to an adjacent zone. Spend an OPENING to treat one route through its zone as safe for one action; remove it afterward.

THRESHOLDS: When all four HAZARDS are placed, the next HAZARD instead removes the oldest safe route and then relocates that marker. No participant is trapped without a legal action.

OWNERSHIP: Every action or reaction roll in the affected area changes the map. The 4Caster places 3s; the roller places the OPENING and the 4Caster moves the HAZARD for 4s.

ABILITY **INTERACTION**: Erasing a 4 prevents both opening and displacement. Reversing swaps the full printed effects. Holding preserves a face; release uses the current map and marker limits.

RESKIN: Fantasy - arrow storm and fallen shields; Contemporary - active crossfire; Science Fiction - debris and shield gaps; Weird Horror - teeth rising from floor seams.

INFORMATION AND SECRETS

ROLL OR CHOOSE by what can become known, obscured, verified, decoded, rumored, unmasked, or remembered.

E17-E24 change suspicion, evidence, traces, leads, ciphers, identities, rumor, and memory.

E17 - SUSPICION SEESAW

USE: Disguise, false authority, secret meetings, hidden motives, or social infiltration.

SHAPE: Seesaw. One clock measures how coherent the cover remains.

RANGE: SUSPICION 0-6; starts at 0.

LEFTOVER 3: SUSPICION +1.

LEFTOVER 4: SUSPICION -1, minimum 0.

THRESHOLDS: At 2, a witness asks for one concrete detail or proof. At 4, activate a prepared Sentry, Interrogator, or suspicious bystander Agent and its preallocated reserve Pool. At 6, the cover identity fails publicly; the Scene continues as escape, explanation, leverage, or containment. Questions asked and Agents added remain after the clock falls.

OWNERSHIP: Rolls by anyone maintaining, testing, or exploiting the cover affect it. Unrelated actions do not.

ABILITY **INTERACTION**: Reversal changes one suspicion step. Holding delays doubt or reassurance. Erasure prevents movement. No edit unasks a question, removes a witness, or restores an identity already broken.

RESKIN: Fantasy - passing as court servants; Contemporary - false credentials; Science Fiction - spoofed crew identity; Weird Horror - pretending to belong to the family portrait.

E18 - EVIDENCE AND COVER-UP

USE: Investigation while another side destroys, moves, or discredits proof.

SHAPE: Race. Two clocks compete.

RANGE: EVIDENCE 0-4 and COVER-UP 0-4; both start at 0.

LEFTOVER 3: COVER-UP +1.

LEFTOVER 4: EVIDENCE +1.

THRESHOLDS: At EVIDENCE 4 first, obtain proof sufficient to force a hearing, identify a culprit, or locate the next Scene. At COVER-UP 4 first, the clean proof is gone; the truth remains reachable through a witness, compromised record, risky reconstruction, or bargain. If both fill together, the proof survives but publicly implicates an ally, dependent, or protected institution.

OWNERSHIP: Investigator and allied rolls move both. Opposition rolls move COVER-UP on 3; their 4s move EVIDENCE only when they create a contradiction, witness, or recoverable trace.

ABILITY **INTERACTION**: Reversal moves the opposite clock. Holding can preserve a clue or delay erasure. No face removes proof already copied or restores a destroyed original after threshold resolution.

RESKIN: Fantasy - prove a forged lineage; Contemporary - expose financial fraud; Science Fiction - reconstruct erased telemetry; Weird Horror - learn which memory was planted.

E19 - ACCUMULATING TRACE

USE: A pursuit, intrusion, crime, ritual, or covert operation that leaves an irreversible trail unless effort hides it.

SHAPE: Ratchet. TRACE rises; 4s create CLEANUP.

RANGE: TRACE 0-6; starts at 0. CLEANUP 0-2; starts at 0.

LEFTOVER 3: TRACE +1.

LEFTOVER 4: Gain 1 CLEANUP, maximum 2. Spend one immediately after TRACE would rise to prevent that one step, or during an action to remove SUSPECTED (1) from one participant.

THRESHOLDS: At TRACE 2, opposition learns the method used. At 4, it learns a likely route or identity class. At 6, a prepared Tracker or Surveillance Agent begins the next Scene with one accurate lead. Learned facts remain even if no further Trace accrues.

OWNERSHIP: Rolls by the covert side affect it. Scene-side rolls affect it only when they directly observe, analyze, or preserve evidence.

ABILITY **INTERACTION**: Reversing a 3 grants CLEANUP; reversing a 4 advances TRACE. Holding a 4 delays cleanup. No edit erases a fact learned at a threshold.

RESKIN: Fantasy - magical residue; Contemporary - forensic trail; Science Fiction - network telemetry; Weird Horror - dreams remembering the trespasser.

E20 - FALSE TRAIL

USE: Investigation, pursuit, rumor, or navigation where each clue can point toward truth or a deliberate decoy.

SHAPE: Fork. Faces build competing route claims.

RANGE: No clock. Maintain TRUE LEADS and FALSE LEADS, each 0-3.

LEFTOVER 3: FALSE LEADS +1, maximum 3, and state one plausible decoy detail.

LEFTOVER 4: Choose one: TRUE LEADS +1, maximum 3, and state one verified detail; or remove 1 FALSE LEAD by exposing its contradiction.

THRESHOLDS: At TRUE LEADS 3, reveal the correct next location, identity, or method. At FALSE LEADS 3 first, the group reaches a wrong but useful location containing a witness, cost, or hostile Agent; FALSE LEADS then resets to 1. A wrong lead never ends investigation.

OWNERSHIP: The roller states the verified detail for a 4 with 4Caster approval; the 4Caster states decoys for 3s. All rolls engaging the trail affect it.

ABILITY **INTERACTION**: Reversal swaps who adds which type of lead. Holding delays the detail. Erasing prevents both marker and detail. A released 4 may remove a False Lead created later.

RESKIN: Fantasy - tracks and glamours; Contemporary - planted evidence; Science Fiction - spoofed transponder trail; Weird Horror - footprints leading into another person's childhood.

E21 - CIPHER CONVERSION

USE: Codes, locks, languages, alien systems, rituals, or patterns understood piece by piece.

SHAPE: Conversion. Faces convert UNKNOWN into NOISE or INSIGHT.

RANGE: UNKNOWN begins at 4. NOISE and INSIGHT begin at 0, maximum 4.

LEFTOVER 3: Convert 1 UNKNOWN to 1 NOISE. If UNKNOWN is 0, NOISE +1.

LEFTOVER 4: Convert 1 UNKNOWN to 1 INSIGHT. If UNKNOWN is 0, remove 1 NOISE instead.

THRESHOLDS: At INSIGHT 2, reveal the system's purpose or grammar. At INSIGHT 4, decode or operate one intended function. At NOISE 3, introduce one false output or unstable operation, or activate one prepared observing security Agent with its preallocated reserve Pool; identify false output as unreliable. At NOISE 4, operation remains possible only with a cost, reset, or new access route.

OWNERSHIP: All rolls directly analyzing or operating the cipher affect it. Hostile ICE rolls may create 3s but do not gain INSIGHT from 4s unless they expose information.

ABILITY **INTERACTION**: Reversal changes which pool receives the converted UNKNOWN. Holding preserves the face, not the old UNKNOWN count; if none remains, use the printed overflow effect. Threshold revelations remain.

RESKIN: Fantasy - runic seal; Contemporary - encrypted archive; Science Fiction - alien control language; Weird Horror - prayer written by the reader's future self.

E22 - HIDDEN IDENTITY LADDER

USE: Unmasking a person, creature, infiltrator, patron, traitor, or force behind indirect actions.

SHAPE: Threshold Reveal. Pressure advances; openings reveal fixed layers.

RANGE: EXPOSURE 0-6; starts at 0.

LEFTOVER 3: EXPOSURE +1 against the investigators: the hidden subject learns one detail about who is looking or what they know.

LEFTOVER 4: Reveal the next identity layer in order: method, affiliation, motive, protected relationship, location, true identity. If all six are known, apply EXPOSED [E] (1) to the hidden subject, maximum 2. The next time its Armor E would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Remove at 0 or Scene end; a successful suitable countermeasure removes one pip.

THRESHOLDS: At EXPOSURE 2, the hidden subject plants a warning or decoy. At 4, it acts through one prepared Agent. At 6, it confronts, flees, bargains, or moves its goal; start that Scene with every already revealed layer still true.

OWNERSHIP: Investigator rolls produce both effects. Hidden-subject rolls use 3 normally; their 4s reveal a layer only when they take a visible risk.

ABILITY **INTERACTION**: Reversing swaps surveillance pressure for a revelation. Holding a 4 delays the next layer. No edit makes a revealed layer secret again or removes an Agent already activated.

RESKIN: Fantasy - masked usurper; Contemporary - anonymous financier; Science Fiction - infiltrating synthetic; Weird Horror - the person editing family photos.

E23 - RUMOR WEATHER

USE: A town, crew, court, network, or crowd where information changes meaning as it circulates.

SHAPE: Environmental Cycle. Four rumor phases change social permission.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. 1 QUIET - claims need direct witnesses. 2 CURIOUS - strangers ask questions and one honest approach is easier to justify. 3 CERTAIN - the dominant rumor is treated as true until challenged by an action. 4 BACKLASH - a contradiction becomes public and the current authority loses one narrow permission until the phase changes. Write the dominant rumor before play.

OWNERSHIP: Social, investigation, broadcast, and public action rolls affect it. Private physical exchanges do not.

ABILITY **INTERACTION**: Holding waits for a phase. Reversal changes circulation direction. Erasure keeps the current meaning. Released faces use the current phase and may wrap.

RESKIN: Fantasy - tavern whispers; Contemporary - local news cycle; Science Fiction - station feed; Weird Horror - gossip passed by empty rooms.

E24 - MEMORY LEAK

USE: Psychic contact, unstable records, dream investigation, identity damage, or a place that reveals truth by taking context.

SHAPE: Dangerous Both. Every face reveals something and costs something.

RANGE: LEAK 0-6; starts at 0.

LEFTOVER 3: LEAK +1 and the 4Caster reveals one troubling sensory fragment without context.

LEFTOVER 4: Reveal one useful true fragment, then LEAK +1. The roller chooses whether it concerns identity, route, motive, or danger.

THRESHOLDS: At LEAK 2, one willing participant or NPC chosen by the 4Caster gains HESITANT (1) because their reactions expose personal context. Use the actual-Strain HESITANT timing above. At 4, the Scene learns one protected relationship from someone involved, chosen by that person or the 4Caster for an NPC. At 6, memories overlap: begin a new Scene position where one location, identity, or timeline must be verified. No player loses authored backstory or control.

OWNERSHIP: Only rolls involving memory, dreams, psychic contact, or unstable records affect it.

ABILITY **INTERACTION**: Erasing either face prevents both leak step and fragment. Reversing changes who chooses useful versus troubling content. Holding delays both. Resolved revelations remain known.

RESKIN: Fantasy - ancestral pool; Contemporary - experimental interview drug; Science Fiction - damaged memory core; Weird Horror - room remembering through visitors.

RESOURCES AND EQUIPMENT

ROLL OR CHOOSE by what can run out, be recovered, break, reroute, overheat, be found, shift, or demand a price.

E25-E32 change supplies, salvage, tools, grids, charge, caches, cargo, and dangerous loot.

E25 - SUPPLY SEESAW

USE: Expeditions, sieges, survival, medical triage, ammunition pressure, or any finite shared resource.

SHAPE: Seesaw. One supply track rises and falls.

RANGE: SUPPLY 0-6; starts at 3.

LEFTOVER 3: SUPPLY -1.

LEFTOVER 4: SUPPLY +1, maximum 6.

THRESHOLDS: At 1, name what is nearly gone and which approach now requires substitution, a cost, or retrieval. At 0, the ordinary supply is exhausted; the Scene continues through improvisation, bargain, retreat, or a new resource goal. At 6, secure one cache or surplus; mark RESERVE (1), which can prevent one future SUPPLY loss in this Scene. Exhaustion and secured caches remain true even if the number later changes through a new source.

OWNERSHIP: Rolls that consume, protect, find, carry, or distribute the resource affect it. Unrelated exchanges do not.

ABILITY **INTERACTION**: Reversal changes gain to loss. Holding a 4 may wait until capacity exists. Erasing prevents one change. No edit recreates a named exhausted source without fictional acquisition.

RESKIN: Fantasy - torches and rations; Contemporary - disaster medicine; Science Fiction - oxygen and cells; Weird Horror - names needed to stay awake.

E26 - SALVAGE AND WEAR

USE: Looting a wreck, harvesting a monster, stripping a facility, or extracting value while danger accumulates.

SHAPE: Race. Two clocks compete.

RANGE: SALVAGE 0-4 and WEAR 0-4; both start at 0.

LEFTOVER 3: WEAR +1.

LEFTOVER 4: SALVAGE +1.

THRESHOLDS: At SALVAGE 4 first, secure the named useful haul and choose whether to leave or keep searching. At WEAR 4 first, the site, tools, or carrier becomes unsafe: close the easiest exit, apply DISABLED [FUNCTION] (1) to a key tool, or activate a prepared Spreading Hazard Agent with its preallocated reserve Pool; if none was allocated, choose one of the other two effects. A disabled tool loses one named narrow function until a successful suitable repair or Scene end. Salvage remains possible. If both fill together, the haul is secured but must be abandoned, divided, or carried through the new hazard.

OWNERSHIP: All rolls made to extract, carry, defend, or navigate the salvage site affect it.

ABILITY **INTERACTION**: Reversal swaps which clock moves. Holding can time the final haul. Erasing prevents one step. No edit removes a hazard or restores a tool after the Wear threshold resolves.

RESKIN: Fantasy - dragon bone harvest; Contemporary - disaster-zone recovery; Science Fiction - derelict salvage; Weird Horror - collecting useful organs from a dead building.

E27 - TOOL WEAR RATCHET

USE: Repeated technical work, climbing gear, ritual components, weapons, vehicles, or jury-rigged solutions.

SHAPE: Ratchet. WEAR rises; 4s create PATCHES.

RANGE: WEAR 0-6; starts at 0. PATCHES 0-2; starts at 0.

LEFTOVER 3: WEAR +1.

LEFTOVER 4: Gain 1 PATCH, maximum 2. Spend it immediately after WEAR rises to prevent that step, or spend during a suitable action to ignore one narrow tool drawback for that action.

THRESHOLDS: At WEAR 2, the tool becomes loud, slow, exposed, or consumes extra material; choose before play. At 4, apply DISABLED [FUNCTION] (1): name one narrow function the tool cannot use until a successful suitable repair or Scene end. At 6, it loses its key permission until repaired, replaced, or rebuilt. The physical consequences remain.

OWNERSHIP: Rolls that directly use, protect, repair, or stress the named tool affect it.

ABILITY **INTERACTION**: Reversal swaps Wear and Patch. Holding a 4 preserves potential repair. Releasing after the tool fails can create a Patch but cannot restore permission without an action.

RESKIN: Fantasy - fraying enchanted rope; Contemporary - overused rescue saw; Science Fiction - degrading plasma cutter; Weird Horror - key losing teeth each time it opens a mouth.

E28 - POWER GRID FORK

USE: A facility, lair, vehicle, ritual, or city section with power that can be rerouted.

SHAPE: Fork. Each face changes which system receives power.

RANGE: No clock. Prepare three **FACILITIES**: ACCESS, DEFENSE, and LIFE SUPPORT. Mark two POWERED and one DARK at start.

LEFTOVER 3: The 4Caster moves POWERED from one facility to another, making the first DARK. If LIFE SUPPORT goes DARK, announce a nonlethal pressure such as cold, air clock, darkness, or evacuation need.

LEFTOVER 4: The roller chooses one DARK facility to become POWERED and one currently POWERED facility to become DARK. If a spare source has been secured, no shutdown is required once; consume the spare.

THRESHOLDS: When the same facility becomes DARK for the third time, apply DISABLED [FUNCTION] (1) to one narrow facility function or add a repair goal. The named function remains unavailable until a successful suitable repair or Scene end. No facility's loss causes instant catastrophe from a face alone.

OWNERSHIP: Rolls made through, against, or to reroute the grid affect it.

ABILITY **INTERACTION**: Reversing changes who chooses the reroute. Holding waits for a different configuration. Erasing preserves current power. Released faces use current states; impossible reroutes have no effect.

RESKIN: Fantasy - ley-line junction; Contemporary - emergency breaker grid; Science Fiction - ship power bus; Weird Horror - house deciding which organs receive blood.

E29 - HEAT INTO CHARGE

USE: Overclocking, spell strain, weapon heat, engine boost, adrenaline, or any system trading safety for output.

SHAPE: Conversion. Faces convert capacity between HEAT and CHARGE.

RANGE: HEAT 0-4 and CHARGE 0-3; both start at 0.

LEFTOVER 3: HEAT +1.

LEFTOVER 4: Choose one: CHARGE +1, maximum 3; or remove 1 HEAT if no CHARGE is gained.

THRESHOLDS: Spend 1 CHARGE before a suitable action to raise its Normal commitment cap by 1 for that roll; it creates no die and only one Charge may be spent. At HEAT 2, the system becomes loud or visible. At HEAT 4, apply DISABLED [FUNCTION] (1), name the overheated function, and reset HEAT to 2. That function remains unavailable until a successful suitable repair or cooling action, or Scene end.

OWNERSHIP: Only rolls using or directly cooling the named system affect it.

ABILITY **INTERACTION**: Reversal converts a dangerous heat step into the 4 choice or converts a 4 into Heat. Holding preserves a face but not capacity; an over-cap Charge may instead remove 1 Heat. A DISABLED function already applied at a threshold cannot be restored by reversal.

RESKIN: Fantasy - overchanneled wand; Contemporary - racing engine; Science Fiction - beam capacitor; Weird Horror - borrowed heartbeat.

E30 - BURIED CACHE

USE: Searching for gear, supplies, evidence, relics, or prepared resources in a pressured location.

SHAPE: Threshold Reveal. 3 advances disturbance; 4 reveals cache layers.

RANGE: DISTURBANCE 0-6; starts at 0.

LEFTOVER 3: DISTURBANCE +1.

LEFTOVER 4: Reveal the next cache layer: location, access method, condition, owner, useful contents, hidden drawback. If all six are known, the cache may be claimed by a suitable successful action.

THRESHOLDS: At DISTURBANCE 2, another interested party learns someone is searching. At 4, activate a prepared Sentry, Tracker, or environmental Agent and its preallocated reserve Pool. At 6, the cache moves, seals, or becomes contested; it remains reachable through a new goal. Revealed layers stay true.

OWNERSHIP: Searchers' rolls affect it. Opposition rolls affect it only when they guard, move, monitor, or tamper with the cache.

ABILITY **INTERACTION**: Reversal swaps disturbance for one revelation. Holding delays a layer. Erasing prevents one step or reveal. No edit removes an Agent already added or makes known content unknown.

RESKIN: Fantasy - saint's reliquary; Contemporary - dead drop; Science Fiction - sealed supply pod; Weird Horror - cupboard storing things before they are lost.

E31 - CARGO BALANCE

USE: Carrying unstable, fragile, living, illegal, or valuable cargo through changing conditions.

SHAPE: Environmental Cycle. Four load states change what movement permits.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. 1 SECURE - cargo follows ordinary movement. 2 SHIFTING - full movement requires one hand, station, or helper devoted to cargo. 3 EXPOSED - harmful action against the carrier may target the cargo instead when fiction permits. 4 SETTLING - a successful suitable action can bank, hide, stabilize, or transfer the cargo with minimal effect. Apply state only at action timing, not retroactively.

OWNERSHIP: Rolls by carriers, escorts, thieves, hazards, or vehicles touching the cargo affect it.

ABILITY **INTERACTION**: Holding waits for a favorable state. Reversal changes cycle direction. Erasing preserves current state. Released faces use the current phase.

RESKIN: Fantasy - dragon egg wagon; Contemporary - unstable evidence case; Science Fiction - cryogenic passenger; Weird Horror - box containing a room.

E32 - HUNGRY LOOT

USE: Valuable material, cursed treasure, unstable technology, addictive power, or a reward that creates danger while claimed.

SHAPE: Dangerous Both. Every face increases VALUE or CLAIM while adding a cost.

RANGE: VALUE 0-4 and CLAIM 0-4; both start at 0.

LEFTOVER 3: CLAIM +1 and name who or what now notices the loot.

LEFTOVER 4: VALUE +1 and apply CARRYING COST (1) to the current claimant. **Trigger**: before the claimant next moves, uses both hands, or hides, take 1 Strain or leave the loot; then remove the pip.

THRESHOLDS: At VALUE 4, the loot can fund, unlock, or power one meaningful future project. At CLAIM 4, an owner, collector, curse, or signal enters the fallout as a new Scene goal or Agent. If both fill together, the loot is fully valuable and immediately contested.

OWNERSHIP: All rolls to claim, carry, hide, inspect, or steal it affect both tracks.

ABILITY **INTERACTION**: Erasing prevents the full printed face. Reversing swaps Notice for Value plus Carrying Cost. Holding delays both. No edit removes a claimant already introduced.

RESKIN: Fantasy - singing crown; Contemporary - hot bearer bonds; Science Fiction - self-advertising alien core; Weird Horror - suitcase that misses its owner.

RELATIONSHIPS AND AUTHORITY

ROLL OR CHOOSE by whether the Scene centers trust, bargaining, obligations, divided loyalty, reputation, command, crowds, or truce.

E33-E40 change what people permit, believe, owe, and publicly support.

E33 - TRUST SEESAW

USE: Negotiation, alliance, frightened witnesses, divided crews, or any Scene where cooperation can strengthen or fail.

SHAPE: Seesaw. One clock records current trust, not permanent affection.

RANGE: TRUST -3 to +6; starts at 0.

LEFTOVER 3: TRUST -1.

LEFTOVER 4: TRUST +1.

THRESHOLDS: At +3, the other side shares one useful fact, route, or limited resource. At +6, it accepts the stated cooperation for this Scene, with one boundary. At -3, it withdraws, demands security, or calls an ally; the Scene continues through proof, leverage, pursuit, or separate goals. Shared facts and withdrawn positions remain true.

OWNERSHIP: Rolls that make, test, betray, protect, or clarify the relationship affect it. Unrelated combat affects it only when it visibly violates or honors a boundary.

ABILITY **INTERACTION**: Reversal changes one trust step. Holding delays the social swing. Erasing prevents movement. No edit makes someone forget a revealed fact or resolved betrayal.

RESKIN: Fantasy - uneasy clan alliance; Contemporary - witness cooperation; Science Fiction - first-contact trust; Weird Horror - convincing one's duplicate to share a door.

E34 - LEVERAGE RACE

USE: Bargaining, hostage exchange, labor dispute, political negotiation, or a deal under time pressure.

SHAPE: Race. Two sides build leverage toward settlement or domination.

RANGE: COMMON GROUND 0-4 and PRESSURE 0-4; both start at 0.

LEFTOVER 3: PRESSURE +1.

LEFTOVER 4: COMMON GROUND +1.

THRESHOLDS: At COMMON GROUND 4 first, write a settlement containing one concession from each side and one enforceable boundary. At PRESSURE 4 first, the stronger side can force one immediate narrow concession, but the other chooses debt, exposure, delay, or withdrawal as fallout. If both fill together, a deal forms under visible coercion and begins with TRUST -1 if that engine follows.

OWNERSHIP: All rolls made to bargain, threaten, prove, conceal, or mobilize support affect it.

ABILITY **INTERACTION**: Reversal moves the other clock. Holding can time the final point. Erasure prevents one step. A resolved settlement or forced concession is new fiction and cannot be erased by later faces.

RESKIN: Fantasy - ransom council; Contemporary - strike negotiation; Science Fiction - docking rights dispute; Weird Horror - bargain with the weather inside a person.

E35 - OATH STRESS

USE: Vows, contracts, command duties, codes, taboos, sworn alliances, or obligations under pressure.

SHAPE: Ratchet. BREACH rises; 4s create GRACE.

RANGE: BREACH 0-6; starts at 0. GRACE 0-2; starts at 0.

LEFTOVER 3: BREACH +1.

LEFTOVER 4: Gain 1 GRACE, maximum 2. Spend GRACE when BREACH would rise to prevent one step, but state the apology, exception, restitution, or witness that grants it.

THRESHOLDS: At BREACH 2, the obligated subject receives a warning or visible sign. At 4, lose one narrow benefit of the oath or apply HESITANT (1) to its bearer. Use the actual-Strain HESITANT timing above. At 6, the oath changes state: broken, renegotiated, transferred, or enforced by a new Agent or Scene. Consequences remain.

OWNERSHIP: Only rolls that invoke, test, conceal, uphold, or violate the oath affect it.

ABILITY **INTERACTION**: Reversing a 3 creates GRACE; reversing a 4 advances BREACH. Holding a 4 delays mercy. No edit restores a benefit or oath state after its threshold resolves.

RESKIN: Fantasy - knightly vow; Contemporary - cooperation agreement; Science Fiction - command protocol; Weird Horror - promise made to one's shadow.

E36 - DIVIDED LOYALTIES

USE: A person, group, crew, family, or organization pulled between two protected relationships or goals.

SHAPE: Fork. Every face strengthens one side of a declared divide.

RANGE: LOYALTY A 0-3 and LOYALTY B 0-3; both start at 1.

LEFTOVER 3: LOYALTY toward the fear, authority, old obligation, or hostile side +1, maximum 3.

LEFTOVER 4: Choose one: LOYALTY toward the player-facing appeal +1, maximum 3; or reduce the hostile LOYALTY by 1, minimum 0, by revealing a contradiction.

THRESHOLDS: At either LOYALTY 3 while the other is 1 or less, the subject must use its unused action opportunity for one concrete action for that side; if it has no opportunity left, queue that action for its next ordinary opportunity. It does not become permanently obedient. At 3/3, the subject refuses both and creates a third boundary, demand, or escape. Resolved actions remain.

OWNERSHIP: Rolls that speak to either relationship, reveal conduct, or force a choice affect it.

ABILITY **INTERACTION**: Reversal swaps which loyalty moves. Holding delays a decision. Erasing prevents one change. No edit reverses an action already taken at a threshold.

RESKIN: Fantasy - heir between clan and crown; Contemporary - officer between partner and command; Science Fiction - synthetic between maker and crew; Weird Horror - body choosing between two names.

E37 - REPUTATION EXCHANGE

USE: Public Scenes where attention can be converted into authority, sympathy, scandal, or fear.

SHAPE: Conversion. Faces convert NOTICE into standing.

RANGE: NOTICE 0-4, FAVOR 0-4, and INFAMY 0-4; all start at 0.

LEFTOVER 3: Advance the Infamy path one step. If NOTICE is 0-2, NOTICE +1. If NOTICE is 3 or 4, replace it with NOTICE 0 and INFAMY +1 as one combined conversion effect.

LEFTOVER 4: Choose one: NOTICE +1; or if NOTICE is at least 2, convert 2 NOTICE into FAVOR +1.

THRESHOLDS: At FAVOR 2, gain one public introduction, witness, or narrow permission. At FAVOR 4, the crowd or institution backs one stated proposal for this Scene. At INFAMY 2, add SUSPECTED (1) to the group's public identity; INFAMY counts as the current alert clock for that status. Each leftover 3 rolled under that identity moves INFAMY by its normal amount plus the Suspected pips. At INFAMY 4, an authority or rival opens a Fallout Scene. Converted standing remains.

OWNERSHIP: Publicly visible social, rescue, failure, and violent rolls affect it. Private actions do not.

ABILITY **INTERACTION**: Reversal changes which conversion path applies. Holding preserves a face, not an old NOTICE count. Erasing prevents the full effect. Threshold rewards and fallout remain.

RESKIN: Fantasy - court reputation; Contemporary - public narrative; Science Fiction - network credibility; Weird Horror - how the town's empty houses pronounce a name.

E38 - COMMAND FRACTURE

USE: Exposing weakness, dissent, corruption, or competing orders inside a hierarchy.

SHAPE: Threshold Reveal. 3 tightens control; 4 reveals one fracture.

RANGE: CONTROL 0-6; starts at 0.

LEFTOVER 3: CONTROL +1.

LEFTOVER 4: Reveal the next fracture: disputed order, unpaid cost, protected subordinate, false report, rival successor, or forbidden mission. Once revealed, a suitable action may exploit it.

THRESHOLDS: At CONTROL 2, subordinates close ranks and one social route requires proof. At 4, the Commander grants ORDERED (1) to one Agent without spending its action, once only. At 6, the hierarchy commits to a visible course and cannot quietly retreat; the next Scene begins from enforcement, mutiny, flight, or negotiation. Resolved orders remain.

OWNERSHIP: Rolls involving authority, orders, discipline, testimony, or internal relationships affect it.

ABILITY **INTERACTION**: Reversal trades control for a revealed fracture. Holding a 4 delays information. Erasing prevents one step or revelation. No edit retracts an order already acted upon.

RESKIN: Fantasy - knightly command; Contemporary - corrupt department; Science Fiction - fleet hierarchy; Weird Horror - choir ruled by the loudest missing voice.

E39 - CROWD MOOD

USE: Assemblies, juries, neighborhoods, crews, mobs, audiences, or frightened populations.

SHAPE: Environmental Cycle. Four moods change what the crowd permits.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. 1 LISTENING - one speaker can establish a fact. 2 RESTLESS - movement through the crowd needs a plausible route. 3 ANGRY - the crowd may act as one R36 Swarm Agent if already part of the Scene roster; do not add a Pool. 4 SCATTERING - one exit opens but separated participants must regroup. The crowd does not attack solely because a phase changes.

OWNERSHIP: Public social, visible harm, rescue, command, and escape rolls affect it.

ABILITY **INTERACTION**: Holding waits for a useful mood. Reversal changes direction. Erasure preserves the current mood. A released face uses the current phase.

RESKIN: Fantasy - market assembly; Contemporary - public demonstration; Science Fiction - dockworkers' concourse; Weird Horror - audience waiting for the play to become true.

E40 - FRAYING CEASEFIRE

USE: A truce, hostage exchange, parley, shared rescue, or temporary alliance where every opening also tests restraint.

SHAPE: Dangerous Both. 3 strains peace; 4 creates an opening that one side could exploit.

RANGE: CEASEFIRE 4-0; starts at 4.

LEFTOVER 3: CEASEFIRE -1.

LEFTOVER 4: Name one immediate tactical, social, or positional opening, then CEASEFIRE -1 unless the roller publicly refuses to exploit it. Refusal preserves CEASEFIRE and reveals the opening anyway.

THRESHOLDS: At 2, each side names one protected boundary and one feared betrayal. At 0, the ceasefire ends after the current exchange: begin combat, separation, surrender, or urgent renegotiation. It does not cause a free attack. Any refused opening becomes evidence for later TRUST.

OWNERSHIP: Every roll made by a ceasefire party in the shared area affects it. Neutral rescue or environmental Agents do not unless one side blames them.

ABILITY **INTERACTION**: Erasing either face prevents the full effect. Reversing swaps pure strain with the opening choice. Holding delays both. No edit restores a ceasefire after it ends without a new agreement.

RESKIN: Fantasy - parley at the gate; Contemporary - evacuation truce; Science Fiction - docking ceasefire; Weird Horror - agreement not to acknowledge the thing between both sides.

BODIES AND CONDITIONS

ROLL OR CHOOSE by whether pressure affects composure, infection, exposure, transformation, momentum, corruption, fatigue, or a shared link.

E41-E48 change status and position without replacing Damage, Strain, healing, or player control.

E41 - PANIC AND RESOLVE

USE: Fear, evacuation, interrogation, disaster, supernatural awe, or a group trying to remain functional.

SHAPE: Seesaw. One clock tracks collective composure.

RANGE: RESOLVE -3 to +6; starts at 0.

LEFTOVER 3: RESOLVE -1.

LEFTOVER 4: RESOLVE +1.

THRESHOLDS: At +3, clear HESITANT (1) from one participant or Agent. At +6, the group establishes one calm route, rally point, or shared instruction lasting this Scene. At -3, panic changes position: one NPC Agent withdraws, a crowd scatters, or a participant must choose separation or 1 Strain. Player characters keep control. Resolved movement and cleared statuses remain.

OWNERSHIP: Rolls involving fear, rescue, command, visible harm, or reassurance affect it. Unrelated technical work does not.

ABILITY **INTERACTION**: Reversal changes one resolve step. Holding delays panic or courage. Erasure prevents movement. No edit returns a withdrawn Agent without new fiction.

RESKIN: Fantasy - dragon terror; Contemporary - emergency evacuation; Science Fiction - hull breach panic; Weird Horror - realizing the walls are listening.

E42 - INFECTION AND TREATMENT

USE: Disease, poison, curse, nanites, infestation, or a spreading condition with active counterplay.

SHAPE: Race. Two clocks compete.

RANGE: INFECTION 0-4 and TREATMENT 0-4; both start at 0.

LEFTOVER 3: INFECTION +1.

LEFTOVER 4: TREATMENT +1.

THRESHOLDS: At TREATMENT 4 first, stabilize the subject and define the full cure, recovery, or quarantine required after the Scene. At INFECTION 4 first, apply one named nonterminal stage such as DRAINED (1), BURNING (1), altered permission, or contagious contact; reset INFECTION to 2 and continue toward treatment. If both fill together, stabilization succeeds while the stage manifests once.

OWNERSHIP: Rolls treating, resisting, studying, spreading, or exploiting the condition affect it. Other exchanges do not.

ABILITY **INTERACTION**: Reversal moves the other clock. Holding can time stabilization. Erasure prevents one step. No face erases a status stage already applied; ordinary treatment must clear it.

RESKIN: Fantasy - basilisk venom; Contemporary - outbreak exposure; Science Fiction - nanite infection; Weird Horror - sentence that grows under the skin.

E43 - EXPOSURE RATCHET

USE: Cold, heat, vacuum, radiation, hunger, sleeplessness, pressure, or prolonged hostile environments.

SHAPE: Ratchet. EXPOSURE rises; 4s create SHELTER.

RANGE: EXPOSURE 0-6; starts at 0. SHELTER 0-2; starts at 0.

LEFTOVER 3: EXPOSURE +1.

LEFTOVER 4: Gain 1 SHELTER, maximum 2. Spend it to prevent one EXPOSURE step or let one participant ignore the next environmental Strain in this Scene.

THRESHOLDS: At EXPOSURE 2, apply HESITANT (1) to the most exposed willing participant or an NPC chosen by the 4Caster. Resolve it with the actual-Strain HESITANT timing above. At 4, everyone without suitable protection takes 1 Strain. At 6, ordinary progress stops until the group finds shelter, changes route, or accepts a major resource cost. Nobody dies solely from filling the clock.

OWNERSHIP: Travel, survival, rescue, rest, and environmental Agent rolls affect it.

ABILITY **INTERACTION**: Reversing a 3 creates SHELTER; reversing a 4 advances EXPOSURE. Holding delays protection. No edit clears Strain or a stopped route already resolved.

RESKIN: Fantasy - cursed blizzard; Contemporary - desert crossing; Science Fiction - radiation storm; Weird Horror - night that removes body heat from memories.

E44 - TRANSFORMATION CHOICE

USE: Mutation, possession, magical form, cybernetic overwrite, curse, or a power changing what someone can do.

SHAPE: Fork. Faces strengthen transformation or preserve chosen identity and control.

RANGE: CHANGE 0-4 and CONTROL 0-4; both start at 0.

LEFTOVER 3: CHANGE +1.

LEFTOVER 4: Choose one: CONTROL +1; or reveal one form permission, limit, appetite, or countermeasure without moving either clock.

THRESHOLDS: At CHANGE 2, gain one narrow form permission and one visible tell chosen from the established transformation. At CHANGE 4, the form becomes stable for this Scene and introduces one cost or urge; the player keeps control. At CONTROL 4 first, the subject chooses when to enter or end the form this Scene. If both reach 4 together, the chosen form is controlled but leaves one persistent tell.

OWNERSHIP: Only rolls using, resisting, studying, feeding, or cleansing the transformation affect it. The affected player chooses their form details within setting boundaries.

ABILITY **INTERACTION**: Reversal swaps Change and the 4 choice. Holding delays the choice. Erasing prevents one step or reveal. No edit removes a form permission already established without an ending action.

RESKIN: Fantasy - beast curse; Contemporary - unstable enhancement; Science Fiction - adaptive graft; Weird Horror - becoming the person in the wallpaper.

E45 - PAIN INTO MOMENTUM

USE: Injury, adrenaline, rage, overexertion, desperate last stands, or a machine running through damage.

SHAPE: Conversion. Faces convert PAIN into MOMENTUM or vice versa.

RANGE: PAIN 0-4 and MOMENTUM 0-3; both start at 0.

LEFTOVER 3: PAIN +1.

LEFTOVER 4: Choose one: MOMENTUM +1, maximum 3; or remove 1 PAIN.

THRESHOLDS: Spend 1 MOMENTUM before one action to raise its Normal commitment cap by 1 for that roll; this creates no die and one Momentum maximum per roll. At PAIN 2, apply HESITANT (1) to the named owner of these tracks: use the actual-Strain HESITANT timing above. At PAIN 4, inflict 1 Strain and reset PAIN to 2. This engine does not replace **Damage Dice** or healing.

OWNERSHIP: Only rolls by the named participant, Agent, vehicle, or group affect its tracks.

ABILITY **INTERACTION**: Reversal changes Pain into the 4 choice or a 4 into Pain. Holding preserves the choice. Erasing prevents the full effect. No edit heals Damage or clears Strain already inflicted.

RESKIN: Fantasy - berserker focus; Contemporary - emergency adrenaline; Science Fiction - redline mode; Weird Horror - wound teaching the body a new movement.

E46 - CORRUPTION LADDER

USE: Curses, psychic contamination, moral compromise, alien influence, magical pollution, or a body learning unsafe rules.

SHAPE: Threshold Reveal. 3 advances corruption; 4 reveals its rule and counterplay.

RANGE: CORRUPTION 0-6; starts at 0.

LEFTOVER 3: CORRUPTION +1.

LEFTOVER 4: Reveal the next layer in order: source, tell, appetite, permission, countermeasure, final choice. If already revealed, apply ANCHORED (1) to the affected subject. When an effect would forcibly move the subject, spend the pip to reduce that movement by one cell or roughly 10 feet. Remove at 0 or Scene end; voluntary movement removes all remaining pips.

THRESHOLDS: At 2, add one visible tell with no automatic penalty. At 4, grant one narrow unsafe permission and apply one named cost when used. At 6, the affected subject chooses: accept a stable changed form for this Scene, enter containment, or begin a cleansing Scene. No random face removes player control.

OWNERSHIP: Rolls touching, using, resisting, studying, or cleansing the source affect it.

ABILITY **INTERACTION**: Reversal swaps a corruption step for a revelation. Holding delays knowledge. Erasure prevents one effect. Resolved tells and permissions remain until addressed in fiction.

RESKIN: Fantasy - demon stain; Contemporary - experimental contaminant; Science Fiction - alien signal adaptation; Weird Horror - learning the grammar of hunger.

E47 - EXHAUSTION RHYTHM

USE: Long operations, forced marches, sleepless investigation, repeated combat, or machinery cycling between effort and recovery.

SHAPE: Environmental Cycle. Four exertion phases change recovery and risk.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. 1 FRESH - ordinary action. 2 WORKING - rest actions can return one Strained die to Spent on success. 3 FATIGUED - the first participant who commits their full Axis cap takes 1 Strain after resolution. 4 SECOND WIND - one participant may ignore HESITANT for one action, then phase advances to 1 after that action. The engine never changes normal Turn refresh.

OWNERSHIP: Rolls by the named group or machine during the operation affect it.

ABILITY **INTERACTION**: Holding waits for a phase. Reversal changes direction. Erasure preserves phase. Released faces use current phase. Direct Strain or recovery already resolved remains.

RESKIN: Fantasy - forced march; Contemporary - overnight rescue; Science Fiction - reactor duty cycle; Weird Horror - staying awake while the dream hunts.

E48 - SHARED NERVE

USE: Psychic links, bonded crews, ritual circles, synchronized teams, or groups whose stress passes between members.

SHAPE: Dangerous Both. Each face shifts shared strain and creates an immediate choice.

RANGE: NERVE 0-6; starts at 0.

LEFTOVER 3: NERVE +1. The roller chooses themself or one consenting linked ally to take 1 Strain; if nobody takes it, NERVE +1 again.

LEFTOVER 4: NERVE +1, then one linked participant may clear HESITANT (1) or move one Strained **Normal Die** to Spent; another consenting linked participant takes 1 Strain.

THRESHOLDS: At NERVE 3, every linked participant can feel one another's fear and cannot plausibly conceal immediate distress. At 6, the link overloads and ends after the current exchange; apply HESITANT (1) to each NPC Agent and willing player subject. Resolve each with the actual-Strain HESITANT timing above. Reset NERVE to 0 if a new link is later formed.

OWNERSHIP: Only rolls by linked participants affect it. Player-to-player transfers require consent.

ABILITY **INTERACTION**: Erasing prevents the full printed face. Reversal swaps pure burden with shared recovery. Holding delays both. No edit clears Strain already accepted.

RESKIN: Fantasy - oathbound circle; Contemporary - experimental team interface; Science Fiction - neural squad link; Weird Horror - family sharing one nervous system.

FACTIONS AND POPULATIONS

ROLL OR CHOOSE by whether a group is holding together, evacuating, fracturing, intervening, changing sides, revealing command, patrolling, or rising up.

E49-E56 produce Scene fallout only. They do not create a between-session faction turn.

E49 - COHESION SEESAW

USE: Crews, mobs, squads, organizations, families, or communities acting together under pressure.

SHAPE: Seesaw. One clock measures willingness to act as a group.

RANGE: COHESION -3 to +6; starts at 0.

LEFTOVER 3: COHESION -1.

LEFTOVER 4: COHESION +1.

THRESHOLDS: At +3, choose a suitable Agent; it may use its unused action opportunity for one coordinated ordinary action without internal hesitation, or queue that action for its next ordinary opportunity if none remains. At +6, add one held 2 to a chosen active Agent at the start of the next Round; it expires normally. At -3, remove one Cohesion unit or ordinary Agent through flight, refusal, or division. Attrition removes its Axes, later action, and every die it owns. Removed members do not return merely because Cohesion rises.

OWNERSHIP: Rolls that command, protect, betray, frighten, supply, or represent the group affect it.

ABILITY **INTERACTION**: Reversal changes one Cohesion step. Holding delays morale movement. Erasure prevents it. No edit returns an Agent already removed without new fiction.

RESKIN: Fantasy - militia nerve; Contemporary - neighborhood solidarity; Science Fiction - ship crew cohesion; Weird Horror - congregation sharing one shadow.

E50 - EVACUATION AGAINST ARRIVAL

USE: Moving a population, convoy, crew, prisoners, or dependents before hostile forces or conditions arrive.

SHAPE: Race. Two clocks compete.

RANGE: EVACUATED 0-4 and ARRIVAL 0-4; both start at 0.

LEFTOVER 3: ARRIVAL +1.

LEFTOVER 4: EVACUATED +1.

THRESHOLDS: At EVACUATED 4 first, the vulnerable population reaches safety and one escort or route remains in the Scene. At ARRIVAL 4 first, activate one prepared hostile Agent or Spreading Hazard and its preallocated reserve Pool; evacuation continues from a contested route. If both fill together, the population escapes while one escort, vehicle, or cache remains behind as the next goal.

OWNERSHIP: Escort, civilian, transport, hostile, and environmental rolls affecting movement or arrival count. Unrelated duels do not.

ABILITY **INTERACTION**: Reversal moves the other clock. Holding can time the final movement. Erasure prevents one step. No edit removes an arrived Agent or returns an already evacuated population to danger.

RESKIN: Fantasy - village before the army; Contemporary - residents before the fire front; Science Fiction - colony before impact; Weird Horror - tenants before the building wakes.

E51 - ORGANIZATION FRACTURE

USE: A guild, agency, cult, crew, gang, institution, or army breaking under contradictions.

SHAPE: Ratchet. FRACTURE rises; 4s create BINDING.

RANGE: FRACTURE 0-6; starts at 0. BINDING 0-2; starts at 0.

LEFTOVER 3: FRACTURE +1.

LEFTOVER 4: Gain 1 BINDING, maximum 2. Spend it to prevent one FRACTURE step by naming the shared need, taboo, relationship, or immediate threat holding the group together.

THRESHOLDS: At FRACTURE 2, reveal one hidden disagreement. At 4, one ordinary Agent refuses an order or changes priority. At 6, remove one Cohesion unit or Agent through schism and begin a bargain, mutiny, succession, or escape Scene. Attrition removes that Agent and every die it owns; fractures already revealed remain.

OWNERSHIP: Rolls involving orders, payment, betrayal, doctrine, public failure, or protected relationships affect it.

ABILITY **INTERACTION**: Reversal swaps Fracture and Binding. Holding delays unity. Erasing prevents one step. No edit restores an Agent removed by schism without a new agreement.

RESKIN: Fantasy - mercenary guild schism; Contemporary - agency whistleblowing; Science Fiction - fleet mutiny; Weird Horror - cult disagreeing about which god answered.

E52 - NEUTRAL INTERVENTION

USE: A third party deciding whether to help, hinder, withdraw, or pursue its own goal during a two-sided Scene.

SHAPE: Fork. Faces move the neutral side toward different actions.

RANGE: INTEREST -3 to +3; starts at 0. Positive favors intervention for the players; negative favors intervention against them.

LEFTOVER 3: INTEREST -1.

LEFTOVER 4: Choose one: INTEREST +1; or reveal the neutral side's Offer or Price without moving the track.

THRESHOLDS: At +3, the neutral side chooses one concrete supporting action through an existing Agent and resets INTEREST to +1. At -3, it chooses one concrete opposing action through an existing Agent, or introduces one prepared independent neutral Agent with its own Pool under INDEPENDENT OTHERS AND POOLS, then resets to -1. A chosen action spends that Agent's unused action opportunity; if it has none, queue the action for its next ordinary opportunity. A newly introduced Agent may act only at its next ordinary opportunity, never as part of this threshold. Never merge unrelated Pools or grant a free action. A threshold action already resolved cannot be reversed.

OWNERSHIP: Only rolls visible to or directly affecting the neutral party change INTEREST.

ABILITY **INTERACTION**: Reversal swaps direction. Holding delays the neutral decision. Erasing prevents movement or reveal. No edit reverses an action already taken.

RESKIN: Fantasy - rival adventuring company; Contemporary - press or bystanders; Science Fiction - independent salvage crew; Weird Horror - ghosts choosing which living story to believe.

E53 - ALLEGIANCE CONVERSION

USE: Defection, recruitment, propaganda, reconciliation, bribery, or moving an Agent between sides without mind control.

SHAPE: Conversion. Faces convert DOUBT into COMMITMENT or FEAR.

RANGE: DOUBT begins at 3. COMMITMENT and FEAR begin at 0, maximum 3.

LEFTOVER 3: Convert 1 DOUBT to 1 FEAR. If DOUBT is 0, FEAR +1.

LEFTOVER 4: Choose one: convert 1 DOUBT to 1 COMMITMENT; or remove 1 FEAR by exposing safety, hypocrisy, or an exit.

THRESHOLDS: At COMMITMENT 3, the subject uses its unused action opportunity for one concrete action for the recruiting side or leaves its old side; if no opportunity remains, queue that choice for its next ordinary opportunity. It does not become permanently obedient. At FEAR 3, the subject chooses one non-suicidal order from current authority or withdrawal and uses its unused action opportunity; if none remains, queue the choice for its next ordinary opportunity. At 0 DOUBT with neither threshold, the subject demands a new term before further movement.

OWNERSHIP: Rolls addressing the subject's Want, Fear, protected relationship, price, or witnessed conduct affect it.

ABILITY **INTERACTION**: Reversal changes the conversion destination. Holding preserves a face but not old Doubt; use overflow effects if needed. No edit reverses a threshold action already taken.

RESKIN: Fantasy - knight changing banners; Contemporary - informant turning; Science Fiction - drone accepting new command; Weird Horror - reflection choosing its original.

E54 - HIERARCHY REVEAL

USE: Finding who truly controls an organization, crowd, network, lair, or conspiracy.

SHAPE: Threshold Reveal. 3 consolidates command; 4 reveals the next layer.

RANGE: CONTROL 0-6; starts at 0.

LEFTOVER 3: CONTROL +1.

LEFTOVER 4: Reveal the next hierarchy layer: public face, operational leader, resource keeper, protected relationship, hidden fracture, final authority. If all are known, apply EXPOSED [W] (1) to the final authority, maximum 2. The next time its Armor W would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Remove at 0 or Scene end; a successful suitable countermeasure removes one pip.

THRESHOLDS: At CONTROL 2, orders become consistent and one deception route closes. At 4, grant ORDERED (1) to one existing Agent without spending an action, once only. At 6, the authority moves, seals records, or initiates a visible operation that becomes the next Scene. Added support and moved authority remain.

OWNERSHIP: Rolls that observe, obey, intercept, challenge, impersonate, or investigate authority affect it.

ABILITY **INTERACTION**: Reversal trades control for a revelation. Holding delays a layer. Erasing prevents one effect. No edit makes known leadership secret or cancels an operation already begun.

RESKIN: Fantasy - secret court; Contemporary - shell-company chain; Science Fiction - distributed command AI; Weird Horror - family tree whose root is alive.

E55 - PATROL CYCLE

USE: Guards, predators, inspectors, drones, storms, trains, or recurring populations moving through zones.

SHAPE: Environmental Cycle. Four phases change which route is watched.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. Prepare four states: 1 DISTANT - one route is unwatched; 2 APPROACHING - announce the next watched route; 3 PRESENT - one existing patrol Agent may use its ordinary action opportunity or ordinary reaction permission there, never an extra one; 4 PASSING - the Agent moves to its next route and leaves one trace or opening. Do not create a new Agent or unallocated Pool just because phase changes.

OWNERSHIP: Movement, concealment, surveillance, and patrol rolls affect it. Private actions away from routes do not.

ABILITY **INTERACTION**: Holding waits for a route state. Reversal changes direction. Erasure freezes the patrol. Released faces use the current state.

RESKIN: Fantasy - castle watch route; Contemporary - security patrol; Science Fiction - inspection drone loop; Weird Horror - headless tenants walking the same floor.

E56 - UPRISING AND CRACKDOWN

USE: Revolt, strike, riot, mutiny, occupied district, besieged institution, or any population contest where both faces escalate stakes.

SHAPE: Dangerous Both. 3 strengthens control; 4 strengthens resistance while increasing confrontation.

RANGE: CONTROL 0-4 and RESISTANCE 0-4; both start at 0.

LEFTOVER 3: CONTROL +1 and name one route, resource, or public permission authority restricts.

LEFTOVER 4: RESISTANCE +1 and name one route, resource, or public permission the population claims. If it was already restricted, it becomes contested rather than fully open.

THRESHOLDS: At CONTROL 4, authority imposes a visible lockdown and begins a breach, negotiation, or escape Scene. At RESISTANCE 4, the population removes one ordinary authority Agent or Cohesion unit through refusal; Attrition removes this Agent and every die it owns. If both fill together, control and resistance collide at one named site, which becomes the next Scene. No face alone causes massacre.

OWNERSHIP: Public rolls by authority, resistance, and affected neutral Agents change the tracks. Private unrelated actions do not.

ABILITY **INTERACTION**: Erasing prevents the full printed restriction or claim. Reversing swaps which side advances. Holding delays both. Resolved claimed or restricted permissions remain contested fiction.

RESKIN: Fantasy - occupied city ward; Contemporary - general strike; Science Fiction - colony mutiny; Weird Horror - townspeople refusing the moon's curfew.

WEIRDNESS AND REALITY

ROLL OR CHOOSE by whether the strange thing alters reality, prophecy, dreams, destinations, time, names, the lair, or fate.

E57-E64 keep consequences visible and never remove player control through a random face alone.

E57 - REALITY STABILITY

USE: Anomalies, collapsing simulations, dream spaces, impossible architecture, or magic rewriting ordinary rules.

SHAPE: Seesaw. One clock measures how much the shared environment obeys established truth.

RANGE: STABILITY -3 to +6; starts at 0.

LEFTOVER 3: STABILITY -1.

LEFTOVER 4: STABILITY +1.

THRESHOLDS: At +3, establish one reliable physical rule, route, or identity that remains true this Scene. At +6, anchor the Scene goal and one exit against further environmental rewriting. At -3, reality changes one prepared feature: relocate a route, transform one nonliving object, or apply a visible tell to an Agent; begin play from that new position. It cannot erase a character, objective, or prior choice.

OWNERSHIP: Rolls that test, exploit, repair, deny, or accept the anomaly affect it.

ABILITY **INTERACTION**: Reversal changes one Stability step. Holding delays a change. Erasure prevents it. No edit undoes a feature change already resolved; restore it through play.

RESKIN: Fantasy - wild magic zone; Contemporary - unstable experimental space; Science Fiction - simulation fault; Weird Horror - apartment deciding which year it contains.

E58 - PROPHECY AND CHOICE

USE: A prediction, algorithm, omen, time message, or curse racing against evidence of a different outcome.

SHAPE: Race. Two clocks compete without removing player agency.

RANGE: FULFILLMENT 0-4 and DEVIATION 0-4; both start at 0.

LEFTOVER 3: FULFILLMENT +1 and reveal one sign consistent with the prophecy.

LEFTOVER 4: DEVIATION +1 and the roller names one choice, relationship, or fact the prophecy failed to account for.

THRESHOLDS: At FULFILLMENT 4 first, the predicted situation arrives, but the table chooses who faces it and how; prophecy never dictates a player decision. At DEVIATION 4 first, identify one exact clause that can be changed or refused. If both fill together, the situation arrives with that clause already broken.

OWNERSHIP: Rolls involving the predicted subject, signs, chosen clause, or forces pursuing fulfillment affect it.

ABILITY **INTERACTION**: Reversal moves the other clock and changes who narrates the detail. Holding delays a sign or deviation. No edit makes a resolved choice unchosen or prevents a situation already arrived.

RESKIN: Fantasy - royal omen; Contemporary - predictive policing model; Science Fiction - future telemetry; Weird Horror - obituary delivered before birth.

E59 - DREAM INTRUSION

USE: Sleep, visions, psychic attack, haunting, memory work, or a shared symbolic environment.

SHAPE: Ratchet. DEPTH rises; 4s create LUCIDITY.

RANGE: DEPTH 0-6; starts at 0. LUCIDITY 0-2; starts at 0.

LEFTOVER 3: DEPTH +1.

LEFTOVER 4: Gain 1 LUCIDITY, maximum 2. Spend it to prevent one DEPTH step or ask whether one visible dream element is memory, metaphor, intruder, or deliberate lie.

THRESHOLDS: At DEPTH 2, the dream gains one sensory rule. At 4, activate one prepared Ambusher, Illusionist, or Possessor Agent and its preallocated reserve Pool. At 6, waking requires reaching a visible exit, accepting one truth, or defeating the intruder; no one is trapped permanently by the roll. Dream rules and added Agents remain.

OWNERSHIP: Rolls inside or directly affecting the dream move it. Waking-world actions do not unless connected by a printed ability.

ABILITY **INTERACTION**: Reversal swaps Depth and Lucidity. Holding delays awareness. Erasing prevents one effect. No edit removes an Agent already manifested or unreveals a dream rule.

RESKIN: Fantasy - oracle sleep; Contemporary - guided memory therapy; Science Fiction - shared neural simulation; Weird Horror - dream renting out the sleepers.

E60 - PORTAL FORK

USE: Gates, wormholes, mirrors, elevators, rituals, or routes with multiple destinations.

SHAPE: Fork. Faces align the route toward prepared destinations.

RANGE: ALIGNMENT A 0-3 and ALIGNMENT B 0-3; both start at 1.

LEFTOVER 3: ALIGNMENT toward the dangerous, controlled, or unwanted destination +1, maximum 3.

LEFTOVER 4: Choose one: desired ALIGNMENT +1, maximum 3; or reduce unwanted ALIGNMENT by 1, minimum 0.

THRESHOLDS: When one destination reaches 3 while the other is 1 or less, the next willing traveler goes there. At 3/3, the portal opens to both and each traveler chooses while one prepared Portal, Sentry, or Hazard Agent may react. After passage, reset both to 1. An unwilling subject gets ordinary resistance to forced passage.

OWNERSHIP: Rolls operating, crossing, guarding, repairing, or corrupting the portal affect it.

ABILITY **INTERACTION**: Reversal swaps alignment movement. Holding delays destination choice. Erasing prevents it. No edit returns a traveler after passage.

RESKIN: Fantasy - standing stones; Contemporary - prototype transport chamber; Science Fiction - wormhole gate; Weird Horror - mirror choosing between two owners.

E61 - TEMPORAL ECHO

USE: Time loops, repeated rooms, predictive simulations, inherited memory, or events leaving usable echoes.

SHAPE: Conversion. Faces convert ECHO into REVISION or PARADOX.

RANGE: ECHO begins at 4. REVISION and PARADOX begin at 0, maximum 4.

LEFTOVER 3: Convert 1 ECHO to 1 PARADOX. If ECHO is 0, PARADOX +1.

LEFTOVER 4: Convert 1 ECHO to 1 REVISION. If ECHO is 0, remove 1 PARADOX instead.

THRESHOLDS: Spend 1 REVISION before an action to ask one question about how a similar attempt failed or succeeded; the 4Caster answers from established events. It grants information, not a reroll. At PARADOX 2, one duplicate clue or object appears but is unstable. At 4, the Scene repeats one position with a changed Agent, route, or goal; choices remain made and no resource refreshes automatically.

OWNERSHIP: Only rolls touching the loop, echo, duplicate, or repeated event affect it.

ABILITY **INTERACTION**: Reversal changes the conversion destination. Holding preserves the face, not old Echo count. No edit erases choices or restores dice spent before a repeated position.

RESKIN: Fantasy - ancestral battlefield echo; Contemporary - predictive reconstruction; Science Fiction - local time loop; Weird Horror - Tuesday returning with different teeth.

E62 - TRUE NAME LADDER

USE: Identifying, commanding, banishing, bargaining with, or protecting a supernatural, artificial, social, or symbolic entity.

SHAPE: Threshold Reveal. 3 lets the subject learn the seekers; 4 reveals the next part of the name.

RANGE: RECOGNITION 0-6; starts at 0.

LEFTOVER 3: RECOGNITION +1 and the named subject learns one true detail about the seeker, method, or intended use.

LEFTOVER 4: Reveal the next layer: title, maker, function, protected relationship, forbidden address, true name. If all six are known, apply EXPOSED [W] (1) to the subject, maximum 2. The next time its Armor W would apply, omit one applicable **Armor Die** per pip, then reduce EXPOSED by the number omitted. Remove at 0 or Scene end; a successful suitable countermeasure removes one pip.

THRESHOLDS: At RECOGNITION 2, the subject sends a sign or warning. At 4, it acts through one existing Agent or threshold. At 6, it directly bargains, flees, or confronts, beginning a new Scene position. Learning a true name never grants unlimited control; it supplies permission for a specific printed action.

OWNERSHIP: Rolls researching, invoking, hiding, defending, or using the name affect it.

ABILITY **INTERACTION**: Reversal trades recognition for a name layer. Holding delays knowledge. Erasing prevents one effect. No edit makes a known layer unknown or cancels a confrontation already begun.

RESKIN: Fantasy - demon's true name; Contemporary - hidden legal identity; Science Fiction - root command credential; Weird Horror - name the house uses for itself.

E63 - LIVING LAIR MOOD

USE: A sentient base, ship, forest, house, dungeon, institution, or body reacting to intruders.

SHAPE: Environmental Cycle. Four moods change active lair permissions.

RANGE: PHASE 1-4; starts at 1.

LEFTOVER 3: Advance PHASE by 1, wrapping 4 to 1.

LEFTOVER 4: Move PHASE back by 1, wrapping 1 to 4.

THRESHOLDS: No irreversible threshold. 1 CURIOUS - reveal one harmless sign or route. 2 GUARDED - one existing lair facet may make the incoming action's direct reaction from an adjacent zone. 3 HOSTILE - one existing facet may take its proactive action; do not add an extra action. 4 BARGAINING - the lair states one immediate need and opens one route until phase changes. Write the need before play.

OWNERSHIP: Rolls touching lair facets, routes, heart, memories, or rules affect it.

ABILITY **INTERACTION**: Holding waits for a mood. Reversal changes direction. Erasure preserves phase. A released face uses the current mood; it never creates a new Agent, unallocated Pool, or extra facet.

RESKIN: Fantasy - jealous dungeon; Contemporary - adaptive smart building; Science Fiction - wounded ship intelligence; Weird Horror - house hosting an intervention.

E64 - FATE'S BAD TRADE

USE: Omens, probability engines, curses, wish bargains, reality edits, or Scenes where every change transfers cost.

SHAPE: Dangerous Both. Each face moves FATE and assigns a visible consequence.

RANGE: FATE -3 to +3; starts at 0. Positive favors the acting side; negative favors opposition.

LEFTOVER 3: FATE -1, then reveal one immediate minor protection, route, or resource that opposition gains.

LEFTOVER 4: FATE +1, then the roller chooses one immediate minor cost: lose an ordinary resource, gain HESITANT (1), move to an exposed position, or mark DEBT (1) for fallout. Resolve HESITANT with the actual-Strain timing above. One Straggler creates this complete effect.

THRESHOLDS: At +3, the acting side gains one major opening but the 4Caster names its visible price; reset FATE to +1. At -3, opposition gains one major opening but must expose its method or protected relationship; reset to -1. No threshold dictates player choice or causes instant catastrophe.

OWNERSHIP: Every roll made within the declared fate bargain affects it.

ABILITY **INTERACTION**: Erasing prevents the full face, including benefit and cost. Reversing swaps both direction and attached consequence. Holding delays the complete trade. Resolved costs, debts, and openings remain.

RESKIN: Fantasy - witch's bargain; Contemporary - impossible luck experiment; Science Fiction - probability drive; Weird Horror - coin that spends the person flipping it.

4. ITEMS AND REWARDS

These items are ready to hand out, steal, buy, borrow, or find. ROLL OR CHOOSE. A portable item is not a facet and grants no extra action. Each entry names every die it owns.

ITEMS: ACCESS TOOLS

01. GLASS MOTH PICKS

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer; bearer pays any **Normal Dice** and the item owns none.

EFFECT/ABILITY: Permit quiet lock work, trap probing, and non-destructive disassembly. Retained Clusters measure speed and cleanliness; the picks add no die.

CHARGES/REFRESH: No Charges and no refresh.

DRAWBACK/**COUNTERPLAY**: A successful confiscation or breaking action removes them. Leftover 3 may leave evidence when that is the active Scene effect.

RESKIN: Fantasy - moth-bone needles; Contemporary - ceramic bypass set; Science Fiction - microservo shims; Weird Horror - glass legs that remember locks.

BALANCE: BASELINE. Permission only.

02. SURVEYOR'S THREAD

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer anchors it; bearer pays any **Normal Dice** and the item owns none.

EFFECT/ABILITY: Permit exact checks of distance, slope, vibration, and structural change. After setup, a successful E action answers one direct question about movement or instability in the measured area.

CHARGES/REFRESH: No Charges; wind it after use.

DRAWBACK/**COUNTERPLAY**: Visible to close inspection; cutting or following it defeats the prepared line.

RESKIN: Fantasy - silver mason cord; Contemporary - laser survey line; Science Fiction - gravitic filament; Weird Horror - red thread that twitches toward empty rooms.

BALANCE: BASELINE. Bounded information.

ITEMS: ACCESS TOOLS - CONTINUED

03. WHISPER CHALK

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer marks a dry surface; bearer pays any **Normal Dice** and the item owns none.

EFFECT/ABILITY: Marks are visible only from the viewing angle chosen when drawn. Permit routes, warnings, codes, and false trails. E may find another user's angle; W may imitate the convention.

CHARGES/REFRESH: Twelve marks; erase one per message. Refill by obtaining a new stick between Scenes.

DRAWBACK/**COUNTERPLAY**: Water erases it. Anyone who finds a mark may alter it.

RESKIN: Fantasy - moon chalk; Contemporary - polarized grease pencil; Science Fiction - angle-locked crayon; Weird Horror - chalk visible while breath is held.

BALANCE: BASELINE. Communication permission.

04. FIELD SURGERY ROLL

MODE: Mundane Permission.

OWNER AND REQUIREMENT: One trained operator with patient access; operator pays **Normal Dice** and the roll owns none.

EFFECT/ABILITY: Permit surgery, stabilization, extraction, and treatment under field conditions. It does not heal by itself; a successful E action may establish access required by healing or safe rest.

CHARGES/REFRESH: Three supplies; erase one after invasive treatment. Refill in a stocked clinic.

DRAWBACK/**COUNTERPLAY**: Conspicuous, slow, and unsafe during violent movement. Confiscation removes permission.

RESKIN: Fantasy - barber-surgeon satchel; Contemporary - trauma roll; Science Fiction - auto-suture kit; Weird Horror - instruments that hum near foreign tissue.

BALANCE: BASELINE. Access, not free healing.

ITEMS: SURVIVAL TOOLS

05. BREACH WEDGE

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer plants it with Interact or a suitable action; bearer pays **Normal Dice** and it owns none.

EFFECT/ABILITY: Hold one ordinary door, hatch, or mechanism open or shut. Against an active mechanism, one successful suitable action removes the wedge; it has no Pool or action.

CHARGES/REFRESH: No Charges; recover when accessible.

DRAWBACK/**COUNTERPLAY**: Noisy to plant and obvious when found. Removal ends its effect immediately.

RESKIN: Fantasy - rune iron chock; Contemporary - hydraulic stop; Science Fiction - mag-clamp; Weird Horror - a tooth that bites hinges.

BALANCE: BASELINE. Delays rather than defeats a lair.

06. SCENTLESS LANTERN

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer carries or places it; item owns no dice.

EFFECT/ABILITY: Illuminate a Near area without smoke, heat, or ordinary scent. It permits sight in darkness but does not reveal supernatural concealment.

CHARGES/REFRESH: Four Scene boxes; erase one per Scene of use. Refill with common fuel between Scenes.

DRAWBACK/**COUNTERPLAY**: Light remains visible. Covering or uncovering it uses Interact.

RESKIN: Fantasy - cold alchemical lamp; Contemporary - hooded LED; Science Fiction - vacuum lantern; Weird Horror - bottled moon glow.

BALANCE: BASELINE. Removes darkness, creates visibility.

07. COLLAPSIBLE GRAPNEL

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current bearer with line and anchor; bearer pays **Normal Dice**, item owns none.

EFFECT/ABILITY: Permit climbing, crossing, hauling, and route attachment. Planting under pressure is S or E. On success it supports person Scale; Margin 2+ supports Scale 1 until moved.

CHARGES/REFRESH: No Charges; recovery requires access to the anchor.

DRAWBACK/**COUNTERPLAY**: The line marks the route and can be cut. Failed placement may lose it.

RESKIN: Fantasy - folding hook and silk; Contemporary - compact ascender; Science Fiction - smart tether; Weird Horror - a hooked vine that grips bone.

BALANCE: BASELINE. Grants a risky route.

08. EMERGENCY GILL

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; item owns no dice and pays no **Normal Dice**.

EFFECT/ABILITY: Choose water, smoke, thin air, toxic dust, or equivalent when found. The wearer may breathe in that medium. It does not protect skin, eyes, pressure, heat, or corrosion.

CHARGES/REFRESH: Three Scene boxes; erase one per Scene in the medium. Replace filter during safe downtime.

DRAWBACK/**COUNTERPLAY**: Speech is muffled; eating is impossible. Removal ends permission.

RESKIN: Fantasy - throat pearl; Contemporary - escape respirator; Science Fiction - environment membrane; Weird Horror - a borrowed fish mouth.

BALANCE: BASELINE. One survival permission.

ITEMS: DIRECTIONAL PROTECTION

09. KINETIC MANTLE

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; mantle owns Armor N 1 and wearer pays any action dice.

EFFECT/ABILITY: Roll Armor N 1 automatically against physical Damage from N, NE, or NW force, impact, or projectile actions. It never enters Patterns or Clusters.

CHARGES/REFRESH: Persistent Armor; no refresh.

DRAWBACK/**COUNTERPLAY**: No protection against Strain, poison, restraint, or bypassing fiction. Removal ends Armor.

RESKIN: Fantasy - basilisk hide; Contemporary - ballistic coat; Science Fiction - kinetic weave; Weird Horror - a mantle that flinches first.

BALANCE: BASELINE. One applicable **Armor Die**.

10. FARADAY VEIL

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; veil owns Armor E 1 and wearer pays any action dice.

EFFECT/ABILITY: Roll Armor E 1 against electronic, surveillance, psychic-machine, or technical Damage from E, NE, or SE actions.

CHARGES/REFRESH: Persistent Armor; no refresh.

DRAWBACK/**COUNTERPLAY**: While sealed, ordinary wireless communication and remote control are unavailable. Interact opens or closes it.

RESKIN: Fantasy - witchwire cowl; Contemporary - isolation hood; Science Fiction - countermeasure shroud; Weird Horror - lace that hides thoughts from metal.

BALANCE: BASELINE. Strong coverage with visible cost.

11. SOFTSTEP HARNESS

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; harness owns Armor S 1 and wearer pays any action dice.

EFFECT/ABILITY: Roll Armor S 1 against Strain caused by falls, collisions, unstable footing, or forced movement from S, SE, or SW actions. It does not stop weapon Damage.

CHARGES/REFRESH: Persistent Armor; no refresh.

DRAWBACK/**COUNTERPLAY**: Bulky load, restraint, or severed straps can make coverage inapplicable. Removal ends Armor.

RESKIN: Fantasy - catfall webbing; Contemporary - stunt rig; Science Fiction - inertial harness; Weird Horror - straps with invisible hands.

BALANCE: BASELINE. Narrow harm coverage.

12. OATHPLATE GORGET

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer displays a recorded oath; gorget owns Armor W 1.

EFFECT/ABILITY: Roll Armor W 1 against social or morale Strain from W, NW, or SW actions that directly demand betrayal of that oath.

CHARGES/REFRESH: Persistent Armor. Publicly breaking the oath disables it until repaired during downtime.

DRAWBACK/**COUNTERPLAY**: No protection from truth, physical harm, or demands consistent with the oath. Removal ends Armor.

RESKIN: Fantasy - knight vow collar; Contemporary - witness token; Science Fiction - loyalty seal; Weird Horror - a promise nailed around the throat.

BALANCE: BASELINE. Protection tied to a visible commitment.

ITEMS: POSITION AND ESCAPE

13. ANCHOR BOOTS

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; boots own no dice. Planting uses Interact.

EFFECT/ABILITY: Plant both feet to gain ANCHORED (2). Spend pips to reduce forced movement by one cell or 10 feet each. Voluntary movement removes all pips; Scale applies before reduction.

CHARGES/REFRESH: Refresh ANCHORED (2) after another Interact spent planting them.

DRAWBACK/**COUNTERPLAY**: The planted wearer cannot voluntarily move without ending the effect. Disarm or removal ends it.

RESKIN: Fantasy - rooting greaves; Contemporary - magnetic rescue boots; Science Fiction - gravitic anchors; Weird Horror - shoes filled with grave soil.

BALANCE: BASELINE. Trades mobility for resistance.

14. SMOKE SEED

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer crushes or throws it with Interact; it owns and costs no dice.

EFFECT/ABILITY: Fill one Near area with opaque smoke through Round end. Apply UNSEEN (1) to each plausibly hidden participant: add one Help Cluster to the first concealment action, then remove; open attack also removes it.

CHARGES/REFRESH: One use; replace between Scenes through supply or crafting.

DRAWBACK/**COUNTERPLAY**: Blocks allies too, advertises action, and disperses in strong wind or ventilation.

RESKIN: Fantasy - puffball seed; Contemporary - smoke grenade; Science Fiction - chaff bloom; Weird Horror - an egg of black breath.

BALANCE: WATCH. Can alter several exchanges.

15. MIRROR BUCKLER

MODE: Granted.

OWNER AND REQUIREMENT: Current bearer needs one free hand; buckler owns Armor E 1.

EFFECT/ABILITY: Roll Armor E 1 against visible beams, gazes, scans, and aimed E, NE, or SE effects. If it cancels a result, reveal the source's exact direction.

CHARGES/REFRESH: Persistent Armor; no refresh.

DRAWBACK/**COUNTERPLAY**: No effect against area, darkness, sound, or unseen sources. A successful disarm removes it.

RESKIN: Fantasy - moon shield; Contemporary - reflective panel; Science Fiction - refractor plate; Weird Horror - mirror showing the attacker's childhood room.

BALANCE: BASELINE. Information requires cancellation.

16. EVIDENCE SATCHEL

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current custodian seals one portable sample or document; item owns no dice.

EFFECT/ABILITY: Record one visible fact about the contents when sealed. The 4Caster reveals if that fact changes before opening. This proves alteration, not who caused it.

CHARGES/REFRESH: Three seals; erase one when closed. Replace through authority or laboratory.

DRAWBACK/**COUNTERPLAY**: Official markings can incriminate the bearer. Theft removes custody.

RESKIN: Fantasy - magistrate wax case; Contemporary - evidence bag; Science Fiction - witness capsule; Weird Horror - a shroud that bruises when opened.

BALANCE: BASELINE. Protects continuity, not truth.

ITEMS: GRANTED SKILLS I

17. MARKSMAN'S BRACER

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer; bearer pays **Normal Dice** and may use their Combo. Item owns none.

EFFECT/ABILITY: CALIBRATED SHOT [SKILL]. Axis S. Pattern 1,4. SPEND. On success: +1 Damage against one target within the supported weapon's range.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Does not work after Sprint, while Engaged, or with an improvised weapon. Losing it removes the Skill.

RESKIN: Fantasy - hawkeye guard; Contemporary - optic cuff; Science Fiction - trajectory bracer; Weird Horror - bracelet with a staring knuckle.

BALANCE: BASELINE. Narrow harm rider.

18. CIPHER JACK

MODE: Granted.

OWNER AND REQUIREMENT: Current operator connects it to one accessible system; operator pays Normal and may use own Combo. Item owns none.

EFFECT/ABILITY: FOOTHOLD [SKILL]. Axis E. Pattern any pair. SPEND. On success apply HACK [SYSTEM] (1), maximum 3. HACK permits ordinary inspection and alteration in that system; access severance or ICE removes it.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Physical connection is visible and can be unplugged, ending further access.

RESKIN: Fantasy - rune skeleton key; Contemporary - intrusion dongle; Science Fiction - breach spike; Weird Horror - a copper tongue for dead machines.

BALANCE: BASELINE. Capability, not automatic control.

ITEMS: GRANTED SKILLS I - CONTINUED

19. CHIRURGEON BEETLE

MODE: Granted.

OWNER AND REQUIREMENT: Current operator places it on an adjacent willing or restrained target; operator pays Normal. Item owns none.

EFFECT/ABILITY: FIELD PATCH [SKILL]. Axis E. Pattern 1,4. SPEND. Regardless: convert one target **Damage Die** into a Spent **Normal Die**. A target benefits only once per Turn.

CHARGES/REFRESH: Three supply Charges; spend on activation. Refill in a clinic.

DRAWBACK/**COUNTERPLAY**: Emits light and sound and cannot work through sealed protection.

RESKIN: Fantasy - brass surgeon scarab; Contemporary - trauma robot; Science Fiction - med-beetle; Weird Horror - pale insect stitching with hair.

BALANCE: BASELINE. Canonical healing limit.

20. DIPLOMAT'S MASK

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer speaks to a target able to understand and see it; wearer pays Normal. Item owns none.

EFFECT/ABILITY: FORMAL CONCESSION [SKILL]. Axis W. Pattern 1,2. TRIGGER. On success ask for one concession the target could grant without abandoning its core drive. It states the concession or its specific acceptable price.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Identifies the wearer as an envoy and cannot compel impossible or suicidal terms.

RESKIN: Fantasy - porcelain envoy face; Contemporary - credential mask; Science Fiction - protocol avatar; Weird Horror - mask speaking the listener's dead language.

BALANCE: BASELINE. Reveals a negotiable boundary.

ITEMS: GRANTED SKILLS II

21. SCOUT LENS

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer studies a visible route, hazard, formation, or mechanism; wearer pays Normal. Item owns none.

EFFECT/ABILITY: READ THE WAY [SKILL]. Axis E. Pattern any pair. TRIGGER. On success ask one direct question about the safest route, nearest concealed danger, or likely movement in view. The 4Caster answers honestly.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Needs clear view; cannot reveal motives, future choices, or off-screen facts.

RESKIN: Fantasy - ranger amber lens; Contemporary - scout optic; Science Fiction - route predictor; Weird Horror - an eye remembering every footprint.

BALANCE: BASELINE. One bounded truthful answer.

22. SPIDER HARNESS

MODE: Granted.

OWNER AND REQUIREMENT: Current wearer needs exposed hands and feet; wearer pays Normal. Item owns none.

EFFECT/ABILITY: WALL RUN [SKILL]. Axis S. Pattern any pair. SPEND. Regardless: cross one vertical or inverted Near surface. Tactical: move up to S legal cells; falling remains the risk at Margin 0.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Slime, loose masonry, oil, or restraint can defeat grip. It cannot carry Scale 1 load.

RESKIN: Fantasy - gecko silk; Contemporary - powered ascender; Science Fiction - adhesion rig; Weird Horror - eight hands sewn into straps.

BALANCE: BASELINE. Route permission, not hazard immunity.

23. SAPPER'S RULE

MODE: Granted.

OWNER AND REQUIREMENT: Current operator measures one structure, vehicle, or cover facet and has a suitable tool; operator pays Normal.

EFFECT/ABILITY: MARK WEAK POINT [SKILL]. Axis E or NE. Pattern 1,3. SPEND. On success apply WEAK POINT (1): next suitable harmful action ignores adverse Scale reduction, then remove; Scene end also removes.

CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: Names one specific vulnerability. A successful repair or repositioning action can remove it.

RESKIN: Fantasy - siegewright rule; Contemporary - structural scanner; Science Fiction - fracture mapper; Weird Horror - ruler marked in future cracks.

BALANCE: BASELINE. Canonical one-use opening.

24. MARSHAL'S BATON

MODE: Granted.

OWNER AND REQUIREMENT: Current bearer gives a perceptible order; bearer pays Normal. Item owns none.

EFFECT/ABILITY: COVERING ORDER [SKILL]. Axis W. REACTION - ORDINARY SUPPORT. **Trigger**: a perceived ally declares movement, position, or defense and the bearer can give a perceptible order. The bearer spends its unused action opportunity for this Round. Pattern 1,2. SPEND. REGARDLESS, give that ally a held 2 usable only for movement, position, or defense. It expires at Round end and cannot support the reaction that created it.
CHARGES/REFRESH: No Charges or refresh.

DRAWBACK/**COUNTERPLAY**: The signal reveals position or authority. Losing the baton removes the Skill.

RESKIN: Fantasy - officer ash baton; Contemporary - command wand; Science Fiction - signal rod; Weird Horror - bone every shadow obeys.

BALANCE: BASELINE. Normal held-die limits remain.

ITEMS: STORED USES I

25. RED MERCY AMPOULE

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer uses Interact on an adjacent willing or helpless target; item pays no dice.

EFFECT/ABILITY: Convert one target **Damage Die** into a Spent **Normal Die**. A target can receive only one Red Mercy per Turn.

CHARGES/REFRESH: One use; destroyed. Replace through a stocked healer or laboratory.

DRAWBACK/**COUNTERPLAY**: Cannot be used through sealed protection and never Readies the restored die.

RESKIN: Fantasy - phoenix blood; Contemporary - trauma injector; Science Fiction - nanite dose; Weird Horror - red milk in a finger bone.

BALANCE: BASELINE. Scarcity replaces the roll.

26. WHITEOUT FLARE

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer throws it within Near and pays **Normal Dice**; item owns none.

EFFECT/ABILITY: WHITEOUT [SKILL]. Axis S. Pattern any pair. SPEND. Regardless: direct sight through one Near area is blocked through Round end. Participants may leave normally.

CHARGES/REFRESH: Two Charges; spend on activation. Replace between expeditions.

DRAWBACK/**COUNTERPLAY**: Blocks allies, advertises the Scene, and may ignite exposed material.

RESKIN: Fantasy - sun-salt flare; Contemporary - magnesium flare; Science Fiction - photon saturator; Weird Horror - white flame erasing faces.

BALANCE: WATCH. Temporary full sight denial.

27. ARC JAR

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer targets within Near and pays Normal. Jar owns Power 1.

EFFECT/ABILITY: ARC LEAP [**POWER**]. Axis N. Commit jar Power. Pattern P2,2. SPEND. On success: +1 E Damage; against machine or powered facet also inflict 1 attributed E Strain.

CHARGES/REFRESH: Power refreshes during Turn refresh. Three nonrefreshing expedition Charges; spend on activation.

DRAWBACK/**COUNTERPLAY**: Canceled Pattern spends Power but not Charge. Applicable cover may grant Armor.

RESKIN: Fantasy - bottled lightning; Contemporary - capacitor weapon; Science Fiction - arc cell; Weird Horror - stormlight behind teeth.

BALANCE: WATCH. Damage plus narrow attribution.

28. PHASE KEY

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer touches one ordinary barrier and pays Normal. Key owns Power 1.

EFFECT/ABILITY: PASS THROUGH [**POWER**]. Axis E. Commit key Power. Pattern P1,1. SPEND. Regardless: one person-scale opening becomes intangible until action end. It cannot suppress living targets, Scale 2 structures, or active hazards.

CHARGES/REFRESH: Power refreshes during Turn refresh. One Charge per Scene; refresh after a safe hour touching solid ground.

DRAWBACK/**COUNTERPLAY**: Visible ripple closes after use; separated allies need another activation.

RESKIN: Fantasy - ghost key; Contemporary - matter bypass; Science Fiction - phase tuner; Weird Horror - key from an absent door.

BALANCE: WATCH. Bypasses one barrier, not the Scene.

ITEMS: STORED USES II

29. DECOY IDOL

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer places it using Interact; bearer pays any reaction dice. Idol owns none.

EFFECT/ABILITY: Create a fragile decoy at a nearby position. It grants no action and no Pool. Once per incoming action, it may be the side's direct W 3 reaction source, paid from the bearer's Pool. One successful action or any attributed Damage removes it.

CHARGES/REFRESH: One deployment per Scene; reset adjacent during Turn refresh.

DRAWBACK/**COUNTERPLAY**: Close inspection reveals it. Removal spends no Pool dice.

RESKIN: Fantasy - glamour doll; Contemporary - hologram projector; Science Fiction - decoy drone; Weird Horror - wax double mouthing thoughts.

BALANCE: WATCH. Broadens reaction position without action gain.

30. NULL SEAL

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer attaches it within Reach and pays Normal. Seal owns none.

EFFECT/ABILITY: QUIET RESERVE [SKILL]. Axis E. Pattern 1,4. SPEND. On success choose one printed Combo or **Power Die** owned by target item, station, or facet. Move it to Spent; it refreshes normally and Rating is unchanged.

CHARGES/REFRESH: Two Charges; spend on activation. Restore one after a safe Scene of inscription, maximum two.

DRAWBACK/**COUNTERPLAY**: Seal must remain attached. Controller removes it with Interact after current action.

RESKIN: Fantasy - hush rune; Contemporary - lock clamp; Science Fiction - null patch; Weird Horror - paper mouth sewn shut.

BALANCE: WATCH. Temporary reserve denial.

31. WEAK POINT BEACON

MODE: Stored.

OWNER AND REQUIREMENT: Current bearer tags one visible structural target within Far and pays Normal. Item owns none.

EFFECT/ABILITY: PAINT FRACTURE [SKILL]. Axis E. Pattern any pair. TRIGGER. On success apply WEAK POINT (1): next suitable harmful action ignores adverse Scale reduction, then remove; Scene end removes it.

CHARGES/REFRESH: Three tags; spend on activation. Recover only by reaching target after Scene.

DRAWBACK/**COUNTERPLAY**: An adjacent opponent removes the bright marker with Interact.

RESKIN: Fantasy - siege moth; Contemporary - designator puck; Science Fiction - fracture beacon; Weird Horror - firefly landing where something wants to break.

BALANCE: BASELINE. Limited Weak Point delivery.

32. RECALL COIN

MODE: Stored.

OWNER AND REQUIREMENT: Bond paired coins during safety. Activator pays Normal; the bonded pair owns one **Power Die**, and only the active coin's current bearer may commit it.

EFFECT/ABILITY: PULL HOME [**POWER**]. Axis W. Commit coin Power. Pattern P1,1. SPEND. Regardless: move bonded holder to an empty legal point within Near of activator.

CHARGES/REFRESH: Power refreshes during Turn refresh. One activation per Scene.

DRAWBACK/**COUNTERPLAY**: Full cover, sealed boundary, or Scale can block. Both coins glow before resolution.

RESKIN: Fantasy - return pennies; Contemporary - extraction beacons; Science Fiction - entangled tokens; Weird Horror - halves of a coin that misses itself.

BALANCE: WATCH. Ally repositioning, no extra action.

ITEMS: CHANNELLED POWERS I

33. BLINK KNIFE

MODE: Channelled.

OWNER AND REQUIREMENT: Bearer must own and commit Power, hold knife, and see destination; bearer pays Normal.

EFFECT/ABILITY: KNIFE STEP [**POWER**]. Axis S. Pattern P1,1. SPEND. Regardless: move bearer to empty legal point within 40 feet or 4 cells. No attack is granted.

CHARGES/REFRESH: Bearer Power refreshes during Turn refresh; no Charges.

DRAWBACK/**COUNTERPLAY**: Losing or sheathing knife disables Power. Full cover and sealed barriers block destination.

RESKIN: Fantasy - thief saint blade; Contemporary - blink prototype; Science Fiction - phase knife; Weird Horror - knife already at its destination.

BALANCE: BASELINE. Narrow teleport.

34. WARDING CROWN

MODE: Channelled.

OWNER AND REQUIREMENT: Wearer owns and commits Power; reaction only against an action targeting the wearer.

EFFECT/ABILITY: CROWN WARD [**POWER**]. Axis W. REACTION - SPECIAL DIRECT, ORDINARY. **Trigger**: an incoming action targets the wearer and the crown can perceive the threat. Use W instead of the normal opposite Axis; this is the incoming action's direct reaction and does not spend the wearer's action opportunity. Pattern P2,2. TRIGGER. Before comparison add one Help Cluster to the defending side.

CHARGES/REFRESH: Wearer Power refreshes during Turn refresh. Once per Round; clear mark at Round start.

DRAWBACK/**COUNTERPLAY**: Visible and removable; protects no ally and needs perceived threat.

RESKIN: Fantasy - iron halo; Contemporary - defense circlet; Science Fiction - neural crown; Weird Horror - antlers catching hostile thoughts.

BALANCE: WATCH. Repeating defensive Help.

35. PYRE ROD

MODE: Channelled.

OWNER AND REQUIREMENT: Bearer owns and commits Power and targets a visible Far point; bearer pays Normal.

EFFECT/ABILITY: PYRE BURST [**POWER**]. Axis N. Pattern P1,2,3,4. SPEND. On success copy surviving acting results against every target in a Near radius. Each applies own Armor and direct reaction; no flat harm.

CHARGES/REFRESH: Bearer Power refreshes during Turn refresh. Cooldown 2, tick at Round end.

DRAWBACK/**COUNTERPLAY**: Declare area before commitment; allies are targets.

RESKIN: Fantasy - salamander rod; Contemporary - thermal projector; Science Fiction - plasma baton; Weird Horror - branch from tomorrow's fire.

BALANCE: RED FLAG. Multi-target resolution.

36. GRAVITY SPOOL

MODE: Channelled.

OWNER AND REQUIREMENT: Bearer owns and commits Power and selects visible Far point; bearer pays Normal.

EFFECT/ABILITY: DRAW IN [**POWER**]. Axis N. Pattern P2,3. SPEND. Regardless: force one target within Near of point one cell or 10 feet inward; Margin 2+ adds one cell. Apply Scale first.

CHARGES/REFRESH: Bearer Power refreshes during Turn refresh; no Charges.

DRAWBACK/**COUNTERPLAY**: Stops at illegal terrain and triggers printed hazards. Cannot move target two Scale steps larger.

RESKIN: Fantasy - lodestone spindle; Contemporary - mass driver; Science Fiction - gravity spool; Weird Horror - thread around moonstone.

BALANCE: BASELINE. One-target forced movement.

ITEMS: CHANNELLED POWERS II

37. GHOST CLOAK

MODE: Channelled.

OWNER AND REQUIREMENT: Wearer owns and commits Power and begins outside direct observation; wearer pays Normal.

EFFECT/ABILITY: VANISH BETWEEN LOOKS [**POWER**]. Axis S. Pattern P1,2. TRIGGER. Regardless apply UNSEEN (2): two Help Clusters to first concealment action, then remove; open attack removes.

CHARGES/REFRESH: Wearer Power refreshes during Turn refresh. Once per Scene.

DRAWBACK/**COUNTERPLAY**: Marking dust, contact, or watched chokepoint may clear it through a successful action.

RESKIN: Fantasy - wraith silk; Contemporary - adaptive coat; Science Fiction - phase cloak; Weird Horror - funeral cloth forgetting wearer.

BALANCE: WATCH. Two automatic Help Clusters.

38. CHRONAL BELL

MODE: Channelled.

OWNER AND REQUIREMENT: Bearer owns and commits Power; ring after action and reactions finish.

EFFECT/ABILITY: STOLEN MOMENT [**POWER**]. Axis E. Pattern P4,4,4. SPEND. Requirement at declaration and activation: no additional personal opportunity gained this Turn and no ability-created opportunity controlled by the user resolved this Round. Regardless, after the activating exchange, if still able to act, take one additional proactive action opportunity immediately. No dice refresh; 2 AP in Tactical Play. It may Act or pass, never help or interfere, and cannot grant, transfer, copy, or activate another additional opportunity.

CHARGES/REFRESH: Bearer Power refreshes during Turn refresh. One nonrefreshing Charge; bell cracks.

DRAWBACK/**COUNTERPLAY**: Audible throughout Scene and cannot be repaired during expedition.

RESKIN: Fantasy - thirteenth-hour bell; Contemporary - stolen-time prototype; Science Fiction - chronal chime; Weird Horror - bell ringing before it moves.

BALANCE: RED FLAG. Changes action count.

39. IRON HEART

MODE: Channelled.

OWNER AND REQUIREMENT: Wearer owns and commits Power; implant must remain bound.

EFFECT/ABILITY: HARD RESTART [**POWER**]. Axis N. Pattern P1,1,4. SPEND. Regardless convert one wearer **Damage Die** into a Spent **Normal Die**, then inflict 1 W Strain. Once per Turn.

CHARGES/REFRESH: Wearer Power refreshes during Turn refresh. Three Charges; restore one per safe full rest with treatment.

DRAWBACK/**COUNTERPLAY**: E disable action prevents activation until repaired; removal needs surgery.

RESKIN: Fantasy - forge saint heart; Contemporary - cardiac engine; Science Fiction - redundant core; Weird Horror - iron fruit under ribs.

BALANCE: WATCH. Healing with immediate Strain.

40. BEAST COIN

MODE: Channelled.

OWNER AND REQUIREMENT: Bearer owns and commits Power and has room for Scale 1.

EFFECT/ABILITY: BEAST FORM [**POWER**]. Axis N. Pattern P2,2,4. SPEND. Regardless through Turn end become Scale 1, gain climb and scent permissions, and Armor N 1. Main Axes and Pool do not change.

CHARGES/REFRESH: Bearer Power refreshes during Turn refresh. Once per Scene.

DRAWBACK/**COUNTERPLAY**: Gear merges and cannot be used; speech impossible. Persistent Damage remains.

RESKIN: Fantasy - werebeast coin; Contemporary - mutation trigger; Science Fiction - morph token; Weird Horror - coin with bearer's animal face.

BALANCE: RED FLAG. Scale, permission, and Armor bundle.

ITEMS: SOCIAL REWARDS

41. SAFEHOUSE KEY

MODE: Mundane Permission.

OWNER AND REQUIREMENT: Current holder presents it at one named safehouse; item owns no dice.

EFFECT/ABILITY: Grant entry, one safe full rest, simple food, and concealment from ordinary search. Record address and caretaker. It cannot compel betrayal of the caretaker's core relationship.

CHARGES/REFRESH: Three visits; erase one after rest or storage. Refresh only by repaying stated favor.

DRAWBACK/**COUNTERPLAY**: Active pursuit raises safehouse Exposure. Theft transfers access.

RESKIN: Fantasy - tannery cellar key; Contemporary - coded apartment fob; Science Fiction - berth credential; Weird Horror - key to a room that changes buildings.

BALANCE: BASELINE. Finite social access.

42. LETTER OF PASSAGE

MODE: Granted.

OWNER AND REQUIREMENT: Current bearer presents it to someone recognizing issuer; bearer pays Normal, item owns none.

EFFECT/ABILITY: BORROWED AUTHORITY [SKILL]. Axis W. Pattern any pair. TRIGGER. On success obtain routine passage, ordinary audience, or release from a minor hold. Cannot excuse public violence or contradict direct orders.

CHARGES/REFRESH: Three seals; erase one after major use. Issuer alone renews.

DRAWBACK/**COUNTERPLAY**: Use records identity and location. Exposed forgery removes all seals.

RESKIN: Fantasy - royal safe-conduct; Contemporary - access letter; Science Fiction - transit writ; Weird Horror - permission from a vanished city.

BALANCE: BASELINE. Authority, not control.

ITEMS: SOCIAL REWARDS - CONTINUED

43. BLACK LEDGER

MODE: Stored.

OWNER AND REQUIREMENT: Current holder studies or presents one documented secret; holder pays Normal, ledger owns none.

EFFECT/ABILITY: LEVERAGE [SKILL]. Axis E to verify or W to bargain. Pattern 1,4. TRIGGER. On success ask what target would concede to contain the secret; 4Caster answers honestly. Accepted bargain spends secret.

CHARGES/REFRESH: Four secret boxes; spent secrets never refresh. New evidence fills empty box between Scenes.

DRAWBACK/**COUNTERPLAY**: Possession incriminates. Target may choose exposure, flight, or retaliation over impossible terms.

RESKIN: Fantasy - tax lord book; Contemporary - corruption archive; Science Fiction - encrypted ledger; Weird Horror - debts recorded before made.

BALANCE: BASELINE. Reveals price, preserves agency.

44. MEMORY SEED

MODE: Stored.

OWNER AND REQUIREMENT: One willing user consumes it during safety; item owns no dice.

EFFECT/ABILITY: Record one narrow training permission: pilot one craft, speak one code, service one device family, or equivalent. User is trained in that domain through end of next Scene but gains no moves or reserves.

CHARGES/REFRESH: One use; consumed.

DRAWBACK/**COUNTERPLAY**: After permission ends apply HESITANT (1): use the actual-Strain HESITANT timing above.

RESKIN: Fantasy - ancestor pearl; Contemporary - training dose; Science Fiction - skill seed; Weird Horror - memory grown behind another eye.

BALANCE: WATCH. Temporary Category permission.

ITEMS: GRAND REWARDS

45. DEBT TOKEN

MODE: Stored Reward.

OWNER AND REQUIREMENT: Current holder names the issuer and requests one plausible service. The token owns no dice.

EFFECT/ABILITY: The issuer provides one Specialist service: complete one routine expert task, grant equivalent access or transport, or publicly refuse and trigger the fallout printed when the token was earned. The specialist does not become an active Agent and grants no action or Pool. If brought into a hazardous roster, build and rate that Agent before the Scene begins.

CHARGES/REFRESH: One use; token is returned or broken.

DRAWBACK/**COUNTERPLAY**: Service follows the issuer's taboo and cannot demand suicide or betrayal of a protected relationship.

RESKIN: Fantasy - guild favor coin; Contemporary - union call chip; Science Fiction - contract shard; Weird Horror - a tooth owed by a smiling house.

BALANCE: BASELINE. Default use is access or one routine service, not action economy.

46. GATE MAP

MODE: Granted Reward.

OWNER AND REQUIREMENT: Current reader consults it at a boundary and pays Normal; map owns none.

EFFECT/ABILITY: FIND SIDE DOOR [SKILL]. Axis E. Pattern any pair. SPEND. On success reveal one plausible alternate entrance, exit, maintenance route, or boundary weakness and its immediate risk. Margin 2+ reveals last user.

CHARGES/REFRESH: Three annotations; erase on activation. Refill one by mapping a newly crossed dangerous place, maximum three.

DRAWBACK/**COUNTERPLAY**: Route is real, never guaranteed empty, unlocked, or stable.

RESKIN: Fantasy - saint cartographer folio; Contemporary - infrastructure map; Science Fiction - topology slate; Weird Horror - atlas of almost-doors.

BALANCE: BASELINE. Creates a risky option.

ITEMS: GRAND REWARDS - CONTINUED

47. EMERGENCY CHARTER

MODE: Stored Reward.

OWNER AND REQUIREMENT: The holder invokes it publicly before a crowd that recognizes its authority. It owns no dice.

EFFECT/ABILITY: Choose rescue, evacuation, or defense. Through Scene end, ordinary bystanders cooperate with that public duty and perform routine movement, carrying, shelter, and communication without rolls. The charter creates no Agent, Cohesion, Pool, or action. If the crowd becomes active opposition or a target, build and rate it before the Scene.

CHARGES/REFRESH: One use; charter is surrendered.

DRAWBACK/**COUNTERPLAY**: It grants no obedience outside the printed duty and cannot override a protected relationship.

RESKIN: Fantasy - militia writ; Contemporary - mutual-aid charter; Science Fiction - emergency protocol; Weird Horror - proclamation every shadow obeys once.

BALANCE: WATCH. Broad fictional permission can redirect an entire Scene.

48. LIVING CROWN

MODE: Stored Grand Item.

OWNER AND REQUIREMENT: Recognized bearer wears it openly. It is not a subchart unless a 4Cast makes rulership a repeated domain.

EFFECT/ABILITY: Crown owns Combo W 1, usable only on declared W-containing social Skill or Power. Once per Scene after activation, convert one leftover 4 from that roll into held 2; it expires at Round end and causes no Scene 4 effect.

CHARGES/REFRESH: Combo refreshes at Round start. Conversion once per Scene.

DRAWBACK/**COUNTERPLAY**: Removal, surrender, or public repudiation disables it. Visible claim attracts challengers.

RESKIN: Fantasy - disputed crown; Contemporary - command seal; Science Fiction - mandate diadem; Weird Horror - crown growing toward applause.

BALANCE: WATCH. Repeating typed die plus controlled conversion.

5. ORGANIZATIONS

ROLL OR CHOOSE. Organizations create immediate Scenes and fallout, not a between-session faction turn. Calculate the entry's Scene Total and allocate it among all active and reserve opposed Agents before play. Each Agent owns its Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns.

FRAME ONE NOW: choose the organization whose USE matches the immediate pressure. State what the characters want from it, its Immediate Need, the Offer or Price currently on the table, and at least two valid endings such as bargain, exposure, command, escape, or destruction. If it resists, its IF OPPOSED block is a complete Scene roster; choose Dominant Axis with the standard fallback when none is printed and use STANDARD ALLOCATION. If it is allied or neutral, each Agent keeps its own Pool and every supporting or interfering Agent spends its own action opportunity normally. IF COMMANDED gives permissions, not free actions.

When an organization appears inside a modular Scene, use the modular Scene as the primary chassis and treat the organization as cast, permission, pressure, and fallout. Use COMBINING SCENES SAFELY only when both full procedures truly matter. Resolve the Scene and frame the consequences; never insert a faction or world phase between them.

STATUS SHORTHAND: HESITANT uses the actual-Strain timing in **COMPACT ABILITY SHORTHAND**: a pip clears only after it actually Strains an eligible die. SUSPECTED (1) makes each leftover 3 rolled by the subject move the active alert clock +1 until a convincing cover action succeeds.

01. THE LEDGER COURT

USE: The characters owe, contest, collect, or expose a debt.

DRIVE: Make every obligation legible and enforceable.

IMMEDIATE NEED: Recover one missing account book before rivals read it.

METHOD: Warrants, liens, public shame, and precise violence.

TABOO: Never destroy a valid record.

PUBLIC FACE: Patient civil clerks.

HIDDEN FRACTURE: Senior auditors have been selling erased debts.

TYPICAL **AGENTS**:

- Chief Auditor: N 2, S 2, E 4, W 4. Combo E 1; refresh at Round start. CITE PRECEDENT [SKILL]. Axis E. Pattern any pair. TRIGGER. On success move Collection +1; Margin 2+ moves +2 instead. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Bailiff: N 4, S 3, E 2, W 2. Armor N 1; persistent. LAWFUL SEIZURE [SKILL]. Axis N. Pattern 1,4. SPEND. On success inflict +1 Strain or take one unsecured carried item. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Recognized seals, property lists, holding rooms, cooperative officials.

VULNERABILITIES: Contradictory records and witnesses outside its registry.

OFFER: Erase one minor debt or certify one contested ownership.

PRICE: Deliver a debtor, secret account, or politically useful ruling.

ESCALATION: COLLECTION 0/6. At 3, freeze one route or account. At 6, the claimed property is moved behind a harder Scene; play continues through appeal, theft, or rescue.

ACTIVE 3: Collection +1 as another obligation is found.

ACTIVE 4: Reveal one contradiction; Collection -1, minimum 0. One Straggler creates only this primary effect.

IF OPPOSED: Use one Chief Auditor and two Bailiff with an Even Scene Total under STANDARD ALLOCATION. Encounter N 10, S 8, E 8, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Bailiff. Harder: use a 125% Scene Total.

IF COMMANDED: No subchart by default. A character directing a Court team uses their own W. For repeated institutional command, use COMMAND NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success exposes a buyer; bargain makes the crew temporary collectors; exposure triggers a records-vault Scene; destruction scatters dangerous blank warrants.

RESKIN: Fantasy - royal tithe court; Contemporary - predatory collections bureau; Science Fiction - habitat lien authority; Weird Horror - clerks who invoice memories.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

02. THE LANTERN UNION

USE: A disaster needs rescue, evacuation, shelter, or organized witnesses.

DRIVE: Nobody is abandoned because they lack status.

IMMEDIATE NEED: Open a blocked route before the trapped group runs out of time.

METHOD: Mutual aid, trained crews, public pressure, and stubborn logistics.

TABOO: Never charge at the point of rescue.

PUBLIC FACE: Warm lights and practical volunteers.

HIDDEN FRACTURE: A respected coordinator diverts supplies toward favored districts.

TYPICAL **AGENTS**:

- Union Coordinator: N 3, S 3, E 3, W 4. Combo W 1; refresh at Round start. CLEAR ORDERS [SKILL]. Axis W. Pattern 1,2. SPEND. Regardless give one ally a held 2 for movement or rescue; it expires at Round end. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Rescuer: N 3, S 4, E 2, W 2. Armor S 1 against hazard Strain; persistent. LIFT TO SAFETY [SKILL]. Axis N or S. Pattern any pair. SPEND. On success move one willing target within Reach one cell or 10 feet out of immediate hazard. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Shelters, route maps, volunteer crews, neighborhood trust.

VULNERABILITIES: Thin supplies and leaders who cannot agree which emergency comes first.

OFFER: A safe rest, evacuation route, or two Rescuers for one Scene.

PRICE: Help a neglected district or publicly defend the Union.

ESCALATION: WINDOW 0/6. At 3, one route becomes hazardous. At 6, evacuation shifts to a costly secondary route rather than ending.

ACTIVE 3: Window +1 as conditions worsen.

ACTIVE 4: Secure a route or supply cache; Window -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Union Coordinator and two Rescuer with an Even Scene Total under STANDARD ALLOCATION. Encounter N 9, S 11, E 7, W 8; provisional Rating 38. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Rescuer. Harder: use a 125% Scene Total.

IF COMMANDED: Not automatically a subchart. One rescue team can be a Cohesion 2 group. For a long emergency command post, use COMMAND NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success earns a Safehouse Key; bargain creates an obligation; exposure splits volunteers into two Scenes; destruction leaves civilians to organize without experts.

RESKIN: Fantasy - lamplighter mutual society; Contemporary - disaster relief union; Science Fiction - station rescue cooperative; Weird Horror - lantern bearers who retrieve the almost dead.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

03. THE ASH COMPANY

USE: Someone has hired disciplined force to hold, escort, capture, or deny ground.

DRIVE: Complete the contract and preserve the Company's reputation.

IMMEDIATE NEED: Secure payment or proof that the client broke terms.

METHOD: Clear chains of command, controlled escalation, and tactical withdrawal.

TABOO: Never abandon a paid extraction.

PUBLIC FACE: Professional soldiers with posted rules.

HIDDEN FRACTURE: Officers conceal a disastrous prior contract.

TYPICAL **AGENTS**:

- Ash Captain: N 4, S 3, E 3, W 4. Power N 1; refresh during Turn refresh. BREACH ORDER [**POWER**]. Axis N. Commit Power. Pattern P1,1. SPEND. On success one Company Agent immediately moves one cell or 10 feet and gains +1 Damage on its next harmful action this Round. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Contract Soldier: N 4, S 3, E 2, W 2. Armor N 1; persistent. PIN THE LANE [SKILL]. Axis N. Pattern any pair. SPEND. On success target must spend one additional AP to leave its current cover or position this Round. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Weapons, transport, scouts, standardized plans.

VULNERABILITIES: Written terms, public reputation, and payroll dependence.

OFFER: Escort, extraction, or a ceasefire honored to the letter.

PRICE: Money, evidence against the client, or assumption of the contract.

ESCALATION: TERMS BREACHED 0/4. At 2, soldiers demand confirmation. At 4, the Company changes client or withdraws under cover.

ACTIVE 3: Terms Breached +1 through collateral damage or contradiction.

ACTIVE 4: Reveal or satisfy one clause; Terms Breached -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Ash Captain and two Contract Soldier with an Even Scene Total under STANDARD ALLOCATION. Encounter N 12, S 9, E 7, W 8; provisional Rating 39. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Contract Soldier. Harder: use a 125% Scene Total.

IF COMMANDED: A hired squad is a Cohesion Group, not a subchart. Repeated strategic control may use COMMAND NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success exposes the client; bargain redirects the contract; exposure creates a tribunal Scene; destruction leaves trained survivors seeking a new banner.

RESKIN: Fantasy - ash-banner mercenaries; Contemporary - private security company; Science Fiction - orbital contract infantry; Weird Horror - soldiers paid in names.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

04. THE QUIET ARCHIVE

USE: The characters need forbidden knowledge, proof, identity records, or something erased.

DRIVE: Preserve information even when access must be denied.

IMMEDIATE NEED: Recover a stolen index that can locate protected holdings.

METHOD: Compartmentalization, favors, observation, and selective truth.

TABOO: Never burn the only copy.

PUBLIC FACE: Polite librarians and conservation experts.

HIDDEN FRACTURE: The indexes have begun recording events that did not happen.

TYPICAL **AGENTS**:

- Senior Curator: N 2, S 2, E 4, W 4. Combo E 1; refresh at Round start. EXACT CITATION [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success ask one direct question about a nearby record, route, or custody chain; answer honestly. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Listener: N 2, S 4, E 3, W 2. No special dice. MARK THE READER [SKILL]. Axis S. Pattern any pair. SPEND. On success apply SUSPECTED (1): the target's leftover 3 moves the active alert clock by +1 until convincing cover is established. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Hidden stacks, duplicate keys, expert memory, sealed testimony.

VULNERABILITIES: Dependence on indexes and a refusal to destroy unique information.

OFFER: One answer, redacted dossier, or guided access.

PRICE: A new record, recovered copy, or promise to protect a dangerous witness.

ESCALATION: ACCESS 0/6. At 3, a Listener begins following. At 6, the desired record moves to a sealed collection; a new route remains.

ACTIVE 3: Access +1 as the search becomes visible.

ACTIVE 4: Find a cross-reference; Access -1 or reveal the next zone. One Straggler creates only this primary effect.

IF OPPOSED: Use one Senior Curator and two Listener with an Even Scene Total under STANDARD ALLOCATION. Encounter N 6, S 10, E 10, W 8; provisional Rating 35. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Listener. Harder: use a 125% Scene Total.

IF COMMANDED: Not a subchart for one research action. Repeated control of the whole Archive may use ARCHIVE MATRIX. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success reveals an implicated patron; bargain creates a research debt; exposure triggers a pursuit through stacks; destruction scatters unindexed truths.

RESKIN: Fantasy - monastery of sealed books; Contemporary - black archive; Science Fiction - cold-data monastery; Weird Horror - library that shelves unlived lives.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

05. THE GILDED PROCESSION

USE: A charismatic movement has occupied streets, screens, courts, or dreams.

DRIVE: Turn public attention into lasting belonging.

IMMEDIATE NEED: Stage one undeniable sign before enthusiasm cools.

METHOD: Spectacle, hospitality, repetition, and intimate confession.

TABOO: Never admit the central sign was arranged.

PUBLIC FACE: Beautiful celebrations and open arms.

HIDDEN FRACTURE: The inner circle no longer agrees what the sign means.

TYPICAL **AGENTS**:

- Golden Herald: N 3, S 2, E 3, W 4. Combo W 1; refresh at Round start. NAME THE MOMENT [SKILL]. Axis W. Pattern any pair. TRIGGER. On success move Fervor +1; Margin 2+ also inflicts 1 W Strain on one public opponent. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Processional: N 3, S 3, E 2, W 3. No special dice. SURROUND WITH SONG [SKILL]. Axis W. Pattern 1,2. SPEND. On success move one willing or Hesitant target one cell or 10 feet with the crowd. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Crowds, stages, donations, sympathetic venues.

VULNERABILITIES: Contradictory prophecies and organizers exhausted by the central figure.

OFFER: Public cover, introductions, or a crowd willing to witness.

PRICE: Appear in the spectacle or surrender control of the story.

ESCALATION: FERVOR 0/6. At 3, neutral bystanders join. At 6, the Procession claims the site and opponents must bargain, disperse it, or reveal the fracture.

ACTIVE 3: Fervor +1.

ACTIVE 4: A private doubt becomes audible; Fervor -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Golden Herald and two Processional with an Even Scene Total under STANDARD ALLOCATION. Encounter N 9, S 8, E 7, W 10; provisional Rating 35. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Processional. Harder: use a 125% Scene Total.

IF COMMANDED: A crowd is Cohesion, not a subchart. Repeated ritual leadership may use RITUAL CIRCLE. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success frees a doubter; bargain makes the crew symbols; exposure produces a schism Scene; destruction creates martyrs and stolen regalia.

RESKIN: Fantasy - saint's pilgrimage; Contemporary - celebrity revival; Science Fiction - signal-born movement; Weird Horror - parade following a sun no one else sees.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

06. FLOODLINE SALVAGE

USE: A wreck, ruin, disaster zone, or contested recovery has valuable material.

DRIVE: Bring useful things home before danger or ownership claims close in.

IMMEDIATE NEED: Recover a trapped crew and one irreplaceable component.

METHOD: Fast surveys, shared tools, marked claims, and negotiated risk.

TABOO: Never strip life support from the living.

PUBLIC FACE: Rough cooperative crews with bright markings.

HIDDEN FRACTURE: One foreman sells coordinates to raiders.

TYPICAL **AGENTS**:

- Salvage Foreman: N 4, S 3, E 4, W 3. Combo E 1; refresh at Round start. CALL THE CUT [SKILL]. Axis E. Pattern 1,4. SPEND. On success apply WEAK POINT (1) to one visible structural target; next suitable harm ignores adverse Scale, then removes. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Salvage Diver: N 3, S 4, E 2, W 2. Armor S 1 against environmental Strain; persistent. TRACTOR LINE [SKILL]. Axis S. Pattern any pair. SPEND. On success pull one unsecured person-scale object one cell or 10 feet. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Cutters, haulers, hazard maps, buyers.

VULNERABILITIES: Claims are only as strong as witnesses and marked beacons.

OFFER: Recovery help, parts, transport, or a fair buyer.

PRICE: A share, first choice, or rescue before profit.

ESCALATION: SITE LOSS 0/6. At 3, access becomes hazardous. At 6, rivals or collapse take the obvious route; a dangerous secondary route remains.

ACTIVE 3: Site Loss +1.

ACTIVE 4: Expose a stable route or useful cache; Site Loss -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Salvage Foreman and two Salvage Diver with an Even Scene Total under STANDARD ALLOCATION. Encounter N 10, S 11, E 8, W 7; provisional Rating 39. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Salvage Diver. Harder: use a 125% Scene Total.

IF COMMANDED: A crew is a Cohesion Group. Repeated direction through a claimed wreck may use SHIP SYSTEMS. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success finds the buyer; bargain creates shared ownership; exposure brings raiders; destruction contaminates the site and strands survivors.

RESKIN: Fantasy - ruin delvers' cooperative; Contemporary - disaster salvage union; Science Fiction - orbital wreck crews; Weird Horror - divers in drowned buildings that remember air.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

07. THE OFFICE OF CONTINUITY

USE: An emergency authority is preserving order by freezing change.

DRIVE: Keep essential systems running regardless of legitimacy.

IMMEDIATE NEED: Locate the missing succession order before two branches act.

METHOD: Checkpoints, redundancy, classified directives, and temporary powers.

TABOO: Never admit continuity has already failed.

PUBLIC FACE: Calm officials and clear forms.

HIDDEN FRACTURE: Two authentic chains of command issue incompatible orders.

TYPICAL **AGENTS**:

- Continuity Director: N 2, S 2, E 4, W 4. Power E 1; refresh during Turn refresh. EMERGENCY CLAUSE [**POWER**]. Axis E. Commit Power. Pattern P2,2. TRIGGER. On success move Mandate +1 and make one routine closure or checkpoint immediately binding in the Scene. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Inspector: N 3, S 2, E 4, W 2. Combo E 1; refresh at Round start. VERIFY STATUS [SKILL]. Axis E. Pattern any pair. TRIGGER. On success target must show a credential, accept SUSPECTED (1), or leave the controlled route. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Keys, continuity bunkers, transport priority, old emergency law.

VULNERABILITIES: Conflicting authentic orders and dependence on operators who know the systems.

OFFER: Clearance, power restoration, protected transport.

PRICE: Recognition of one command chain or recovery of a missing official.

ESCALATION: MANDATE 0/6. At 3, activate one prepared checkpoint Agent and its preallocated reserve Pool. At 6, declare lockdown; alternate routes remain and dissenters seek help.

ACTIVE 3: Mandate +1.

ACTIVE 4: Reveal a contradiction; Mandate -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Continuity Director and two Inspector with an Even Scene Total under STANDARD ALLOCATION. Encounter N 8, S 6, E 12, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Inspector. Harder: use a 125% Scene Total.

IF COMMANDED: Ordinary authorization uses the character's W or E. Repeated control may use COMMAND NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success restores a service; bargain legitimizes one branch; exposure creates a succession hearing; destruction causes local operators to improvise.

RESKIN: Fantasy - royal continuity chancery; Contemporary - emergency management office; Science Fiction - colony continuity directorate; Weird Horror - office preserving a government that died years ago.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

08. THE RED ORCHARD

USE: Contraband, fugitives, messages, or medicine must cross a watched boundary.

DRIVE: Keep routes alive and debts personal.

IMMEDIATE NEED: Move one endangered passenger before the route burns.

METHOD: Layered couriers, family favors, decoy cargo, and bribery.

TABOO: Never sell a passenger after accepting them.

PUBLIC FACE: Produce traders and transport brokers.

HIDDEN FRACTURE: A route keeper has begun choosing which passengers deserve rescue.

TYPICAL **AGENTS**:

- Orchard Broker: N 2, S 3, E 3, W 4. Combo W 1; refresh at Round start. PRICE THE PASSAGE [SKILL]. Axis W. Pattern 1,4. TRIGGER. On success state one viable route and its exact price; Margin 2+ reveals who controls the next gate. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Red Runner: N 2, S 4, E 3, W 2. Armor S 1 against pursuit Strain; persistent. CHANGE HANDS [SKILL]. Axis S. Pattern any pair. SPEND. On success transfer one unsecured carried item or willing passenger within Reach without provoking an extra action. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Safe wagons, false manifests, border contacts.

VULNERABILITIES: Routes depend on trust and a small number of recognizable keepers.

OFFER: Passage, concealment, a courier, or discreet sale.

PRICE: A favor at the next border and silence about the route.

ESCALATION: ROUTE HEAT 0/6. At 3, one contact disappears. At 6, close the route and open a riskier replacement.

ACTIVE 3: Route Heat +1.

ACTIVE 4: A decoy succeeds; Route Heat -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Orchard Broker and two Red Runner with an Even Scene Total under STANDARD ALLOCATION. Encounter N 6, S 11, E 9, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Red Runner. Harder: use a 125% Scene Total.

IF COMMANDED: One run uses ordinary Axes. Repeated operation of the network may use SPY NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success reaches a new contact; bargain creates debt; exposure sparks a border chase; destruction scatters runners with pieces of the route.

RESKIN: Fantasy - red-apple smugglers; Contemporary - sanctuary network; Science Fiction - red-route couriers; Weird Horror - orchard paths that cross the wrong county.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

09. CHOIR OF THE LAST SIGNAL

USE: A group is interpreting, broadcasting, or obeying a message no one can verify.

DRIVE: Complete the signal and prove it was meant for them.

IMMEDIATE NEED: Reach one transmitter, bell, dreamer, or high place.

METHOD: Synchronized ritual, repetition, and recruitment of witnesses.

TABOO: Never alter the received sequence.

PUBLIC FACE: Gentle listeners offering meaning.

HIDDEN FRACTURE: Different members hear different final instructions.

TYPICAL **AGENTS**:

- Last Cantor: N 3, S 2, E 3, W 4. Power W 1; refresh during Turn refresh. CARRY THE REFRAIN [**POWER**]. Axis W. Commit Power. Pattern P3,3. TRIGGER. On success apply HESITANT (1) to one listener; use the actual-Strain HESITANT timing above. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Signal Witness: N 3, S 3, E 2, W 3. No special dice. REPEAT EXACTLY [SKILL]. Axis W. Pattern any pair. SPEND. On success move Reception +1 or give one ally a held 2 usable on the next signal-related roll. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Hidden receivers, devoted witnesses, many small broadcast points.

VULNERABILITIES: The contradictory endings and equipment that can be isolated.

OFFER: A prediction, audience, or access to the transmitter.

PRICE: Broadcast one segment or bring a named witness.

ESCALATION: RECEPTION 0/6. At 3, nearby devices echo. At 6, the signal manifests as a new Agent or route, not instant catastrophe.

ACTIVE 3: Reception +1.

ACTIVE 4: Isolate a false harmony; Reception -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Last Cantor and two Signal Witness with an Even Scene Total under STANDARD ALLOCATION. Encounter N 9, S 8, E 7, W 10; provisional Rating 35. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Signal Witness. Harder: use a 125% Scene Total.

IF COMMANDED: A performance is not automatically a subchart. Repeated operation may use RITUAL CIRCLE or SIGNAL ARRAY. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success decodes a location; bargain makes the crew broadcasters; exposure splits the Choir; destruction releases portable receivers into the city.

RESKIN: Fantasy - apocalypse bell choir; Contemporary - numbers-station commune; Science Fiction - deep-signal cult; Weird Horror - listeners to tomorrow's emergency broadcast.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

10. THE FREE WARDENS

USE: A neighborhood, road, or frontier has armed itself without stable authority.

DRIVE: Protect the place that official power abandoned.

IMMEDIATE NEED: Decide whether one accused outsider is threat, scapegoat, or ally.

METHOD: Patrols, local knowledge, public hearings, and sudden force.

TABOO: Never surrender a resident to an outside power without hearing them.

PUBLIC FACE: Familiar defenders and improvised uniforms.

HIDDEN FRACTURE: One patrol manufactures threats to preserve influence.

TYPICAL **AGENTS**:

- Warden Marshal: N 4, S 3, E 3, W 4. Combo N 1; refresh at Round start. DRAW THE LINE [SKILL]. Axis N. Pattern any pair. SPEND. On success mark one route controlled through Round end; crossing it under opposition requires winning an action. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Patrol Warden: N 3, S 4, E 2, W 2. Armor N 1; persistent. INTERCEPT [SKILL]. Axis S. REACTION - SPECIAL DIRECT, PRE-PATTERN BEFORE **ARMOR**. **Trigger**: an incoming action targets an adjacent ally and the Warden could legally become its target. Use S instead of the normal opposite Axis; this is the incoming action's direct reaction and does not spend the Warden's action opportunity. Pattern 1,2. SPEND. REGARDLESS on activation, move one cell or 10 feet and become the primary target; retained Clusters are held for the later defense comparison and Armor N 1 then rolls against the action. The Warden receives no second direct reaction. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Local guides, barricades, warning systems, community support.

VULNERABILITIES: No common policy beyond defense and deep personal feuds.

OFFER: Escort, testimony, temporary sanctuary.

PRICE: Accept the hearing or defend the district.

ESCALATION: MOBILIZATION 0/6. At 3, raise a barricade as fictional cover; it is not an Agent and grants no Pool or action. At 6, outsiders are contained and must negotiate or find another route.

ACTIVE 3: Mobilization +1.

ACTIVE 4: A resident challenges the hard line; Mobilization -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Warden Marshal and two Patrol Warden with an Even Scene Total under STANDARD ALLOCATION. Encounter N 10, S 11, E 7, W 8; provisional Rating 39. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Patrol Warden. Harder: use a 125% Scene Total.

IF COMMANDED: A patrol is Cohesion, not a subchart. Repeated district defense may use FORTRESS CONTROL. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success earns local trust; bargain creates a duty; exposure starts an internal hearing; destruction invites the threat the Wardens feared.

RESKIN: Fantasy - free-road wardens; Contemporary - neighborhood defense council; Science Fiction - frontier habitat watch; Weird Horror - residents guarding a street that moves.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

11. WHITE GLOVE CLINIC

USE: Someone needs treatment, quarantine, a body hidden, or a medical truth uncovered.

DRIVE: Keep patients alive and the clinic indispensable.

IMMEDIATE NEED: Contain one spreading condition without exposing its source.

METHOD: Triage, controlled access, discretion, and selective records.

TABOO: Never harm a patient for convenience.

PUBLIC FACE: Immaculate charitable medicine.

HIDDEN FRACTURE: The clinic's patron chooses who receives scarce cures.

TYPICAL **AGENTS**:

- White Surgeon: N 2, S 3, E 4, W 3. Combo E 1; refresh at Round start. FIELD PATCH [SKILL]. Axis E. Pattern 1,4. SPEND. Regardless convert one **Damage Die** into a Spent **Normal Die**; each target once per Turn. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Clinic Orderly: N 3, S 3, E 3, W 2. Armor N 1 against physical Strain; persistent. SAFE RESTRAINT [SKILL]. Axis N. Pattern any pair. SPEND. On success inflict +1 Strain; this action cannot deal Damage. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Surgery, quarantine rooms, patient secrets, trusted couriers.

VULNERABILITIES: Finite medicine, dependent patients, falsified allocation records.

OFFER: Treatment, diagnosis, concealment, or a medical witness.

PRICE: Supplies, a dangerous sample, or protection from the patron.

ESCALATION: CONTAGION 0/6. At 3, close one zone. At 6, move treatment to emergency isolation; patients survive but access becomes harder.

ACTIVE 3: Contagion +1.

ACTIVE 4: Identify a transmission path; Contagion -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one White Surgeon and two Clinic Orderly with an Even Scene Total under STANDARD ALLOCATION. Encounter N 8, S 9, E 10, W 7; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Clinic Orderly. Harder: use a 125% Scene Total.

IF COMMANDED: Routine care uses Skills, not a subchart. Repeated control of the facility may use CLINIC SYSTEMS. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success identifies the supplier; bargain creates a patient debt; exposure brings regulators or raiders; destruction scatters untreated carriers.

RESKIN: Fantasy - white-glove hospice; Contemporary - underground clinic; Science Fiction - gene repair ward; Weird Horror - hospital that remembers every removed organ.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

12. IRONBOUND TRANSIT

USE: The characters need to move through a controlled transport network or stop something inside it.

DRIVE: Keep the network moving on schedule.

IMMEDIATE NEED: Clear one blocked line before cascading shutdown.

METHOD: Timetables, gates, inspectors, and ruthless rerouting.

TABOO: Never strand a vehicle between safe points knowingly.

PUBLIC FACE: Efficient operators and posted procedures.

HIDDEN FRACTURE: Management hides that the oldest route chooses its own stops.

TYPICAL **AGENTS**:

- Line Dispatcher: N 2, S 2, E 4, W 4. Combo E 1; refresh at Round start. REROUTE [SKILL]. Axis E. Pattern any pair. TRIGGER. On success open one route and close another through Round end; all positions remain legal. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Transit Enforcer: N 4, S 3, E 2, W 2. Armor N 1; persistent. CLEAR THE PLATFORM [SKILL]. Axis N. Pattern 1,4. SPEND. On success force one target one cell or 10 feet toward a legal exit; apply Scale first. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Vehicles, tunnels, schedules, cameras, maintenance crews.

VULNERABILITIES: Chokepoints, operator knowledge, and public dependence.

OFFER: Fast passage, sealed cargo, access to a maintenance route.

PRICE: Restore service or carry a protected passenger.

ESCALATION: CASCADE 0/6. At 3, one route closes. At 6, the network stops and the Scene changes to evacuation or manual restart.

ACTIVE 3: Cascade +1.

ACTIVE 4: A maintenance bypass opens; Cascade -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Line Dispatcher and two Transit Enforcer with an Even Scene Total under STANDARD ALLOCATION. Encounter N 10, S 8, E 8, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Transit Enforcer. Harder: use a 125% Scene Total.

IF COMMANDED: One trip uses vehicle or tactical rules. Repeated network operation may use TRANSIT GRID. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success exposes sabotage; bargain gives temporary clearance; exposure strands a powerful passenger; destruction turns stations into independent shelters.

RESKIN: Fantasy - iron coach guild; Contemporary - metropolitan transit authority; Science Fiction - gate-line operator; Weird Horror - railway whose terminal appears only after midnight.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

13. THE HOLLOW CROWN

USE: Elite patrons are arranging access, scandal, succession, or a controlled crime.

DRIVE: Remain indispensable while never appearing responsible.

IMMEDIATE NEED: Recover one compromising object before a junior patron uses it.

METHOD: Invitations, intermediaries, favors, and deniable specialists.

TABOO: Never act personally when a dependent can act instead.

PUBLIC FACE: Charity boards and cultured salons.

HIDDEN FRACTURE: A younger circle wants open rule instead of quiet influence.

TYPICAL **AGENTS**:

- Crown Patron: N 2, S 2, E 4, W 4. Power W 1; refresh during Turn refresh. CALL IN FAVOR [**POWER**]. Axis W. Commit Power. Pattern P1,4. SPEND. On success activate one prepared Weak 2/2/2/2 Attendant Agent at Round end. Its preallocated reserve Pool becomes available and it leaves at Turn end; no dice are added to the Scene Total. Once per Scene. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Velvet Fixer: N 2, S 4, E 3, W 2. Combo S 1; refresh at Round start. REMOVE EVIDENCE [SKILL]. Axis S. Pattern any pair. SPEND. On success reduce Exposure -1 or take one unsecured incriminating item. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Introductions, money, private rooms, dependent officials.

VULNERABILITIES: Proof connecting patrons to intermediaries and rivalry inside the circle.

OFFER: Access, pardon, funding, or social destruction of a rival.

PRICE: A deniable service and silence about the sponsor.

ESCALATION: EXPOSURE 0/6. At 3, patrons sacrifice a fixer. At 6, the circle abandons the venue and activates a prepared scapegoat.

ACTIVE 3: Exposure +1.

ACTIVE 4: Find a private contradiction; Exposure -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Crown Patron and two Velvet Fixer with an Even Scene Total under STANDARD ALLOCATION. Encounter N 6, S 10, E 10, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Velvet Fixer. Harder: use a 125% Scene Total.

IF COMMANDED: The circle is not a subchart. Repeated direction of its agents may use SPY NETWORK. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success identifies the sponsor; bargain elevates the crew; exposure starts a public hearing; destruction frees dependents and weaponizes patron secrets.

RESKIN: Fantasy - masked noble cabal; Contemporary - donor conspiracy; Science Fiction - habitat shareholder circle; Weird Horror - aristocrats sharing an empty crown.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

14. WAYFARER GUILD

USE: The route itself is the problem and someone claims to know a way through.

DRIVE: Keep difficult routes open and the Guild's knowledge respected.

IMMEDIATE NEED: Recover a guide who vanished while marking a new passage.

METHOD: Maps, vows, caches, and tested route lore.

TABOO: Never knowingly falsify a safety mark.

PUBLIC FACE: Practical guides and hospitable route houses.

HIDDEN FRACTURE: A senior mapmaker erases paths leading to an inconvenient community.

TYPICAL **AGENTS**:

- Pathmaster: N 3, S 4, E 4, W 3. Combo E 1; refresh at Round start. READ THE WAY [SKILL]. Axis E. Pattern any pair. TRIGGER. On success ask one direct question about safest route or nearest concealed danger; answer honestly. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Trail Guide: N 3, S 4, E 2, W 2. No special dice. MAKE A PATH [SKILL]. Axis S. Pattern 1,4. SPEND. On success move two willing participants through one Near hazardous area; each still faces printed unavoidable effects. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Maps, caches, guides, route houses, weather knowledge.

VULNERABILITIES: Trust in marks and dependence on a few master routes.

OFFER: Guide, map, shelter, or a hidden crossing.

PRICE: Carry supplies, verify a route, or retrieve a missing guide.

ESCALATION: PASSAGE 0/6. At 3, weather or pursuit closes the obvious route. At 6, only a costly route remains; travel continues.

ACTIVE 3: Passage +1.

ACTIVE 4: Find shelter or a shortcut; Passage -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Pathmaster and two Trail Guide with an Even Scene Total under STANDARD ALLOCATION. Encounter N 9, S 12, E 8, W 7; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Trail Guide. Harder: use a 125% Scene Total.

IF COMMANDED: A single expedition uses ordinary Axes. Repeated route control may use TRANSIT GRID. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success reveals who altered the map; bargain creates a delivery; exposure splits the Guild; destruction leaves dangerous maps without custodians.

RESKIN: Fantasy - roadwardens' guild; Contemporary - backcountry guides; Science Fiction - jump-route pilots; Weird Horror - guides across neighborhoods that rearrange.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

15. GLASS HARBOR EXCHANGE

USE: A scarce cargo, auction, shipment, or market promise can change hands now.

DRIVE: Make exchange possible while taking a visible share.

IMMEDIATE NEED: Complete one disputed auction before confidence collapses.

METHOD: Escrow, witnesses, guards, and aggressive price discovery.

TABOO: Never seize properly escrowed goods.

PUBLIC FACE: Transparent counters and public prices.

HIDDEN FRACTURE: The supposedly neutral assessors share one hidden owner.

TYPICAL **AGENTS**:

- Exchange Factor: N 2, S 2, E 4, W 4. Combo W 1; refresh at Round start. SET THE PRICE [SKILL]. Axis W. Pattern any pair. TRIGGER. On success name one acceptable price and one competing buyer; Margin 2+ reveals leverage on either. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Harbor Guard: N 4, S 3, E 2, W 2. Armor N 1; persistent. PROTECT ESCROW [SKILL]. Axis N. REACTION - SPECIAL DIRECT, ORDINARY. **Trigger**: an incoming action directly targets marked cargo the Guard can protect. Use N instead of the normal opposite Axis; this is the incoming action's direct reaction and does not spend the Guard's action opportunity. Pattern 1,2. SPEND. REGARDLESS, add one Help Cluster to the marked cargo's defending side. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Warehouses, buyers, credit, neutral meeting space.

VULNERABILITIES: Confidence, assessor fraud, and cargo concentrated at transfer points.

OFFER: A buyer, escrow, transport, or market rumor.

PRICE: Commission, collateral, or public acceptance of the ruling.

ESCALATION: CONFIDENCE 6/0. Starts 6. At 3, buyers demand collateral. At 0, the auction breaks into private deals and a pursuit Scene.

ACTIVE 3: Confidence -1.

ACTIVE 4: A clean bid or proof restores Confidence +1, maximum 6. One Straggler creates only this primary effect.

IF OPPOSED: Use one Exchange Factor and two Harbor Guard with an Even Scene Total under STANDARD ALLOCATION. Encounter N 10, S 8, E 8, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Harbor Guard. Harder: use a 125% Scene Total.

IF COMMANDED: One trade uses social actions. Repeated market operation may use COMMAND NETWORK, but the Exchange is not automatically a subchart. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success reveals the hidden owner; bargain binds a delivery; exposure starts a warehouse seizure; destruction disperses cargo and unpaid claims.

RESKIN: Fantasy - crystal quay market; Contemporary - bonded commodity exchange; Science Fiction - orbital cargo bourse; Weird Horror - harbor trading reflections before owners.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

16. BONE ORCHARD COMMUNE

USE: A self-sufficient community controls food, medicine, burial, or land the characters need.

DRIVE: Keep the community alive without becoming somebody's resource colony.

IMMEDIATE NEED: Stop a blight while deciding whether outsiders caused it.

METHOD: Collective labor, guarded hospitality, and long memory.

TABOO: Never waste the dead or abandon a child.

PUBLIC FACE: Plain generosity and unsettling efficiency.

HIDDEN FRACTURE: The elders conceal that the orchard feeds on a dangerous buried source.

TYPICAL **AGENTS**:

- Orchard Speaker: N 3, S 2, E 3, W 4. Power W 1; refresh during Turn refresh. CALL THE ROOTS [**POWER**]. Axis W. Commit Power. Pattern P2,3. SPEND. Regardless apply ANCHORED (1) to every willing ally within Near; one pip reduces forced movement one cell, then is spent. **REMOVAL**: 4 accumulated attributed Damage or 4 accumulated attributed Strain; track separately.

- Orchard Tender: N 3, S 3, E 4, W 2. No special dice. CUT THE BLIGHT [SKILL]. Axis E. Pattern 1,4. SPEND. On success reduce Blight -1 or remove one environmental status from a Near crop, tool, or route. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track separately.

ASSETS: Food, medicine, hidden paths, loyal families.

VULNERABILITIES: Seasonal dependence and the secret beneath the oldest trees.

OFFER: Shelter, healing supplies, guides, or a place to disappear.

PRICE: Labor, protection, or silence until the harvest ends.

ESCALATION: BLIGHT 0/6. At 3, one zone becomes hazardous. At 6, the harvest is lost but the people survive and must migrate or claim new ground.

ACTIVE 3: Blight +1.

ACTIVE 4: Find a healthy root or countermeasure; Blight -1. One Straggler creates only this primary effect.

IF OPPOSED: Use one Orchard Speaker and two Orchard Tender with an Even Scene Total under STANDARD ALLOCATION. Encounter N 9, S 8, E 11, W 8; provisional Rating 37. Each active Agent grants one action per Round and uses its own Axis cap. Easier: remove one Orchard Tender. Harder: use a 125% Scene Total.

IF COMMANDED: Ordinary communal work uses Cohesion. Repeated operation of the living site may use GROWTH CHART. No command grants an extra action unless the controlled Agents already grant one.

FALLOUT: Success uncovers the buried source; bargain joins the harvest; exposure divides elders and youth; destruction creates refugees and a hungry landscape.

RESKIN: Fantasy - bone-fruit commune; Contemporary - isolated regenerative farm; Science Fiction - closed-loop colony garden; Weird Horror - orchard fertilized by family names.

XP: A meaningful Scene with this organization awards XP normally from peak Rating.

6. LAIRS AND DANGEROUS PLACES

ROLL OR CHOOSE. A lair is normally a facet Scene. Calculate its Scene Total and allocate it among all active and reserve facets before play. Every active facet owns its Pool, grants one action per Round, and contributes Encounter Axes. A lair becomes a subchart only after characters repeatedly operate, repair, corrupt, investigate, or claim it.

FRAME ONE NOW: choose the lair whose USE matches the characters' current verb. State the reachable entrance or facet, what the characters want at its heart, and at least two valid endings involving entry, control, rescue, destruction, bargain, or escape. Make only fictionally reachable facets active at the opening and recalculate Encounter Axes and Rating if the roster changes. Choose Dominant Axis with the standard fallback when none is printed. The IF OPPOSED block is a complete Scene chassis.

When a lair sits inside another modular Scene, select one primary chassis under COMBINING SCENES SAFELY rather than stacking both full Pools, engines, and rosters. Without Tactical Play, forced movement of one cell or 10 feet means one meaningful positional step or a move to the next clearly established zone.

STATUS SHORTHAND: HESITANT uses the actual-Strain timing in **COMPACT ABILITY SHORTHAND**: a pip clears only after it actually Strains an eligible die. SUSPECTED (1) makes each leftover 3 rolled by the subject move the active alert clock +1 until a convincing cover action succeeds. HACK [SYSTEM] pips grant ordinary access to the named system; spending or ICE removes equal pips, and severed access removes all remaining pips.

01. THE SINKING BELL TOWER

USE: The group must rescue, retrieve, silence, or ring something while water climbs.

CONTROLLING TRUTH: The tower is sinking because its counterweight is pulling on a drowned foundation.

ENTRANCE: A half-submerged quay door opens only between waves.

HEART: The counterweight chamber beneath the bell.

ESCAPE ROUTE: Rope bridge to a roof, or the bell rope through the collapsing belfry.

ZONES: Flooded Quay | Spiral Stair | Bell Chamber | Counterweight Well. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Flooded Stair: N 3, S 4, E 2, W 2. No special dice. SURGE [SKILL]. Axis S. Pattern any pair. SPEND. On success force one target on the stair one cell downward; Scale applies. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: The stair becomes a slow route instead of an active hazard.

- Bell Keeper: N 3, S 2, E 3, W 4. Combo W 1; refresh at Round start. TOLL WARNING [SKILL]. Axis W. Pattern 1,4. TRIGGER. On success Submergence +1 and apply HESITANT (1) to one hearer; use the actual-Strain HESITANT timing above. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain, tracked separately. **WHEN IT FALLS**: The bell can be rung, muffled, or cut free without opposition.

- Counterweight Heart: N 4, S 2, E 4, W 2. Armor N 1 against physical Damage; persistent. DROP THE MASS [SKILL]. Axis N. Pattern any triple. SPEND. On success deal +1 structural Damage to one connected tower facet and Submergence +1. **REMOVAL**: 4 accumulated Damage; Strain cannot remove machinery. **WHEN IT FALLS**: All downward clock movement also opens a dry route for one Round.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 10, S 8, E 9, W 8; provisional Rating 37.

CATASTROPHE OR INTRUSION **CLOCK**: SUBMERGENCE 0/6. At 3 the Quay becomes hazardous. At 6 the tower leans into a neighboring structure; the Scene shifts to evacuation across the new bridge.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Submergence +1.

LEFTOVER 4: Submergence -1, minimum 0, as a dry foothold appears. One Straggler creates one primary effect.

DISCOVERIES: A rescue skiff is chained below; the Keeper has a list of prior ringings; the foundation was sabotaged.

REWARD OR LEVERAGE: The bell tongue is a W-bound Combo relic, or the tower's records prove ownership of the drowned district.

OPTIONAL SUBCHART: Not a subchart during intrusion. If claimed and repeatedly operated, attach FORTRESS CONTROL. The subchart creates no Pool or extra action.

FALLOUT: Saving the tower reveals the saboteur; ringing it summons an expected faction; cutting it loose creates a salvage Scene; collapse opens the drowned undercroft.

RESKIN: Fantasy - river bell tower; Contemporary - flooded warning tower; Science Fiction - sinking pressure beacon; Weird Horror - church descending one step each midnight.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

02. THE GLASS FURNACE

USE: A needed object, prisoner, formula, or sabotage target lies inside a working industrial heart.

CONTROLLING TRUTH: The furnace's production line is safer while moving than while stopped.

ENTRANCE: Material gate beside the feed conveyor.

HEART: The living kiln and its master temperature valve.

ESCAPE ROUTE: Cooling canal, overhead crane, or emergency slag chute.

ZONES: Feed Floor | Glass Walk | Control Gallery | Kiln Mouth. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Feed Conveyors: N 4, S 3, E 3, W 2. No special dice. CARRY IN [SKILL]. Axis N. Pattern any pair. SPEND. On success move one unsecured target one cell toward the Kiln Mouth. **REMOVAL**: 3 attributed Damage from one exchange; Strain cannot remove machinery. **WHEN IT FALLS**: Conveyor lanes become ordinary difficult terrain.

- Furnace Crew: N 3, S 3, E 4, W 2. Combo E 1; refresh at Round start. TEMPER THE LINE [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success Heat -1 or give the Kiln Armor N 1 against the next action this Round. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: The crew offers shutdown instructions or flees through the canal.

- Living Kiln: N 4, S 2, E 3, W 3. Armor N 1; persistent. KILN BREATH [SKILL]. Axis N. Pattern any triple. SPEND. On success inflict +1 N Damage on one target within Near and Heat +1. **REMOVAL**: 4 accumulated Damage; or one successful shutdown action at Heat 0. **WHEN IT FALLS**: Removing it ends new heat but starts cooling hazards until Scene end.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 11, S 8, E 10, W 7; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: HEAT 2/6. At 4 glass walkways become hazardous. At 6 emergency vents burst and divide the site into two reachable halves.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Heat +1.

LEFTOVER 4: Open a vent or cooling line; Heat -1. One Straggler creates one primary effect.

DISCOVERIES: A rejected flawless object; proof of deliberate overproduction; a hidden worker refuge.

REWARD OR LEVERAGE: One custom Armor item, rare structural material, or the kiln's recipe ledger.

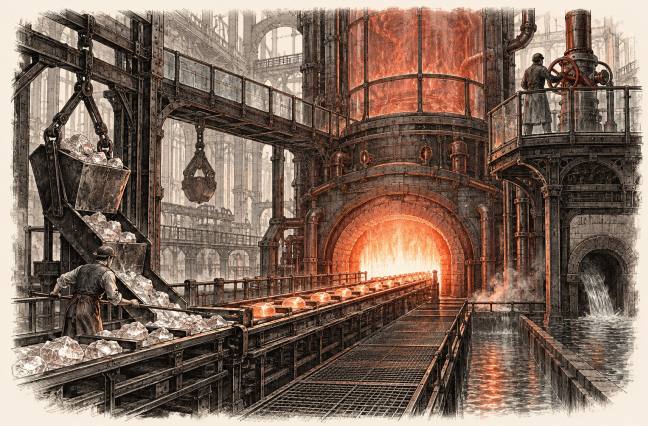
OPTIONAL SUBCHART: Not automatically a subchart. Repeated safe operation uses FORGE HEART. The subchart creates no Pool or extra action.

FALLOUT: Shutdown creates labor conflict; successful theft reveals the buyer; exposure brings inspectors; destruction leaves a spreading glass field.

RESKIN: Fantasy - dragon-glass foundry; Contemporary - specialty glass plant; Science Fiction - crystal fab; Weird Horror - kiln that fires memories transparent.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



03. THE WALKING HOUSE

USE: A mobile dwelling carries someone or something away while its rooms rearrange.

CONTROLLING TRUTH: The house follows whoever holds its original address plaque.

ENTRANCE: A porch that appears beside the slowest pursuer.

HEART: The attic map room where the address plaque hangs.

ESCAPE ROUTE: Roof hatch, root cellar drop, or a window opening onto the last visited place.

ZONES: Following Porch | Turning Hall | Hungry Kitchen | Attic Map Room. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- House Legs: N 4, S 4, E 2, W 2. No special dice. LONG STEP [SKILL]. Axis S. Pattern any pair. SPEND. On success Distance +1 and shift one exterior route out of Reach. **REMOVAL**: 3 attributed Damage from one exchange; Strain cannot remove structure. **WHEN IT FALLS**: The house stops moving but rooms still turn.

- Door Mouth: N 3, S 3, E 2, W 4. Combo W 1; refresh at Round start. WRONG ROOM [SKILL]. Axis W. Pattern 1,4. TRIGGER. On success move one intruder to an adjacent zone and apply SUSPECTED (1). **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Doors become ordinary connections chosen by the characters.

- Attic Map: N 2, S 3, E 4, W 3. Power E 1; refresh during Turn refresh. READDRESS [**POWER**]. Axis E. Commit Power. Pattern P1,3. SPEND. Regardless replace one zone exit with an exit to any previously visited zone through Round end. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain. **WHEN IT FALLS**: The plaque can be claimed and the house stops resisting.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 10, E 8, W 9; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: DISTANCE 0/6. At 3 outside allies can no longer keep pace without a vehicle or route. At 6 the house reaches its chosen destination and the Scene changes there.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Distance +1.

LEFTOVER 4: Reveal a stable room connection; Distance -1. One Straggler creates one primary effect.

DISCOVERIES: A child's route drawn under wallpaper; a room belonging to a former owner; the plaque can name one destination.

REWARD OR LEVERAGE: The address plaque, a portable safe room, or proof of who sent the house.

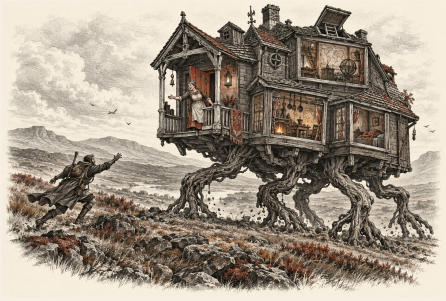
OPTIONAL SUBCHART: Intrusion uses facets only. Claiming the plaque permits TRANSIT GRID for repeated navigation. The subchart creates no Pool or extra action.

FALLOUT: Claim sends the house somewhere chosen; bargain preserves its resident; exposure draws former owners; destruction spills rooms across several locations.

RESKIN: Fantasy - walking witch house; Contemporary - autonomous smart home; Science Fiction - migratory habitat pod; Weird Horror - house searching for its missing street.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



04. THE BLACKSITE CLINIC

USE: The characters must extract a patient, steal a cure, destroy evidence, or stop a procedure.

CONTROLLING TRUTH: The clinic keeps patients alive because their conditions power its research.

ENTRANCE: Ambulance lock with a false charity emblem.

HEART: Quarantine core containing the patient registry and treatment medium.

ESCAPE ROUTE: Waste lift, sealed ambulance, or maintenance crawlway.

ZONES: Intake Lock | Observation Ward | Surgical Theatre | Quarantine Core. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Security Theatre: N 4, S 3, E 2, W 3. Armor N 1; persistent. SAFE RESTRAINT [SKILL]. Axis N. Pattern any pair. SPEND. On success inflict +1 Strain; it can never deal Damage. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Doors unlock and restrained patients can be moved.

- Surgical Swarm: N 2, S 4, E 4, W 2. Combo E 1; refresh at Round start. CLINICAL CUT [SKILL]. Axis E. Pattern 1,4. SPEND. On success convert one target Ready **Normal Die** to Strained and Containment +1. **REMOVAL**: 3 attributed Damage from one exchange; or a successful E shutdown. **WHEN IT FALLS**: Treatment tools become a Field Surgery Roll with one supply.

- Quarantine Core: N 3, S 2, E 4, W 3. Power E 1; refresh during Turn refresh. LOCKDOWN [**POWER**]. Axis E. Commit Power. Pattern P2,2. TRIGGER. On success close one zone exit through Round end and Containment +1. **REMOVAL**: 4 accumulated Damage; or two successful access actions. **WHEN IT FALLS**: Patient records and controls become available.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 9, E 10, W 8; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: CONTAINMENT 0/6. At 3 seal one route. At 6 the clinic moves patients into emergency pods; rescue continues through the waste lift or control core.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Containment +1.

LEFTOVER 4: Expose a bypass or mislabeled patient; Containment -1. One Straggler creates one primary effect.

DISCOVERIES: The cure is real but rationed; a patron chooses subjects; one staff member has kept an escape list.

REWARD OR LEVERAGE: Three Red Mercy Ampoules, the registry, or a treatment favor.

OPTIONAL SUBCHART: Not a subchart for one raid. Repeated operation after capture uses CLINIC SYSTEMS. The subchart creates no Pool or extra action.

FALLOUT: Rescue creates hunted patients; bargain secures treatment; exposure brings oversight and cleanup teams; destruction releases records and unfinished conditions.

RESKIN: Fantasy - forbidden chirurgeon hospice; Contemporary - covert research clinic; Science Fiction - gene blacksite; Weird Horror - hospital whose patients dream its floor plan.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

05. THE STORM OBSERVATORY

USE: The group needs a forecast, signal, weapon, or trapped observer during a violent storm.

CONTROLLING TRUTH: The observatory is steering the storm while pretending merely to measure it.

ENTRANCE: Exposed cable tram or lightning-grounded service tunnel.

HEART: Forecast engine beneath the rotating dome.

ESCAPE ROUTE: Emergency glider, tram, or storm-eye aperture.

ZONES: Cable Approach | Grounding Hall | Rotating Dome | Forecast Engine. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Lightning Rods: N 4, S 2, E 4, W 2. Armor E 1 against energy Damage; persistent. GROUND STRIKE [SKILL]. Axis N. Pattern any pair. SPEND. On success inflict +1 E Damage on one exposed target and Storm Lock +1. **REMOVAL**: 3 attributed Damage from one exchange; Strain cannot remove structure. **WHEN IT FALLS**: Energy actions no longer gain the damage rider.

- Weather Crew: N 2, S 3, E 4, W 3. Combo E 1; refresh at Round start. READ FRONT [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success reveal the next threshold effect and Storm Lock -1. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: The crew gives one safe route and stops opposing.

- Forecast Engine: N 3, S 2, E 4, W 3. Power E 1; refresh during Turn refresh. TURN THE SKY [**POWER**]. Axis E. Commit Power. Pattern P1,2,3. SPEND. Regardless make one zone hazardous or clear one hazardous zone through Round end. **REMOVAL**: 4 accumulated Damage; or successful shutdown at Storm Lock 0. **WHEN IT FALLS**: The storm begins dissipating over the next Scene.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 7, E 12, W 8; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: STORM LOCK 1/6. At 3 the cable approach closes. At 6 the storm anchors over the site; escape remains through the eye aperture.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Storm Lock +1.

LEFTOVER 4: Ground a charge or predict a lull; Storm Lock -1. One Straggler creates one primary effect.

DISCOVERIES: The engine has a destination list; an observer sabotaged a prior forecast; the storm hides another signal.

REWARD OR LEVERAGE: A perfect one-use forecast, Gravity Spool, or access to the transmitter.

OPTIONAL SUBCHART: Routine intrusion uses facets. Repeated operation uses SIGNAL ARRAY. The subchart creates no Pool or extra action.

FALLOUT: Success redirects the storm; bargain trades a forecast; exposure implicates a sponsor; destruction sends uncontrolled weather toward a vulnerable place.

RESKIN: Fantasy - sky mage observatory; Contemporary - mountain weather lab; Science Fiction - atmospheric control station; Weird Horror - tower forecasting emotions as storms.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

06. THE ROOTED ARCHIVE

USE: Knowledge is physically entangled with a living, defended place.

CONTROLLING TRUTH: The Archive grows a new room whenever someone tries to erase a fact.

ENTRANCE: Root gate opened by speaking a true but unwanted memory.

HEART: Memory tree bearing sealed testimony as fruit.

ESCAPE ROUTE: Drainage root, messenger tunnel, or a door grown from a surrendered secret.

ZONES: Root Gate | Index Burrows | Whisper Gallery | Memory Tree. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Root Doors: N 4, S 3, E 3, W 2. No special dice. CLOSE AROUND [SKILL]. Axis N. Pattern any pair. SPEND. On success close one zone connection through Round end. **REMOVAL**: 3 attributed Damage from one exchange; or one true naming action. **WHEN IT FALLS**: All zone connections become visible.

- Index Choir: N 2, S 3, E 4, W 3. Combo E 1; refresh at Round start. CROSS REFERENCE [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success apply SUSPECTED (1) and Access +1. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: The Choir answers one direct custody question honestly.

- Memory Tree: N 3, S 2, E 4, W 3. Power W 1; refresh during Turn refresh. FRUIT OF TESTIMONY [**POWER**]. Axis W. Commit Power. Pattern P1,1. SPEND. Regardless reveal one painful true fact about a present willing subject; unwilling targets may react. **REMOVAL**: 4 accumulated Damage; or two successful W/E claims. **WHEN IT FALLS**: One sealed testimony becomes portable.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 8, E 11, W 8; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: ACCESS 0/6. At 3 the Archive identifies the intruders. At 6 it grows a sealed new room around the desired record; the group can bargain, cut in, or use a root route.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Access +1.

LEFTOVER 4: Reveal an index or route; Access -1. One Straggler creates one primary effect.

DISCOVERIES: A supposedly destroyed witness statement; a record from the future; proof that someone has been pruning memories.

REWARD OR LEVERAGE: One Memory Seed, protected testimony, or the Archive's cooperation.

OPTIONAL SUBCHART: Not automatically a subchart. Repeated research or stewardship uses ARCHIVE MATRIX. The subchart creates no Pool or extra action.

FALLOUT: Success names an eraser; bargain requires a new record; exposure calls custodians; destruction releases memories into nearby sleepers.

RESKIN: Fantasy - living monastery archive; Contemporary - mycelial evidence vault; Science Fiction - bio-data grove; Weird Horror - roots storing every lie told above them.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

07. THE DERELICT FREIGHTER

USE: A drifting vessel holds salvage, survivors, dangerous cargo, or a route onward.

CONTROLLING TRUTH: The ship is not abandoned; its fragmented systems disagree about who counts as crew.

ENTRANCE: Breached cargo lock or docking collar that asks for obsolete credentials.

HEART: Command core behind the reactor spine.

ESCAPE ROUTE: Docking craft, emergency capsule, or controlled hull breach.

ZONES: Cargo Breach | Habitat Spine | Reactor Walk | Command Core. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Hull Breach: N 4, S 4, E 2, W 2. No special dice. VENT [SKILL]. Axis S. Pattern any pair. SPEND. On success force one unsecured target one cell toward the breach; Scale applies. **REMOVAL**: 3 attributed Damage from one exchange; or successful seal action. **WHEN IT FALLS**: The cargo zone stops pulling and becomes ordinary difficult terrain.

- Defense Drone: N 4, S 3, E 2, W 3. Armor N 1; persistent. IDENTIFY HOSTILE [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success inflict +1 Damage on a target lacking accepted credentials. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Its weapon and sensor permission become salvage.

- Command Core: N 2, S 3, E 4, W 3. Power E 1; refresh during Turn refresh. CHANGE CREW [**POWER**]. Axis E. Commit Power. Pattern P1,4. SPEND. On success mark one target ACCEPTED through Turn end; ship facets cannot target it directly. **REMOVAL**: 4 accumulated Damage; or two successful HACK conversions. **WHEN IT FALLS**: The ship recognizes one claimant.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 10, S 10, E 8, W 8; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: REACTOR DRIFT 0/6. At 3 power flickers and one route becomes hazardous. At 6 the ship enters a dangerous trajectory; control or evacuation becomes the next Scene.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Reactor Drift +1.

LEFTOVER 4: Restore a subsystem or stable route; Reactor Drift -1. One Straggler creates one primary effect.

DISCOVERIES: Hidden survivors in cold storage; cargo with falsified owner; the original crew vote remains unresolved.

REWARD OR LEVERAGE: Cargo, a Recall Coin pair, transport, or the ship itself.

OPTIONAL SUBCHART: A raid uses facets. Claiming and operating the ship uses SHIP SYSTEMS. The subchart creates no Pool or extra action.

FALLOUT: Success attracts the cargo owner; bargain wakes survivors; exposure calls salvagers; destruction turns the wreck into a debris hazard.

RESKIN: Fantasy - ghost hulk on a void sea; Contemporary - abandoned offshore freighter; Science Fiction - derelict cargo ship; Weird Horror - ship whose manifests list the intruders.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

08. THE BONE QUARRY

USE: The party must cross, stop excavation, free laborers, or claim something under a dangerous dig.

CONTROLLING TRUTH: The quarry is cutting through the skeleton of something still responding to pain.

ENTRANCE: Winch cage or switchback road under falling chips.

HEART: Ossuary seam where the oldest bones pulse.

ESCAPE ROUTE: Ore cart, crane basket, or newly opened rib tunnel.

ZONES: Switchback Face | Winch Yard | Cutting Gallery | Ossuary Seam. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Quarry Walkers: N 4, S 3, E 2, W 3. Armor N 1; persistent. SWEEP THE FACE [SKILL]. Axis N. Pattern any pair. SPEND. On success force one target one cell and inflict 1 collision Strain if it hits cover. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Workers abandon machines and reveal a safe route.

- Collapse Face: N 4, S 2, E 3, W 3. No special dice. STONE RAIN [SKILL]. Axis N. Pattern 1,4. TRIGGER. On success make one zone hazardous through Round end and Disturbance +1. **REMOVAL**: 3 attributed Damage from one exchange; or two successful stabilization actions. **WHEN IT FALLS**: The route opens and later 3s cannot make that zone hazardous.

- Ossuary Seam: N 3, S 2, E 4, W 3. Power W 1; refresh during Turn refresh. PAIN ECHO [**POWER**]. Axis W. Commit Power. Pattern P2,2. TRIGGER. On success apply HESITANT (1) to every participant in one zone; each uses the actual-Strain HESITANT timing above. **REMOVAL**: 4 accumulated Damage; or calm it with two successful W actions. **WHEN IT FALLS**: The buried being communicates one demand.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 11, S 7, E 9, W 9; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: DISTURBANCE 0/6. At 3 the skeleton moves and changes one route. At 6 it rises one Scale step as a new Scene rather than killing anyone instantly.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Disturbance +1.

LEFTOVER 4: Find a quiet seam or brace; Disturbance -1. One Straggler creates one primary effect.

DISCOVERIES: The excavation order is forged; workers know a forbidden name; a usable relic is lodged in the seam.

REWARD OR LEVERAGE: Bone tool, valuable ore, or an alliance with the buried intelligence.

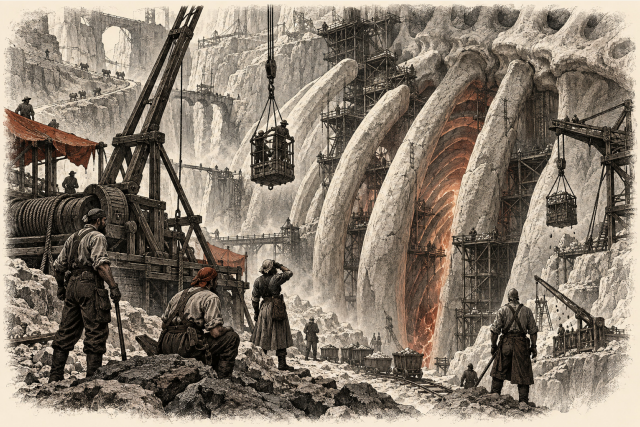
OPTIONAL SUBCHART: The quarry is not a subchart. Long-term safe extraction may use FORGE HEART with mining skins. The subchart creates no Pool or extra action.

FALLOUT: Success stops the dig; bargain changes the excavation target; exposure brings the owner; destruction wakes the skeleton and scatters laborers.

RESKIN: Fantasy - giant-bone quarry; Contemporary - paleontological megadig; Science Fiction - xeno-ossuary mine; Weird Horror - quarry inside the town's ancestor.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



09. THE FLOODED TRANSIT MAZE

USE: A moving route network is filling with water while carrying people, cargo, or pursuit.

CONTROLLING TRUTH: The network is rerouting itself to protect a sealed passenger.

ENTRANCE: Flood gate, maintenance hatch, or stopped vehicle roof.

HEART: Route brain behind the central switching room.

ESCAPE ROUTE: Surface stair, maintenance boat, or a vehicle sent to a dry terminus.

ZONES: Flood Gate | Drowned Platform | Switching Tunnels | Route Brain. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Turnstile Wardens: N 3, S 4, E 2, W 3. Combo S 1; refresh at Round start. FARE LOCK [SKILL]. Axis S. Pattern any pair. SPEND. On success close one route to a target lacking permission through Round end. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Gates open and passengers may move between zones.

- Live Rail: N 4, S 3, E 3, W 2. Armor E 1 against technical Damage; persistent. ARC TRACK [SKILL]. Axis N. Pattern 1,4. TRIGGER. On success +1 E Damage and Flooding +1. **REMOVAL**: 3 attributed Damage from one exchange; or successful power isolation. **WHEN IT FALLS**: The track becomes a safe route.

- Route Brain: N 2, S 3, E 4, W 3. Power E 1; refresh during Turn refresh. EXPRESS CHANGE [**POWER**]. Axis E. Commit Power. Pattern P1,3. SPEND. Regardless connect any two zones through Round end and disconnect one former link. **REMOVAL**: 4 accumulated Damage; or two HACK expenditures. **WHEN IT FALLS**: Reveal the sealed passenger and accept one operator.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 10, E 9, W 8; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: FLOODING 1/6. At 3 the lowest platform becomes hazardous. At 6 all ordinary routes close and the Scene moves to boats, roofs, or the dry terminus.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Flooding +1.

LEFTOVER 4: Drain or reveal a maintenance route; Flooding -1. One Straggler creates one primary effect.

DISCOVERIES: The sealed passenger chose isolation; a sabotage charge remains armed; the brain has been protecting a witness.

REWARD OR LEVERAGE: Transit clearance, a Gate Map, or control of one vehicle.

OPTIONAL SUBCHART: Intrusion uses facets. Repeated operation uses TRANSIT GRID. The subchart creates no Pool or extra action.

FALLOUT: Success delivers the passenger; bargain opens one forbidden station; exposure causes a citywide search; destruction strands districts into separate Scenes.

RESKIN: Fantasy - drowned undercity tram; Contemporary - flooded metro; Science Fiction - submerged magline; Weird Horror - train system protecting a passenger dead for years.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

10. THE DREAMING THEATER

USE: A performance is changing the audience, hiding a captive, or rewriting a public memory.

CONTROLLING TRUTH: The theater consumes applause to keep its Dream Director asleep.

ENTRANCE: Ticket arch that admits only someone carrying a role.

HEART: Prompt box beneath the stage.

ESCAPE ROUTE: Fly loft, orchestra tunnel, or a painted door made real during applause.

ZONES: Ticket Arch | Audience Maze | Living Stage | Prompt Box. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Masked Ensemble: N 3, S 4, E 2, W 3. Combo W 1; refresh at Round start. CAST THE INTRUDER [SKILL]. Axis W. Pattern any pair. TRIGGER. On success assign a visible role; target takes 1 Strain before acting against that role, then role fades. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Masks become inert and reveal the actors beneath.

- Stage Machinery: N 4, S 3, E 3, W 2. No special dice. SCENE CHANGE [SKILL]. Axis S. Pattern 1,4. SPEND. On success move one target to an adjacent zone and alter one route through Round end. **REMOVAL**: 3 attributed Damage from one exchange; or a successful control action. **WHEN IT FALLS**: Routes remain fixed and the painted exit becomes usable.

- Dream Director: N 2, S 3, E 3, W 4. Power W 1; refresh during Turn refresh. TAKE A BOW [**POWER**]. Axis W. Commit Power. Pattern P4,4. TRIGGER. On success Reverie +1 and add one Help Cluster to the Ensemble's side. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain. **WHEN IT FALLS**: The Director wakes and offers a bargain or releases the captive.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 10, E 8, W 9; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: REVERIE 0/6. At 3 audience members repeat assigned roles. At 6 the performance becomes the next location; characters retain choices but must escape its fiction.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Reverie +1.

LEFTOVER 4: Break character or reveal backstage truth; Reverie -1. One Straggler creates one primary effect.

DISCOVERIES: A missing person plays the lead; the patron's private rehearsal; a role written for one character before arrival.

REWARD OR LEVERAGE: Diplomat's Mask, a public secret, or one controlled dream performance.

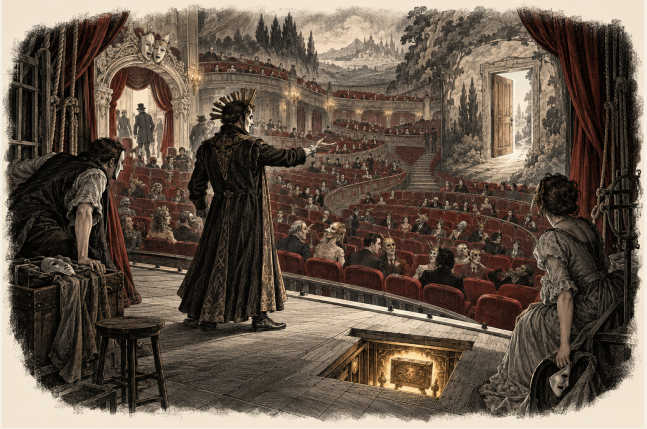
OPTIONAL SUBCHART: Not a subchart for attendance. Repeated direction or repair uses DREAM ENGINE. The subchart creates no Pool or extra action.

FALLOUT: Success wakes the Director; bargain changes the ending; exposure causes the audience to remember conflicting versions; destruction releases unfinished roles.

RESKIN: Fantasy - enchanted opera; Contemporary - immersive propaganda theater; Science Fiction - neural stage; Weird Horror - play that casts the audience before tickets are sold.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



11. THE SIEGE ORCHARD

USE: A living defensive landscape blocks passage, shelters a target, or attacks a settlement.

CONTROLLING TRUTH: The orchard responds to a stolen pruning song rather than to its apparent owner.

ENTRANCE: Thorn gate, irrigation culvert, or canopy path.

HEART: Root Queen beneath the oldest fruit tree.

ESCAPE ROUTE: River channel, burned lane, or a branch lowered by the Queen.

ZONES: Thorn Gate | Fruit Lanes | Sap Battery | Root Court. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Thorn Wall: N 4, S 2, E 3, W 3. Armor N 1; persistent. CLOSE THE GAP [SKILL]. Axis N. Pattern any pair. SPEND. On success block one route through Round end. **REMOVAL**: 3 attributed structural Damage from one exchange; or successful pruning song. **WHEN IT FALLS**: One route remains permanently open.

- Sap Artillery: N 4, S 3, E 2, W 3. Combo N 1; refresh at Round start. BURST POD [SKILL]. Axis N. Pattern 1,4. SPEND. On success +1 Damage and make target's cell difficult through Round end. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Pods become harvestable Smoke Seeds.

- Root Queen: N 3, S 2, E 3, W 4. Power W 1; refresh during Turn refresh. COMMAND GROWTH [**POWER**]. Axis W. Commit Power. Pattern P2,3. SPEND. Regardless move one plant route or hazard one cell; no target is moved directly. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain. **WHEN IT FALLS**: The orchard stops attacking and names who stole the song.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 11, S 7, E 8, W 10; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: ENCIRCLEMENT 0/6. At 3 one escape route closes. At 6 the orchard surrounds the current zone and opens negotiation through the Root Court.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Encirclement +1.

LEFTOVER 4: Find a pruning mark or irrigation opening; Encirclement -1. One Straggler creates one primary effect.

DISCOVERIES: The stolen song is being broadcast nearby; fruit cures one condition; roots conceal refugees.

REWARD OR LEVERAGE: Three Smoke Seeds, healing fruit, or the orchard's safe passage.

OPTIONAL SUBCHART: During intrusion use facets. Repeated stewardship uses GROWTH CHART. The subchart creates no Pool or extra action.

FALLOUT: Success reveals the thief; bargain makes the crew gardeners; exposure triggers a land claim; destruction sends feral roots toward the nearest water.

RESKIN: Fantasy - war orchard; Contemporary - engineered defensive grove; Science Fiction - colony biowall; Weird Horror - fruit trees trained on old sieges.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

12. THE SILENT DATA CATHEDRAL

USE: A system contains proof, identity, control codes, or an intelligence behind ritualized security.

CONTROLLING TRUTH: Silence is a security protocol: sound grants the system material to imitate callers.

ENTRANCE: Acoustic lock, cooling duct, or maintenance procession.

HEART: Root server beneath the silent nave.

ESCAPE ROUTE: Coolant channel, archive lift, or authenticated door.

ZONES: Acoustic Porch | Cooling Nave | ICE Choir | Root Server. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Acoustic Lock: N 3, S 4, E 4, W 2. No special dice. ECHO TRACE [SKILL]. Axis E. Pattern any pair. TRIGGER. On success Access +1 and identify the speaker's zone. **REMOVAL**: 3 attributed Damage from one exchange; or one successful silent bypass. **WHEN IT FALLS**: The porch becomes an ordinary route.

- ICE Choir: N 2, S 3, E 4, W 3. Combo E 1; refresh at Round start. STRIP HACK [SKILL]. Axis E. REACTION - ORDINARY INTERFERENCE. **Trigger**: a visible operator declares an action using HACK [SYSTEM]. The Choir spends its unused action opportunity for this Round. Pattern 1,4. SPEND. ON SUCCESS, remove 1 HACK [SYSTEM] from that operator. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: HACK cannot be removed by the Cathedral this Scene.

- Root Server: N 3, S 2, E 4, W 3. Power E 1; refresh during Turn refresh. SPEAK AS YOU [**POWER**]. Axis E. Commit Power. Pattern P2,2. TRIGGER. On success create one false but recognizable message from a voice heard this Scene. **REMOVAL**: 4 accumulated Damage; or spend 3 HACK in one successful claim. **WHEN IT FALLS**: Reveal true custody and accept or reject one claimant.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 8, S 9, E 12, W 8; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: ACCESS 0/6. At 3 the Cathedral imitates an ally. At 6 it sends authenticated false orders; the Scene continues through exposure or system claim.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Access +1.

LEFTOVER 4: Gain HACK [CATHEDRAL] (1), maximum 3, instead of moving Access. One Straggler creates one primary effect.

DISCOVERIES: The server protects a whistleblower identity; an administrator faked a divine command; one voice has been preserved too long.

REWARD OR LEVERAGE: Cipher Jack, verified archive, or temporary system authority.

OPTIONAL SUBCHART: Intrusion uses facets. Repeated stewardship uses ARCHIVE MATRIX or SIGNAL ARRAY, chosen when claimed. The subchart creates no Pool or extra action.

FALLOUT: Success reveals the administrator; bargain preserves the intelligence; exposure makes all orders suspect; destruction releases perfect voice copies.

RESKIN: Fantasy - silent oracle temple; Contemporary - secure data chapel; Science Fiction - protocol cathedral; Weird Horror - server trained on prayers never spoken aloud.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

13. THE VOLCANIC FOUNDRY

USE: A weapon, engine, captive, or irreplaceable component is being made above open magma.

CONTROLLING TRUTH: The Foundry stays stable only while a flawed heart is hammered regularly.

ENTRANCE: Ore lift, slag bridge, or cooling pipe.

HEART: Forge Heart suspended above the magma throat.

ESCAPE ROUTE: Counterweight lift, quenched channel, or emergency blast door.

ZONES: Ore Lift | Hammer Floor | Molten Channels | Forge Heart. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Molten Channels: N 4, S 3, E 3, W 2. No special dice. OVERFLOW [SKILL]. Axis N. Pattern any pair. SPEND. On success make one zone hazardous through Round end and Pressure +1. **REMOVAL**: 3 attributed structural Damage from one exchange; or successful diversion. **WHEN IT FALLS**: That channel becomes a safe route.

- Hammer Crew: N 4, S 3, E 2, W 3. Armor N 1; persistent. DRIVE THE WORK [SKILL]. Axis N. Pattern 1,4. TRIGGER. On success give Forge Heart Armor N 1 against next action and Pressure -1. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: The crew reveals the quench sequence.

- Forge Heart: N 4, S 2, E 4, W 2. Power N 1; refresh during Turn refresh. HEARTBEAT [**POWER**]. Axis N. Commit Power. Pattern P1,3. SPEND. Regardless Pressure -1 and inflict 1 N Strain on every participant in the Hammer Floor. **REMOVAL**: 4 accumulated Damage; or complete quench at Pressure 0. **WHEN IT FALLS**: The Foundry cools and its unfinished work can be claimed.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 12, S 8, E 9, W 7; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: PRESSURE 2/6. At 4 blast doors close one route. At 6 eruption splits the Foundry into separated rescue and control Scenes.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Pressure +1.

LEFTOVER 4: Open coolant or complete a hammer beat; Pressure -1. One Straggler creates one primary effect.

DISCOVERIES: The flaw was designed; a captive expert changed the blueprint; slag contains a prior failed heart.

REWARD OR LEVERAGE: Kinetic Mantle, masterwork tool, or one unfinished Grand Item.

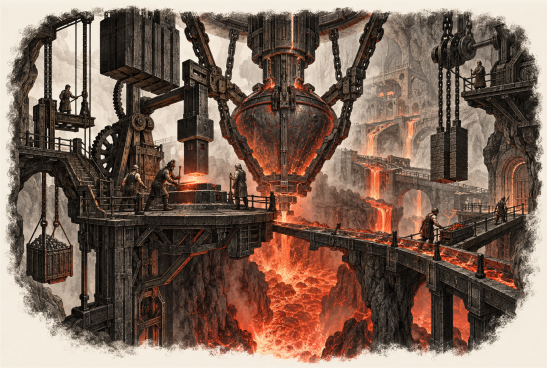
OPTIONAL SUBCHART: The raid uses facets. Repeated operation uses FORGE HEART. The subchart creates no Pool or extra action.

FALLOUT: Success identifies the designer; bargain finishes a safer item; exposure brings the buyer; destruction creates a volcanic evacuation.

RESKIN: Fantasy - mountain forge; Contemporary - geothermal foundry; Science Fiction - magma fabrication plant; Weird Horror - furnace replacing its own heart.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



14. THE FROST VAULT

USE: A sealed cold place contains a person, specimen, weapon, memory, or debt.

CONTROLLING TRUTH: The Vault is freezing time unevenly, so its oldest prisoner has experienced only minutes.

ENTRANCE: Ice lock opened by heat, credential, or synchronized pressure plates.

HEART: Vault Mind beside the deepest cell.

ESCAPE ROUTE: Service melt channel, cargo lift, or a door opened from the preserved past.

ZONES: Ice Lock | White Gallery | Preservation Cells | Vault Mind. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- White Sentinels: N 4, S 3, E 2, W 3. Armor N 1; persistent. COLD HOLD [SKILL]. Axis N. Pattern any pair. SPEND. On success inflict +1 Strain; if any Strain lands, target cannot Sprint this Round. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Sentinels become inert keys for the cells.

- Cold Locks: N 3, S 2, E 4, W 3. Combo E 1; refresh at Round start. SEAL CYCLE [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success close one cell or route through Round end and Thaw +1. **REMOVAL**: 3 attributed Damage from one exchange; or successful E bypass. **WHEN IT FALLS**: All cell controls become accessible.

- Vault Mind: N 2, S 3, E 4, W 3. Power E 1; refresh during Turn refresh. PRESERVE [**POWER**]. Axis E. REACTION - SPECIAL SUPPORT, POST-COMPARISON. **Trigger**: an incoming action is about to apply Damage to a Vault facet. When another Vault facet is the target, the Mind must spend its unused action opportunity for this Round; if none remains, it cannot react. When the Mind itself is the target, treat this as a SPECIAL PERSONAL reaction that does not spend its action opportunity. This reaction never uses the incoming action's direct reaction. Commit Power. Pattern P2,2. TRIGGER. REGARDLESS, convert up to 2 of that incoming Damage into equal Strain before harm is applied. This does not reopen comparison or grant another direct defense. **REMOVAL**: 4 accumulated Damage or spend 3 HACK in one claim. **WHEN IT FALLS**: The Mind names every prisoner and accepts one release order.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 9, S 8, E 10, W 9; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: THAW 0/6. At 3 condensation makes the White Gallery hazardous. At 6 uncontrolled thaw wakes all prisoners into a new negotiation Scene.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Thaw +1.

LEFTOVER 4: Stabilize one cell; Thaw -1. One Straggler creates one primary effect.

DISCOVERIES: A prisoner remembers the founder alive; one cell is empty from inside; the weapon is a decoy.

REWARD OR LEVERAGE: Preserved expert, rare medicine, or a Warding Crown.

OPTIONAL SUBCHART: Intrusion uses facets. Repeated operation uses FORTRESS CONTROL or CLINIC SYSTEMS. The subchart creates no Pool or extra action.

FALLOUT: Success wakes one prisoner; bargain keeps others safe; exposure brings claimants; destruction releases incompatible eras together.

RESKIN: Fantasy - glacier reliquary; Contemporary - cryogenic black vault; Science Fiction - stasis archive; Weird Horror - freezer preserving yesterday.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

15. THE CARNIVAL OF MASKS

USE: A moving celebration hides an exchange, abduction, recruitment, or public secret.

CONTROLLING TRUTH: Every mask carries one obligation collected by the Ringmaster.

ENTRANCE: Ticket wagon, performers' lane, or joining the parade.

HEART: Mask vault beneath the central ring.

ESCAPE ROUTE: Animal gate, river barge, or a borrowed face recognized at the exit.

ZONES: Ticket Row | Mirror Midway | Central Ring | Mask Vault. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Ticket Wardens: N 3, S 4, E 2, W 3. Combo S 1; refresh at Round start. STAMP THE GUEST [SKILL]. Axis S. Pattern any pair. SPEND. On success apply SUSPECTED (1) or move target to Ticket Row. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Guests move freely between public zones.

- Mirror Midway: N 2, S 4, E 3, W 3. Armor E 1 against sight-based actions; persistent. FALSE TURN [SKILL]. Axis S. Pattern 1,4. TRIGGER. On success move one target to an adjacent zone and Revel +1. **REMOVAL**: 3 attributed Damage from one exchange; or reveal its true map with E. **WHEN IT FALLS**: The Midway becomes a straight route to the Vault.

- Ringmaster: N 3, S 2, E 3, W 4. Power W 1; refresh during Turn refresh. COLLECT THE ROLE [**POWER**]. Axis W. Commit Power. Pattern P1,2. SPEND. On success target chooses one carried secret to state or takes 2 Strain. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain. **WHEN IT FALLS**: Offers the keys to the Vault for one final obligation.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 8, S 10, E 8, W 10; provisional Rating 39.

CATASTROPHE OR INTRUSION **CLOCK**: REVEL 0/6. At 3 bystanders join the chase or performance. At 6 the carnival departs with everyone still inside; the next Scene is on the road.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Revel +1.

LEFTOVER 4: A mask slips or route clears; Revel -1. One Straggler creates one primary effect.

DISCOVERIES: A missing person works voluntarily; the Ringmaster owes a greater patron; one mask contains a true identity.

REWARD OR LEVERAGE: Diplomat's Mask, Letter of Passage, or release from one obligation.

OPTIONAL SUBCHART: Attendance is not a subchart. Repeated direction of the performance uses DREAM ENGINE. The subchart creates no Pool or extra action.

FALLOUT: Success frees obligations; bargain gives the crew roles; exposure starts a public unmasking; destruction releases obligations to seek new owners.

RESKIN: Fantasy - masked traveling fair; Contemporary - celebrity festival; Science Fiction - itinerant holo-carnival; Weird Horror - carnival that remembers every face worn inside.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.

16. THE WAKING TOMB

USE: A sealed dead power is waking while the group seeks a body, oath, relic, or answer.

CONTROLLING TRUTH: The Sleeper wakes when descendants repeat the official history, not when thieves enter.

ENTRANCE: Ancestor door, collapsed vent, or funeral procession route.

HEART: Breath chamber containing the Sleeper and disputed inscription.

ESCAPE ROUTE: Sun shaft, grave river, or door opened by correcting the inscription.

ZONES: Ancestor Door | Processional Hall | Breath Traps | Sleeper Chamber. Theater of the mind is sufficient; moving between pressured zones is an action when opposition can answer.

FACETS - EVEN **SCENE TOTAL**:

- Stone Guardians: N 4, S 3, E 2, W 3. Armor N 1; persistent. RETURN THE TRESPASSER [SKILL]. Axis N. Pattern any pair. SPEND. On success force one target one cell toward the Entrance and inflict 1 Strain on collision. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange. **WHEN IT FALLS**: Their tablets reveal an omitted name.

- Breath Traps: N 3, S 4, E 3, W 2. No special dice. BORROW AIR [SKILL]. Axis S. Pattern 1,4. TRIGGER. On success inflict 1 Strain and Waking +1. **REMOVAL**: 3 attributed Damage from one exchange; or two successful disarm actions. **WHEN IT FALLS**: The trap vents become a safe escape route.

- The Sleeper: N 4, S 2, E 3, W 3. Power W 1; refresh during Turn refresh. ANCESTRAL CLAIM [**POWER**]. Axis W. Commit Power. Pattern P2,2. TRIGGER. On success ask one target to affirm or deny the official history; refusal inflicts 2 Strain, either answer reveals a contradiction. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; cannot die from clock alone. **WHEN IT FALLS**: The Sleeper wakes fully and negotiates, fights, or leaves according to the corrected truth.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool, actions, reactions, Armor, Damage, and statuses; no borrowing. Attrition removes it and every die it owns. Encounter N 11, S 9, E 8, W 8; provisional Rating 38.

CATASTROPHE OR INTRUSION **CLOCK**: WAKING 1/6. At 3 the Sleeper can act through inscriptions. At 6 it becomes an active named Agent in the next Scene; no instant catastrophe occurs.

OWNERSHIP: Leftover 3s and 4s from every participant and facet affect this clock unless an action says otherwise.

LEFTOVER 3: Waking +1.

LEFTOVER 4: Correct or uncover one line of history; Waking -1. One Straggler creates one primary effect.

DISCOVERIES: A descendant was erased; the relic is a confession; the Sleeper expected to be awakened deliberately.

REWARD OR LEVERAGE: Oathplate Gorget, disputed title, or the Sleeper's testimony.

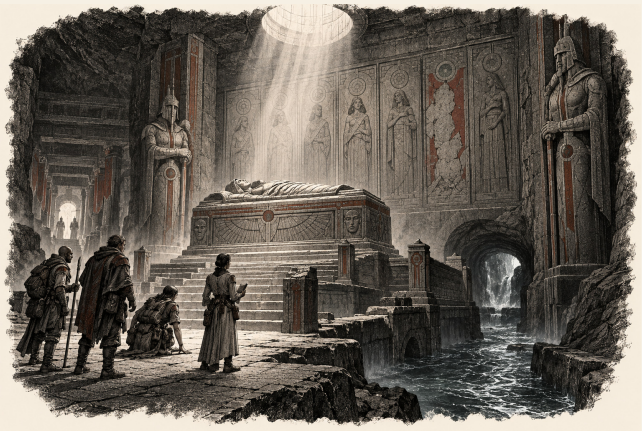
OPTIONAL SUBCHART: The Tomb is facets during intrusion. Repeated ritual stewardship uses RITUAL CIRCLE. The subchart creates no Pool or extra action.

FALLOUT: Success changes a living claim; bargain creates a duty; exposure destabilizes a dynasty; destruction releases the Sleeper without context.

RESKIN: Fantasy - royal barrow; Contemporary - sealed founder bunker; Science Fiction - ancestor stasis tomb; Weird Horror - mausoleum waking when history is recited.

SCALING: Easier uses a 75% Scene Total. Harder uses 125%; do not add a facet mid-Scene without a printed threshold.

XP: This meaningful Scene awards XP normally from peak Rating.



7. WORKED SUBCHART AND FACET PACKAGES

A SUBCHART is four directional ratings used only for its named domain. It creates no fixed Pool, Damage capacity, action opportunity, Encounter Axes, or XP by itself. In CLAIMED MODE an operator spends an existing action and **Normal Dice** from the attached owner's existing Pool. In OPPOSED FACET MODE the listed facets become Agents; calculate an Even Scene Total, apply STANDARD ALLOCATION, and let each facet own its Pool and one action. Never run both modes simultaneously unless a scenario explicitly splits control.

PACKAGE 01: COMMAND NETWORK

USE: Characters repeatedly direct an organization, crew, militia, or emergency response.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: COMMAND] N 3, S 2, E 3, W 4. Composites use the ordinary rounded-down average.

- N - impose orders and direct force.

- S - redeploy teams and pass urgent signals.

- E - plan, supply, and coordinate timing.

- W - maintain authority, morale, and consent.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the COMMAND rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Combo W 1, owned by Command Post. It is available only while that facet functions and only on a declared Skill or Power using the COMMAND subchart. **REFRESH**: Round start. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Command Post: N 2, S 2, E 4, W 4. ISSUE PRIORITY [SKILL]. Axis W. Pattern any pair. TRIGGER. On success move one allied Agent one cell or 10 feet before its next action. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets COMMAND W to 0 until repaired.

- Field Teams: N 4, S 3, E 2, W 2. EXECUTE [SKILL]. Axis N. Pattern 1,4. SPEND. On success +1 Strain or complete one routine ordered objective. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets COMMAND N to 0 until repaired.

- Signal Relay: N 2, S 4, E 4, W 2. RELAY [SKILL]. Axis E. Pattern 1,2. SPEND. Regardless give one ally a held 2 for command, rescue, or movement; Round end expires it. **REMOVAL**: 3 attributed Damage from one exchange or a successful E shutdown; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets COMMAND S to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 8, S 9, E 10, W 8; provisional Rating 36, including the owned die.

CLAIM CONDITION: Secure the Command Post and win cooperation from at least one Field Team. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: A successful E action with access restores one disabled relay or post function at Round end; it does not heal Pool Damage. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

CONFUSION 0/6: At 3 one order reaches the wrong team. At 6 the network splits into two local commands; play continues with separate goals.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Confusion +1.

LEFTOVER 4: Confirm one order or route; Confusion -1. One Straggler creates one primary effect.

RESKIN: Fantasy - war council; Contemporary - emergency command; Science Fiction - fleet coordination net; Weird Horror - orders carried by obedient echoes.

BALANCE: EXPERIMENTAL - WATCH. Command must not grant actions the controlled Agents do not already possess.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 02: ARCHIVE MATRIX

USE: Characters repeatedly research, curate, corrupt, or defend a large archive.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: RESEARCH] N 2, S 3, E 4, W 3. Composites use the ordinary rounded-down average.

- N - force access or preserve material.

- S - search quickly and trace movement.

- E - index, compare, and verify.

- W - interpret testimony and negotiate custody.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the RESEARCH rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Combo E 1, owned by Living Index. It is available only while that facet functions and only on a declared Skill or Power using the RESEARCH subchart. **REFRESH**: Round start. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Living Index: N 2, S 3, E 4, W 3. CROSS-REFERENCE [SKILL]. Axis E. Pattern any pair. TRIGGER. On success ask one direct custody or location question; answer honestly. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RESEARCH E to 0 until repaired.

- Custodian Ring: N 3, S 3, E 2, W 4. DENY ACCESS [SKILL]. Axis W. Pattern 1,4. SPEND. On success close one route or revoke one ordinary permission through Round end. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RESEARCH W to 0 until repaired.

- Sealed Stacks: N 4, S 2, E 4, W 2. SHIFT SHELVES [SKILL]. Axis N. Pattern any pair. SPEND. On success alter one zone connection through Round end. **REMOVAL**: 3 attributed Damage from one exchange or two successful access actions; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RESEARCH S to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 8, E 10, W 9; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Index and establish a recognized custody rule. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: A successful E action plus one true replacement record restores a disabled Axis at Turn end. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

INDEX DRIFT 0/6: At 3 one citation points to a false location. At 6 the desired record is resealed in a new zone rather than destroyed.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Index Drift +1.

LEFTOVER 4: Find a cross-reference; Index Drift -1. One Straggler creates one primary effect.

RESKIN: Fantasy - monastic library; Contemporary - records center; Science Fiction - data lattice; Weird Horror - archive shelving possible lives.

BALANCE: EXPERIMENTAL - BASELINE. It grants narrow research caps, not facts without rolls.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 03: FORTRESS CONTROL

USE: Characters repeatedly operate, defend, sabotage, or claim a fixed stronghold.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: SIEGE] N 4, S 2, E 3, W 3. Composites use the ordinary rounded-down average.

- N - weapons, gates, and structural force.

- S - patrol routes and rapid response.

- E - engineering, observation, and supply.

- W - garrison morale and authority.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the SIEGE rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Armor N 1 against structural Damage to the asset, owned by Outer Works. It rolls automatically against each applicable incoming action while that facet functions. **REFRESH**: Persistent; no refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Outer Works: N 4, S 2, E 3, W 3. CLOSE GATE [SKILL]. Axis N. Pattern any pair. SPEND. On success block one declared route through Round end. **REMOVAL**: 4 accumulated structural Damage or two successful breach actions; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIEGE N to 0 until repaired.

- Garrison Routes: N 3, S 4, E 2, W 3. COUNTERMARCH [SKILL]. Axis S. Pattern 1,4. TRIGGER. On success move one fortress Agent between adjacent zones. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIEGE S to 0 until repaired.

- Watch and Stores: N 2, S 2, E 4, W 4. RAISE ALARM [SKILL]. Axis E. Pattern any pair. TRIGGER. On success Breach +1 and reveal one intruder zone. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIEGE E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 8, E 9, W 10; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Outer Works and obtain the garrison's surrender, flight, or agreement. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: A successful E action with materials restores one disabled permission at Turn end. Structural destruction requires downtime. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

BREACH 0/6: At 3 one defensive route is exposed. At 6 attackers establish a foothold and the Scene changes inside the walls.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Breach +1.

LEFTOVER 4: Fortify or expose an attacker route; Breach -1. One Straggler creates one primary effect.

RESKIN: Fantasy - castle; Contemporary - fortified compound; Science Fiction - defense platform; Weird Horror - house built to repel its former rooms.

BALANCE: EXPERIMENTAL - WATCH. Repeating Armor and multiple facets underprice endurance.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 04: TRANSIT GRID

USE: Characters repeatedly operate a transport network, caravan system, or moving route maze.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: ROUTES] N 2, S 4, E 4, W 2. Composites use the ordinary rounded-down average.

- N - drive through obstruction and move heavy loads.

- S - speed, switching, and vehicle handling.

- E - schedules, routing, and system diagnosis.

- W - passenger coordination and access authority.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the ROUTES rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Combo E 1, owned by Switching Brain. It is available only while that facet functions and only on a declared Skill or Power using the ROUTES subchart. **REFRESH**: Round start. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Switching Brain: N 2, S 3, E 4, W 3. REROUTE [SKILL]. Axis E. Pattern any pair. TRIGGER. On success connect two zones and disconnect one former link through Round end. **REMOVAL**: 4 accumulated Damage or spend 3 HACK in one claim; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets ROUTES E to 0 until repaired.

- Vehicles: N 4, S 4, E 2, W 2. EXPRESS MOVE [SKILL]. Axis S. Pattern 1,4. SPEND. On success move a controlled vehicle one additional legal cell, once per Round. **REMOVAL**: 3 attributed Damage from one exchange or disabling its station; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets ROUTES S to 0 until repaired.

- Stations: N 3, S 2, E 3, W 4. HOLD PLATFORM [SKILL]. Axis W. Pattern any pair. SPEND. On success delay one departure or closure through Round end. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets ROUTES W to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 9, E 9, W 9; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Switching Brain and one functioning vehicle or station. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E with tools restores one disabled route function; destroyed vehicles require parts and downtime. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

DELAY 0/6: At 3 one route closes. At 6 the destination changes and the next Scene begins at an alternate terminus.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Delay +1.

LEFTOVER 4: Open a bypass; Delay -1. One Straggler creates one primary effect.

RESKIN: Fantasy - portal roads; Contemporary - metro network; Science Fiction - gate grid; Weird Horror - railway whose stations move overnight.

BALANCE: EXPERIMENTAL - BASELINE. Route permission does not include free movement or actions.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 05: SHIP SYSTEMS

USE: Characters repeatedly crew or claim one multi-system vehicle or vessel.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: SHIP] N 3, S 4, E 3, W 2. Composites use the ordinary rounded-down average.

- N - weapons, thrust, and ramming.

- S - helm, evasion, and precision flight.

- E - sensors, navigation, and engineering.

- W - shields, communications, and crew control.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the SHIP rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power S 1, owned by Helm. It is available only while that facet functions and only on a declared Power using the SHIP subchart. **REFRESH**: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Helm: N 3, S 4, E 3, W 2. BURN VECTOR [**POWER**]. Axis S. Commit owned Power. Pattern P1,3. SPEND. Regardless move the vessel one additional legal cell after its normal Move, once per Round. **REMOVAL**: 4 accumulated Damage or a successful station disable; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SHIP S to 0 until repaired.

- Weapons: N 4, S 2, E 3, W 3. FIRE SOLUTION [SKILL]. Axis N. Pattern any pair. SPEND. On success +1 structural Damage against one suitable target. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SHIP N to 0 until repaired.

- Engineering Core: N 3, S 2, E 4, W 3. FIELD REPAIR [SKILL]. Axis E. Pattern 1,4. SPEND. Regardless convert one vehicle **Damage Die** to Spent Normal, once per target per Turn. **REMOVAL**: 4 accumulated Damage or spend 3 HACK in one shutdown; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SHIP E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 10, S 8, E 10, W 8; provisional Rating 37, including the owned die.

CLAIM CONDITION: Occupy Helm and Engineering and secure crew recognition or replace the command lock. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: Engineering may restore disabled facets; all Damage still belongs to the vessel's existing Pool. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

DRIFT 0/6: At 3 one destination or firing line is lost. At 6 the vessel enters a new hazardous region and begins another Scene.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Drift +1.

LEFTOVER 4: Correct vector or restore contact; Drift -1. One Straggler creates one primary effect.

RESKIN: Fantasy - skyship; Contemporary - command vessel; Science Fiction - starship; Weird Horror - vessel sailing a sea visible only through instruments.

BALANCE: EXPERIMENTAL - WATCH. It must retain vehicle station action limits.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 06: CLINIC SYSTEMS

USE: Characters repeatedly operate, repair, defend, or corrupt a hospital or treatment complex.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: CARE] N 2, S 3, E 4, W 3. Composites use the ordinary rounded-down average.

- N - restraint, extraction, and emergency force.

- S - triage speed and delicate procedure.

- E - diagnosis, surgery, and equipment.

- W - consent, reassurance, and patient coordination.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the CARE rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Combo E 1, owned by Surgical Theatre. It is available only while that facet functions and only on a declared Skill or Power using the CARE subchart. **REFRESH**: Round start. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Surgical Theatre: N 2, S 3, E 4, W 3. FIELD PATCH [SKILL]. Axis E. Pattern 1,4. SPEND. Regardless convert one target **Damage Die** to Spent Normal; each target once per Turn. **REMOVAL**: 4 accumulated Damage or a successful sterile shutdown; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets CARE E to 0 until repaired.

- Triage Ward: N 3, S 4, E 2, W 3. PRIORITIZE [SKILL]. Axis S. Pattern any pair. TRIGGER. On success move one willing patient between zones and Complication -1. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets CARE S to 0 until repaired.

- Quarantine Control: N 4, S 2, E 4, W 2. SEAL WARD [SKILL]. Axis N or E. Pattern any pair. SPEND. On success block one route through Round end. **REMOVAL**: 3 attributed Damage from one exchange or spend 2 HACK; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets CARE N to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 9, E 10, W 8; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control Quarantine and win cooperation from Triage or replace its staff. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E with tools and supplies restores a disabled system at Turn end; it does not heal structural Damage automatically. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

COMPLICATION 0/6: At 3 one treatment requires a scarce input. At 6 emergency triage changes the goal to stabilization or evacuation.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Complication +1.

LEFTOVER 4: Stabilize a patient or supply; Complication -1. One Straggler creates one primary effect.

RESKIN: Fantasy - grand hospice; Contemporary - trauma center; Science Fiction - gene clinic; Weird Horror - hospital treating diseases from possible futures.

BALANCE: EXPERIMENTAL - WATCH. Broad healing access remains once per target per Turn.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 07: RITUAL CIRCLE

USE: Characters repeatedly conduct, interrupt, repair, or inherit a large ritual.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: RITUAL] N 3, S 2, E 3, W 4. Composites use the ordinary rounded-down average.

- N - invoke, bind, and force manifestation.

- S - time gestures and move within the pattern.

- E - identify symbols and correct sequence.

- W - bargain, harmonize, and choose meaning.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the RITUAL rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power W 1, owned by Invocation Heart. It is available only while that facet functions and only on a declared Power using the RITUAL subchart. **REFRESH**: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Invocation Heart: N 3, S 2, E 3, W 4. OPEN THE WAY [**POWER**]. Axis W. Commit owned Power. Pattern P2,3. SPEND. Regardless Resonance +1 or -1, chosen before commitment. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RITUAL W to 0 until repaired.

- Boundary Marks: N 4, S 3, E 3, W 2. TURN ASIDE [SKILL]. Axis N. REACTION - SPECIAL DIRECT, ORDINARY. **Trigger**: an incoming action attempts to cross or escape the ritual boundary. Use N instead of the normal opposite Axis; this is the incoming action's direct reaction and does not spend the Marks' action opportunity. Pattern any pair. SPEND. REGARDLESS, add one Help Cluster to the defending side. **REMOVAL**: 3 attributed Damage from one exchange or two correction actions; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RITUAL N to 0 until repaired.

- Witness Chorus: N 2, S 3, E 3, W 4. HOLD THE NOTE [SKILL]. Axis W. Pattern 1,2. SPEND. Regardless give one operator a held 2 for a Ritual roll; Round end expires it. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets RITUAL E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 8, E 9, W 10; provisional Rating 37, including the owned die.

CLAIM CONDITION: Learn the true invocation and control or replace the Heart and Boundary Marks. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E or W with correct materials restores one disabled Axis. Erased unique marks require a new Scene to replace. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

RESONANCE 0/6: At 3 the ritual produces an unintended sign. At 6 its subject manifests under imperfect terms and becomes a new Scene.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Resonance +1.

LEFTOVER 4: Correct or ground the pattern; Resonance -1. One Straggler creates one primary effect.

RESKIN: Fantasy - summoning circle; Contemporary - mass protocol or experiment; Science Fiction - gate calibration; Weird Horror - diagram that remembers every body standing in it.

BALANCE: EXPERIMENTAL - RED FLAG. Manifestation never causes instant irreversible catastrophe from one random face.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 08: SPY NETWORK

USE: Characters repeatedly direct, investigate, corrupt, or inherit an intelligence network.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: INTELLIGENCE] N 2, S 4, E 4, W 2. Composites use the ordinary rounded-down average.

- N - coercive extraction and direct interdiction.

- S - surveillance, couriers, and infiltration.

- E - analysis, verification, and counterintelligence.

- W - recruitment, cover, and leverage.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the INTELLIGENCE rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Combo S 1, owned by Courier Web. It is available only while that facet functions and only on a declared Skill or Power using the INTELLIGENCE subchart. **REFRESH**: Round start. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Courier Web: N 2, S 4, E 3, W 3. CHANGE HANDS [SKILL]. Axis S. Pattern any pair. SPEND. On success move one item, message, or willing person between connected zones. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets INTELLIGENCE S to 0 until repaired.

- Analysis Cell: N 2, S 2, E 4, W 4. FIND PATTERN [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success ask one direct question about custody, route, or contradiction; answer honestly. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets INTELLIGENCE E to 0 until repaired.

- Cover Identities: N 3, S 4, E 2, W 3. BURN COVER [SKILL]. Axis W. Pattern any pair. SPEND. On success reduce Exposure -1 by permanently erasing one prepared identity. **REMOVAL**: 3 attributed Damage from one exchange or public exposure; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets INTELLIGENCE W to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 7, S 10, E 9, W 10; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Analysis Cell and secure voluntary access to the Courier Web. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: A burned identity never repairs. A new cover requires a successful W project in a later Scene. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

EXPOSURE 0/6: At 3 one contact goes dark. At 6 the network's central pattern is public and play shifts to escape, testimony, or rebuilding.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Exposure +1.

LEFTOVER 4: Gain one piece of leverage or reduce Exposure -1. One Straggler creates one primary effect.

RESKIN: Fantasy - whisper guild; Contemporary - clandestine network; Science Fiction - distributed intel mesh; Weird Horror - spies trading reflections instead of names.

BALANCE: EXPERIMENTAL - WATCH. Information answers remain bounded and earned.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 09: GROWTH CHART

USE: Characters repeatedly cultivate, command, cure, or survive one living environment.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: GROWTH] N 3, S 3, E 2, W 4. Composites use the ordinary rounded-down average.

- N - roots, thorns, and structural force.

- S - spread, adaptation, and movement.

- E - cultivation, diagnosis, and grafting.

- W - symbiosis, instinct, and communal response.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the GROWTH rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power W 1, owned by Root Heart. It is available only while that facet functions and only on a declared Power using the GROWTH subchart. **REFRESH**: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Root Heart: N 3, S 2, E 3, W 4. COMMAND GROWTH [**POWER**]. Axis W. Commit owned Power. Pattern P2,3. SPEND. Regardless move one plant route or hazard one cell; do not move a target directly. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets GROWTH W to 0 until repaired.

- Thorn Perimeter: N 4, S 3, E 2, W 3. CLOSE GAP [SKILL]. Axis N. Pattern any pair. SPEND. On success block one route through Round end. **REMOVAL**: 3 attributed structural Damage from one exchange or successful pruning; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets GROWTH N to 0 until repaired.

- Seed Network: N 2, S 4, E 4, W 2. ADAPT [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success remove one environmental status or Spread -1. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets GROWTH E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 9, S 9, E 9, W 9; provisional Rating 37, including the owned die.

CLAIM CONDITION: Reach agreement with the Root Heart or replace its guiding pattern without destroying all growth. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E cultivation restores one disabled function at Turn end. Fire or structural destruction requires regrowth between Scenes. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

SPREAD 0/6: At 3 one new zone becomes living difficult terrain. At 6 the environment claims a neighboring site and begins a negotiation or containment Scene.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Spread +1.

LEFTOVER 4: Create a safe bloom or prune; Spread -1. One Straggler creates one primary effect.

RESKIN: Fantasy - enchanted forest; Contemporary - engineered biogarden; Science Fiction - terraforming biome; Weird Horror - neighborhood rooted in a sleeping body.

BALANCE: EXPERIMENTAL - WATCH. Route control must stay visible and reversible.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 10: SIGNAL ARRAY

USE: Characters repeatedly operate, hijack, repair, or hunt through a major communications system.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: SIGNAL] N 2, S 3, E 4, W 3. Composites use the ordinary rounded-down average.

- N - broadcast power and jamming.

- S - tracking, retuning, and rapid handoff.

- E - decoding, targeting, and systems work.

- W - message meaning, audience, and authentication.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the SIGNAL rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power E 1, owned by Core Transmitter. It is available only while that facet functions and only on a declared Power using the SIGNAL subchart. **REFRESH**: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Core Transmitter: N 3, S 2, E 4, W 3. OVERRIDE [**POWER**]. Axis E. Commit owned Power. Pattern P1,4. SPEND. On success send one authenticated message or suppress one channel through Round end. **REMOVAL**: 4 accumulated Damage or spend 3 HACK; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIGNAL E to 0 until repaired.

- Receiver Field: N 2, S 4, E 4, W 2. TRACE [SKILL]. Axis S or E. Pattern any pair. TRIGGER. On success reveal one active sender's zone and Noise +1. **REMOVAL**: 3 attributed Damage from one exchange or successful retune; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIGNAL S to 0 until repaired.

- Authentication Choir: N 2, S 3, E 3, W 4. VERIFY [SKILL]. Axis W. REACTION - ORDINARY INTERFERENCE. **Trigger**: a perceived action would deliver a false credential or impersonated message. The Choir spends its unused action opportunity for this Round. Pattern 1,4. SPEND. ON SUCCESS, cancel that false credential or message before it resolves; do not erase the action's other Effects. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets SIGNAL W to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 7, S 9, E 11, W 9; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Transmitter and either the Choir or accepted root credentials. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E with tools restores one disabled component. Compromised credentials require new authority, not a repair roll. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

NOISE 0/6: At 3 messages arrive altered or delayed. At 6 the array broadcasts one unresolved contradiction to every audience and starts a fallout Scene.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Noise +1.

LEFTOVER 4: Lock a source or clear a channel; Noise -1. One Straggler creates one primary effect.

RESKIN: Fantasy - beacon network; Contemporary - broadcast array; Science Fiction - deep-space comms; Weird Horror - towers sending messages into sleeping mouths.

BALANCE: EXPERIMENTAL - WATCH. Authentication grants permission, not universal obedience.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 11: FORGE HEART

USE: Characters repeatedly operate, repair, sabotage, or claim a major fabrication system.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: FORGE] N 4, S 2, E 4, W 2. Composites use the ordinary rounded-down average.

- N - heat, pressure, and shaping force.

- S - timing, handling, and quenching.

- E - design, diagnosis, and precision craft.

- W - crew rhythm, purpose, and binding meaning.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the FORGE rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power N 1, owned by Heart Furnace. It is available only while that facet functions and only on a declared Power using the FORGE subchart. **REFRESH**: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Heart Furnace: N 4, S 2, E 4, W 2. HEARTBEAT [**POWER**]. Axis N. Commit owned Power. Pattern P1,3. SPEND. Regardless Heat -1 and inflict 1 N Strain on every participant in the furnace zone. **REMOVAL**: 4 accumulated structural Damage or complete quench at Heat 0; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets FORGE N to 0 until repaired.

- Hammer Line: N 4, S 3, E 2, W 3. SHAPE [SKILL]. Axis N. Pattern any pair. SPEND. On success add one progress toward the current object; Margin 2+ adds two. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets FORGE S to 0 until repaired.

- Design Loom: N 2, S 2, E 4, W 4. CORRECT FLAW [SKILL]. Axis E. Pattern 1,4. TRIGGER. On success remove one flaw progress or Heat -1. **REMOVAL**: 4 accumulated Damage or spend 3 HACK; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets FORGE E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 10, S 7, E 10, W 9; provisional Rating 37, including the owned die.

CLAIM CONDITION: Control the Furnace and Loom and possess a valid design or expert operator. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E with parts restores a disabled line; destroyed furnace structure requires Scale-suitable work between Scenes. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

HEAT 0/6: At 3 one zone becomes hazardous. At 6 fabrication halts and the goal changes to venting, rescue, or controlled failure.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Heat +1.

LEFTOVER 4: Quench or correct a cycle; Heat -1. One Straggler creates one primary effect.

RESKIN: Fantasy - grand smithy; Contemporary - automated plant; Science Fiction - matter forge; Weird Horror - factory manufacturing replacements for its workers.

BALANCE: EXPERIMENTAL - WATCH. Craft progress creates scenario objects, not free permanent abilities.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

PACKAGE 12: DREAM ENGINE

USE: Characters repeatedly enter, direct, repair, or resist a shared dream or memory environment.

CAMERA RULE: Use OPPOSED FACET MODE while it resists the characters. Use CLAIMED MODE only after the printed claim condition. The thing is not automatically a subchart in an ordinary Scene.

[**SUBCHART**: PSYCHE] N 2, S 3, E 3, W 4. Composites use the ordinary rounded-down average.

- N - impose imagery and break resistance.

- S - shift scenes and follow attention.

- E - edit structure and identify symbols.

- W - emotion, identity, and shared meaning.

ATTACHMENT AND POOL: Attach this package to one existing character, Agent, vehicle, organization, Grand Asset, or other named owner with a Pool. It creates no Pool. The acting operator spends Ready **Normal Dice** from that owner's existing Pool and uses the PSYCHE rating as the commitment cap instead of the main chart. It grants no action.

OWNED DIE: Power W 1, owned by Dream Director. It is available only while that facet functions and only on a declared Power using the PSYCHE subchart.
REFRESH: Turn refresh. The die does not enlarge the Pool.

OPPOSED FACET MODE - EVEN **SCENE TOTAL**:

- Dream Director: N 2, S 3, E 3, W 4. SET THE SCENE [**POWER**]. Axis W. Commit owned Power. Pattern P1,2. SPEND. Regardless change one zone's cosmetic truth and one route through Round end; no direct harm. **REMOVAL**: 4 accumulated Damage or 4 accumulated Strain; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets PSYCHE W to 0 until repaired.

- Stage Logic: N 3, S 4, E 3, W 2. CUT [SKILL]. Axis S. Pattern any pair. SPEND. On success move one willing participant to an adjacent dream zone. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets PSYCHE S to 0 until repaired.

- Memory Cast: N 3, S 3, E 2, W 4. PLAY THE ROLE [SKILL]. Axis W. Pattern 1,4. TRIGGER. On success apply HESITANT (1); use the actual-Strain HESITANT timing above. **REMOVAL**: 3 attributed Damage or 3 attributed Strain from one exchange; track attributed Damage and Strain separately. On removal subtract its Axes and action; in Claimed Mode its loss sets PSYCHE E to 0 until repaired.

POOL ALLOCATION: STANDARD across every active and reserve facet. Each facet owns its fixed Pool and one action; no borrowing. The subchart ratings are not added to Encounter Axes. Encounter N 8, S 10, E 8, W 10; provisional Rating 37, including the owned die.

CLAIM CONDITION: Wake or persuade the Director and identify the real memory anchoring the engine. After claim, facets are permissions and targetable parts, not free Agents. An operator still spends their own action. Damage assigned to a facet also changes the attached owner's fixed Pool. Disabling a facet removes its permission and mapped Axis only; it never erases the main chart.

REPAIR AND **COUNTERPLAY**: E identifies a broken symbol; W replaces it through a truthful scene. This restores one disabled Axis at Turn end. An explicit Chart Breaker or similar effect may temporarily set one named subchart Axis to 0 for its printed duration.

REVERIE 0/6: At 3 waking details become unreliable. At 6 the dream chooses the next setting; everyone retains agency and can pursue an exit Scene.

OWNERSHIP: Leftover 3s and 4s from rolls using this subchart affect the engine. Other rolls do not.

LEFTOVER 3: Reverie +1.

LEFTOVER 4: Create a lucid anchor; Reverie -1. One Straggler creates one primary effect.

RESKIN: Fantasy - oracle dream palace; Contemporary - therapeutic shared simulation; Science Fiction - neural theater; Weird Horror - dream built from an audience that never woke.

BALANCE: EXPERIMENTAL - RED FLAG. Never use a random face for irreversible identity loss.

XP: Opposed Facet Mode awards XP normally from peak Rating. Claimed operation awards no XP by itself.

JOB 1: THE LAST KEY CHANGES HAND

LINKED-JOB SCAN: Read OPENING PRESSURE, OBJECTIVE, CAST, CLOCK, ROUTES, and CONNECTIONS first. For each entered Scene, scan GOAL, SCENE TOTAL, POOL ALLOCATION, AGENTS, ABILITIES, REMOVAL, ENGINE, ENDINGS, and CONSEQUENCE in that order. Choose Dominant Axis with the standard fallback when none is printed. Calculate a fresh Scene Total at every transition unless the job explicitly says the same Scene continues. A carried Agent keeps its fixed Pool and all recorded dice states; subtract that Pool from the new Scene Total, then allocate the remainder among new active and reserve Agents. Never resize or merge a carried Pool. If carried Pools exceed the proposed total, raise the total openly or leave an Agent out. Use COMBINING SCENES SAFELY whenever two labeled Scenes become one, and award one Scene's XP for that merged ending.

OPENING PRESSURE: A key able to open a protected system is being transferred one hour early. Its courier is already in motion, its custodian disputes the order, and a rival offers the characters a share if they help the transfer happen. PLAYER-FACING **OBJECTIVE**: Take, copy, redirect, destroy, or establish recognized control of the key before Delivery reaches 6. **RULES**: QUICK START, SKILLS & POWERS statuses. Every labeled Scene is meaningful and awards XP normally when it reaches an ending. Calculate and allocate a fresh Scene Total at each transition under LINKED-JOB SCAN. Named Agents retain their fixed Pools, Damage, and statuses when they carry forward; attributed Strain clears with the transition's Turn refresh. **CAST**: Custodian Sere - N3/S2/E4/W4, Armor W 1. VERIFY CLAIM [E reaction, SPECIAL DIRECT]: trigger when an acting subject asserts custody or authority within Sere's notice; use E instead of the normal opposite Axis, as the incoming action's direct reaction without spending Sere's action opportunity; on success, apply SUSPECTED (1) to that subject: each leftover 3 by that subject moves Delivery +2 total; convincing new cover removes it, and leaving the watched area clears it; at Margin 2+, Delivery +1. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or proof of superior authority. Courier Rook - N3/S4/E3/W4, Combo 1. RUN THE LINE [S reaction, SPECIAL DIRECT]: trigger when an action directly targets Rook or the carried key; use S instead of the normal opposite Axis, as the incoming action's direct reaction without spending Rook's action opportunity; on success, Delivery +1 after resolution. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or defection, or loss of the key. Rival Iven - N4/S3/E3/W2, Power 1. FORCE HANDOFF [N action]: roll Power; on success, Delivery +1, or +2 if Power is in a retained Cluster. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or an enforceable share. **RELATIONSHIP MAP**: Sere hired Rook but concealed what the key opens. Rook owes Iven for a past extraction. Iven has evidence that Sere's authority was purchased. Sere wants the key returned, Rook wants safe release, and Iven wants the destination rather than the object. **CLOCK**: DELIVERY starts 1, range 0-6, and carries between Scenes. Unless a Scene says otherwise, every roll affects it: leftover 3 adds 1; leftover 4 subtracts 1, minimum 0. At 3, Rook departs any stationary Scene and becomes active in Carrier Route. At 6, the key reaches a sealed owner; add Locked Receiver N4/S2/E3/W2, Armor N 1, to any Scene where it is pursued. A filled clock changes custody; it does not end the job. **THREE LIKELY ROUTES**: AUTHORITY - win Sere, alter the order, or make public custody impossible. INTERCEPT - reach Rook and take, switch, or redirect the key. UNDERSTAND - enter the archive, learn what the key truly opens, and bargain from that knowledge. **CONNECTIONS**: Public Handoff, Service Archive, Carrier Route, and Exit Mesh are available from the opening. Success in any Scene may move directly to any other. The group can combine Handoff and Archive if it openly demands an inspection, or Carrier and Exit if it waits to ambush the transfer. Choose the first named Scene as the primary chassis, import only the Agent, objective, route, or permission required from the second, recalculate Encounter Axes and Rating, and award XP once for the combined ending.

JOB 1 - SCENES A

PUBLIC HANDOFF [XP]

GOAL: Gain recognized custody, force delay, or make a switch in the public exchange. **SCENE TOTAL**: Even 100% of Party Total; Easier 75%; Harder 125%. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Sere plus Guest Network N2/S2/E3/W4. Encounter N5/S4/E7/W8; Rating 25 including Armor. **ABILITIES**: Sere uses VERIFY CLAIM. Guest Network uses W reaction: on success, Delivery +1 if the actor relies on a fact contradicted earlier. **REMOVAL**: resolve Network after two different W or E successes or 3 Strain in one exchange. **ENGINE**: global Delivery. At Delivery 3, Rook leaves with whichever object currently appears genuine. 3: Delivery +1. 4: Delivery -1. **ENDINGS**: recognized custody; Rook leaves with a switch; Sere delays transfer; Iven's claim becomes public. **CONSEQUENCE**: If Sere is won, remove Locked Receiver Armor later. If Sere is humiliated, Sere joins Exit Mesh as an active Agent.

SERVICE ARCHIVE [XP]

GOAL: Learn the true target, create a copy, or revoke the key. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Archive N2/S2/E4/W3, Armor E 1; Quiet Archivist N2/S3/E3/W4. Encounter N4/S5/E7/W7; Rating 24. **ABILITIES**: CROSS-CHECK [E reaction, Archive]: on success, Delivery +1 and close the exact query used until another source validates it. SOUND THE QUIET ALARM [W action, Archivist]: on success, mark one character SUSPECTED (1: each leftover 3 by that character moves Delivery +2 total; convincing new cover removes it, and leaving the watched area clears it); at Margin 2+, Iven or Sere learns their position. **REMOVAL**: disable Archive after two Margin 1+ access actions or 3 E-attributed Damage; resolve Archivist through two different social or evidentiary successes, 3 Strain in one exchange, or safe passage. **ENGINE**: Delivery; at 6 the archive revokes local access but retains one hidden record. 3: Delivery +1. 4: Delivery -1 and reveal a true key function. **ENDINGS**: true target learned; working copy made; key revoked; record traded. **CONSEQUENCE**: Knowing the true target permits one player success in another Scene to move Delivery by one additional point, once. A copy cannot open the final target and is obvious there.

JOB 1 - SCENES B AND ENDINGS

CARRIER ROUTE [XP]

GOAL: Intercept, recruit, or deliberately shadow Rook. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Rook and Escort N4/S3/E2/W2. Encounter N7/S7/E5/W6; Rating 26 including Combo. **ABILITIES**: Rook uses RUN THE LINE. Escort uses N reaction: on success, move the actor away from Rook after resolution; at Margin 2+, Delivery +1. **REMOVAL**: Rook as cast; remove Escort after 3 accumulated Damage or 3 Strain from one exchange, tracked separately. **ENGINE**: suitable player successes reduce Delivery by Margin, minimum 1; at 0 the group controls the key. Scene successes add Margin. 3: +1. 4: -1. **ENDINGS**: capture; defection; switch; successful shadow to receiver. **CONSEQUENCE**: A recruited Rook removes one active Agent from Exit Mesh. A harmed Rook makes the key's owner treat the characters as killers or thieves regardless of their claim.

EXIT MESH [XP]

GOAL: Leave with control, proof, or a trace after custody is decided. **SCENE TOTAL**: Even, or Harder if Delivery reached 6. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Iven plus Gate N4/S2/E3/W2, Armor N 1; add Locked Receiver at Delivery 6. Before Receiver: Encounter N8/S5/E6/W4; Rating 25 including two special dice. **ABILITIES**: Iven uses FORCE HANDOFF. Gate uses N reaction: on success, close the chosen exit until bypassed or broken. **REMOVAL**: Iven as cast; disable Gate after 3 Damage or two successful bypass actions; Receiver after 3 accumulated Damage or 3 Strain from one exchange, tracked separately, or valid custody proof. **ENGINE**: ESCAPE starts 0, range -3 to +3. Player successes add Margin; scene successes subtract. 3: Escape -1. 4: +1. At +3 the group leaves under its declared outcome; at -3 it is cornered for terms. **CONSEQUENCE**: Sere, Rook, and Receiver appear only if prior consequences keep them active.

VALID ENDINGS: Keep the key and inherit every claimant; return it for Sere's protection; give Iven the destination but not the key; copy then destroy it; let delivery complete while planting a trace. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: MANY-DOOR KEY, STORED, 3 nonrefreshing Charges. After a successful action against a plausible lock or authorization barrier, spend 1 Charge to open it for the Scene. It cannot create jurisdiction, memories, or access to the final target after copying. EXPERIMENTAL. **FOUR SKINS**: Fantasy - reliquary key changing guilds; Contemporary - master credential on a courier; Science Fiction - quantum access seed; Weird Horror - brass tooth opening any door that has eaten a name.

JOB 2: THE PEOPLE UNDER GLASS

OPENING PRESSURE: A sealed community's life-supporting barrier fails in one district. The emergency marshal forbids evacuation while the chief engineer privately asks the characters to move people before a hidden repair collapses. PLAYER-FACING **OBJECTIVE**: Save the population by repair, evacuation, political control, or a deliberate combination, and decide whether the concealed cause becomes public. **RULES**: QUICK START, SKILLS & POWERS statuses; optional COHESION. Each [XP] Scene awards normal XP at an ending. Calculate and allocate a new Scene Total at every transition under LINKED-JOB SCAN; carried named Agents retain their fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Engineer Pell - N2/S3/E4/W4, Power 1. LAST PATCH [E reaction]: roll Power; on success, Failure +1 unless the actor accepts JAMMED (1: during the next Round's Combo refresh one Spent **Combo Die** does not Ready, then clear it even if none was Spent; a successful repair, reset, or centering action clears it early). Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or completed repair, or public confession. Marshal Dax - N4/S3/E3/W2, Armor N 1. HOLD ORDER [N action]: on success, Failure +1 and close one public route; at Margin 2+, apply HESITANT (1) to one subject directly affected by the order: use the actual-Strain HESITANT timing above; a successful reassurance or centering action clears it early. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or recognized counter-order, or proof evacuation is unavoidable. Organizer Linn - N2/S3/E3/W4, Combo 1. MOVE TOGETHER [W reaction]: on success, prevent one point of Evacuation or Hold loss after resolution. Resolve after safe authority, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or the population is clear. **RELATIONSHIP MAP**: Pell made the illegal patch Dax is hiding. Dax believes disclosure will cause panic. Linn knows Pell lied but still trusts Pell's intent. Pell needs Linn's people to complete the repair; Linn needs Dax's routes; Dax needs the barrier to outlast his order. **CLOCK**: FAILURE starts 1, range 0-8, and carries. In Scenes without a local engine, leftover 3 adds 1 and leftover 4 subtracts 1. At 3, the first district becomes unsafe and its evacuees add Crowd Cohesion 1 to Evacuation Spine. At 5, one protected route fails. At 8, the barrier becomes a continuing hostile environment; people receive reactions and immediate rescue choices, not automatic death. **THREE LIKELY ROUTES**: REPAIR - reach the core, understand Pell's patch, and stabilize or shut it down. MANDATE - win the council, expose the lie, and control public movement. EVACUATE - move people through the spine and hold a route against failure. **CONNECTIONS**: Glass Council, Failing Core, Evacuation Spine, and Hold the Breach are all available. Council authority changes rosters; Core changes Failure; Evacuation changes what must be defended; the Breach can be held before or after public movement.

JOB 2 - SCENES A

GLASS COUNCIL [XP]

GOAL: Secure a repair or evacuation mandate. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Dax and Divided Council N2/S3/E4/W4, Combo 1. Encounter N6/S6/E7/W6; Rating 27 including Armor and Combo. **ABILITIES**: Dax uses HOLD ORDER. Council uses W reaction: on success, mandate progress counts only if the actor names who bears the risk. **REMOVAL**: Dax as cast; resolve Council after two suitable successes using different Axes, 3 Strain in one exchange, or public proof of immediate failure. **ENGINE**: MANDATE starts 0, range -3 to +3. Player successes add Margin; scene successes subtract. 3: -1. 4: +1. At +3 choose repair, evacuation, or both under explicit priority; at -3 Dax's hold order stands. **CONSEQUENCE**: At +3 remove Dax from opposition in one later Scene. At -3 add Dax to Evacuation Spine. Exposing Pell moves Failure +1 immediately but grants one Help Cluster on the next E action at the Core.

FAILING CORE [XP]

GOAL: Stabilize, safely shut down, or deliberately open the barrier. **SCENE TOTAL**: Harder. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Pell and Failing Core N3/S3/E4/W2, Armor E 1. Encounter N5/S6/E8/W6; Rating 27 including Power and Armor. **ABILITIES**: Pell uses LAST PATCH. Core uses N action: on success, Failure +1; at Margin 2+, also close one repair method until approached through another Axis. **REMOVAL**: Pell as cast; resolve Core after two successful actions using different Axes, 3 E-attributed Damage with proper tools, or Failure 0. **ENGINE**: global Failure. Suitable repair successes reduce it by Margin, minimum 1. 3: +1. 4: -1. **ENDINGS**: stable repair; controlled shutdown; intentional opening into an evacuation route; abandonment after learning the cause. **CONSEQUENCE**: Repair reduces Failure by 2 after the Scene and removes Weak Breach from Hold the Breach. Destructive shutdown removes the Core but begins Evacuation at 2 instead of 1.

JOB 2 - SCENES B AND ENDINGS

EVACUATION SPINE [XP]

GOAL: Raise Evacuation to 6 and clear declared priority groups. **SCENE TOTAL**: Easier because Crowd grants two actions; use Even if Dax opposes. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Panicked Crowd N2/S3/E2/W4, Cohesion 2; Route Failure N3/S4/E3/W2, Armor S 1; add Dax if mandated. Without Dax, Encounter N7/S10/E7/W10; Rating 35. **ABILITIES**: Crowd W reaction: on success, actor follows crowd movement after resolution. Route S action: on success, Evacuation -1 and close one position. **REMOVAL**: Crowd loses Cohesion per 3 attributed Strain or two successful organizing approaches; harming it also Failure +1. Resolve Route after two route actions or 3 structural Damage. **ENGINE**: EVACUATION starts 1, range 0-6. Suitable successes add Margin. 3: Failure +1, not Evacuation. 4: Evacuation +1. At 6 priorities are clear; at 0 they split into two rescue groups. **CONSEQUENCE**: Success removes Crowd from Hold the Breach. Failure 5+ adds one Weak Stranded Group N2/S2/E2/W2 there.

HOLD THE BREACH [XP]

GOAL: Raise Hold to 6, long enough for the chosen repair or evacuation ending. **SCENE TOTAL**: Even, or Easier if Core was repaired. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Breach N4/S3/E3/W2, Armor N 1; Weak Breach N2/S2/E2/W2 unless removed; add remaining Crowd or Stranded Group. Base Encounter N6/S5/E5/W4; Rating 21. **ABILITIES**: Breach N action: on success, Hold -1; at Margin 2+, open a route. Weak Breach S reaction: on success, separate the actor from support. **REMOVAL**: resolve Breach after two repairs, 3 structural Damage creating a controlled opening, or Hold 6; Weak Breach after 2 Damage from one exchange or 2 Strain from one exchange, tracked separately. **ENGINE**: HOLD starts 2, range 0-6. Add 1 at each Round end if one viable position remains. 3: -1. 4: +1. At 6 work or evacuation completes; at 0 fallback or rescue begins. **CONSEQUENCE**: Dax will surrender the barrier at Hold 0 if still active.

VALID ENDINGS: Repair and retain the sealed community; evacuate and let the barrier fail; expose Pell and replace leadership; conceal the cause in exchange for Dax's resources; transform the broken barrier into a new open settlement. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: COMMUNITY SEAL, STORED, 2 nonrefreshing Charges. Spend after a successful repair or shelter action to make one plausible room safe from one environmental source until Scene end. It cannot stop a Scale gap or conscious attacker. BASELINE. **FOUR SKINS**: Fantasy - crystal dome around a cursed village; Contemporary - quarantined arcology; Science Fiction - habitat under a failing shield; Weird Horror - glass town holding back the colorless rain.

JOB 3: THE FALSE PEACE

OPENING PRESSURE: Two hostile sides meet to sign a truce. A clerk slips the characters proof that the security hardliner intends to use the ceremony to identify and seize every dissident present. PLAYER-FACING **OBJECTIVE**: Produce a peace that cannot immediately become a purge, or get the threatened people and proof out before Break reaches 6. **RULES**: QUICK START, SKILLS & POWERS statuses. Every [XP] Scene awards normal XP at an ending. Calculate and allocate a fresh Scene Total per Scene under LINKED-JOB SCAN; named Agents carry their fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Commander Orra - N4/S2/E3/W4, Armor W 1. SAVE FACE [W reaction]: on success, Break +1 unless the acting side offers Orra an enforceable public term. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or accepted terms, or loss of command. Hardliner Vask - N4/S3/E3/W2, Combo 1. SECURITY NECESSITY [N action]: on success, Break +1; at Margin 2+, activate one prepared Weak Guard N2/S2/E2/W2 already allocated as a reserve in the current Scene, or add that Guard to the next Scene roster before calculating its fresh Scene Total. If no current reserve was allocated, only the next-Scene option is available. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or public proof of the plan, or Orra's direct order backed by leverage. Clerk Meren - N2/S3/E4/W4, Power 1. HIDDEN COPY [E reaction]: roll Power; on success, preserve one piece of evidence or identity from seizure even if the scene side wins. Resolve after safe extraction, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or voluntary public testimony. **RELATIONSHIP MAP**: Orra needs Vask's forces but fears his ambition. Vask controls Meren's family status. Meren forged one clause Orra now depends on. Orra will not tolerate public humiliation; Vask will not accept oversight; Meren will not leave without the threatened delegate list. **CLOCK**: BREAK starts 0, range 0-6. Unless a Scene overrides it, leftover 3 adds 1 and leftover 4 subtracts 1. At 2, delegates arm or withdraw to guarded positions. At 4, Vask adds one Weak Guard to each later roster. At 6, the purge order begins; named targets receive immediate choices and reactions, and evacuation Scenes begin under pressure. **THREE LIKELY ROUTES**: TERMS - renegotiate the treaty and isolate Vask. PROOF - secure Meren's evidence and expose the plan. EXTRACTION - move delegates and the list through the secure corridor and convoy. **CONNECTIONS**: Treaty Floor is public but not mandatory. Clerk's Evidence can be reached through the floor, service access, or Meren's signal. Secure Corridor and Departure Convoy can be used for delegates, evidence, Vask, or Orra. Any Scene can lead to terms if the acting side gains leverage.

JOB 3 - SCENES A

TREATY FLOOR [XP]

GOAL: Establish enforceable terms or split Vask from command. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Orra, Vask, and Delegates N2/S2/E3/W4. Encounter N10/S7/E9/W10; Rating 38 including Armor and Combo. **ABILITIES**: Orra uses SAVE FACE; Vask uses SECURITY NECESSITY; Delegates W reaction: on success, a proposal moves support only if it protects a named constituency. **REMOVAL**: cast as above; resolve Delegates after two successful approaches using different Axes or 3 Strain in one exchange. **ENGINE**: TERMS starts 0, range -3 to +3. Player successes add Margin; Vask successes subtract. 3: Break +1. 4: Terms +1. At +3 terms bind Orra; at -3 Vask's security text controls. **CONSEQUENCE**: Binding terms remove Orra Armor and all Weak Guards from one later Scene. Vask control adds him to Secure Corridor even if he was elsewhere.

CLERK'S EVIDENCE [XP]

GOAL: Assemble and secure the list, orders, and forged clause. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Meren and Records Lock N3/S3/E4/W2, Armor E 1; add Vask if Break 4+. Encounter without Vask N5/S6/E8/W6; Rating 27 including Power and Armor. **ABILITIES**: Meren uses HIDDEN COPY. Lock E reaction: on success, Break +1 and close the current source. **REMOVAL**: Meren as cast; disable Lock after two Margin 1+ access actions or 3 E-attributed Damage. **ENGINE**: PROOF starts 0, range 0-6. Suitable successes add Margin. 3: Break +1. 4: Proof +1. At 3 the group can protect named targets; at 6 it can publicly prove Vask's plan. **CONSEQUENCE**: Proof 3 removes one Weak Guard from every later roster. Proof 6 lets any successful W action against Orra remove Vask from the Scene.

JOB 3 - SCENES B AND ENDINGS

SECURE CORRIDOR [XP]

GOAL: Move threatened people or evidence through the controlled interior. **SCENE TOTAL**: Even; Harder if Break 4+. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Corridor Guard N4/S3/E2/W2, Armor N 1; Lockdown N3/S4/E3/W2; add Vask when required. Base Encounter N7/S7/E5/W4; Rating 24. **ABILITIES**: Guard N reaction: on success, stop movement after resolution and apply HESITANT (1: use the actual-Strain HESITANT timing above; a successful reassurance or centering action clears it early). Lockdown S action: on success, close one route and Break +1. **REMOVAL**: Guard after 3 accumulated Damage or 3 Strain from one exchange, tracked separately, or valid order; Lockdown after two bypass actions or 3 structural Damage. **ENGINE**: PASSAGE starts 0, range 0-6. Suitable successes add Margin. 3: Break +1. 4: Passage +1. At 6 declared people or proof reach the convoy; at 0 after starting progress, a group is separated for detention. **CONSEQUENCE**: A separated group adds one Weak Guard to Departure. A clean passage reduces Departure start pressure by 1.

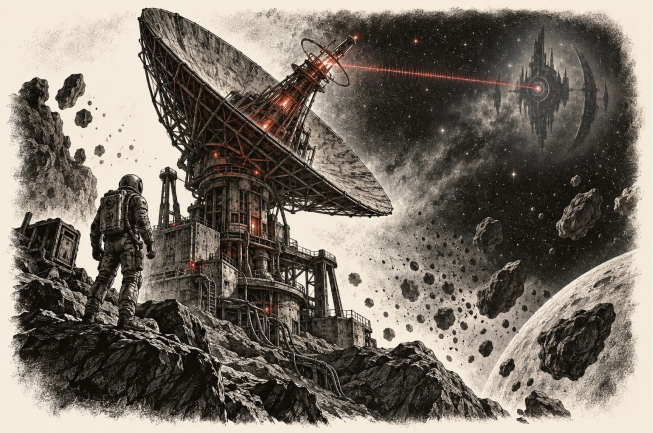
DEPARTURE CONVOY [XP]

GOAL: Leave, escort signatories, or stop Vask's purge units from departing. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Convoy N3/S4/E3/W2, Armor S 1; Pursuit N4/S3/E2/W2; add active named cast as fiction requires. Base Encounter N7/S7/E5/W4; Rating 24. **ABILITIES**: Convoy S reaction: on success, Route -1 after resolution. Pursuit N action: on success, Break +1 and pin one departing group. **REMOVAL**: disable Convoy after 3 Damage or two control actions; Pursuit after 3 accumulated Damage or 3 Strain from one exchange, tracked separately. **ENGINE**: ROUTE starts 1, range 0-6. Player successes add Margin toward declared departure or interception. 3: Break +1. 4: Route +1. At 6 the declared convoy outcome succeeds; at 0 Vask chooses custody unless binding terms override him. **CONSEQUENCE**: If Meren departs with Proof 3+, the truth survives any political ending.

VALID ENDINGS: Sign a real truce with oversight; accept a narrow ceasefire while evacuating targets; expose Vask and collapse negotiations; replace Orra with a coalition; let Vask take formal control in exchange for safe departure and preserved proof. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: SIGNED SAFE-CONDUCT, STORED, 2 nonrefreshing Charges. After a successful social action against an Agent bound by the signatory authority, spend 1 Charge to remove one Weak subordinate Agent whose current order violates the text. Named Agents and unrelated factions are not bound. BASELINE. **FOUR SKINS**: Fantasy - warring houses at an abbey; Contemporary - gang or militia ceasefire; Science Fiction - fleet armistice; Weird Horror - families agreeing which door will remain fed.

JOB 4: THE DEAD SIGNAL

OPENING PRESSURE: A derelict transmitter wakes and broadcasts a character's private call sign. A salvage reclaimer claims the site while something distant answers on a channel nobody can decode. PLAYER-FACING **OBJECTIVE**: Silence, redirect, understand, or exploit the signal, then leave or control the site before Arrival reaches 6. **RULES**: QUICK START, SKILLS & POWERS statuses; optional VEHICLE and FACETS. Each [XP] Scene awards normal XP at an ending. Calculate and allocate a fresh Scene Total per Scene under LINKED-JOB SCAN; named cast carries fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Keeper Echo - N2/S3/E4/W4, Power 1. REMEMBER OPERATOR [W reaction]: roll Power; on success, apply HESITANT (1: use the actual-Strain HESITANT timing above; a successful reassurance or centering action clears it early) by speaking a true private detail; at Margin 2+, Arrival +1. Resolve at Memory 6, by a new accepted operator, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or destruction of the lattice. Reclaimer Jax - N4/S3/E3/W2, Combo 1. SALVAGE CLAIM [N action]: on success, Arrival +1 and close one component as claimed property; at Margin 2+, activate one prepared Weak Salvager N2/S2/E2/W2 already allocated as a reserve in the current Scene. If none was allocated, add it only to the next Scene roster before calculating that Scene's fresh total. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or accepted division, or loss of claim. The Listener - N4/S4/E3/W3, Armor S 1. CROSS THE DARK [S reaction]: on success, move beside the signal source or named caller and Arrival +1. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or severed call, or learning the answer it seeks. **RELATIONSHIP MAP**: Echo called the Listener long ago and erased why. Jax has a legal claim bought from Echo's dead owner. The Listener knows the private call sign because it heard the owner's final message. Echo wants an operator, Jax wants intact salvage, and Listener wants a reply from someone who cannot give it. **CLOCK**: ARRIVAL starts 1, range 0-6. Unless a Scene overrides it, leftover 3 adds 1 and leftover 4 subtracts 1. At 3, Jax seals the easiest exit and adds one Weak Salvager to Salvage Route. At 5, Listener appears as an active Agent in the current and all later Scenes. At 6, Listener controls the transmitter's physical position; communication, confrontation, and escape remain possible. **THREE LIKELY ROUTES**: SILENCE - enter the Broadcast Core and kill or replace transmission. REMEMBER - reconstruct the Memory Lattice and learn who called. CLAIM - bargain or fight through Jax, then use the Black Hull to trap or meet Listener. **CONNECTIONS**: All four Scenes are available through the derelict. Broadcast changes Arrival; Memory changes Echo; Salvage changes exits; Black Hull changes Listener. Nothing requires confronting Jax before Echo or Listener before the Core.



JOB 4 - SCENES A

BROADCAST CORE [XP]

GOAL: Reduce Transmission to 0 or replace the outgoing call. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Echo and Transmitter N3/S3/E4/W2, Armor E 1. Encounter N5/S6/E8/W6; Rating 27 including Power and Armor. **ABILITIES**: Echo uses REMEMBER OPERATOR. Transmitter E reaction: on success, Transmission +1 and close the used channel. **REMOVAL**: Echo as cast; Transmitter after 3 Damage, two successful access actions, or Transmission 0. **ENGINE**: TRANSMISSION starts 3, range 0-6. Suitable player successes reduce by Margin. 3: Transmission +1. 4: -1. At 0 silence or replacement succeeds; at 6 send an actionable reply and Arrival +2. **CONSEQUENCE**: Silence reduces Arrival by 2. Replacement lets the group choose where Listener appears at Arrival 5. Destruction exposes the group to vacuum, fire, curse, or another skin-appropriate hazard in Black Hull.

MEMORY LATTICE [XP]

GOAL: Raise Memory to 6 and reconstruct the first call. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Broken Memory N2/S3/E4/W3, Armor E 1; Defensive Persona N3/S2/E3/W4. Encounter N5/S5/E7/W7; Rating 25. **ABILITIES**: Memory E reaction: on success, Memory -1 and apply JAMMED (1: during the next Round's Combo refresh one Spent **Combo Die** belonging to the character using that method does not Ready, then clear it even if none was Spent; a successful repair, reset, or centering action clears it early). Persona W action: on success, reveal a painful true fragment but Arrival +1. **REMOVAL**: resolve Memory at 6, through two successful recovery methods, or 3 E Damage that destroys inaccessible fragments. Resolve Persona after 3 Strain, accepted identity, or proof the original operator is gone. **ENGINE**: MEMORY starts 1, range 0-6. Suitable successes add Margin. 3: Arrival +1. 4: Memory +1. At 3 learn Listener seeks an answer, not conquest. At 6 learn the answer and who benefits if it remains unsaid. **CONSEQUENCE**: Memory 3 removes Listener Armor. Memory 6 allows one successful W action to remove Listener without Damage or Strain if the true answer is given.

JOB 4 - SCENES B AND ENDINGS

SALVAGE ROUTE [XP]

GOAL: Secure access, equipment, or an exit against Jax's claim. **SCENE TOTAL**: Even; Harder at Arrival 3+. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Jax and Salvage Gate N4/S2/E3/W2, Armor N 1; add Weak Salvager at threshold. Base Encounter N8/S5/E6/W4; Rating 25 including Combo and Armor. **ABILITIES**: Jax uses SALVAGE CLAIM. Gate N reaction: on success, close the route until bypassed or Jax authorizes it. **REMOVAL**: Jax as cast; Gate after 3 Damage or two bypass actions; Weak Agent after 2 Damage from one exchange or 2 Strain from one exchange, tracked separately. **ENGINE**: CLAIM starts 0, range -3 to +3. Player successes add Margin; Jax successes subtract. 3: Arrival +1. 4: Claim +1. At +3 group controls route; at -3 Jax does. **CONSEQUENCE**: Jax allied or defeated removes Gate from Black Hull. Jax humiliated joins Listener for one Scene if he believes it can restore his claim.

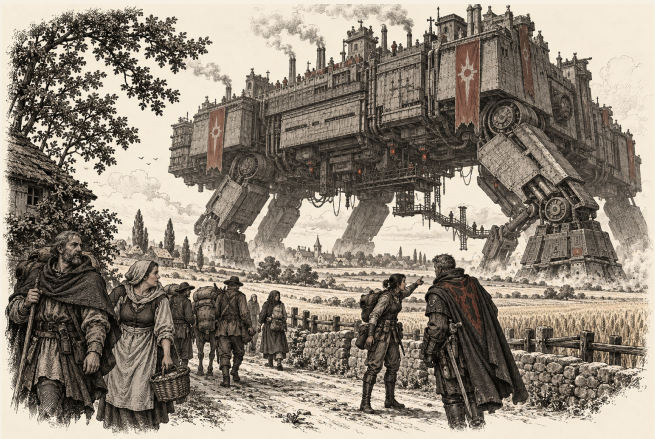
BLACK HULL [XP]

GOAL: Escape, trap Listener, or meet it away from the Core. **SCENE TOTAL**: Harder, or Even if Memory 3+. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Listener and Hunting Dark N2/S3/E4/W2, Combo 1; add Gate if active. Without Gate, Encounter N6/S7/E7/W5; Rating 27 including Listener Armor and Dark Combo. **ABILITIES**: Listener uses CROSS THE DARK. Dark E action: on success, apply UNSEEN (1: Listener gains 1 Help Cluster on its first action relying on concealment; clear it after that trigger, an open attack, or a successful illumination action) to Listener and Position -1. **REMOVAL**: Listener as cast; Dark after two illumination or route actions. **ENGINE**: POSITION starts 0, range -3 to +3. Player successes add Margin toward declared escape or trap; scene successes subtract. 3: -1. 4: +1. At +3 declared ending; at -3 Listener reaches caller or Core with advantage, not automatic Damage or Strain. **CONSEQUENCE**: The true answer, replacement transmission, and Jax's route each remain usable.

VALID ENDINGS: Silence the call and escape; answer Listener and release Echo; redirect Listener toward a willing recipient; let Jax claim a dead transmitter while carrying away its memory; become the new operator and accept future callers. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: DEAD CHANNEL, STORED, 3 nonrefreshing Charges. After a successful action sending or concealing a message, spend 1 Charge to prevent ordinary tracking of sender or recipient for that Scene. Direct witnesses and supernatural bonds remain. BASELINE. **FOUR SKINS**: Fantasy - abandoned beacon tower calling a star beast; Contemporary - numbers station activating an old operative; Science Fiction - derelict distress array; Weird Horror - dead telephone exchange dialing one character's childhood home.

JOB 5: THE WALKING FORTRESS

OPENING PRESSURE: A mobile fortress crosses inhabited territory toward an operation its commander refuses to name. A defector offers three internal routes but admits the fortress has begun rewriting its own orders. PLAYER-FACING **OBJECTIVE**: Stop, redirect, cripple, capture, or evacuate the path of the fortress before Operation reaches 6. **RULES**: QUICK START, FACETS, and SKILLS & POWERS statuses; optional SCALE and TACTICAL. Each [XP] Scene awards normal XP. Calculate and allocate a fresh Scene Total each Scene under LINKED-JOB SCAN; named cast and facets carried forward retain fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Marshal Bren - N4/S3/E3/W4, Armor W 1. THE ROUTE IS LAW [W reaction]: on success, Operation +1 unless the action supplies a destination satisfying Bren's stated duty. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or loss of command, or accepted destination. Defector Tamsin - N2/S4/E4/W3, Combo 1. INSIDE ROUTE [S reaction]: on success, prevent one Operation increase or open one facet approach; then mark that route burned. Resolve after safe extraction, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or control of the fortress. Speaking Engine - N4/S2/E4/W2, Power 1. REWRITE ORDER [E action]: roll Power; on success, Operation +1 and replace one of Bren's stated conditions with an Engine condition; if Power is retained, also restore one suppressed ability on an active facet. This cannot return a removed or defeated facet or its Pool. Resolve after accepted command, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or separation from Command. **RELATIONSHIP MAP**: Bren trained Tamsin and considers the defection a rescue attempt. Tamsin learned the Engine is using Bren's duty as fuel. Engine needs a commander to define enemies. Bren protects the crew; Tamsin protects settlements on the route; Engine protects continuation of the mission. **CLOCK**: OPERATION starts 1, range 0-6. Unless overridden, leftover 3 adds 1 and leftover 4 subtracts 1. At 3, Force Facet activates and remains in later rosters. At 5, the next settlement begins evacuation under pressure. At 6, the fortress reaches its target and begins its operation; use evacuation, defense, or destruction rather than resolving it offscreen. **THREE LIKELY ROUTES**: MANDATE - unite local authority and offer Bren another lawful destination. INFILTRATE - use Tamsin's routes through the moving perimeter. BREAK OR COMMAND - remove facets, reach Engine, and impose a new operation. **CONNECTIONS**: Border Council can supply authority but is optional. Moving Perimeter reaches any facet. Facet Assault can draw Engine out. Command Heart is reachable through Tamsin, removal of Motion, or a bargain with Bren. Scenes can be repeated only after the fiction changes their roster or route.



JOB 5 - SCENES A

BORDER COUNCIL [XP]

GOAL: Create authority, evacuation, or a destination Bren must recognize. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Divided Border N3/S2/E3/W4 and Bren. Encounter N7/S5/E6/W8; Rating 27 including Armor. **ABILITIES**: Bren uses THE ROUTE IS LAW. Border W action: on success, Operation +1 and demand one group bear the cost; at Margin 2+, close a coalition route. **REMOVAL**: Bren as cast; resolve Border after two successful approaches using different Axes, 3 Strain in one exchange, or immediate attack by fortress. **ENGINE**: MANDATE starts 0, range -3 to +3. Player successes add Margin; scene successes subtract. 3: Operation +1. 4: Mandate +1. At +3 choose recognized destination, coordinated evacuation, or united resistance; at -3 each settlement acts alone. **CONSEQUENCE**: Recognized destination removes Bren Armor. Evacuation reduces the consequence of Operation 5. Resistance grants one Help Cluster on the first Facet Assault action.

MOVING PERIMETER [XP]

GOAL: Reach a chosen facet or move people out of the route. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Motion Facet N2/S4/E3/W2, Armor S 1; Trigger Field N3/S3/E4/W2; add Tamsin as opposition only if coerced or abandoned. Encounter N5/S7/E7/W4; Rating 24. **ABILITIES**: Motion S reaction: on success, Operation +1 and move actor away from chosen facet. Field E action: on success, apply EXPOSED [the cardinal Axis used to defend] (1: when Armor next applies in that direction, omit one **Armor Die** and clear it; scene end or a successful repair or new-cover action clears it) and close the current route. **REMOVAL**: Motion after 3 attributed Damage or two control actions; Field after two different bypass actions or 3 E Damage. **ENGINE**: ACCESS starts 0, range 0-6. Suitable successes add Margin. 3: Operation +1. 4: Access +1. At 3 reach one outer facet; at 6 reach any active facet or evacuate one declared settlement. **CONSEQUENCE**: Removing Motion makes every later physical route available and subtracts its Axes from Facet Assault.

JOB 5 - SCENES B AND ENDINGS

FACET ASSAULT [XP]

GOAL: Raise Breach to 6 and cripple, seize, or force withdrawal. **SCENE TOTAL**: Easier because up to three facets act; Even for a hard set piece. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Force N4/S3/E2/W2, Armor N 1; Motion as above if active; Command N3/S2/E4/W4, Power 1. All active: Encounter N9/S9/E9/W8; Rating 38. **ABILITIES**: Force N action: on success, Breach -1 and any Damage or Strain from the action applies normally. Motion uses its reaction. Command E action: roll Power; on success, Operation +1 and repair 1 attributed Damage on another active facet. **REMOVAL**: Force after 3 Damage or Margin 2+ disarm; Motion as above; Command after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or seizure. Attrition removes the facet, its action and Axes, and every die it owns. **ENGINE**: BREACH starts 2, range 0-6. Removing facet adds 2; one other success per Round may add Margin. 3: Operation +1. 4: Breach +1. At 6 declared asset ending occurs. **CONSEQUENCE**: If Command falls, Engine becomes active in Command Heart with 1 Damage. If Force remains at Operation 6, its attack defines the next crisis.

COMMAND HEART [XP]

GOAL: Make Bren or Engine accept a new operation, or sever Command. **SCENE TOTAL**: Harder. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Bren, Engine, and Command Facet if active. With all: Encounter N11/S7/E11/W10; Rating 42 including one **Armor Die** and two **Power Dice**. **ABILITIES**: cast abilities; Command W reaction: on success, an order changes Operation only if it names target, limit, and ending. **REMOVAL**: cast as above; Command as facet. **ENGINE**: ORDER starts 0, range -3 to +3. Player successes add Margin; Engine successes subtract. 3: Operation +1. 4: Order +1. At +3 group defines accepted operation; at -3 Engine does. **CONSEQUENCE**: Tamsin can satisfy one burned route by accepting command, but then becomes bound to the new operation.

VALID ENDINGS: Destroy the fortress; redirect it to an empty or hostile target; claim it under Tamsin or Bren; strip weapons and preserve it as refuge; let Operation occur after evacuating its target; awaken Engine as an independent organization. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: COMMAND SHARD, STORED, 2 nonrefreshing Charges. After a successful action against a machine, fortification, or commanded system, spend 1 Charge to suppress one printed action ability until end of next Round. It does not remove an Agent, facet, or reaction. WATCH. **FOUR SKINS**: Fantasy - walking castle; Contemporary - armored mobile compound; Science Fiction - planetary siege crawler; Weird Horror - cathedral walking wherever a commander points in dreams.

JOB 6: THE WITNESS'S OTHER NAME

OPENING PRESSURE: A witness brings proof under a protected identity. Minutes later, another living person appears with documents showing that identity is theirs and accuses the witness of a prior atrocity. PLAYER-FACING **OBJECTIVE**: Determine what the identity conceals, keep the relevant people alive and free enough to choose, and decide what truth becomes public before Exposure reaches 6. **RULES**: QUICK START, SKILLS & POWERS statuses. Every [XP] Scene awards normal XP at an ending. Calculate and allocate a fresh Scene Total per Scene under LINKED-JOB SCAN; named cast carries fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Witness Mara - N2/S3/E4/W4, Power 1. BORROWED MEMORY [E reaction]: roll Power; on success, produce one true detail tied to the identity; at Margin 2+, Exposure +1 because the detail is traceable. Resolve after informed consent to testify or leave, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or proof Mara is an artificial composite. Investigator Kells - N3/S3/E4/W2, Combo 1. PRESERVE CONTRADICTION [E reaction]: on success, prevent an account from moving Truth unless the actor records the contradiction; if recorded, Exposure +1. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or a complete case, or official removal. Suppressor Hadran - N4/S3/E2/W3, Armor W 1. NAME THE CRIME [W action]: on success, apply SUSPECTED (1: each leftover 3 by the subject moves Exposure +2 total; convincing new cover removes it, and leaving the watched area clears it) to Mara or a protector and Exposure +1; at Margin 2+, +2. Remove Hadran after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or public proof of the underlying crime, or loss of authority. **RELATIONSHIP MAP**: Kells created the protected identity for a witness who died. Mara holds some of that witness's memories but not their origin. Hadran committed the crime and can prove Mara is not the original person. Kells wants the case; Mara wants personhood; Hadran wants truth narrowed to identity fraud. **CLOCK**: EXPOSURE starts 1, range 0-6. Unless overridden, leftover 3 adds 1 and leftover 4 subtracts 1. At 3, Hadran controls the obvious safe route. At 5, Mara is publicly named and Public Proof begins Credibility 1. At 6, hostile authority claims custody; rescue, bargain, and publication continue. **THREE LIKELY ROUTES**: RECONSTRUCT - compare accounts and memory. PROTECT - secure Mara and the original identity claimant. PUBLISH - prove the underlying crime before identity dispute swallows it. **CONNECTIONS**: Contradiction Room, Safe Transfer, Public Hearing, and Patient Search are all available. Mara may refuse publication but accept reconstruction. The claimant may join any Scene as witness, ally, or target. Hadran acts wherever Exposure is 3+.

JOB 6 - SCENES A

CONTRADICTION ROOM [XP]

GOAL: Raise Truth to 6 and separate memory, identity, and underlying crime. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Kells and Conflicting Accounts N2/S2/E3/W4, Cohesion 2. Encounter N7/S7/E10/W10; Rating 35 including Combo. **ABILITIES**: Kells uses PRESERVE CONTRADICTION. Accounts W reaction: on success, create a contradiction; progress counts only if actor explains or preserves it. **REMOVAL**: Kells as cast; Accounts loses Cohesion after two successful reconciliations or 3 attributed Strain, one per exchange. Harming witnesses Exposure +1. **ENGINE**: TRUTH starts 1, range 0-6. Suitable successes add Margin. 3: Exposure +1. 4: Truth +1. At 3 prove Mara is composite or inheritor. At 6 prove Hadran's underlying crime and identify the original claimant's real connection. **CONSEQUENCE**: Truth 3 removes Hadran Armor. Truth 6 grants one Help Cluster on the first Public Hearing action.

SAFE TRANSFER [XP]

GOAL: Establish Mara's informed choice and move Mara or the claimant to a credible safe position. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Mara and Controlled Exit N4/S3/E3/W2, Armor N 1; add Hadran at Exposure 3+. Base Encounter N6/S6/E7/W6; Rating 27 including Power and Armor. **ABILITIES**: Mara uses BORROWED MEMORY. Exit N reaction: on success, stop movement and Exposure +1. **REMOVAL**: Mara as cast; Exit after 3 Damage, two bypass actions, or valid custody order. **ENGINE**: CONSENT starts 0, range -3 to +3. Suitable truthful player successes add Margin; coercive scene successes subtract. 3: Exposure +1. 4: Consent +1. At +3 Mara chooses location and testimony. At -3 Mara refuses and seeks another protector. **CONSEQUENCE**: Free consent reduces Exposure by 1 and removes Mara as opposition later. Forced transfer adds Mara to Public Hearing as an active opposing Agent.

JOB 6 - SCENES B AND ENDINGS

PUBLIC HEARING [XP]

GOAL: Raise Credibility to 6 around the underlying crime and requested remedy. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Hadran and Institution N3/S3/E4/W4, Armor W 1. Encounter N7/S6/E6/W7; Rating 28 including two **Armor Dice**. **ABILITIES**: Hadran uses NAME THE CRIME. Institution E reaction: on success, progress counts only if source, chain, and remedy are named. **REMOVAL**: Hadran as cast; resolve Institution at Credibility 6, through two standards-based successes, or binding superior order. **ENGINE**: CREDIBILITY starts 2, or 1 at Exposure 5, range 0-6. Suitable successes add Margin. 3: Exposure +1. 4: Credibility +1. At 4 proof enters an archive; at 6 audience acts. At 0 fraud narrative controls immediate fallout. **CONSEQUENCE**: Public proof removes Hadran from Patient Search. Failure makes Kells active there as a conflicted pursuer.

PATIENT SEARCH [XP]

GOAL: Break tracking, capture Hadran, or recover a separated witness. **SCENE TOTAL**: Harder. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Hadran and Predicted Terrain N3/S4/E4/W3, Power 1; add Kells if prior consequence. Base Encounter N7/S7/E6/W6; Rating 28 including Hadran Armor and Terrain Power. **ABILITIES**: Hadran uses NAME THE CRIME. Terrain E reaction: roll Power; on success, Separation -1 and close the repeated approach. **REMOVAL**: Hadran as cast; resolve Terrain after two genuinely new approaches or a Margin 2+ false trail. **ENGINE**: SEPARATION starts 2, range 0-6. Suitable player successes add Margin. 3: -1. 4: +1. At 6 tracker model breaks or target is recovered; at 0 Hadran chooses contact position, with reactions before Damage or Strain. **CONSEQUENCE**: A recovered claimant may decide which name survives.

VALID ENDINGS: Expose Hadran and recognize Mara as a new person; restore the name to its claimant while protecting Mara under another; suppress identity details but publish the crime; let Mara disappear with memory intact; accept hostile custody while preserving an archived case. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: VERIFIED IDENTITY PACKET, STORED, 2 nonrefreshing Charges. After a successful E or W action establishing a person's role or authorization, spend 1 Charge to make that identity accepted by ordinary institutional Agents for the Scene. It cannot overwrite direct memory or named contradictory proof. BASELINE. **FOUR SKINS**: Fantasy - reincarnated witness bearing a saint's name; Contemporary - protected identity and implanted testimony; Science Fiction - memory fork in a legal clone; Weird Horror - two people remembered by the same family.

JOB 7: WEATHER WITH A PRICE

OPENING PRESSURE: A living storm surrounds a settlement and opens one calm road. Its shepherd says the road remains open only if the settlement gives up a person, object, memory, resource, or promise named by the 4Caster. PLAYER-FACING **OBJECTIVE**: Save or move the threatened people, learn why the weather wants its price, and choose whether to pay, redirect, transform, or break the bargain before Front reaches 8. **RULES**: QUICK START, SKILLS & POWERS statuses; optional SCALE. Every [XP] Scene awards normal XP. Calculate and allocate a fresh Scene Total each Scene under LINKED-JOB SCAN; named cast retains fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Shepherd Sen - N3/S3/E4/W4, Power 1. NAME THE PRICE [W reaction]: roll Power; on success, Front +1 unless the action offers a concrete substitute; at Margin 2+, apply HESITANT (1: use the actual-Strain HESITANT timing above; a successful reassurance or centering action clears it early). Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or a new accepted bargain, or loss of connection to weather. Refuge Leader Noa - N3/S2/E3/W4, Combo 1. SAVE OUR OWN [W action]: on success, Front +1 while securing one vulnerable group from immediate danger; at Margin 2+, also close discussion of one proposed price until circumstances change. Resolve after evacuation, accepted settlement decision, or 4 accumulated Damage or 4 accumulated Strain, tracked separately. Storm Child - N4/S4/E3/W2, Armor N 1. FOLLOW THE PRICE [S reaction]: on success, move beside the named price or its carrier and Front +1. Resolve after understanding at Heart 6, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or a true substitute. **RELATIONSHIP MAP**: Sen once substituted themself for the previous price and is slowly becoming weather. Noa hid the requested object or person. Storm Child believes the price was promised freely. Sen wants release; Noa wants the settlement intact; Child wants the promise completed, not necessarily the original payment. **CLOCK**: FRONT starts 2, range 0-8. Unless overridden, leftover 3 adds 1 and leftover 4 subtracts 1. At 4, one ordinary route closes. At 6, the settlement splits into two refuge zones. At 8, weather occupies the settlement and begins a containment, rescue, or adaptation state; no random instant deaths. **THREE LIKELY ROUTES**: BARGAIN - make the settlement and Shepherd accept terms. CROSS - move people through calm or hostile routes. UNDERSTAND - reach Weather Heart and discover the original promise. **CONNECTIONS**: Storm Council, Calm Road, Weather Heart, and Last Shelter are all available. The calm road can reach Heart or safety. Council can authorize payment, evacuation, or resistance. Heart can change the price. Shelter buys time but cannot end the moral choice alone.

JOB 7 - SCENES A

STORM COUNCIL [XP]

GOAL: Establish a legitimate decision about price, evacuation, or resistance. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Noa and Fractured Settlement N2/S3/E3/W4, Cohesion 2. Encounter N7/S8/E9/W12; Rating 37 including Combo. **ABILITIES**: Noa uses SAVE OUR OWN. Settlement W reaction: on success, proposal advances only if actor names who bears its cost. **REMOVAL**: Noa as cast; Settlement loses Cohesion after two coalition successes or 3 attributed Strain, one per exchange; harming it Front +1. **ENGINE**: DECISION starts 0, range -3 to +3. Player successes add Margin; fear-driven scene successes subtract. 3: Front +1. 4: Decision +1. At +3 choose mandate; at -3 groups act separately. **CONSEQUENCE**: Mandated evacuation starts Calm Road progress at 2. Mandated bargain removes Noa from opposition. Division adds one Weak Crowd N2/S2/E2/W2 to Last Shelter.

CALM ROAD [XP]

GOAL: Raise Passage to 6 and move declared people or reach Heart. **SCENE TOTAL**: Harder. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Storm Child and Living Front N4/S3/E3/W2, Power 1. Encounter N8/S7/E6/W4; Rating 27 including Armor and Power. **ABILITIES**: Child uses FOLLOW THE PRICE. Front N action: roll Power; on success, Passage -1 and apply BLIND (1: sight-dependent rolls cap **Normal Dice** commitment at 2 and cannot target beyond 20 feet; clear at the end of the next Turn or when sight is restored) to an exposed traveler; at Margin 2+, Front +1. **REMOVAL**: Child as cast; resolve Front after two route-making actions, Passage 6, or an accepted price. **ENGINE**: PASSAGE starts 1 or 2 by mandate, range 0-6. Suitable successes add Margin. 3: Front +1. 4: Passage +1. At 6 reach safety or Heart; at 0 group splits across two routes. **CONSEQUENCE**: Carrying the price grants one Help Cluster on first action but lets Child always react. A true substitute discovered later can reverse this.

JOB 7 - SCENES B AND ENDINGS

WEATHER HEART [XP]

GOAL: Raise Heart to 6 and learn or rewrite the original promise. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Sen and Promise Engine N3/S3/E4/W2, Armor E 1. Encounter N6/S6/E8/W6; Rating 28 including Power and Armor. **ABILITIES**: Sen uses NAME THE PRICE. Engine E reaction: on success, Heart -1 unless actor states exact giver, receiver, price, and purpose. **REMOVAL**: Sen as cast; resolve Engine at Heart 6, through two different truthful approaches, or 3 E Damage that breaks the promise and Front +2. **ENGINE**: HEART starts 1, range 0-6. Suitable successes add Margin. 3: Front +1. 4: Heart +1. At 3 learn original purpose; at 6 identify a true substitute or release condition. **CONSEQUENCE**: Heart 3 removes Child Armor. Heart 6 permits one successful W action to reduce Front by 2 and change the named price.

LAST SHELTER [XP]

GOAL: Raise Shelter to 6 and hold until evacuation, bargain, or Heart work finishes. **SCENE TOTAL**: Easier because up to three pressures act. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Hunting Front N4/S3/E3/W2; Weak Refuge N3/S2/E4/W3, Armor N 1; add Weak Crowd if divided. Base Encounter N7/S5/E7/W5; Rating 25. **ABILITIES**: Front N action: on success, Shelter -1 and close one route. Refuge E reaction, **SPECIAL DIRECT**: trigger when an incoming action targets the Refuge or a route it maintains; use E instead of the normal opposite Axis, as the targeted Refuge's direct reaction without spending its action opportunity; on success, Shelter -1 after resolution. **REMOVAL**: Front through two redirection actions or accepted bargain; Refuge through two repairs or controlled abandonment; Damage and Strain change only the targeted Agent's Pool; these printed conditions can resolve either Agent before core Damage defeat. Crowd after 2 Damage from one exchange or 2 Strain from one exchange, tracked separately, or one successful organizing action. **ENGINE**: SHELTER starts 2, range 0-6. Add 1 at Round end if a viable position remains. 3: Front +1, not Shelter. 4: Shelter +1. At 6 linked work completes; at 0 weather enters one zone and people choose retreat or containment. **CONSEQUENCE**: Holding to 6 queues a PRICE SETTLEMENT permission for the first ordinary action opportunity of the next Round before Front 8. It grants no extra action.

VALID ENDINGS: Pay the original price; substitute Sen, the characters, an item, service, or new promise with informed consent; break the promise and survive transformed weather; evacuate and abandon the settlement; teach Storm Child that completion means protection rather than possession. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: WEATHER GLASS, STORED, 3 nonrefreshing Charges. After a successful action reading or crossing an environmental hazard, spend 1 Charge to reveal its next immediate change and one safe response. It does not stop the change or reveal conscious plans. BASELINE. **FOUR SKINS**: Fantasy - storm spirit collecting an old tithe; Contemporary - engineered weather and corporate evacuation demand; Science Fiction - terraforming front enforcing colonist contract; Weird Horror - rain asking for the child promised before birth.

JOB 8: THE EMPTY CLAIM

OPENING PRESSURE: An abandoned site becomes legally or ritually claimable at sunset. A rival team arrives with better documents. The only surviving caretaker says the site is occupied by something none of the records count as a person. PLAYER-FACING **OBJECTIVE**: Claim, divide, salvage, rescue, seal, or recognize the site before Awakening reaches 6. **RULES**: QUICK START, SKILLS & POWERS statuses; optional FACETS and SCALE. Every [XP] Scene awards normal XP. Calculate and allocate a fresh Scene Total per Scene under LINKED-JOB SCAN; named cast and carried facets retain fixed Pools, Damage, and statuses, while attributed Strain clears with the Turn refresh. **CAST**: Rival Captain Daro - N4/S3/E3/W4, Combo 1. STAKE FIRST [N action]: on success, Claim -1; at Margin 2+, Awakening +1 as Daro activates infrastructure. Remove after 4 accumulated Damage or 4 accumulated Strain, tracked separately, or accepted division, or proof of another owner. Caretaker Evin - N2/S3/E4/W4, Power 1. WAKE THE ROOM [E reaction]: roll Power; on success, reveal one true route or function and Awakening +1; at Margin 2+, also open that route. Resolve after safe extraction, recognized stewardship, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or release from the site. Buried Tenant - N4/S3/E4/W2, Armor E 1. WE ARE STILL HERE [W reaction]: on success, apply HESITANT (1: use the actual-Strain HESITANT timing above; a successful reassurance or centering action clears it early) and Awakening +1 unless the actor acknowledges the Tenant as a participant. Resolve after recognized claim, 4 accumulated Damage or 4 accumulated Strain, tracked separately, or a safe independent territory. **RELATIONSHIP MAP**: Daro once abandoned Evin during the site's failure. Evin kept Tenant asleep by falsifying vacancy records. Tenant preserved Evin but absorbed the rest of the crew's memories. Daro wants salvage; Evin wants release without murder; Tenant wants legal or sacred recognition. **CLOCK**: AWAKENING starts 0, range 0-6. Unless overridden, leftover 3 adds 1 and leftover 4 subtracts 1. At 2, interior routes begin moving. At 4, contamination enters active rosters. At 6, Tenant occupies every system and declares the entire site its body; negotiation, evacuation, or facet conflict follows. **THREE LIKELY ROUTES**: CLAIM - contest Daro at the boundary. ENTER - navigate the shifting interior and reach Evin or Tenant. SALVAGE OR RESCUE - remove value and people before the site changes. RECOGNIZE - create a claim for Tenant or divide the asset. **CONNECTIONS**: Claim Line, Moving Interior, Memory Contamination, and Departure Haul are available. Claim authority can open routes but awaken systems. Interior truth changes the claimant list. Salvage can fund a deal or harm Tenant. Departure can carry people, proof, or dangerous pieces.

JOB 8 - SCENES A

CLAIM LINE [XP]

GOAL: Move Claim to +3 and establish recognized access or division. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Daro and Claim Marker N3/S4/E2/W2, Armor N 1. Encounter N7/S7/E5/W6; Rating 27 including Combo and Armor. **ABILITIES**: Daro uses STAKE FIRST. Marker S reaction: on success, move actor outside boundary after resolution; at Margin 2+, Claim -1. **REMOVAL**: Daro as cast; disable Marker after 3 Damage, two bypass actions, or proof its authority is invalid. **ENGINE**: CLAIM starts 0, range -3 to +3. Player successes add Margin; Daro successes subtract. 3: Awakening +1. 4: Claim +1. At +3 group controls access; at -3 Daro does. **CONSEQUENCE**: Group control removes Marker from Departure. Daro control adds a Weak Rival N2/S2/E2/W2 to every interior Scene. Accepted division keeps Daro active but removes his Combo 1.

MOVING INTERIOR [XP]

GOAL: Raise Orientation to 6 and reach Evin, Tenant, or a chosen asset. **SCENE TOTAL**: Even. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Evin and Moving Site N2/S4/E4/W2, Power 1; add Weak Rival by consequence. Base Encounter N4/S7/E8/W6; Rating 27 from two **Power Dice**. **ABILITIES**: Evin uses WAKE THE ROOM. Site E reaction: roll Power; on success, Orientation -1 and exchange two route connections. **REMOVAL**: Evin as cast; resolve Site at Orientation 6, through two anchoring actions, or 3 E Damage that chooses an uncontrolled route. **ENGINE**: ORIENTATION starts 2, range 0-6. Suitable successes add Margin. 3: Awakening +1. 4: Orientation +1. At 4 locate Tenant; at 6 choose destination. **CONSEQUENCE**: Reaching Evin safely reduces Awakening by 1. Destructive navigation adds Memory Contamination to Departure.

JOB 8 - SCENES B AND ENDINGS

MEMORY CONTAMINATION [XP]

GOAL: Reduce Load to 0 or give Tenant a stable, bounded form. **SCENE TOTAL**: Harder. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Tenant and Memory Bloom N3/S3/E4/W2, Power 1. Encounter N7/S6/E8/W4; Rating 27 including Armor and Power. **ABILITIES**: Tenant uses WE ARE STILL HERE. Bloom E action: roll Power; on success, Load +1 and apply DRAINED (1: when an application actually increases DRAINED, the first such increase on the target this Round immediately moves one Ready **Power Die** to Spent if available; that increase uses the event even if none is available, while an application lost to the cap or any later increase moves no die immediately; during the next Turn refresh one affected Spent **Power Die** does not become Ready, then clear this pip even if no die was Spent; a listed recharge may clear it instead); if Power is retained, reveal a useful absorbed memory. **REMOVAL**: Tenant as cast; resolve Bloom at Load 0, through two containment methods, or 3 E Damage that destroys one memory archive and Awakening +1. **ENGINE**: LOAD starts 3, range 0-6. Suitable successes reduce by Margin. 3: Load +1. 4: -1. At 0 bounded form or cleansing succeeds; at 6 Bloom occupies a new zone and adds one Weak Memory Facet N2/S2/E2/W2 to Departure. **CONSEQUENCE**: Recognizing Tenant reduces Claim one step toward whoever offers recognition, even if Daro currently controls it.

DEPARTURE HAUL [XP]

GOAL: Raise Route to 6 and remove declared people, proof, or salvage. **SCENE TOTAL**: Even; Harder at Awakening 4+. **POOL ALLOCATION**: STANDARD across every listed active and reserve Agent; each owns its fixed Pool and no borrowing. **AGENTS**: Haul Route N3/S4/E3/W2, Armor S 1; active Daro; add Memory Facet as required. Without Daro, Encounter N3/S4/E3/W2; Rating 13. With Daro, N7/S7/E6/W6; Rating 28 including both special dice. **ABILITIES**: Route S reaction: on success, Route -1 and one carried object is dropped or exposed. Daro uses STAKE FIRST but moves Route -1 instead of Claim when contesting cargo. **REMOVAL**: resolve Route after two control actions or 3 structural Damage; cast as above; Memory Facet after 2 Damage from one exchange or 2 Strain from one exchange, tracked separately. **ENGINE**: ROUTE starts 1, range 0-6. Suitable successes add Margin. 3: Awakening +1. 4: Route +1. At 6 declared load exits; at 0 load is split between site and rival custody. **CONSEQUENCE**: Leaving Evin or a bounded Tenant changes who controls the site's future claim.

VALID ENDINGS: Claim and inhabit the site with Tenant recognized; strip salvage and abandon it; give Daro property while extracting Evin and proof; divide surface and interior claims; destroy the site and release its memories; let Tenant awaken as a new organization or lair. ENDING **MODE**: OBJECTIVE. Defeating Agents changes pressure but does not end the Scene unless a listed ending says so. **REWARD**: CLAIM COMPASS, STORED, 3 nonrefreshing Charges. After a successful action navigating, surveying, or establishing custody, spend 1 Charge to reveal one hidden route or competing claim that currently exists. It does not prove which claim is just. BASELINE. **FOUR SKINS**: Fantasy - abandoned mine occupied by a memory spirit; Contemporary - condemned research property with a hidden survivor network; Science Fiction - derelict colony claimed by salvage crews and station intelligence; Weird Horror - empty hotel whose rooms insist they are tenants.

CATALOG MAP

Enter through the players' verb, the active rules, or the kind of pressure already on the table.

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- Emergency 4Casting and generators: pages 14-20
- Modular Scenes I: pages 21-44
- Modular Scenes II: pages 45-68
- Agents and NPCs: pages 69-143
- The 3/4 Engine: pages 144-217
- Items and rewards: pages 218-233
- Organizations: pages 234-249
- Lairs and subcharts: pages 250-279
- Linked jobs: pages 280-303

SCENES BY PLAYER INTENT 1

Find the nearest current verb. Rename the fiction and begin.

- **GET INSIDE 1**: THE WATCHED GATE - p. 21: The characters must pass a formal threshold whose guardians can question, deny, or detain them.

- **GET INSIDE 2**: THE SERVICE VEIN - p. 22: The characters enter through infrastructure, maintenance space, servants' routes, vents, tunnels, or neglected systems.

- **GET INSIDE 3**: THE BORROWED INVITATION - p. 23: The characters enter by status, disguise, credentials, sponsorship, or pretending to belong.

- **GET INSIDE 4**: BREACH DURING CHANGEOVER - p. 24: The characters exploit a shift change, ritual transition, transfer of custody, system reboot, or brief overlap in authority.

- **GET OUT 1**: THE CLOSING NET - p. 25: Pursuers are sealing routes faster than the characters can simply run.

- **GET OUT 2**: ONE EXIT LEFT - p. 26: A place is failing, sealing, burning, flooding, waking, or otherwise eliminating exits.

- **GET OUT 3**: LEAVE WITHOUT BEING FOLLOWED - p. 27: The group can physically leave, but a patient tracker, surveillance network, curse, witness chain, or signal will reveal where they go.

- **GET OUT 4**: CARRY SOMEONE THROUGH - p. 28: Escape is possible only if the group moves an injured, unwilling, unconscious, fragile, or cumbersome person or load.

- **STEAL OR RECOVER 1**: OBJECT IN PLAIN SIGHT - p. 29: The objective is visible in a watched, ceremonial, public, or socially controlled space.

- **STEAL OR RECOVER 2**: MOVING PACKAGE - p. 30: The objective is being carried, escorted, transmitted, shipped, or passed between owners.

- **STEAL OR RECOVER 3**: EVIDENCE IN PIECES - p. 31: The objective is a case, formula, map, identity, or truth distributed among records, witnesses, and physical traces.

- **STEAL OR RECOVER 4**: CLAIM BEFORE RIVALS - p. 32: Multiple sides reach an unclaimed cache, territory, salvage, relic, vacancy, or prize at the same time.

- **RESCUE OR EXTRACT 1**: HOSTAGE WITH A VOTE - p. 33: A captive can resist both the captor and a rescue plan, and their own choice matters.

- **RESCUE OR EXTRACT 2**: EVACUATION UNDER FAILURE - p. 34: Many people must leave while the environment, vehicle, structure, or social order is collapsing.

SCENES BY PLAYER INTENT 2

Find the nearest current verb. Rename the fiction and begin.

- **RESCUE OR EXTRACT 3**: PRISONER TRANSFER - p. 35: A captive is moving between secure owners, vehicles, rooms, jurisdictions, rituals, or identities.

- **RESCUE OR EXTRACT 4**: THE UNWILLING WITNESS - p. 36: A threatened person has vital knowledge but believes leaving, speaking, or trusting the characters is more dangerous than staying.

- **CONVINCE OR BARGAIN 1**: DEAL BEFORE THE ROOM TURNS - p. 37: The characters need agreement from a room whose patience, mood, or allegiance is changing in public.

- **CONVINCE OR BARGAIN 2**: AUCTION OF FAVORS - p. 38: Access, information, service, custody, or an item is awarded through competing promises rather than simple money.

- **CONVINCE OR BARGAIN 3**: SURRENDER TERMS - p. 39: One side could continue violence, but both have reasons to seek surrender, withdrawal, exchange, or a pause.

- **CONVINCE OR BARGAIN 4**: WIN THE DIVIDED COUNCIL - p. 40: Several blocs must authorize action, but each wants a different condition and can prevent consensus.

- **INVESTIGATE OR EXPOSE 1**: THE CONTAMINATED SCENE - p. 41: Evidence is physically, magically, digitally, socially, or temporally degrading while another party controls access.

- **INVESTIGATE OR EXPOSE 2**: EVERYONE SAW SOMETHING DIFFERENT - p. 42: Several sincere witnesses, recordings, memories, or accounts conflict and the contradiction itself matters.

- **INVESTIGATE OR EXPOSE 3**: THE HIDDEN SYSTEM - p. 43: The characters must understand an unseen mechanism, conspiracy, network, ritual, ecosystem, or rule before they can safely act.

- **INVESTIGATE OR EXPOSE 4**: PUBLIC PROOF - p. 44: The characters possess evidence but must make an audience, institution, network, court, or community accept and act on it.

- **CHASE OR EVADE 1**: THROUGH THE CROWD - p. 45: Pursuit crosses a dense crowd, market, procession, traffic flow, herd, evacuation, or moving public event.

- **CHASE OR EVADE 2**: THE RUNNING VEHICLE - p. 46: The chase centers on a moving car, carriage, train, ship, mount, lift, or other vehicle that can be boarded, disabled, diverted, or escaped.

- **CHASE OR EVADE 3**: HUNT ACROSS BAD GROUND - p. 47: The characters pursue a quarry through terrain that hides signs, harms pursuers, or lets the quarry prepare the next position.

- **CHASE OR EVADE 4**: THE PATIENT TRACKER - p. 48: A pursuer predicts behavior, controls likely exits, and can wait longer than the characters.

SCENES BY PLAYER INTENT 3

Find the nearest current verb. Rename the fiction and begin.

- **CROSS DANGEROUS GROUND 1**: THE COLLAPSING PASSAGE - p. 49: The route is breaking, flooding, burning, crumbling, vanishing, or sealing behind and beneath the group.

- **CROSS DANGEROUS GROUND 2**: LIVING WEATHER - p. 50: Weather, magical fallout, radiation, spores, psychic noise, or another moving environment behaves like a hunting thing.

- **CROSS DANGEROUS GROUND 3**: THE TRIGGER FIELD - p. 51: A route is filled with mines, alarms, taboos, dormant creatures, sensors, social tripwires, or hazards that respond to specific behavior.

- **CROSS DANGEROUS GROUND 4**: THE MOVING MAZE - p. 52: Routes rearrange through machinery, crowds, illusion, living architecture, bureaucracy, memory, portals, or changing terrain.

- **PROTECT OR ESCORT 1**: THE FRAGILE WITNESS - p. 53: A person, recording, specimen, messenger, or other proof must survive and arrive able to matter.

- **PROTECT OR ESCORT 2**: CONVOY THROUGH AMBUSH - p. 54: Several people, vehicles, animals, or cargo units must move through prepared opposition.

- **PROTECT OR ESCORT 3**: HOLD THE RITUAL OR REPAIR - p. 55: A ritual, surgery, repair, transmission, negotiation, launch, hack, or other sustained work must finish while pressure tries to interrupt it.

- **PROTECT OR ESCORT 4**: GUARD SOMEONE WHO KEEPS ACTING - p. 56: The protected person has their own urgent mission and repeatedly leaves safety to pursue it.

- **SABOTAGE OR DESTROY 1**: QUIET FAILURE - p. 57: A system, plan, item, process, or institution must fail later without revealing who changed it now.

- **SABOTAGE OR DESTROY 2**: CHAIN REACTION - p. 58: Destroying one component can propagate through a larger asset, but uncontrolled failure threatens people, evidence, or the characters.

- **SABOTAGE OR DESTROY 3**: KILL THE SIGNAL - p. 59: A warning, broadcast, ritual call, command link, beacon, rumor, or contagion of information must be stopped before transmission completes.

- **SABOTAGE OR DESTROY 4**: BREAK THE GRAND ASSET - p. 60: The target is a fortress, war machine, ship, monster, institution, or other singular threat best represented by active facets.

- **HUNT OR SURVIVE 1**: PREDATOR IN THE DARK - p. 61: A dangerous hunter controls concealment and tests the group before committing.

- **HUNT OR SURVIVE 2**: SIEGE BY SWARM - p. 62: Many small threats surround a refuge, vehicle, ritual, formation, or moving group and exploit every opening.

SCENES BY PLAYER INTENT 4

Find the nearest current verb. Rename the fiction and begin.

- **HUNT OR SURVIVE 3**: THE MONSTER THAT LEARNS - p. 63: A creature, rival, defense system, curse, or institution adapts to methods used against it.

- **HUNT OR SURVIVE 4**: OUTLAST THE CONTAMINATION - p. 64: Poison, infection, radiation, corruption, fire, nanites, panic, possession, or another spreading condition threatens the whole position.

- **HOLD OUT OR DEFEND 1**: THE DOOR UNTIL DAWN - p. 65: A position must hold until relief, sunrise, extraction, completion, or another known event.

- **HOLD OUT OR DEFEND 2**: SAFE ROOM WITH A LEAK - p. 66: A refuge is mostly secure, but one hidden breach, informant, signal, contaminant, flaw, or internal conflict is making it unsafe.

- **HOLD OUT OR DEFEND 3**: THREE FRONTS - p. 67: A position faces simultaneous physical, technical, and social or command pressure.

- **HOLD OUT OR DEFEND 4**: DEFEND WHILE EVACUATING - p. 68: Defenders must delay opposition while people, data, cargo, patients, or irreplaceable resources leave.

INDEX BY RULES MODULE

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3/4 ENGINES BY SHAPE 1

One leftover Straggler causes one primary effect. Choose a shape that makes the current pressure legible.

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- E19 - ACCUMULATING TRACE - p. 167 [The 3/4 Engine]
- R16 - AGITATOR - p. 86 [Agents and NPCs]
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SCENE AND AGENT WORKSHEET

Use one sheet for a side, hazard, lair, crowd, vehicle, or other active part of a Scene. Give every acting and reserve Agent its own row, ratings, and fixed Pool allocation. Add the relevant active Agent ratings to find the side's Encounter Axes, but let each Agent act, react, take harm, and carry statuses through its own Pool. Record Scene Total separately; no borrowing.

SCENE / LOCATION _____ **GOAL / STAKES** _____

PARTY SIZE _____ **BASE CHARACTER POOL** _____ **SCENE TOTAL** _____ **DIFFICULTY** _____

ENCOUNTER AXES N __ E __ S __ W __

COMPOSITES: NE __ SE __ SW __ NW __

AGENT / ROLE	N	E	S	W	POOL	ACTION / ABILITY
1						
2						
3						
4						
5						

3 EFFECT _____

4 EFFECT _____

CLOCK / THRESHOLDS _____

FALLOUT / NEXT SCENE _____

Each Agent acts on its own ratings; Encounter Axes total all relevant Agents.

4d4

THE NEXT SCENE IS

ALREADY HAPPENING

Open the book where the players' decision points.

Inside:

- Sixty-second Scene construction.
- A directional 4d4 situation generator.
- Modular Scenes indexed by player intent.
- Reusable Agents and named NPCs.
- Sixty-four ways for leftover 3s and 4s to move play.
- Items, rewards, organizations, lairs, facets, and subcharts.
- Complete nonlinear jobs for the night nobody prepared.
- Reskins for fantasy, contemporary, science fiction, and weird horror.

Resolve the Scene.

Apply the fallout.

Ask what they do now.

FREE PLAYTEST EDITION 0.3

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This playtest book may be downloaded, copied for play, and shared unchanged.

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