

JUSTIFIED ANXIETY

You are agents of THE MACHINE, a malfunctioning artificial intelligence that rules THE COMPLEX, an underground network of sectors and bunkers manned by humans and ROBOTS. For maximum efficiency, you have access to several CLONES of yourself should you die on a mission. You cannot leave THE COMPLEX: escape is both IMPOSSIBLE and NON-DESIRABLE!

THE COMPLEX is under constant attack from SOCIALISTS and their insidious propaganda and ABERRANTS who possess strange, unnatural powers. To ensure strong and stable government, THE MACHINE has implemented a series of complex and multifaceted rules concerning hierarchy and permission that are impossible for all but the highest-ranking to fully understand.

WHAT'S TODAY'S MISSION? (ROLL TWICE AND COMBINE)

- 1: Suppress a rebellion
- 2: Test these experimental weapons
- 3: Destroy a socialist cell
- 4: Capture a dangerous aberrant
- 5: Clean up a chemical spill
- 6: Rescue a superior

MAKE A CHARACTER

STATS: PHYSICAL (Run, jump, climb vents) MENTAL (Know, investigate, outwit) SOCIAL (Charm, lie, intimidate). Rate one stat at 1, one at 2, and one at 3.

TRAITS: Argumentative, Arrogant, Avaricious, Bootlicker, Cowardly, Cruel, Distrustful, Know-it-all, Liar, Scheming, Secretive, Violent. Pick 3.

YOU HAVE: a red jumpsuit, a pistol, and two reloads.

RULES

When you act, roll a number of D6 equal to your stat and add a D6 if one of your traits would help you. The GM determines the difficulty level in their head and doesn't tell the player. If you have good equipment, the GM can lower the difficulty number.

3+ EASY / 4+ STANDARD
5+ CHALLENGING / 6+ VERY HARD

DANGEROUS ACTIONS

If a player fails a dangerous action (leaping over a gap, evading incoming fire, brawling with a socialist aberrant, etc) they take damage. Clones have 10HP; minor damage is D6, moderate damage is 2D6, severe is 3D6 and higher.

DEATH AND REBIRTH

Every time you die, roll a D6: if you roll equal to or higher than the number of clones you have used so far, you are cloned and delivered to the mission. Otherwise, you are permanently dead.

THE MACHINE "ASSISTS"

If two or more dice match, THE MACHINE or the crumbling and obfuscated nature of THE COMPLEX gets in the way. The more dice that match, the more difficult the situation becomes.



SABOTAGE

When a character rolls dice, the other players can elect to SABOTAGE the check. They do so by putting their thumb on the edge of table. For every player with their thumb on the edge of the table, increase the difficulty by 1 step. (The difficulty can never go above 6+.) If a player spots another player sabotaging their roll and they fail, they gain proof of the sabotage (if they survive).



TOP SECRET SECRET SOCIETY SCHEMES

- 1: Steal [something valuable] and give it to us
- 2: Frame [PC] for a crime
- 3: Eliminate our rival, [NPC]
- 4: Take [evidence] and destroy it
- 5: Disrupt the activities of [another PC's society]
- 6: Assist [friendly NPC], who you work for

SECRET SOCIETY

Roll a D20 to see what, if any, society you are part of:

- 1-10: No secret society
- 11: None, but attempt to join the secret society of the player on your right
- 12: None, but attempt to join the secret society of the player on your left
- 13: The Psychoactive Congregation
- 14: Organised Crime Syndicate
- 15: Hack The Complex
- 16: Anti-Robot Alliance
- 17: Aberrants Uber Alles
- 18: Internal Affairs (Not illegal, but much-maligned)
- 19: Project Rockstar
- 20: The Escapists

If you are a member of a secret society, you can treat your secret society as an additional trait if you feel it would have taught you relevant skills. Your secret society will have a mission for you.

ABERRANT POWERS

Roll a D20 to see what, if any, power you possess:

- 1-10: No aberrant power
- 11: Regeneration
- 12: Chameleon skin
- 13: Read minds
- 14: Implant thoughts
- 15: Enhanced senses
- 16: Erase memories
- 17: Start fires
- 18: Teleport
- 19: Machine curse
- 20: Super-strength

When you use an aberrant power, treat it as a normal action but always roll 3D6. On a match, the power goes out of control. Having an aberrant power is a crime unless you register it, at which point you will be treated as a second-class citizen.