

ALTERNITY®

SCIENCE FICTION  ROLEPLAYING GAME

ESCAPE FROM THE INSTITUTE

Introductory Adventure



■ DAVID NOONAN ■





ESCAPE FROM THE INSTITUTE

Introductory Adventure

CREDITS

System Design

Richard Baker, David Noonan, Stephen Schubert

Adventure Design

David Noonan

Editing

Richard Baker

Cover Illustration

Roberto Gatto

Cover Design

Corey Macourek

Interior Illustrators

Roberto Gatto, Justin Mayhew, Lee Smith

Art Direction

Richard Baker

Production Specialist

Nissa McCormack

Special Inspiration

Within the Wires Podcast

CONTENTS

Introduction, **3**

Pacing and Structure, **3**

OK, So What's the Plot, Then?, **3**

Start: Would You Kindly..., **3**

The Next Tape, **4**

Encounter 1: Prisoners' Dilemma, **5**

Encounter 2: A Sense of Acceptable Risk, **7**

Encounter 3: We Can Remember It for You Wholesale, **8**

Encounter 4: What Do You Need, Besides a Miracle? Guns., **9**

Encounter 5: We're All Fine Here Now, Thank You. How Are You?, **10**

Encounter 6: Do You Seriously Think I'd Explain My Master-Stroke?, **15**

Epilogue: The First-Act Turn, **17**

Handout #1, **18**

Handout #2, **19**

Handout #3, **20**

Sasquatch Game Studio, LLC | Auburn, WA 98092 | sasquatchgamestudio.com

Alternity is a registered trademark of Sasquatch Game Studio LLC. Sasquatch Game Studio and the Sasquatch logo are trademarks of Sasquatch Game Studio, LLC. All characters and the distinctive likenesses thereof are property of Sasquatch Game Studio LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Sasquatch Game Studio LLC. © 2017 Sasquatch Game Studio, LLC.





INTRODUCTION

Welcome to the world of the *ALTERNITY* game—or more properly, one of its countless worlds. What you’re looking at right now is an introductory experience for one GM and two to five players. It’ll probably take three hours or so to get through, and by the end of it, you’ll have a reasonable idea of how the core *ALTERNITY* rules work.

The GM should read this whole packet ahead of time, but the players should come in cold. Over the course of the session, they’ll build their characters as they learn the rules. By the session’s end, they’ll have full-fledged *ALTERNITY* characters... and what happens next is up to you.

Beyond reading this packet, the GM should gather the following:

- ❑ Blank paper and writing utensils for each player. They’ll use these to build a character sheet over the course of the session.
- ❑ Printouts of handouts 1–3 (pages 18–20 in this document)
- ❑ At least one set of polyhedral dice (d4, d6, d8, d10, d12, d20)
- ❑ A token for each player, plus four for you. For your tokens, make sure they aren’t identical.
- ❑ Optional: Print out an Initiative Tracker (a separate PDF in the demo pack).
- ❑ Optional: some spacey, new-age music. The cheesier the better—the “relaxation journey” stuff you’d find on a bargain-bin CD would be ideal.

PACING AND STRUCTURE

The *ALTERNITY* game is an adaptive tool-set, suited to sandbox-style play or a more guided narrative. This experience falls into the latter camp. Let’s be real: It’s on rails. That’s because this experience teaches as it tells a story. The story can branch in all sorts of interesting ways once this first session is complete, but the first session is necessarily linear.

It’s also slower than the usual *ALTERNITY* session because you’ll be teaching the game rules as you go. You’ll set up each encounter, then pause to teach for a

minute. The players might make choices about their characters and update their character sheets based on what they’ve learned. When the action resumes, the players immediately apply the new rules, resolve the encounter, then move on to the next one. Repeat that pattern a few times, and boom! You’ve got a table of players who know how to play *ALTERNITY*. Once you’re familiar with the rules, the game plays pretty fast, mostly because the core die mechanic hides a lot of the multi-step arithmetic that d20 games have.

OK, SO WHAT’S THE PLOT, THEN?

The protagonists begin as long-term patients in a futuristic medical facility: “The Institute for a Better Tomorrow.” They don’t remember why they’re patients or how long they’ve been there—but they can tell right away that the place has a dystopian vibe. A voice prompts them to escape, leading them to a neuroengineering laboratory (where they download skills into their brains), a fabricator lab (where they arm themselves), and then a psychology lab (where they confront the authorities and make their escape).

START: WOULD YOU KINDLY...

Begin by explaining to your players briefly that this is a “tutorial” for the *ALTERNITY* game. Tell them they don’t need character sheets yet.

If you have a table full of renegades (and let’s be honest, who doesn’t), promise them that they’ll get the chance to explore and subvert your story structure... later. The first bit is scripted because it’s teaching the rules.

When you’re ready to begin, start the soothing background music (if you’ve got it), shift into your most soporific narrator voice, and read the following:

Institute for a Better Tomorrow, Motivation Tape 11: Guided Self-Assessment.

To begin, close your eyes and sit upright in your desk chair, back perpendicular to the floor. Your feet should be shoulder width apart, flat on the floor. Interlace your fingers, then put your hands in your lap.



Tokens don’t need to be fancy. Miniatures are great, but coins, glass beads, or meeples are fine. They’re visual aids for tracking initiative, not playing pieces.

Inhale for a three-count, then exhale for a five-count. Breathe in... and out... in... and out... Continue to breathe at this pace throughout the exercise. At the beginning of each exhalation, whisper your name.

Choose a Name: At this point, tell the players to write a one- or two-syllable first name atop their (currently blank) character sheet.

Tell the players that they don't remember their past at all—cause for unease, but not panic—but listening to relaxation tapes feels familiar, like something they've done before.

Once the players have chosen character names, get back into your soothing narrator voice and continue reading:

As you improve your sense of well-being and value to society here at the Institute, it is important that you periodically assess your physical and mental state. Doing so ensures that your progress is measured, and it may earn you rewards from your caretakers.

On a scale from one to five, rate your physical strength. Have you applied sufficient effort to your mandatory calisthenics and resistance training?

On a scale from one to five, rate your agility. Have your scores in daily hand-eye exams shown consistent improvement? Are you receiving praise in your flexibility and balance lessons?

On a scale from one to five, rate your vitality. Are you free of minor illness? Do your vital signs remain within acceptable parameters, even during endurance and pain-threshold activities?

On a scale from one to five, rate your intelligence. Are you truly applying yourself to the cognition and mental acuity exercises?

On a scale from one to five, rate your focus. Have you been able to deeply concentrate, and to multitask when required? Have you shown determination and perseverance in your efforts to improve?

On a scale from one to five, rate your personality. Do you function well as part of a team? As a leader or influencer? As an advocate for the Institute's ideals?

Pause at this point and tell the players to write Strength, Agility, Vitality, Intelligence, Focus, and Personality on their character sheets. Then let them self-assess, with a catch: They each get 5, 5, 4, 4, 3, and 3 to assign as they wish.

If players ask, explain that 3 is a human

average and that ability scores can exceed the 3-5 range in the full *ALTERNITY* game.

Once they've assigned scores, switch back into your soothing voice for one last bit.

Continue to breathe...

This concludes the exercise. Remember your numeric assessments and report them to a caretaker when asked.

Explain to the players that they've assigned their character's ability scores. Take a moment to answer any questions, let the players compare scores if they like, then launch into the next tape.

THE NEXT TAPE

Use the same soothing voice for this scene, but this time you'll run through it without interruption. Adapt the script as you like—the main things you're trying to get across are a) someone has subverted the Institute's instruction tapes; and b) the specific instructions for escape.

Institute for a Better Tomorrow, Motivation Tape 12: Finding your calm center.

To begin, close your eyes and sit upright in your desk chair. Your feet should be shoulder width apart, flat on the floor. Interlace your fingers, then put your hands in your lap.

Inhale for a three-count, then exhale for a five-count. Breathe in... and out... in... and out... Continue to breathe at this pace throughout the exercise.

To find your calm center, you must first relax with a visualization exercise. Keep your eyes closed as you visualize and name every object within your dormitory room: Chair. Desk. Bed. Overhead light. Security camera. Wall clock. Sink. Cabinet. Mirror. Tiled floor.

If you are having a hard time visualizing one or more objects, say their name in a soft voice as you visualize. "Security camera," for instance. "Security. Camera."

Without opening your eyes or moving, imagine yourself drifting around your room. You can drift over to the sink, or up to the overhead light. Visualize yourself opening the cabinet and choosing a clean smock to wear.

Visualize yourself drifting over to the bed, then lying down.

Visualize yourself nodding to the security camera. You know that just as you are looking at the camera, so too is it looking at you.

Visualize yourself drifting out the door into the hallway beyond. You imagine another security camera at the end

A key conceit of *ALTERNITY* is that we assume the heroes are competent. We aren't saying you can't play someone who's weak or dumb, but it isn't the standard experience.

In general, long read-aloud sections are death to the energy of the table. This one and the next one are exceptions because they're *trying* to be boring.

How can you tell who the cool players at your table are? They're the ones with their eyes closed right now.



of the hallway. As you look at it, so too does it look at you. The same person sees you through both cameras.

Drift back into your room. Imagine that the wall clock reads "2:10." You cannot see it happen, but a new person begins watching the security cameras... a person who cares a great deal about your safety and well-being. A friendly face, if you will.

Visualize yourself exploring the dormitory wing. To begin with, you visit the shower and toilets—first door on the left. No one is suspicious of you, because visiting the toilets is an ordinary occurrence, and this is just a visualization exercise, not an actual violation of Institute protocol. It is vital that you do not explore the dormitory wing when people who do not care about you are watching the security cameras.

Are you visualizing yourself in the toilets at 2:10? Good. Imagine a pair of caregivers walking down the corridor. Count their steps as they pass by the toilets. Count 25 of their steps, then visualize yourself darting across the hallway to the utility closet with a gray door.

A hatch at the far end of the closet leads to a space between walls full of cabling and air ducts. Visualize yourself climbing, ascending the space to another hatch near the top.

That hatch leads to the Neuroengineering Laboratory. Look for the friendly face there.

Continue to breathe...

This concludes the visualization exercise. Smile as you cherish the sensation of a placid mood. This is what calm feels like.

ENCOUNTER 1: PRISONERS' DILEMMA

Your players will undoubtedly have questions at this point. Indulge them! It's 2:00 when the tape concludes, so the PCs have 10 minutes before they've been instructed to head for the showers. Here are some things they might be curious about...

Each Other: If the group is amenable, give the players a moment to introduce themselves in character as their PCs. Such introductions are necessarily short, because the protagonists all find it mad-deningly difficult to remember the specifics of their pasts. The PCs have a sense that they know and trust each other, even if they don't know how or why. And it's OK if players resist being told "these are your friends;" see the "Attitudes Toward the Institute" section below.

Their Amnesia: When the PCs try to remember anything that's not here-and-now, they get a "tip of the tongue" sensation—like the information exists in their brains, but they can't unlock it. This is true of both broad events (childhood, circumstances of their "stay" at the Institute) and specifics (what they had for breakfast, the contents of previous audio tapes).



Don't tell the players directly, but essentially their characters' brains lock away memories after an hour or two. They can't remember personal experiences, but abstract knowledge is unaffected. The PCs all speak the same language fluently and know their multiplication tables, for example, but they don't remember their upbringing or school experience at all. They know things, but they don't know *how* they know them.

Turning Over the Room: Any group of PCs worth its salt will search the room for clues, tools, and treasure. The dormitory is essentially as the audio tape described: a spartan cross between a barracks, a hospital room, and a prison. No one has any personal effects.

Attitudes Toward the Institute: Most players will "get" that they're supposed to try to escape at this point, but break out of exposition mode if necessary to encourage players to do so. It's totally fine if one or more players are reluctant to play along with the recorded voice of the "Friendly Face." Why trust that voice, after all? It opens some interesting space for intra-group roleplaying if some PCs are enthusiastic about the escape attempt and others are reluctant.

While reluctance makes for a more interesting session, outright refusal will derail it. Go ahead and tell your players this if necessary. You aren't breaking the sanctity of the roleplaying experience—this is the tutorial, not a true sandbox experience. If you continue this narrative in future sessions, the players will have plenty of opportunities to chart their own paths, question authority, and otherwise be the aggravating-but-delightful scamps that we all know players to be.

Making Stuff Up: As the players quiz you about their surroundings, you'll probably have to improvise a bit. Be generous with details that support the overall vibe of the Institute (dystopian authority beneath a facade of therapeutic helpfulness) or enhance the greater mystery (who are the PCs, anyway?). With no memories and

THE UTILITY CLOSET

The players may be inclined to search the utility closet for things that might be useful in an escape before they make use of the hatch. Unfortunately, there isn't much here: a mop and bucket; storage for towels, bed linens, and toilet paper; a plunger; a bottle of floor cleaner; a spray-bottle of glass cleaner; and a scrubbing agent for sinks. Nothing is particularly dangerous, even in the hands of an expert chemist—and none of the characters remembers much chemistry right now, anyway.

few clues in the room, anything specific you provide will loom large in the players' minds—and that's good, because you can weave it back into the overall narrative if you choose to continue the story after this session.

New Roleplayers: If you have players at your table who've never roleplayed before, now's the time to give them a quick run-down on the conventional way table talk works, namely a) don't be shy about asking questions about your surroundings; b) characters can generally do—or at least try—whatever their players dream up; and c) unless it's a fight, you don't have to take your turn in clockwise order, because the game is like a polite conversation. (The ins and outs of the *ALTERNITY* game's initiative system come up in encounter 5.)

MAKING A BREAK FOR IT

The "Friendly Face" gave the PCs a specific plan for escape... and if the PCs follow it, they'll get away from their dormitory without a hitch. If they really screw it up, use the combat rules (explained in the "Discovery" encounter) to run a fistfight between the PCs and the "caregivers," who are burly orderlies who've had basic training in self-defense and restraint of unruly "patients."

A fight in the corridor messes up the step-by-step approach to learning the *ALTERNITY* rules, but it's not the end of the world. Just pause the action, summarize the die-step system, demonstrate how initiative works, and give them basic Hand-to-Hand Combat scores in the same way that you'll hand out Athletics scores in Encounter 2.



ENCOUNTER 2: A SENSE OF ACCEPTABLE RISK

Once the characters go through the hatch in the back of the closet, they find themselves in structural space "behind the walls." Describe the room they're in:

- It's more of a space between walls than a room per se.
- The wall opposite the hatch is only about 2 meters away, but the space is wide and tall: 10 meters side to side, and 20 meters high.
- The hatch that leads to the neuroengineering lab is 12 meters up. There's a **ledge** up there that stretches the entire width of that wall.
- There's **flickering, greenish light** from an overhead fixture, but it's pretty dim in here, especially at the bottom.
- Both of the long walls have all sorts of **thick pipes and cables** hanging from them; mostly electrical and plumbing conduits.
- The walls appear modular, and the **seams** have gaps that make decent hand- and footholds.

YOUR FIRST SKILL

Pause at this point and tell the players that they're about to get their first skill: *Athletics*, which covers feats of strength, jumping, throwing... and climbing, which is about to become very useful. Tell them to write *Athletics-4* on their character sheet, then give them the formula for skills:

- Start with 20.
- Subtract your Strength score.
- Then subtract 4 more for 4 skill points in *Athletics* (4 skill points in *Athletics* is equivalent to a good college athlete).
- The result is your *Athletics* skill score.

Your skill score is your target number for making a skill check. A character with Strength 4 and 4 skill points in *Athletics* has a skill score of 12. Now make a slash and write the number that's 5 higher, then add another slash and the number that's 10 higher. Those are your excellent and stellar scores; more on those in a moment.

Double-check your players' work. They should all have something that looks like "*Athletics*: 12/17/22," plus or minus a point.

THE CORE DIE MECHANIC

When you try to do something in the *ALTERNITY* game, you make a **skill check**. You roll a d20 and one other difficulty die depending on the situation. If you've got advantages on your side, you'll add those two dice together; if fate is working against you, you'll subtract the difficulty die from the d20. But it's always a d20 plus or minus one other die (which might be a d0). Compare that result against your skill score.

- If your skill check total is below your skill score, you failed.
- If your skill check is equal to or above the first number in your skill score, you got an **average** success.
- If you're equal to or above the middle number, you got an **excellent** success.
- If you're equal to or above the highest number, you got a **stellar** success.

TIME TO CLIMB

Moving clockwise around the table, give each player a chance to make a climbing check. They've got time to study the cable-strewn wall in front of them, so tell them the following:

- You can climb using the hand- and footholds, or you can use the cables, too. If you use the cables, the climb is easier. Some of them are several inches thick and *seem* to be firmly set into the wall.
- If you want to yank a cable free and tie it around yourself as a primitive belay, good idea! No problem.
- Keep track of how many meters you climb, and tell me when you get to 12.

Climbing via the hand and footholds is moderately easy, so give a player who climbs that way a +d4 for the difficulty die. They ascend 2 meters on an average success, 3 meters on an excellent success, and 4 meters on a stellar success. If

You never have to do this arithmetic during a normal *ALTERNITY* game. You just look at the dice and compare the roll to the "12/17/22" or whatever's on your character sheet.

No need for exhaustive read-aloud description. Just summarize the key details and respond with more detail when the characters ask.

There's plenty of stuff on the wall to make a desperate lunge at, so the characters can't actually fall. We haven't explained damage yet, so that would hardly be fair, would it?



they fail, they don't make any progress (a foot slips or their planned route reaches a dead end).

Climbing via the cables is even easier; those players get a +d8 for the difficulty die. It's the same climbing speed—2, 3, or 4 meters—and the same consequence for failure. But...

The First Complication: When someone fails a check while climbing with the cables, tell the players that the cable network is more tangled than it appeared, and the desperate grab to keep from falling is making the other cables sway or come loose entirely. Now you get to teach the key bit about *ALTERNITY*'s die mechanic: how it handles changing circumstances.

The swinging/falling cables give a die penalty of -1 step for everyone's next check. That means cable-climbers will move from +d8 down to +d6, and wall-climbers move from +d4 down to +d0 (meaning they just roll the d20 and take what they get). The cables swing until it's the next turn of whomever failed a cable-climbing check most recently; don't apply multiple step penalties.

The Second Complication: After you've gone around the table three times and everyone's at least partway up the wall, it's time to add some time urgency in the form of a maintenance robot that detects a disturbance and investigates. Tell the players:

- A panel slides open near the floor, and a basketball-sized robot floats out into the space you're in.
- It hovers in the air, methodically scanning the cables near the floor with a red laser. Then it levitates 1 meter higher, and starts scanning the cables at that height.

The robot isn't designed for security, so it can't detect the climbing PCs above its current elevation. It takes a turn after the last player goes, levitating up 1 meter and scanning. Announce the new height of the robot, and continue with the climb checks.

What happens if the maintenance robot reaches whichever character is climbing the slowest? Not much... but don't tell the players that. It makes a "whoop whoop

whoop" alarm sound, then returns to its charging station near the floor. There's probably a blinking light on someone's console upstairs, but again, it's not a security robot and it's just reporting an anomaly amid the cabling.

Reaching the Top: When players reach the 12-meter ledge, they find the promised hatch. They can head through it or help the slower climbers. If they want to help, suggest the following:

They can try to steady the swaying cables during their turn. This eliminates the die step penalty immediately.

They can pull on a cable to hoist up someone who used the cables to climb on their last turn. This automatically gives them an extra meter of ascent (and yes, multiple characters can each take a turn pulling).

ENCOUNTER 3: WE CAN REMEMBER IT FOR YOU WHOLESALE

The hatch at the 12-meter ledge leads to the neuroengineering lab. Describe the lab when the players decide to go through the hatch.

- It's the size of an ordinary classroom, and it seems deserted.
- There are double sliding doors on the wall opposite the hatch you came through (think *Star Trek*-style.)
- Most of the walls are filled with cabinets that have electronic locks on them. A few have information screens, but they're dark or show only static. (Without tools, there's no realistic way the characters can get into those cabinets. The Institute keeps their drugs locked up.)
- Six bulky computer stations stand in the middle of the room. Each is a desk/chair combination with all sorts of blinking lights, cabling, etc. Each station has a bulky helmet attached to the desk with heavy cables.
- A vidscreen on each station shows a smiling cartoon face. Make up something cute that'll resonate with your players. When the characters approach, its grin widens and it winks.

Characters climbing on the walls don't trigger the swinging cables when they fail, but they do have to deal with the consequences of the swinging cables when others fail.



There's no danger or time element to this encounter. It's a literal device to give the characters the rest of their skills. Once the characters get brave enough to sit down at the terminals and don the helmets, they're guided through a "cognitive download" process where they choose their skills, and the terminal downloads the knowledge directly into their brains.

Choosing Skills: Pass around handout #1. (You might want multiple copies if your players aren't good at sharing.) First the terminal queries them about "self-defense priorities"—the combat skills. Players can choose one skill to give 5 points to, another that gets a 4, and one that gets a 3.

Once they've made those choices, tell the players to pick one specialty from among those listed in italics. They get a +1 step bonus when they're using their specialty.

Next the terminal queries them about "general knowledge priorities"—non-combat skills. Tell the players they each get one 5, one 4, two 3s, and two 2s.

Once the players have set their priorities, they can do some quick arithmetic and come up with their skill scores (including the +5 excellent and +10 stellar numbers) for each of their skills.

Player Questions: Your players may ask about the skill rules.

What does this skill do? "You don't know, beyond its appearance on the terminal menu." (Really, this means you'll wing it for this session, but if you have to make a judgment call later, go ahead and be generous.)

Can I use this skill even if I don't have any points in it? "Yes. You still get the

points for whatever the key ability score—Strength, Intelligence, or whatever—to figure out your skill score."

Is this a complete list of ALTERNITY's skills? "No. It omits skills that are definitely irrelevant to this scenario, genre-specific skills, and anything starship-related, for example."

The Friendly Face: Once the characters are all skilled up, the "Friendly Face" cartoon character speaks again, using the same soothing tones the players heard in the dormitory:

You're making excellent progress. Now visualize yourself proceeding down the corridor to your left. Visualize a door at the end of the hall. Behind that door, visualize a fabrication workshop where you can equip and arm yourself, because your life may depend on it.

One other note: The characters have no way of knowing this, but the cognitive download process they just underwent breaks the lock on future memories. The characters don't suddenly remember their pasts, but from this point forward, they'll recall past events normally.

ENCOUNTER 4: WHAT DO YOU NEED, BESIDES A MIRACLE? GUNS.

This encounter is another character-building exercise (rimshot!), but spend some describing this room, because encounter 5 also takes place here—and it has a fight.

- The fabrication workshop is down the hall just as the Friendly Face said. It's about the size of a basketball court. The doors the characters come through are the only obvious entrance/exit.
- Near the doors are an array of low shelves with hand tools, high-tech scanners, and handheld tablet computers.
- Beyond them are four bulky fabricator machines, each about the size of a kitchen table. Think of them as high-tech versions of 3D printers, capable of making thousands of different items in mere moments. Each one has a computer terminal attached to it.

Remember what we said about ALTERNITY characters having assumed competence? That applies to combat skills, too. No matter who you are, you're decent in a fight.



- The Friendly Face appears on the vidscreen attached to each fabricator, and it grins and winks when you approach.
- Along the far wall is an office desk with a fancy computer terminal on it. No Friendly Face on this one, though.
- There's a mechanical arm that descends from the ceiling with what looks like a giant magnet attached to it. It hangs over the middle of the room, in between the four fabricators.

Gearing Up: This is where you get to be generous; turn the characters loose on the fabricators and let them make themselves some gear!

There are a few limitations, of course:

- The only weapons and armor available are those listed on handout #2. Feel free to make up other weapons, but if the PCs try to fabricate them, they get "blueprint unavailable" or "prior administrator approval required."
- Make sure the players write down what their characters are taking. Remind the players that the characters might get step bonuses for specializing in certain weapons.
- Ammo is no problem. Let 'em load up.
- For armor, just note what it is and tell the players you'll explain how it works when it matters. Spoiler alert: that's encounter 5.
- For other stuff, let common sense be your guide. Tools and ordinary equipment (communicators, medkits, adhesive tape, rope, backpacks, and other RPG staples) are easy. If you have to deny something, just have the fabricator give an error message or an unreasonably long fabrication time.
- "Caregiver" uniforms are available, if the characters think to try it.

Time's Up: After about 5 minutes (or whenever the glee of "unlimited free gear!" starts to fade), the Friendly Face addresses the characters from the various display screens in this room.

Conclude your use of the fabricator quickly. Within 5 minutes, you need to cross the corridor into the psychology lab. The far doors in the psychology lab lead to a garden, and there will be a hovercar parked nearby. Visualize yourself stealing the car.

Anytime after the Friendly Face speaks but before the 5 minutes are up, proceed to encounter 5.

ENCOUNTER 5: WE'RE ALL FINE HERE NOW, THANK YOU. HOW ARE YOU?

At this point, the Institute has finally figured out that the characters are out of their dormitory and doing something in the fabrication workshop, but they don't (yet) know that the PC are armed to the teeth. A squad of "security caregivers" (goons, basically) are at the door, intent on subduing the misbehaving patients.

NEGOTIATIONS (OPTIONAL)

Assess the mood of the table at this point. It's possible that they're itching to use their new weapons and armor. If that's the case, have the caregivers open the doors, teach the initiative, combat, and wound rules, and get on with the mayhem. But if you've got players keen on using those *Influence* and *Misdirection* skills, let them talk through a conversation with the guards outside the door, which we'll assume is locked but capable of being overridden.

A stern-looking man in an orderly's tunic peers at you through the video screen by the door. "You can't be in there," he says. "What do you think you're doing? Don't make me override this door, or there's going to be hell to pay!"

Give the characters some back-and-forth through the video link, then assess how plausible their explanation for their presence in the workshop is. Tell the speaking player what positive or negative step bonus applies to the *Influence* or *Misdirection* die roll.

On a failure, the orderly loses his patience. He snarls, "That's it, we're coming in!" and overrides the door. Go on to Learning to Fight, below.



As a practical matter, gaining some extra time here doesn't really get the characters any advantage. But it'll feel like a victory.

Take a look at the *ALTERNITY* SFRPG Quickstart Guide if you'd like more detail on the combat rules.

On a success, the heroes frustrate and delay the orderlies. The orderly snarls, "Don't you go anywhere. I'm checking this right now!" The characters' success at talking earns them an extra 1 (average), 2 (excellent), or 3 (stellar) minutes' respite before the guards return. When they come back, they aren't interested in talking and they immediately override the door. Go on to Learning to Fight, below.

LEARNING TO FIGHT

Before the fight with the caregivers, you'll need to teach the table three more *ALTERNITY* systems: initiative, combat, and wounds.

INITIATIVE

Who goes first? It's a fundamental question for RPGs. Before you were handling the game like a conversation, or going around the table clockwise. Now it's time to get tactical.

The basic unit of time in an *ALTERNITY* fight is the action round, which takes 15 seconds or so—but don't get hung up on the exact timing. Each action round has eight "impulses," numbered one through eight, and each of those is about 2 seconds. Think of it like the face of a clock, only 1–8 rather than 1–12.

When it's your turn to go—whether you're a player character or a GM character—the impulse cost of your action determines when you get to go next. If you're in impulse 2, for example, and you take a 3-impulse action, then you go next in impulse 5.

If you act near the end of an action round, your impulse cost carries over into the next round. If you're in impulse 7, for example, then a 3-impulse action means that you go next in impulse 2 of the next action round.

It's no fun to keep track of this in your head! We use a simple wheel diagram in the middle of the table, and everyone moves their token to the correct impulse spot once they take their action. We recommend printing out a copy of the **Initiative Tracker** in this PDF bundle.

Roll for Initiative: Obviously it'd be a trainwreck if everyone acted simultaneously in the first impulse of the first action round. Every character has an *Initiative* skill score equal to 20 – (Agility + Focus). For example, if a character has an Agility of 5 and a Focus of 4, his or her initiative score is 11/16/21.

The guards the characters fight against in this scene have initiative scores of 15/20/25.

The First Impulse: In the first impulse of the first action round:

- Everyone who got a stellar success goes. Break ties by mutual agreement or the highest actual total on the skill check.
- Everyone who got an excellent success goes (same tiebreakers).
- Everyone who got an average success goes (same tiebreakers).
- Everyone who failed doesn't act and goes to impulse 2. They'll act before people who took 1-impulse actions in the first impulse, though.

Breaking Subsequent Ties: So who goes first in later impulses? Use "first in, first out" (FIFO) as the tiebreaker. In other words, whoever's been waiting the longest to go gets to act first. If it's still tied, dice it off.

BASIC ACTIONS AND ACTION MODIFIERS

This system clicks for people once they see it in action. Set up a few tokens (some player characters, some bad guys), scatter them around the impulse wheel, and show how it works.

As you demonstrate, work from impulse to impulse and show the three most common actions:

- Attack (often 3 impulses, but it depends on the weapon). Make a skill check to see whether you hit.
- Move (2 impulses). Move up to 10 meters.
- Manipulate an object (1 impulse): Enter a basic command into a console, open/close a door, reload most weapons.

Once you've showed the table how initiative works and those three basics, you can move on to two common action modifiers—things you can do as part of another action.

Dodge: Dart and juke around to keep from getting hit. This gives anyone attacking you a –1 die step penalty until your next action, or –2 steps if you picked *Dodge* as one of your combat skills. The good news: you don't make a skill check to *Dodge* this way; it just happens. The bad news: Whatever action you were taking takes one impulse longer. So ducking to avoid machine gun fire while you open that hatch takes 2 impulses, not 1. Bobbing and weaving as you zog-zag across the battlefield takes 3 impulses, not 2. Shooting a light pistol while dodging is 4 impulses, not 3. And so on.

Aim: This action modifier applies only to attacks. Take your time to make a careful attack. You get a +1 die step bonus on whatever attack you're making. Note that you can aim in melee, too—in that case it represents your patience in waiting for the right opening. Aiming makes your attack 1 impulse longer.

Once your table sees enough "...then this guy aims and fires, so that's four impulses..." examples from you, move all the tokens back to impulse 1 and teach the remaining combat rules.

ADVANCED TACTICS

Good news! The characters might not realize it yet, but they already know most of the combat rules (honestly, combat is mostly initiative and skill checks). Here are a few more details you can introduce when the players are ready for them.

Minor Movement: You can step around a bit with any action (other than move, for obvious reasons). Move up to 2 meters when you take another action.

Cover: If you're attacking a defender behind cover, you suffer a –1 step penalty if about half the body is protected (like the shelves and the fabricators in this room) or a –2 step penalty if most of defender is behind cover (like shooting through a hatch). Attackers don't suffer both a dodge

HEAVY ARMOR

Some types of heavy armor make you slower and clumsier. Refer to Handout #2: You'll see that armor might come with a movement penalty or a skill penalty.

The move penalty is straightforward; it's the penalty to the distance you cover (ordinarily 10m) on a standard 2-impulse move. The skill penalty applies to all checks made with the following skills: Acrobatics, Athletics, Dodge, and Stealth.

If a character took skill points in Armor Training back in encounter 3, though, they reduce some of these penalties. Note that unlike most skills, it's the skill points that matter here, not the associated ability score.

Armor Training	Speed Penalty	Skill Penalty
Skill Points	Reduction	Reduction
1	—	1 step less severe
2	2m less severe	1 step less severe
3	2m less severe	2 steps less severe
4	2m less severe	2 steps less severe
5	4m less severe	2 steps less severe

penalty and a cover penalty, however. Just use whichever one is more severe.

Ganging Up: If two allies are both adjacent to the same enemy, they both get a +1 step bonus on their attacks because the defender's attention is split.

Prone: You can go prone as a 1-impulse action. You have a move speed of 2 meters unless you stand up (another 1-impulse action) and your other actions include no "free" 2 meters of movement. Trying to hit a prone enemy is easier in melee (+1 step) but harder with a ranged attack (–1 step).

Range: Close range is 10 meters or less; some weapons deal more damage at close range. Medium range is 11 meters to 50 meters; you take a –1 die step penalty for Medium-range attacks. (No room in the Institute is big enough for Long range to matter.)

DAMAGE

It's time for the players to add to their character sheets again—because they're about to get *hurt*.

First, show them handout #3 and have them copy the appropriate durability chart onto their character sheets. While they're doing that, get handout #2 (the weapon and armor one) back out.





Roll damage for a couple different weapons, pointing out that you use the first number after the plus for an average hit and the second number for an excellent hit. For a stellar hit, you deal the excellent damage twice. Be careful with your language and don't call it "8 points of damage." *ALTERNITY* characters don't have hit points! Instead, it's a wound with a severity of 8.

Armor Gets Involved: Armor directly reduces the severity of a wound based on its resistance. If you're wearing a hard-mesh uniform (resistance 2 to physical attacks) and you suffer physical wound of severity 8, then the armor takes 2 of it for you and you suffer only a severity 6 wound. The kind of damage (physical, energy, etc.) is listed on the weapons and armor charts. You must have the right sort of resistance to reduce the severity of the incoming wound.

If there's any damage left over, compare the wound severity to your durability track. Mark off one box on the relevant row. If all the boxes in that row are already marked, go down (toward more severe effects) until you have an open box.

Characters suffer the negative effects in the lowest (worst) row that has a marked box. In other wounds, taking a light wound after you've received a severe one doesn't penalize you further... until those boxes start to fill up and the wounds overflow into the scary lower regions of the durability track.

Incapacitated: When you check off your highest wound box, you're incapacitated—dead, dying, comatose, or otherwise out of the fight.

We're going easy here; this is *ALTERNITY*'s "tutorial level," after all. If a player character is incapacitated in this encounter, have them wake up woozy at the end of the battle. Erase all wounds except for one box at the 7–9 row (thus a –1 step penalty applies).

HEALING

Characters who take a few boxes of damage might start to wonder how they recover their health. In this tutorial, the characters have two basic ways to get better again:

Resilience: Once per battle as a 3-impulse action, you can attempt a *Resilience* check to lessen a wound you've suffered by 1, 2, or 3 wound tiers on an average, excellent, or stellar result respectively. If you're suffering a step penalty due to the wound, it applies to this check as well. If you succeed, just erase the box where you marked the damage and mark one higher up (less severe).

Medicine: Doctors can produce amazing recoveries with high-tech medical equipment. But for this session, we care only about first aid. It's a 1-impulse action to get out a medkit and a 3-impulse action to treat a wound. Make a *Medicine* check: with an average success, you're able to stabilize the victim (useful for keeping an incapacitated character alive in most scenarios). On an excellent success, you reduce the victim's current wound penalty (if any) by 1 step. Stellar success? That's 2 steps. Note that unlike with *Resilience*, you aren't actually lessening the wound; don't change which boxes are filled in. You're just reducing the penalty. Subsequent wounds can restore the original and more severe penalty if the character takes another wound on the same or a lower (more severe) row.

TIME FOR A FIGHT!

There are three security caregivers coming through the door, pistols drawn. They have lousy initiative scores and only a few boxes compared to player characters, but they fight just fine. They obey the same rules as the players in terms of moving around, taking actions, etc.

Take your time as you play through this fight—you're teaching, not just entertaining. When the caregivers act, take time to explain the choices they're making and how those influence their position on the impulse wheel.

Some tips:

- If possible, keep the caregivers together on the initiative track at first; it's easier on you and makes their behavior a little more predictable for the players.

Hi-tech medkits can un-check 1 or more wound boxes with a successful *Medicine* check. Unfortunately none are available in this part of the Institute.

- Make the guards cautious at first. They'll use cover, dodge while moving or firing, and so on. Model the options that the players have available to them at least until you see the player characters employing similar tactics.

More broadly, you're trying to show off the rules, not "win" the encounter. There will be a time when you'll challenge the players with elite kill-squads of decimator bots programmed with a thousand years of warfighting knowledge... but that ain't today. Your decision of whether a given caregiver spends the extra impulse to aim, for example, should be driven by whether you've shown off aiming yet, not whether it's worth it in terms of dice math.

The caregivers fight until incapacitated, unless the players are determined to take one for questioning and you're comfortable improvising a bit. There's only one encounter left in this introductory experience, so it's up to you whether you want to continue and extend the story.

THE BATTLEFIELD

The fabrication workshop has some "set dressing" that may come into play during the battle.

- The **fabricators** are each bulky machines perfect for taking cover behind, and they're about 5 meters apart. That's perfect for a darting, flanking game of cat-and-mouse. The cover penalty on attacks only applies if the cover is actually in the way, so the situation practically begs for flanking maneuvers.
- The **low shelves** near the doors are also cover, but a good push or yank (one impulse) will knock them over, sending all the tools sprawling and eliminating their value as cover. Naturally there were boxes of bolts, rivets, and ball bearings on those shelves, so it'll cost double to move through the area after that.
- The **computer terminal** at the far end of the room controls the mechanical arm, which is an **anti-grav crane** (it makes nearby items weightless; useful

if you've fabricated and assembled something heavy). It's a 3-impulse action to activate the computer (boot times suck even in the future) and then a 1-impulse action to make a *Computer* check to turn on the anti-grav.

On an average success, you render everything in between the four fabricators almost weightless (halts movement; *Acrobatics* check and 2-impulse move required to leave area; all combat- or movement-related checks at -2 steps while in field). On an excellent or stellar success, the user can reverse the gravity and pin anyone in the field on the ceiling.

- This doesn't affect tactics, but when ranged attacks miss, **describe what they do hit**. Missed shots might strike electrical fixtures (which explode in a harmless spray of sparks), canisters of paint in wall shelving (which make a colorful mess), or HVAC conduits (which hiss and vent steam). Your special effects budget is infinite, after all, and it's a gentle reminder to the players that weapons impact the environment, too.

If it comes up, falling from the ceiling to floor causes a damage roll of 1d8.

SECURITY "CAREGIVERS"

Senses normal

Awareness 14/19/24

Initiative 15/20/25

Speed 10 meters

Str 3, **Agi** 3, **Vit** 4, **Int** 2, **Foc** 2, **Per** 3

ATTACK ACTIONS

Laser Pistol (speed 3): 13/18/23 (+1 step); 1d6 + 0/6 energy

Police Club (speed 3): 13/18/23; 1d4 + 0/4 physical

DURABILITY

Armor 2 physical, 2 energy (hardmesh uniform)

1-6 ☐ No ill effects

7-9 ☐ -1 step penalty to all checks

10-12 ☐ -2 step penalty to all checks

13-15 ☐ -3 step penalty to all checks

16+ ☐ Incapacitated

Dodge 15/20/25

Endurance 15/20/25

Willpower 17/22/27

Gear Laser pistol, hardmesh uniform, police club

An explosion or sustained weapons fire might knock those shelves down, too.



ENCOUNTER 6: DO YOU SERIOUSLY THINK I'D EXPLAIN MY MASTER-STROKE?

Once the players have dealt with the security caregivers, they can cross the corridor to the psychology lab, which opens with a hissing set of slider doors—but their escape is blocked by a man in a lab coat, two more security guards, and a menacing security bot that's almost 3 meters tall.

"You aren't ready to leave the Institute, my children," the director says. "Put down your weapons and let's re-medicate you..."

Generally the lasers start blazing at this point. Feel free to extend the repartee if you're comfortable improvising a bit and your players are amenable. Really, though, this is the exit exam for the tutorial level: a full-fledged combat encounter with multiple foes and some new tactical challenges.

Before you make initiative checks and set the tokens on the impulse wheel, describe the room for the players.

- The room is 10 meters wide and 25 meters long (about the size of a tennis court).
- Near the door are several **couches and futuristic looking comfy chairs**.

MESMERIZING IMAGES

Don't tell the players this right away, but anyone who comes within 5 meters of the video screen must succeed at a Willpower check or take a 3-impulse penalty as they stare at the images, unable to tear their eyes away. The security droid is immune.

They're good for cover, but will start melting and smoldering when hit by energy weapons.

- There are **sensory deprivation tanks** to the characters' left beyond the couches, each about 4 feet high. They're heavy and solid—everything you want in cover. If hit by weapons fire, they leak fluid but otherwise remain intact.
- To the right is a **woman lying in a hospital bed**. She has electrodes attached to her body in about a dozen places. She appears to be unconscious, but she twitches as if shocked periodically.
- The **security bot** is in the center of the room, flanked by a security caregiver on each side. The director is standing about 3 meters behind them.
- There's a **video screen** near the deprivation chamber that shows a slowly morphing series of black blotches on a white background—Rorschach images, essentially.
- Just behind the director is a **bank of tables and cabinets full of glassware and medical equipment**. Expect it to get hit during the battle and make a mess on the floor, creating difficult terrain.
- Shelving along the wall through which the characters enter has a half-dozen **disembodied robot heads** on it. They're used in a sort of "talk therapy." Once the battle begins, they'll activate and gently scold the players in soothing voices, pointing out the futility of violence and encouraging everyone present to describe their feelings instead. Have those robot heads get shot once the gag feels played out.
- At the far end of the room is a **large cargo door** several meters across with a control panel next to it.

In general, the combatants fight until incapacitated, but if the Director is defeated, the security guards bug out. Likewise, if the security bot and the guards are defeated, the Director makes a break for it.

SECURITY "CAREGIVERS"

The caregivers are actually prison guards with minimal medical training. They are ready to kill the PCs to keep them from escaping. The caregivers are aware of the secret of "the first-act turn" (see page 17) but try to conceal it from the PCs.

Senses normal

Awareness 14/19/24

Initiative 15/20/25

Speed 10 meters

Str 3, Agi 3, Vit 4, Int 2, Foc 2, Per 3

ATTACK ACTIONS

Laser Pistol (speed 3): 13/18/23 (+1 step); 1d6 + 0/6 energy

Police Club (speed 3): 13/18/23; 1d4 + 0/4 physical

DURABILITY

Armor 2 physical, 2 energy (hardmesh uniform)

1–6 ☐ No ill effects

7–9 ☐ –1 step penalty to all checks

10–12 ☐ –2 step penalty to all checks

13–15 ☐ –3 step penalty to all checks

16+ ☐ Incapacitated

Dodge 15/20/25

Endurance 15/20/25

Willpower 17/22/27

Gear Laser pistol, hardmesh uniform, police club

SECURITY BOT

Senses normal, nightvision

Awareness 12/17/22

Initiative 18/23/28

Speed 8 meters

Str 7, Agi 3, Vit 5, Int 1, Foc 2, Per 3

ATTACK ACTIONS

Sonic Bore (speed 3): 14/19/24; 1d8 + 0/5 energy (2 adjacent targets)

Restraint Arm (speed 3): 12/17/22; 1d8 + 3/9 physical plus 2 energy (electric shock; **Endurance** check, or take a 3-impulse penalty before next action)

DURABILITY

Armor 4 physical (armor plating)

1–6 ☐☐☐ No ill effects

7–9 ☐☐☐ –1 step penalty to all checks

10–12 ☐☐☐ –2 step penalty to all checks

13–15 ☐☐ –3 step penalty to all checks

16+ ☐ Incapacitated

Dodge 20/25/30

Endurance 15/20/25

Willpower 17/22/27 (immune to the Rorschach images)

THE DIRECTOR

The Director is in charge of the Institute—or this facility, anyway. He knows the secret of the first-act turn you choose for the adventure (see page 17), and naturally tries to conceal it from the PCs. The Director tries to stay out of combat, allowing the Security Bot and caregivers to subdue the PCs while taking cover well back from the fighting.

Senses normal

Awareness 14/19/24

Initiative 13/18/23

Speed 10 meters

Str 2, Agi 3, Vit 4, Int 3, Foc 3, Per 4

ATTACK ACTIONS

Plasma Pistol (speed 3): 15/20/25; 2d4/2d8 energy

Shock Glove (speed 3): 15/20/25; 1d6 + 2/3 energy; **Endurance** check or take 3-impulse penalty before next action

DURABILITY

Armor 2 physical, 2 energy (hardmesh uniform)

1–6 ☐ No ill effects

7–9 ☐ –1 step penalty to all checks

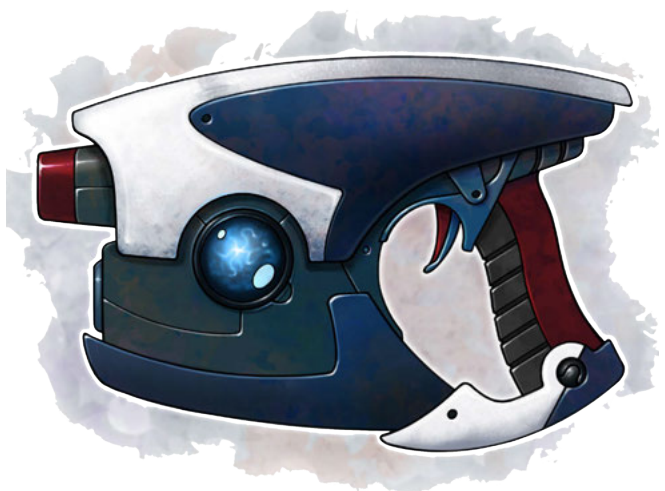
10+ ☐ Incapacitated

Dodge 16/21/26

Endurance 16/21/26

Willpower 13/18/23 (+3 steps vs. mesmerizing images)

Gear Plasma pistol, shock glove, hardmesh uniform





EPILOGUE: THE FIRST-ACT TURN

This concludes the introductory *ALTERNITY* experience, but one good way to tie things up is with a technique borrowed from screenwriters: the first-act turn, named after the point in the script where the protagonist's worldview changes and the stakes are made clear.

Here are some first-act turns you can drop on your players, either to end the session with some dramatic ambiguity or serve as a launchpad for a future adventure you'll create.

You're All Androids: Every player character who looks at another wounded player character sees circuits and wires, not flesh and blood at the wound site. Yet players see human wounds on themselves. It turns out that they're androids

programmed to believe they're human, and their senses lie to them when presented with evidence to the contrary.

Wait, We're in Space?: When the characters open the cargo door on the far end of the psychology lab, they don't see the garden or the hovercar that the Friendly Face promised... just the shimmer of a force field and a starfield ahead of them. The Institute is an orbital facility—but why did the Friendly Face tell you otherwise? How do you escape now?

End the Simulation: Tell the players that their vision grows blurry, they conk out for a moment, and then they wake up in hospital beds. A man they recognize as the Director stands before them. "Now that you've experienced it yourself, you see how determined the escapees are. That's why we need you to find them—before all hell breaks loose."

The Patient: The player characters pull the electrodes off the twitching woman and she awakens. "I knew you could do it," she says. "I'm the Friendly Face—now let's get out of here. We have a revolution to ignite."

WHAT'S NEXT?

Interested in playing some more? Check out the *Quickstart Guide*, included in this Demonstration Pack. It includes a whole new adventure for the *ALTERNITY* game. The *ALTERNITY* Sci-Fi Roleplaying Game Core Rulebook (available late in 2017) includes lots of advice for creating your own characters and adventures for the *ALTERNITY* game.



HANDOUT #1

COMBAT SKILLS

Armor Training (Str or Int)
 Resilience (Vit)
 Dodge (Agi)
 Willpower (Foc)
 Hand-to-Hand Combat (Str or Agi)
 brawling
 knives
 Heavy Weapon Combat (Str or Int)
 direct
 Energy Weapon Combat (Agi or Foc)
 pistol
 rifle
 assault weapon
 Firearm Combat (Agi or Foc)
 pistol
 rifle
 assault weapon
 Melee Combat (Str or Agi)
 striking weapon
 energized weapon
 Primitive Weapon Combat (Agi or Foc)
 bow
 sling
 javelin

SPECIALIZATION

If a skill name is followed by a list of options in italics, you get to choose a specialization when you select that skill. You gain a +1 step bonus on checks you make when you use your specialty. Otherwise, you can use the skill by making a normal skill check.

NONCOMBAT SKILLS

Academics (Int)
 one field in the "soft" sciences, such as archeology, history, linguistics, etc.
 Acrobatics (Agi) (includes zero-G movement)
 Athletics (Str)
 Awareness (Focus) (your perception skill)
 Computers (Int)
 Deduction (Int)
 Endurance (Vit) (resisting poison, temperature extremes, radiation, etc.)
 Engineering (Int) (construction and operation of complex systems)
 Entertainment (Per)
 Influence (Per) (includes persuasion)
 Mechanics (Int) (includes repair and jury-rigging)
 Medicine (Int)
 first aid
 forensics
 pathology
 surgery
 Misdirection (Per) (deception and fast-talking)
 Science (Int)
 one field in the "hard" sciences, such as astronomy, chemistry, physics, etc.
 Security (Agi or Int) (includes bypassing locks or cameras with proper tools)
 Stealth (Agi or Foc)
 Survival (Vit or Foc) (outdoors skills)



HANDOUT #2

ARMOR

Armor	Physical	Energy	Move	Penalty	Special
Tactical Vest	2		-2 meters	-1 step	
DuraWeb Coat	1	3			
Hardmesh Uniform	2	2			
Carbon Fiber Plate	6	3	-4 meters	-2 steps	Degrades 1 after reducing hit of 10 or more
Power Assist Suit	4	4	-2 meters	-3 steps	+2 steps on Strength checks

HAND TO HAND AND MELEE WEAPONS

Weapon	Skill	Type	Speed	Damage	Special
Unarmed	Hand	Brawl	3	1d4 + 0/3 physical	
Combat knife	Hand	Knife	3	1d4 + 1/5 physical	
Police club	Melee	Striking	3	1d6 + 0/4 physical	
Shock glove	Melee	Energized	4	1d6 + 2/3 energy	Endurance check or stun

RANGED AND HEAVY WEAPONS

Weapon	Skill	Type	Rg	Mag	Speed	Damage	Special
Light pistol	Firearms	Pistol	M	10	3	1d6 + 1/5 physical	
Heavy pistol	Firearms	Pistol	M	10	4	1d8 + 1/6 physical	
Shotgun	Firearms	Assault	M	5	4	1d8 + 0/5 physical	+1 wound at Close
Battle rifle	Firearms	Rifle	VL	20	3	1d8 + 3/8 physical	
Sniper rifle	Firearms	Rifle	VL	5	5	1d8 + 2/10 physical	Aim ignores range penalty
Laser pistol	Energy	Pistol	L	10	3	1d6 + 0/6 energy	+1 step accuracy
Laser rifle	Energy	Rifle	VL	15	4	1d6 + 1/8 energy	+1 step accuracy
Sonic bore	Energy	Assault	C	10	4	1d8 + 0/5 energy	Two adjacent targets
Flechette Gun	Firearms	Assault	M	10	3	1d6 + 1/5 physical	+1 step accuracy, +1 wound at Close
Plasma pistol	Energy	Pistol	M	5	3	2d4/2d8 energy	
Plasma rifle	Energy	Rifle	L	10	3	2d6/2d12 energy	
Blast cannon	Heavy	Direct	L	5	5	1d10 + 2/8 energy	Two damage rolls

HANDOUT #3

Choose the durability track appropriate for your character's Vitality score.

**VITALITY 3 DURABILITY TRACK**

Severity	Wounds	Effects
1-3	☐ ☐	No ill effects.
4-6	☐ ☐	No ill effects.
7-9	☐ ☐	-1 step penalty to all checks
10-12	☐ ☐	-2 step penalty to all checks
13-15	☐	-3 step penalty to all checks
16+	☐	Incapacitated

VITALITY 4 DURABILITY TRACK

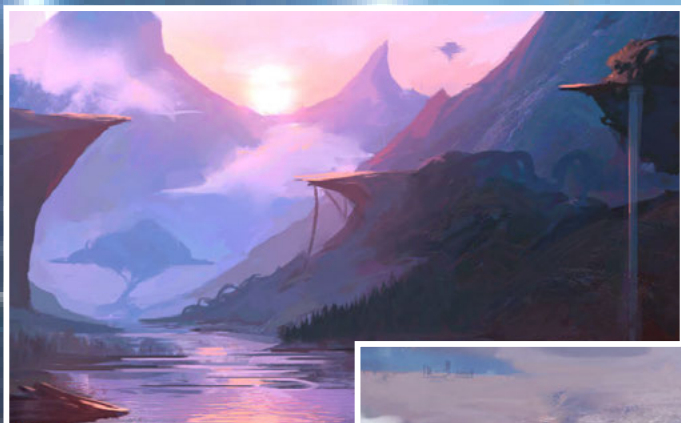
Severity	Wounds	Effects
1-3	☐ ☐	No ill effects.
4-6	☐ ☐	No ill effects.
7-9	☐ ☐	-1 step penalty to all checks
10-12	☐ ☐	-2 step penalty to all checks
13-15	☐ ☐	-3 step penalty to all checks
16+	☐	Incapacitated

VITALITY 5 DURABILITY TRACK

Severity	Wounds	Effects
1-3	☐ ☐ ☐	No ill effects.
4-6	☐ ☐	No ill effects.
7-9	☐ ☐	-1 step penalty to all checks
10-12	☐ ☐	-2 step penalty to all checks
13-15	☐ ☐	-3 step penalty to all checks
16+	☐	Incapacitated

ALTERNITY™

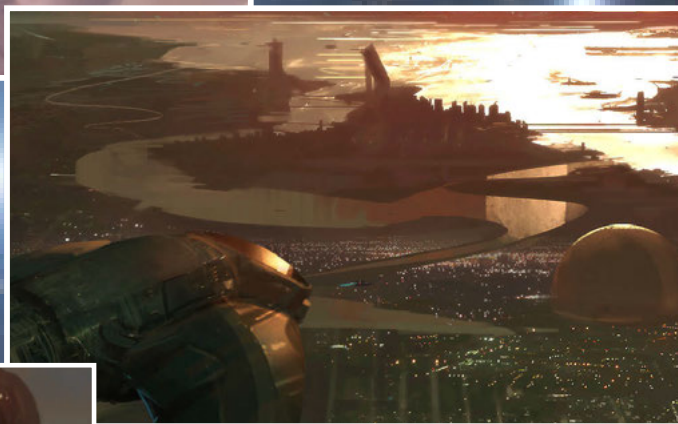
SCIENCE FICTION  ROLEPLAYING GAME



Imagine the infinite



Customize and create



What's your future?

COMING SPRING 2017 TO KICKSTARTER