

NAME: _____
 CIVILIZATION: _____
 SOCIETY: _____

NEUROFORM:
 Dynamic Static
 Physical Dataform
 Single Multiple
 Autonomous Parasitic
 Sovereign Slaved

CORE VALUES:

Self-Preservation

CAPABILITIES:

Biotech

Cognitech

Metatech

Nanotech

Stringtech

THEMES:

_____ (_____)

_____ (_____)

_____ (_____)

IMPORT: _____
TECH: _____

EXPERTISE:

Amateur

Professional

Master

Adept

Omnicompetent

Satori

PROFESSIONS:

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

SUFFICIENTLY ADVANCED
SECOND EDITION

Conflict: Cap x (CV + Profession)
 Teamwork: 2:+1 ...10:+2 ...30:+3 ...100:+4
 Subtle Conflict: -3 Comp. Advantage: +1
 Escalate for worse Complications

Basic Actions
 Cap, CV, Prof, Ingenuity
 Assistance, Advantage

CONFLICT: COMPARE TECH X (CV + PROFESSION)

- 4x+ The winner is **unharmed**. The loser takes a **critical** complication.
- 3x+ The winner takes a **trivial** complication, and the loser suffers a **critical** complication.
- 2x+ The winner takes a **minor** complication, while the loser suffers a **major** complication.
- <2x The winner takes a **minor** complication, while the loser suffers a **moderate** complication
- ±10% Stalemate. Both sides suffer a **minor** complication.

**TIME
LADDER**

- 20 years
- 10 years
- 5 years
- 2 years
- 1 year

COMPLICATIONS AND ADVANTAGES (TWISTS)

Trivial* (1): Immediate and of no impact to named characters. No new information is involved.

- 6 months
- 3 months
- 1 month

Minor (3): Minor effects are **short-term, low-impact, or involve skeletal information**. They can still be potent if several build up, but they are unlikely to be a problem in the short term. Examples: An escape, but not without consequence. A delay or acceleration in plans. Your location is revealed to a distant enemy or vice versa. You are pointed toward the next piece of the puzzle. Minor but noticeable monetary impact. Minor injury.

- 2 weeks
- 1 week
- 3 days
- 1 day

Moderate (5): Moderate effects are **long-term, or high-impact, or involve accurate information, but not more than one**. Examples: Kidnappings. Your actions are revealed to a distant enemy or vice versa. Befriended by the enemy. Plans significantly delayed or accelerated. Material possessions destroyed. Substantial injury. Resources severely taxed or substantially increased. A clean escape.

- 12 hours
- 6 hours
- 3 hours
- 1 hour

Major (7): Major effects are **long-term and high-impact and can involve accurate information**. Examples: Deluded by the enemy, or successfully feed them misinformation. Convinced of a particular fact or falsehood. Important secrets revealed to the enemy. Allies turn against you. Friends lost. Your Society rejects you. Severe injury. Unconsciousness. Resources lost forever.

- 30 minutes
- 10 minutes
- 5 minutes
- 1 minute

Critical* (9): Effects at this level can invoke the **Rule of Force**. Examples: Death and fates worse than death. Core Values changed**. Character dying or near death. Unable to exercise any number of Capabilities or Professions. Exiled from beloved homeland. Extensive brainwashing or mesh-hacking. Friends' allegiances reversed. Long-term plans ruined, or coming to fruition immediately.

- 30 seconds
- 10 seconds
- 5 seconds
- 1 second

EXISTENTIALISM:

- Intent** – You choose yourself
- Force** – Drastic change kills
- Identity** – All instances & versions
- Reversals** – I'm back, baby
- Thematic Inertia** – Beyond the grave

GAIN TWISTS WHEN:

- Taking a **Complication** (+1 for CV match)
- Suffering from **bad luck** (per ensuing Complication)
- Suffering **neuroform** issues (as per Complication)
- Stymied on **themes** (1 Twist)