SUFFICIENTLY ADVANCED

Name: _____ Player: _____

Civilization: _____ Society: _____

Benefit: _____ Benefit: _____

Neuroform: _____

Tech

Import

Core Values

_____

_____

_____

_____

Self-Preservation

_____

Themes

_____ (_____)

_____ (_____)

_____ (_____)

Expertise

Amateur

Professional

Master

Adept

Omnicompetent

Satori

Capabilities

Biotech

Cognitech

Metatech

Nanotech

Stringtech

Professions

Locality (_____)

_____

_____

_____

_____

_____

_____

Competitive Advantage

Score

Basic Action: Four Questions

Capability, Core Value, Profession, Ingenuity: need 3 'yes'.
no → maybe → yes: competitive advantage, reserve, teamwork
Competitive Advantage in capability: use 'wrong' capability at -1.

Existentialism:

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

Conflict:
Compare Capability × (CV + Profession)

Advantage	Winner	Loser
3× or more	Unharmed	Critical Complication
2× or more	Trivial Complication	Critical Complication
1.5× or more	Minor Complication	Major Complication
1.1× or more	Minor Complication	Moderate Complication
±<10%	Minor Complication	Minor Complication

Teamwork: 2: +1 ...10:+2 ...30:+3 ...100:+4 Subtle: -1 to Capability
Competitive Advantage: +1 before multiplying
Lateral Strategies: Competitive Advantage in Capability: use 'wrong' Capability at -1.
Infrastructure: max Teamwork bonus (+4 or +6). Reduce Complication.
Escalation: Core Value 3+ & spend 1 Reserve: worse Complications for everyone.

Time Ladder

100 years
50 years
20 years
10 years
5 years
2 years
1 year
6 months
3 months
1 month
2 weeks
1 week
3 days
1 day
12 hours
6 hours
3 hours
1 hour
30 minutes
10 minutes
5 minutes
1 minute
30 seconds
10 seconds
5 seconds
1 second

Projects

Use Basic Action to determine if it is possible. Use Time Ladder for duration.
Great Work - 50 years, can substantially change the game.
Major Project - 5 years, can alter large regions or groups.
Minor Project - 3 months, local or minor impact.
Craft Projects - 12 hours, small, immediate, tangible product.

Every point of Capability or Profession beyond those needed: down one step.
Outside Resources: down one step.
Unusually Complex or Simple: up or down one step.
Targets group with Infrastructure: up two steps per level of Infrastructure.
Teamwork: divide final time by Teamwork bonus (see Conflict).
Reserve: down 1 step per point of Reserve, max lower of Core Value or Capability.

Complications & Advantages

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

Minor (3): Short-term, low-impact, and involve skeletal information. Escape with consequences. Delay or accelerate plans. Location revealed to a distant enemy or visa versa. Pointed towards the next piece of the puzzle. Minor monetary impact. Minor injury.

Moderate (5): Long-term, or high-impact, or involve accurate information, but not more than one. Kidnaping. Actions revealed to a distant enemy. Lose access to a Capability or Profession. Core Values reduced or increased. Befriended by the enemy. Plans significantly delayed or accelerated. Material possessions destroyed. Substantial injury. Resources severely taxed or substantially increased. A clean escape.

Major (7): Long-term + high impact + can involve accurate information. Deluded by the enemy. Lose access to several Capabilities or Professions. Core Value changed. Convinced of a fact or falsehood. Important secrets revealed. Allies turn against you. Friends lost.

Critical* (9): Effects at this level may bring the Rule of Force into play (see page 85). Death and fates worse than death. All Core Values changed. A major character is dying or near death. Unable to exercise any number of Capabilities or Professions. Exiled from your beloved homeland. Extensive brainwashing or mesh-hacking. Friends' allegiances reversed. Long-term plans ruined, or coming to fruition immediately.

*Players may only take one Trivial and one Critical complication for twists per game session.