

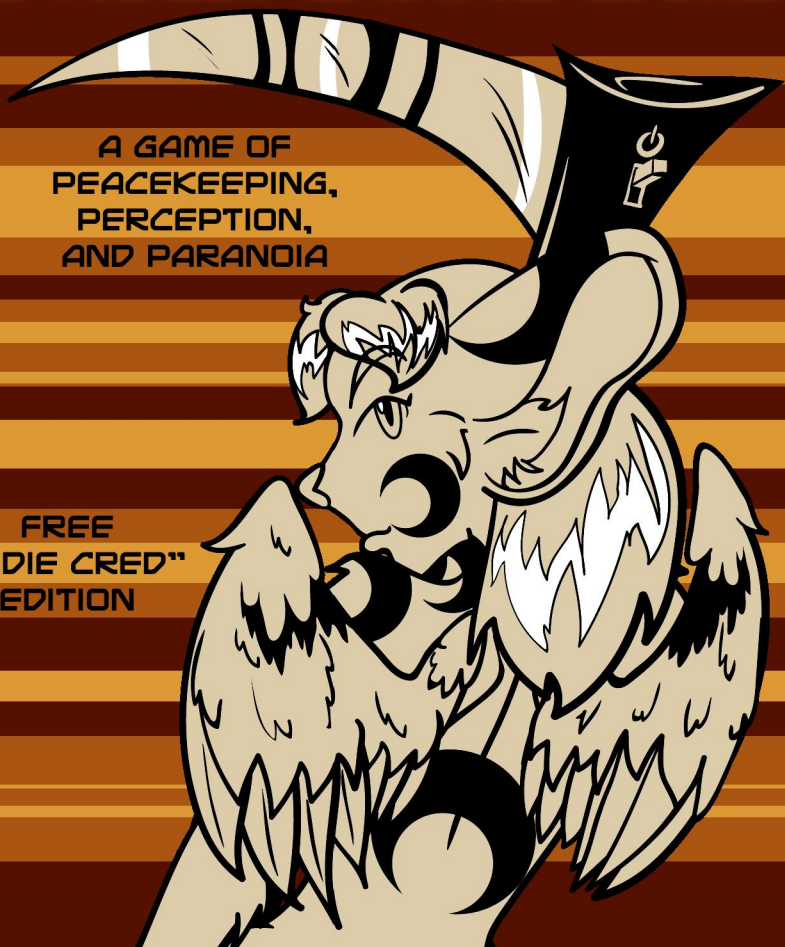
# LAST RESORT

## THE ROLEPLAYING GAME

A GAME OF  
PEACEKEEPING,  
PERCEPTION,  
AND PARANOIA

FREE  
"INDIE CRED"  
EDITION

BASED ON THE CYBERPUNK COMIC  
BY RACHEL KESLENSKY



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# How did we get HERE?!

Everyone kept telling us the world was going to end in 2012. Well... if that's when the Celeste were aiming to come find us, they weren't THAT far off the mark.

The first images coming in off the TV and through the internet were real sights to see -- gleaming spaceships, beautifully haunting winged demigods heralding a new age, and all we had to do was listen to their orders. Nearly a billion heeded the call immediately, heading for the dozen-odd ships stationed across the globe, with the rest either too poor, too skeptical, too busy, or just too having seen this particular sci-fi flick a few too many times.

You would think all that cinema would've prepared us better to handle what actually happened.

The first images came out of Nashville and Atlanta, claiming that some of the smallish kangaroo-kitties (the Talmi) that were tagging along with the Celeste were actually human captives, transformed into the Celeste's furry slaves. Two days later, Tehran upped the ante, accusing the Celeste of running alien slaughterhouses -- and were a lot more comfortable risking life and limb to return with video evidence of it in action! Quickly, the rest of the world caught on, turning what was left of the world's military might on the Celeste ships -- and eventually making Earth's rise one of the bloodiest escapades known in the history of the Connection.

Humanity prevailed, albeit with no small amount of wear and tear. Earth became "Terth" -- part of a misnomer from the aliens having to say "Planet Earth"

too many times -- while nations, corporations, and major world religions all morphed in the wake of realizing they were not alone. Technology evolved at ever-faster paces as Terth scientists suddenly found themselves racing to catch up with the alien technologies now available -- although in all fairness, they didn't have THAT much farther to go -- as well as coming to grips with all of the new information to be gained in working with these new alien species, let alone spreading beyond Terth!

... along with all the new "friends" the humans didn't realize they had all along.

Terth survived not only because of its military prowess, but because of the Dead Inside -- undead creatures who live among us in various states of transformation, who had been allowed to flourish in our world on a scale the Celeste had no experience handling. When it became clear that the Celeste were vulnerable to the Dead Inside (and feared them!), it gave Terth an advantage, calling forth all the undead that had long been thought only to be the playthings of bad theater and worse romance novels. The Celeste became deathly afraid of loosing all these undead on the galaxy -- especially the Vampires, who they had never encountered before, and had no defenses against!

Out of the madness, a new faith known as "the Endless" sprang forth, claiming to have understood just how the Dead Inside came to be -- and more importantly, how to destroy them. They were the first to leave Terth, becoming readily accepted by the Celeste (without the slightest hint of irony for how they all reached this point), with the rest of humanity starting to freely move right behind them, dealing with unknown alien systems, as well as the stigma from various races thinking all sorts of things,

including the perpetual (mistaken) concern that ALL humans could turn into Vampires at any moment...

Fortunately, things have changed a little since then.

It's 4053, and the galaxy has found its groove again -- both Terth and her humans are fully integrated into the galaxy's Connection, a confederation of thirty-six worlds and species (including the "freshly" liberated Talmi and their claimed homeworld, Arael), complete with new miracles of technology and science (and the longer lifespans it takes to enjoy it all!), a renaissance unto itself of art and fashion, and the place may all be threatening to go to hell, but that's the way society seems to like it.

Unfortunately, when it comes to the Celeste and the Dead Inside, the only thing that's changed is that the Endless are getting bolder -- with the Celeste having taken over the Zillan homeworld of Ziligo (now renamed "Celigo"), along with the rise of a Celeste Messiah -- the eight-winged Veled -- it's just a matter of time before the Endless begin turning their eye towards other worlds. The other worlds of the Connection -- mostly Terth, Arael, and the rising power of Nurovidia -- are growing skeptical, no matter how polished Celigo's PR is...

... and in the meantime, Celigo is offering to front most of the bill for an interplanetary spectacle beyond compare -- two parts redemption and one part blood sport, the deadly reality show known as *Last ResOrt* is poised to captivate audiences around the galaxy and bring in much-anticipated glory and goodwill to Celigo, among other worlds!

Of course, the show may not be the only "last resort" worth worrying about...

# Introduction

**Last ResOrt: The RPG** is a role-playing game based on the webcomic *Last ResOrt*, a cyberpunk setting with anthropomorphic and supernatural elements. Players will take on the role of various characters within the setting, from ordinary citizens of various planets in the Connection to hardened criminals seeking their freedom, all navigating the thin line between the order of the Celeste and the chaos of the Dead Inside.

A role-playing game is essentially the “make-believe” games of the schoolyard, given structure and form for the sake of building a coherent world, and an element of chance to make sure everyone plays fair. A little bit of strategy and luck will take you far; acting skills (along with illustration, sculpture, and any other abilities that’ll help keep you and your friends interested) don’t hurt either.

The book contains only a fraction of the worlds and species that exist within *Last ResOrt*: just enough to spark your imagination and help you come up with whatever else your particular game needs. You’ll learn how to come up with a character, what sort of interesting skills and abilities you can use, and how you can start playing.

Playing requires a simple piece of paper for each player (their character sheet), along with a six-sided die for settling any kind of situation where things could go horribly wrong. Over time, players will accumulate experience points they can cash in towards new skills and abilities, along with the money it’ll take to afford the technology they’ll need.

# Create a Character

In Last ResOrt, you can do just about anything and have any career you want -- but what you physically are isn't so easily changed. All characters in Last ResOrt have a few different types of stats:

**Potential Stats** are innate talents, which means a character has the potential to perform a certain level of actions. Potential Stats can be improved through various means, including exercise, technological gadgetry, or medical implants.

**Refinement Stats** are gained through education and practice, they can do some level of their potential actions without screwing up... most of the time, anyway. Refinement stats can be improved through diligent training and experience.

**Sensory Stats** are all about the limits of your body -- what you can actually sense (and what you can't) is what you can act on, and can mean the difference between life and death! Sensory stats can be improved through medical or technological means, but are hardest of all to improve upon.

Potential Stats	Refinement Stats	Sensory Stats
Intelligence	Wisdom	Smell
Charisma	Communication	Taste
Force	Finesse	Hearing
Speed	Agility	Sight
Health	Hardiness	Touch

There are also **Soul Stats**, which may be interesting to Sterling players, but downright critical to everyone else. Only Dead Inside will have the ability to manipulate their Soul Stats, but almost everyone who isn't Sterling can utilize their souls to some degree.

When designing a character, you'll get to pick between what sort of **Species** your character is, as well as where on the **Spectrum** your character sits. Most of the people your characters will interact with will be Sterlings, but your character can just as easily be a Celeste or a Light Child, or if they're truly unhappy with being a Sterling, they can always become a Dead Inside later. (That doesn't mean being a Dead Inside is easy, though...)

Actions that require rolls will often require "Checks" to be made, using a standard six-sided die, comparing the actual difficulty of the task (say, holding a door shut from the rampaging mob on the other side) to the character's abilities (Force, in this case, since it doesn't take a huge amount of skill to hold a door). In most cases, rolling a 6 is a **Epic Success** (everything goes just as planned, with a little touch of style to boot!) while rolling a 1 is an **Epic Fail** ("What the HELL were you thinking?!"), while everything else indicates how close you are to actually passing the challenge. So, if it takes 10 Force to hold back the mob, but your character has 6 Force,  $10 - 6 = 4$ , so you'll need to roll a 4 or better (50% chance) to succeed.

For refined tasks (say, locking the door WHILE holding back the mob), you'll use the corresponding Refined stat for the check (in this case, Finesse instead of Force). So, if our character has 6 Force, but only 2 Finesse... Well, rolling a 6 is their only hope at that point if they want to lock the door.



# Build Your Character

## In four Easy Steps

**1. Pick Your Species.** You'll have a bevy to choose from on pages 8-15, and they all have different stats and abilities to give you the edge you need.

**2. Pick Your Spectrum.** You may not have as much choice on this depending on your campaign (and remember, it pays to keep quiet if you're a Dead Inside), but the right spectrum can make all the difference.

**3. Roll Your Stats!** Roll a d6 for each stat, keeping in mind that each Refinement Stat can't be bigger than their corresponding Potential Stat.

**4. Give Your Character Some Personality!** It's a freakin' role-playing game, so play a role! It's not that hard to come up with a look and a few accessories to fluff out your character, and if you're any good at it, maybe the GM will cut you some slack!



## Species

Only a fraction of the species in Last ResOrt are listed here for developing and designing your own characters. Six species are available: the majestic Anyr, the crafty Talmi, the powerful Zillan, the alluring Vidian, the terrifying Kendril, and (of course) the entertaining Human.

In addition to these, any of these six can be mixed and matched together to be a Celeste Hybrid, the only ones who can also be a Celeste on the Spectrum.

Characters can be of three different sizes: Small creatures (shorter than 5'), Mid-Size creatures (5-7' tall), and Large Creatures (7-10' tall). In addition, all of the species listed here either have scaly skin, or furry skin. (Yes, humans count as 'furry'. They *are* apes, after all...)

# Anyr

Large • Furry  
+2 Force • +1 hearing

Creatures of the Aniya system (and one of the few to expand off its home world and into neighboring planets and moons before they were added to the Connection), the Anyr have bodies similar to terrestrial horses, with dual-thumbed, four-fingered feet akin to a parrot's claws, long, wispy ears, and feathery whip-like tails. Both their size, stature, and apparent ease in spacefaring travel have earned them a place in myth and legend.

## Traits

**Deft:** That second thumb and those grasping feet really come in handy. If an Anyr is using their hands / feet to try and do something that involves manual dexterity, go ahead and combine [Finesse] and [Agility] into one stat that can be used whenever you need to check [Finesse] or [Agility].

**Celeste Resistance:** Because of their large ears, Anyr get an automatic attempt to resist any Celeste Tone command.



# Human

Mid-size • Furry  
+2 Charisma • +1 Touch

One of the newest species added to the Connection after a rocky (and rather violent) start, humans are... well, human. With a propensity for trouble and a practiced ease at tackling new situations with gusto, humans have integrated themselves into other worlds quite well, and made allies where they can. (They seem to feel a special affinity for the Talmi.) They're also the most "comfortable" with the Dead Inside, which makes sense given that they loosed them on the rest of the Galaxy...

## Traits

**Dude, It Was A Joke:** Humans get an automatic second try if they fail any Charisma or Intelligence Check.



# Kendril

Mid-size • Scal y  
+1 Force • +2 Sight

Hideous, deformed, and just plain ugly by everyone else's standards, the medusa-ish Kendril have taken to hiding their split lower jaws (if not the rest of their face) from an all-too-cruel public, wearing masks that hide the respirators which give them an extra dose of strength in 'common' atmosphere. With four arms, four eyes, and a ring of tendrils with "peripheral" heads at the ends, if there was ever a species you didn't want to meet in a dark alley, they're it.

## Traits

- **Petrification:** A potentially lethal action, a Kendril needs to first bite its target using its primary mouth before attempting to Petrify it. If the Kendril's [Agility] is higher than her target's total Health, Petrification succeeds automatically and the target is turned to stone. Otherwise, the Kendril takes a combined [Charisma] + [Speed] check, while its target takes a [Health] check.



# Talmi

Small • Furry  
+2 Hearing • +1 Speed

A slave race until roughly 500 years ago (when they claimed the planet Arael as their own), the Talmi are small, fuzzy, cross feline marsupials with a chip on their shoulder and a remarkable talent for taking whatever they can find and improving upon it. They have large, elephantine ears, long tails with a poof on the end, marsupial pouches (where they like to store their inventory, so they ALWAYS hold more than you'd think in there), and relatively humanoid hands and feet... save for the retractable claws, of course.

## Traits

**High Jump:** Talmi legs are well developed, and a Talmi can jump up to twice her height.

**Celeste Resistance:** Because of their large ears, Anyr get an automatic attempt to resist any Celeste Tone command.



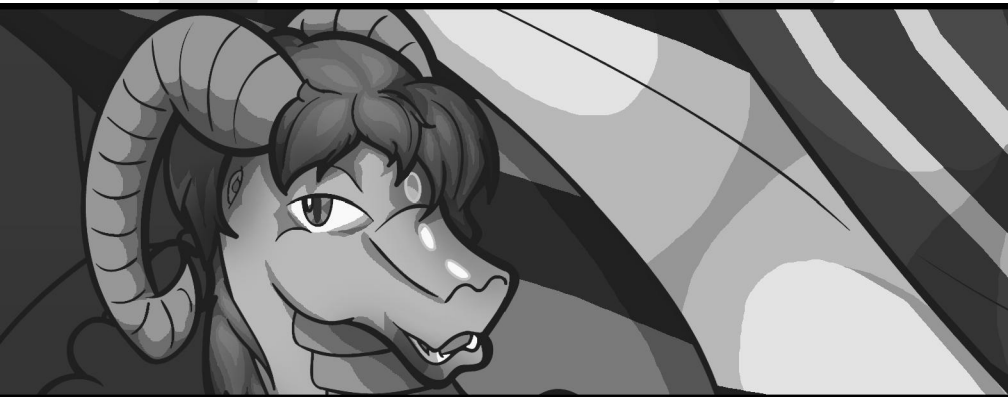
# Vidian

Small • Scaly  
+2 Speed • +1 Small

Elegant, wispy, levitating creatures from Nurovidia, the Vidians resemble the ancient Asian dragons of legend, both in grace and intelligence. Their appetite for technology is only exceeded by their veracity for art and beauty... which only complicates matters when one of the more prized materials for their artwork includes their own hides and bones. Levitation to them is as natural as breathing, much to the frustration of almost every other race they encounter.

## Traits

**Levitation:** a Vidian can levitate themselves (regardless of their weight) and at least  $5 * [\text{Finesse}]$  kilograms of foreign material freely at  $[\text{Agility}]$  speed; if they want to lift more, they can land themselves in order to lift up to their body weight + however much they can normally lift in foreign material for at least  $[\text{Finesse}]$  minutes before needing to take a Strength check. Moving this mass requires a Speed check.



# Zillan

Large • Scal y  
+2 Strength • +1 Taste

Lizards from the planet Ziligo (which has since been overrun with Celeste and renamed "Celigo"), these Zillans are tall, stocky gator-eqsue creatures have three fingers, full heads of hair, and often have tattoos to help distinguish between various matriarchal clans among the species. Built for both speed and strength, you don't want to cross these creatures if you can help it.

## Traits

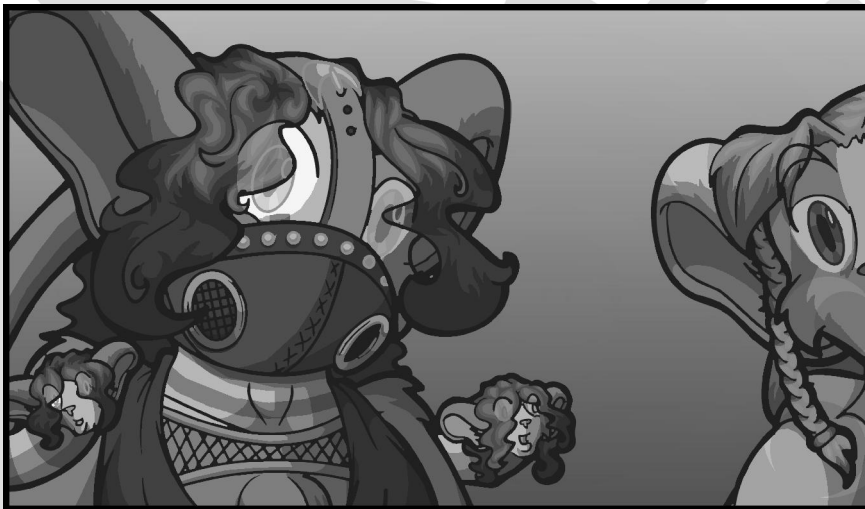
**Bite:** A Zillan's bite strength is legendary (enough to rip off a Talmi's ears)! When biting a target, A Zillan's [Finesse] is automatically equal to her total Strength.





# Celeste Hybrid

Variabl e Size • Variabl e Skin  
Check Main Species for Bonuses



Celeste are by definition hybrids of the other species that can be found in the Connection -- any Celeste you find will be a mix of at least two species. Just about the only thing that identifies a Celeste from the rest of the galaxy's species are their wings -- Proper Celeste have large backwings, while Touched have a much smaller pair of wings, either on their back or elsewhere on their body.

## Traits

**Spectrum Lock:** Celeste Hybrids can only be either Celeste or Touched on the Spectrum.

**Have It Your Way:** Two-species Hybrids may claim one 'main' species for their traits and stat bonuses. Three-species Hybrids may claim two main species.

# Spectrum Alignment

Just like kinetic energy and electromagnetic energy, the souls of every man, woman, and child you interact with are part of the creative energy of the universe. In most people with unaltered, untapped souls -- Sterlings -- these souls work like a rechargeable battery, depleting and replenishing themselves over time naturally.

Of course, there's more than just Sterlings in the universe; whether you're a Celeste blessed with additional amounts of soul, a Light Child "blessed" with the lack of a protective soul shell (but little else), or a Dead Inside who's gone out of their way to Shatter their own shell, a creature's soul can be used for so much more than as a mere battery; merely lacking a soul shell opens up a whole new array of extraordinary abilities and powers.

A typical soul consists of eight soul fragments, plus the protective outer "shell" of the soul. When viewed, the soul gives off an aura that Celeste can look at and determine various traits of a person such as their faith, their "power color", and their Spectrum.

If you have your soul available to bank against, you can perform amazing feats from reading people's thoughts to efforts that can only be described to the average bystander as magic... Of course, you still have to take checks against these actions, but at least they're available to you.

People can only be born as a Sterling, Touched, Celeste, or a Light Child, and of those, only Sterlings can later become Dead Inside.

# Sterling

From the law-abiding citizen to the badass normal, Sterlings have kept their soul shells intact. Of course, any Sterling could decide to Shatter and become a Dead Inside, but sometimes, there are advantages to refusing to play the Celeste's game...

## Traits

**Nothing to See Here:** Sterlings are almost always overlooked by Celeste, which means that in cases where a Sterling's aura is visible (while the rest of the Sterling is hidden and not in motion), they will be ignored and treated as invisible.

**Soul Battery:** Creativity may be a fickle mistress, but Sterlings are guaranteed at least [Charisma] good ideas every day (24 hours / 1000 beats). Executing on those ideas is the tough part, of course...



# Celeste



A long time ago, in a galaxy that feels a lot farther away than it ought to be, Celeste were the true saviors of the galaxy, bravely fighting against the Otherworlders who would've devoured our worlds...

... and we haven't heard the end of it YET!

As the divinely chosen, these cross-species hybrids are everything you've come to know of angels and demons all in one package -- beautiful, powerful, and terrifying to behold. They thrive on power, and are eager to take it by whatever means necessary.

## Traits

**Tone:** Any Celeste can (and does!) learn how to give orders that **MUST** be obeyed -- even if the orders involve telling the target to commit suicide! It doesn't work on everybody, though: When dealing with other Celeste, Touched, Anyr, Talmi, or Light Children, run a Charisma Check to see if it takes hold. Also, resistance stacks (so if you have an Anyr Light Child on your hands, you'll have to run the check twice)!

# Touched

Any Celeste Hybrids that don't manage to be born as actual Celeste end up as Touched -- an overall weaker variation on Celeste, with only a tiny pair of wings to their name. Typically, this means they'll end up resembling only one species or the other physically, except their wings will still be of their other species.

Touched have a few Celeste abilities, but are overall weaker (some of them can still fly!), and typically only tolerated because they breed other Celeste.

## Traits

**Tone Resistance:** Touched may not be able to Tone like their Celeste brethren, but they're not as susceptible either. Touched receive an automatic attempt to resist any Celeste Tone command.



# Light Child

The “special” stepchild of the Spectrum, Light Children were born naturally without soul shells, and typically possess a little more or less than the usual Sterling’s worth of soul... Even though these children weren’t born as Celeste Hybrids, and indeed, lack the wings of the Celeste and the Touched, they can be just as powerful.

Given the right training through a Celeste school, Light Children can do anything a Celeste can -- but finding such a school willing to teach a Light Child is a real problem, and so most Light Children end up “suffering” from powers they barely comprehend, and end up diagnosed with various mental maladies. Of course, there’s always teaching yourself...

## Traits

**Tone Resistance:** Light Children can learn to tone, but almost all learn to resist. Light Children receive an automatic attempt to resist any Celeste Tone command.



# Dead Inside

Screw Celeste! It sucks not being “born lucky”, and the rest of us have to either stay Sterlings and take it... or else find a way to make some nifty powers of our own. That’s where the **Dead Inside** (Also known as the **Djinn-si**) come into play.

Never said it was easy, though.

First, a Dead Inside must **Shatter** their soul in some way. Vampires have a slightly more involved process (with their Embrace), and Reapers may avoid the initial pain by finding ways to “tunnel” through their shell as opposed to completely destroying it, but the process is still the same -- that shell has to be dealt with somehow, and it often ends up being the most painful way possible.

Most folks who become Djinn Shatter by accident, typically traumatized beyond belief. Once the soul is accessible, though, Dead Inside can begin using the same abilities and skills Celeste do -- provided they know how to! The **Shattered** are fresh bodies, a proto-Djinn that must learn quickly if it wants to become a proper Djinn... Or for that matter, survive! They don’t have any special skills at this point, but time IS of the essence... Especially since they’re quite vulnerable to Celeste at this stage!

The main tell-tale sign of a Dead Inside are their Dead Eyes -- red irises with blackened “whites” -- although Vampires only show these eyes when they’re forced to, and Reapers don’t have them at all.

# Zombie



A Shattered who fails to realize their full potential will pay the price in death -- along with whatever unlucky stiffs are in the area when it happens.

Zombies come from Shattered that failed to become Djinn before they died. When they come back, they're often dead set on finishing whatever job they've got in mind, even if it kills them -- again!

## Traits

**Ignored Damage:** What does a little pain matter? You're already dead! Unless someone manages to blow a limb off (requiring at least three times the normal amount of damage), Zombies won't even notice there's a rather important muscle that's just been hacked into...



# Djinn

The majority of the Dead Inside, Djinn are folks with just enough knowledge to be dangerous. In addition to ordinary Djinn, there are also two major subclasses of Djinn: **Efreet**, which are what ordinary Djinn turn into if they're powerful enough, and **Vampires**, which take a divergent path to evolution but forego the ability to become Efreet.

## Traits

**Flexible Soul:** Djinn can gain soul fragments just as easily as they can lose them! Given the right training, it could make a Djinn as much of a match as any Celeste out there ... Assuming they live long enough, of course.

**Improved Hardiness:** A Djinn's Health and Hardiness stats are combined to be one and the same. In short: much healthier, and able to take a lot more damage for the trouble.



# Efreet

## Djinn subclass

What every non-Vampire Djinn wants to be when they grow up.

Efreet are basically more powerful Djinn, having shed most of their original mortal bodies in exchange for raw power and energy.

### Traits

**Djinn Inheritance:** Efreet have all Djinn traits.

**Infertility:** In order to become an Efreet, it requires sacrificing significant portions of their mortal bodies to become this powerful. Let's leave it at that.

**Compression:** Energy doesn't need much room. An Efreet can be packed into a small, enclosed space (like a lamp, or a flask) indefinitely without much concern.



# Vampire

## Djinn Subclass

Also known as Life Djinn, Vampires can hide their Dead Eyes (most of the time), and otherwise appear to be ordinary, living Sterlings. This is thanks to the Embrace, a transformation ritual which avoids the trauma of shattering through death at the hands of another Vampire, and being immediately brought back to life through their blood.

Only humans can be vampires.\* Because of this, many folks believe that ALL humans are secretly vampires... A misconception that plenty of humans are willing to exploit.

### Traits

**Djinn Inheritance:** Vampires have all Djinn traits.

**In the Blood:** A vampire can survive on a pint of blood a day, which means the typical vampire will feed about once a week. A vampire can also use their blood as a second "health pool".

**Second Form - Zombie:** Starved and gravely injured Vampires will transform into a Zombie-like form that will ignore all but structural damage, and is single-minded in focus. However, the vampire MUST feed to recover at least one pint of blood to transform back... and if they stay in their Zombie form for more than an hour (roughly 40 beats), the vampire will deteriorate to the point of self-destruction.

\*Yes, Jigsaw's a Vampire Talmi, but she's the exception to the rule. It's theoretically possible that more furry vampires could show up, but this is the freebie edition, so don't be a special snowflake, please.

# Reaper

Undetectable by ordinary aura-reading methods, Reapers are the Celeste's worst nightmare, combining the unassuming stature of a Sterling with the powers of a Dead Inside.

Reapers accomplish this task through the help of another Djinn, working together to craft a focal artifact which they can use to harm/kill others (a scythe, a doll, a notebook) in order to power its artifact and maintain the connection to their soul.

## Traits

**Focal Artifact:** With the help of another Dead Inside, Reapers can construct a small item that allows them to remotely cause harm or otherwise render a weapon cursed. This item can be as simple as a voodoo doll or as complex as a smartphone, so long as the Reaper knows how to use it to target exactly who they have in mind. This artifact is still just as prone to damage as a similar, non-cursed item would be -- and if it's successfully destroyed, the reaper loses her powers and becomes an ordinary Shattered.

# Sample Scene

## The Russian Roulette Pilot

*(The scene opens in a Celigan Prison. On one side of the room, Cypress the Zillan and Melody the Celeste are standing against the wall, controlled by the GM. The six players in this campaign -- Harry the Human, Viridian the Vidian, Tag the Talmi, Keeton the Kendril, Aurora the Anyr, and Zoe the Zillan -- are all prisoners, seated at a round table, with a vintage-styled revolver in the middle of the table that just happens to fit in all of their hands.)*

**Cypress:** Congratulations! You've all 'volunteered' to join us for this pilot episode of Last Res0rt *(prisoners snort, but Cypress ignores it)*, and since we can't just shunt the six of you to Last Res0rt Station while it's still under construction... you're playing a slightly "faster" version of the game. Now, does anyone here need a quick tutorial on how Russian Roulette works?

**Harry:** What the hell's a Russian?

**Cypress:** Thought so. *(Cypress picks up the gun, and holds the chamber open, showing that there's only one bullet inside)* The game is simple; one bullet, six chambers. You load the gun, spin the chamber, hold it up to your head -- or someone else's at this table, just hold it up to *somebody's* head, please -- and pull.

*(For emphasis, Cypress spins the barrel, readies it with a CLICK, and then fires. [Rolls a d6 to see if it fires: 5] The gun clicks, and does nothing else.)*

**Cypress:** You'll be taking turns, so do keep in mind, you'll probably want to keep your gun to yourself unless you'd like to risk someone returning the favor...

**Melody:** And don't even try aiming the gun at anyone NOT sitting at the table. *(Melody glares)* I mean it.

**Cypress:** In the meantime, let's begin with, oh, I don't know... Aurora.

*(Aurora looks taken aback, but slowly rolls the barrel, and readies the gun with a CLICK. She glances nervously at the others at the table, and at the gun again.)*

**Aurora:** *(to GM)* Can I hear a difference between when the chamber's loaded and when it isn't?

**GM:** *(Points to Aurora)* Sure, with a Sound Check.

**Aurora:** Sound Check!

**GM:** [Sound Check Success] [Rolls a d6: 2] Clear.

*(Aurora smirks, holding the gun to her head and letting it CLICK against her forehead. She relaxes, handing the gun to Zoe sitting next to her.)*

**Aurora:** Your turn.

**Zoe:** Do we HAVE to do this clockwise?!

**GM:** *(Points to Zoe)* Who are you asking?

**Zoe:** *(to GM)* I'm asking that bat against the wall!

**GM:** *(aside)* Are you actually calling her a bat right now?

**Zoe:** *(aside)* No! Do I LOOK suicidal?

**Melody:** Any particular reason you're wanting to delay the inevitabl-?

**Cypress:** Counterclockwise is fine by me.

**Melody:** *(Raises an eyebrow at Cypress, then shrugs)*  
Sure. We can do counterclockwise. Hand it to Keeton.

*(Aurora hands the gun over to Keeton. Keeton rolls the barrel, and readies the gun with an audible CLICK.)*

**Keeton:** *(to GM)* Sound Check?

**GM:** *(Pointing to Keeton)* [Sound Check Fail] Who knows? You sure don't.

*(Nervous, he hesitates, then aims it at Tag.)*

**Tag:** *(to GM)* Sound Check!

**GM:** *(pointing to Tag)* [Sound Check Success] [Rolls a d6: 6] You sure heard it, though. It's loaded.

**Tag:** OH HELL NO! Gimme that damn gun!

**Keeton:** *(Panicking and Struggling)* Sit down!

**Tag:** Like FUCK I'm gonna let you shoot me! *(to GM)*  
Force Check!

**GM:** [Force Check Draw] Good enough. The Gun fires astray, hitting nobody and embedding itself into the wall. That doesn't stop everyone else from flinching and hitting the floor though. As everyone makes it back to their seats, Melody's impressed, but Cypress isn't happy.

**Cypress:** *(pulls out another bullet, tossing it onto the table)* Reload. We'll let the Vidian go next...

*(Viridian reloads the gun, spins the barrel, and readies it with another CLICK, all using levitation. There's no*

*hesitation this time as he whips the gun towards Keeton.)*

**Viridian:** Fuck you, Keeton! *(to GM)* Speed Check to Pull and keep Pullin'.

**Keeton:** *(panicking)* *(to GM)* I don't have to sit here and take this! Speed Check to duck!

**GM:** *(Points to Keeton)* [Speed Check Fail] You're not going anywhere. *(Points to Viridian)* [Speed Check Success][Rolls a d6 to see how many pulls it'll take: 3] You manage to pull it once... [Second Speed Check success] twice... [Third Speed Check success] three times, and that's all it takes. You've painted the back wall a nice shade of Keeton, and Melody looks like she can't make up her mind between whether she should be chastizing you or congratulating you.

**Viridian:** *(to the Talmi player)* You're welcome.

**Tag:** I wasn't about to thank you.

**Viridian:** You're. *Welcome. Bitch.*



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