

SMAAF 17



**AN RPG OF AQUATIC
POST-NUCLEAR DESPERATION**

A MORIARTY GAMES RPG

This document is covered by an Attribution Non-Commercial No-Derivative Creative Commons License.
For a Human Readable version of this license visit <http://creativecommons.org/licenses/by-nc-nd/3.0/>
and for the full legal code see <http://creativecommons.org/licenses/by-nc-nd/3.0/legalcode>



INTRODUCTION

Welcome to SMAF 17, the last surviving bastion of humanity in the world! Situated on the sea floor just off the coast of California, Sub-Marine Adjustment Facility 17 is one of the last outposts of human survivors after the apocalyptic nuclear war that occurred during October 1962, when Russia placed nuclear warheads on Cuba ready for launch and America refused to back down.

Now home to a confusing mess of ex-inmates, former prison guards, and a few politicians and military officers who escaped in the last hour of human civilization, SMAF 17 is falling apart after five years of no supplies and poor maintenance. Society in the underwater city has collapsed, and now little gangs fight for the remaining resources available.

You are one of those gangs! Taking on the role of a survivor, you will try and find food, water, shelter... and hope. But don't leave SMAF – because everything on the surface is horrible irradiated, and you would immediately die!

The year is 1967, and boy would this decade be swinging... if it weren't for the fact that everyone is dead.

WHAT IS A SMAF?

Originally built as luxury underwater communities, the SMAF project was developed after it turned out that the constantly gloom and leaks really weren't a plus point for the fabulously wealthy – who were the only people who could afford to live there. Trying to recoup its losses, and struggling against a generation of hippies, druggies, and traitors, the US government decided to use the harsh environment of such bases to their own advantage. Renaming them "Adjustment" facilities, hundreds of long-haired malcontents and criminals were moved down to the sea floor to be reeducated in the true American spirit

in an environment where they had to work hard to survive.

The project went swimmingly (no pun intended) until the destruction of mankind. From then on out, things went pretty much downhill.

WHAT IS SMAF 17?

SMAF 17 is a role-playing game where you take the role of survivors in one of what can only be the last of humanity's outposts. The game is played with a group of friends, most of who will take on the role of one of these survivors. One amongst the group, however, will instead take the role of all of the supporting and antagonistic characters (the Non-Player Characters, or NPCs), and referee the rules to make sure everyone has a good time. To play the game you will need:

- This pamphlet
- Some six-sided dice in two different colors (at least 5 of each)
- Some counters (coins, poker chips, or suchlike)
- Some pencils and paper
- At least three friends (though it works best with groups of five or six)

WHAT IS 1KM1KT?

1KM1KT is an awesome online community for people who are writing free RPGs for others to play. This game was written as part of the 24 hour RPG competition 2012, whose theme was "Little Spaces". You can find more at www.1km1kt.net, and you can find more of my games at www.MoriartyGames.com when it goes live later this year.

CHARACTER CREATION

Unless you're going to be the GM, to play **SMAF 17**, you first need a character. Creating a character is a pretty simple process, and to make sure you get it right just follow these steps:

1. Create Concept.
2. Assign Ability Points.
3. Spend Specialty Points.
4. Choose a Trigger.
5. Agree Equipment.

CHARACTER CONCEPT

Before you can go any further you need an idea of what you want your character to be like. Having a strong concept for your character will make the rest of this process much easier. On SMAF 17 there are a number of different groups which your character might be drawn from:

The **Old Ward** are the remaining prison guards and administrative staff who still work under the tyrannical regime of J. S. Keeton, the former Warden of SMAF 17. They are mostly squares who appreciate order and safety above all other things.

The **Remnant** are members of the US Armed Forces or American politicians that sought refuge in SMAF 17 when the nukes were on their way. They are led by the fearsome General Chaney who will stop at nothing to impose order and American values.

The **Gangers** are criminal organizations made up of the toughest, meanest, and most dangerous of the former inmates who are out for themselves, and only themselves.

The **Hippies** are those who were imprisoned more for their impassioned ideals than for their criminal activities. Though they can be highly intelligent and effective, they are crippled by their love of mother earth and their hatred of "the man". Hippies are a dying breed on SMAF 17.

ABILITIES

Abilities are the main measure of how well a character can perform in any situation, and how likely things will go their way. There are four abilities – Social, Technical, Action, and Reason. The higher the value of an ability, the better you are at that thing. When you perform an action, add the most appropriate ability's value to your positive result.

At character creation each ability starts with one point, and then you get 10 more points to divide amongst them however you wish. No ability can, however, rise above 10.

Each value corresponds roughly to a level of aptitude, as indicated in the following table:

ABILITY SCORE	DESCRIPTION
1	Badly impaired, almost no ability of any kind
2-3	Average for a normal human
4	Above average
5	Excellent and broad aptitude with the discipline
6	Peak of normal human ability
7-8	Mutant Freak
9	Cyborg or Fishmonster
10	Perfection itself

SOCIAL

The Social ability determines a character's interpersonal and interactive skills – how well they communicate with others, and how easily they can sway ideas and emotions. Social includes many different aspects of a person, such as their charisma, empathy, cunning, and appearance.

TECHNICAL

The Technical ability concerns mechanical, electronic, creative, and practical skills – how well they can build, manipulate, and control objects and technology. It is used to operate complex machines, craft astonishing items, and hack into computer systems. It is a summary of all the technical and practical abilities a character possesses.

ACTION

The Action ability focuses on a character's physical and martial aptitude – their ability to fight foes, escape danger, and perform athletic feats. It includes many different aspects of a person, including their courage, awareness, strength, grace, and pain threshold.

REASON

The Reason ability determines a character's to think, understand, perceive, and learn – how well they can retain and utilize information that they come across. It represents many different things in a character, from their raw calculation ability to their sensory awareness and how good their memory is.

SPECIALTIES

Specialties are particular uses of an ability that an individual is especially familiar with. This is a specific action performed with the ability, or narrow category of capability – the more specific, the better. When you perform an action that relates to a specialty you

possess, then you add the value of that specialty to the positive total along with your ability score.

Specialties are rated from 1 to 5 points – the full five indicates that you are one of the most proficient individuals on the planet with this particular aspect of the character.

A specialty can be anything you like, but the GM should watch specialty selection carefully. Only those which are narrow enough (but not so specific as to be useless) should be allowed. Good examples for each ability might include:

Social: Lying, Con Games, Interrogation, Bribery, Secret Signals, Charm, or Intimidation.

Technical: Explosive Devices, Bugs, Motor Mechanics, Sketching, or Writing Reports.

Action: Pistols, Kicks, Judo, Sniping, Leaping, Escaping Bonds, or Scuba Diving.

Reason: Ciphers, Crime Scene Investigation, Word Games, Spotting Inconsistencies, Seeing Through Disguises, Mental Math, or Tactical Planning.

At character creation you have a number of points to spend on specialties for each ability equal to twice the total number of points in that ability (so if you have Action 3, you have 6 points with which to buy specialties).

TRIGGER

When an individual begins to descend into insanity, they are often provoked by some particular circumstance or event. This is referred to as their

“Trigger” and can be almost anything you like, as long as it is plausible for it to arise on SMAF 17. Phobias are a common choice, as fear is a good causal factor, but you might also choose triggers that revolve around anger, suppressed guilt, or misery.

EQUIPMENT

Equipment can sometimes be helpful, and can sometimes be necessary. Though all characters will undoubtedly pick up lots of equipment during play (and lose it as well), each character also starts with three pieces of Signature Equipment. These are items that the character uses most often, is most comfortable with, and finds themselves making most effort to replace when lost.

Put simply, a piece of Signature Equipment is almost indestructible. Despite having taken a mini-sub across the city, climbed through a leaking maintenance tunnel, fallen down a lift shaft, and then been shot at by bandits, some people will always have a pistol handy. That doesn't mean that they have an endless supply – rather that they can replenish their supply must more easily.

Mechanically, a character is always considered to have their Signature Equipment on them at all times, unless specifically stated otherwise. In addition, if that equipment is used up or lost, they can replace it during their next Respite without having to justify it even slightly. Mark your Signature Equipment on your character sheet with an asterisk to make sure you remember what it is.

THE RULES

In this section you will learn how to play SMAF 17, how to use the Consequence Check, and how to run combats and deal with the dangers of Claustrophobia.

BASIC RULES

At the heart of the **SMAF 17** is the Consequence Check, which is the main way in which outcomes are determined during play. A consequence roll doesn't determine whether an action succeeds or fails, but whether it has good or bad consequences.

A Consequence Check (or just a Check) is made by rolling a number of six-sided dice in two different colors. One of these colors is designated as "positive" and one as "negative" (blue and red dice are great for this purpose).

When you need to work out the consequences of an action, you should roll a number of positive and a number of negative dice. Total up the values of both kinds, and subtract the negative from the positive – if the end result is a positive number, then the consequences are good. If it's a negative number, they are bad. If it's zero, they are mixed or neutral.

To ensure things are in your favor, you can add various values to your positive total – numbers derived from your Abilities, Specialties, and Equipment. Sometimes, however, the GM will add numbers to your negative total to represent environmental difficulties, poor circumstance, or heavy opposition.

DIFFICULTY AND RISK

There are two factors that influence how many dice of each type you should roll – how difficult the task is (how uneven the odds) and how risky it is (how much the outcome can vary, and how random the result is). Difficulty alters the ratio of positive to negative dice, whilst Risk alters how many dice in total there are.

The GM will usually determine how Difficult and Risky a check is by analyzing the circumstance and nature of the action being performed. In general, actions which are harder or easier than the "normal" action of its type (picking a more sophisticated lock than most, shooting a particularly large target, etc) have modified Difficulties. Actions where the outcome is more confused or uncertain than most, either due to circumstance (heavy rain, wildly pitching ship, or blinded darts player) or nature (a spin at a roulette wheel) have increased Risk.

Risk should always be determined first, as this determines the base number of positive and negative dice used. Sample Risks are shown below, but put simply – the riskier something is, the more dice are rolled.

RISK RATING	DICE	DESCRIPTION
Predictable	1	Something which relies almost entirely upon the skill of the individual
Variable	2	Something that is mostly determined by skill, but has an element of chance to it
Uncertain	3	Something that relies equally on skill and luck
Confused	4	Something mostly out of the control of individual, but which can still be influenced
Random	5	Something which relies almost entirely upon random chance

Once the GM has determined the Risk involved and check, they should then determine the difficulty. Sample difficulties are presented in the following table:

DIFFICULTY	DICE	EXAMPLE
Trivial	+2 P, -1 N	Kicking down a door and surprising a group of thugs
Very Easy	+1 P, -1 N	Circumventing a low-security alarm system
Easy	+1 P	Fooling a prison guard
Standard	No Change	Jumping from a lift roof to a monorail train
Hard	+1 N	Conning a conman
Very Hard	+1 N, -1 P	Taking out a roomful of soldiers with a handgun
Overwhelming	+2 N, -1 P	Hacking the SMAF Mainframe
Impossible	+2 N, -2 P	Killing a highly trained member of the Black Skulls using only a paperclip

Difficulty is always assigned by increasing then decreasing – first add a die, then subtract a die of the opposing type, and then add a die again. This ensures that dice pool variations build slowly. Neither die type can have fewer than a single die in the pool, and difficulties should never increase the pool for a die type to more than 5. If increasing or decreasing for the purposes of difficulty would result in pools of less than 1 or more than 5, instead alter the other die type (decreasing or increasing that as appropriate).

Alan is trying to hack a terminal. The Risk is 2 (come of it depends on blind luck), but the odds are against him. If it were a Hard check, he would roll 3 negative dice and 2 positive dice. If it were a Very Hard check, he would roll 3 negative dice and 1 positive die. If it were an Overwhelming check he would roll 4 negative

dice and 1 positive die. If it were an Impossible check, he would roll 5 negative dice and 1 positive die – as the positive pool cannot be reduced below 1.

RESULTS AND CONSEQUENCES

As already stated, a positive result leads to positive consequences, a negative one to negative consequences, and a result of zero to mixed or neutral consequences. But not all results are equal, and some are better (or worse) than others.

If a result is higher than 10, then it is an *Exceptional* result. The positive consequences should be excessive, contribute to achieving the group's goals, or point them towards a place of Respite. In combat, it allows a character to inflict a second Physical Consequence on Special characters.

If a result of lower than 10, then it is a *Catastrophic* result. Something goes horribly wrong, and could well lead to danger, discomfort, or disaster. In combat, the attack suffers a second Physical Consequence (or is killed/knocked-out for Extras).

EQUIPMENT AND BONUSES

If the number of dice represents both the risk and difficulty of a check, then why are the positive and negative totals of a roll every modified? The answer is that, whilst the alterations of the number of dice rolled represent outside pressures and difficulties, they do not represent additional internal challenges.

Thus, when some internal factor makes a task harder or easier (such as being on particular drugs, being exhausted, and so on) then the GM may grant up to three points to either the positive or negative total on the dice.

In addition, Equipment is represented through such modifiers. In general, a piece of Equipment is treated a little like a limited Specialty – it grants a bonus (of up to 3 points for the very best of items) to a specific task or action. Equipment that doesn't grant bonuses might well grant points to the negative total if it is absent (i.e. trying to pick a lock with no tools).

CLAUSTROPHOBIA

The end of the world has already come and gone, and the surface is completely irradiated. The only chance of survival, then, is to continue to live down in the SMAF bases and any other aquatic facilities that still exist. But they are few and far between, and they may not last much longer – and finding food and water on them is even more difficult.

All of this contributes to a sort of mental anguish that the inhabitants of SMAF 17 call "Claustrophobia" – the feeling that the walls are pressing in on you and that it's only a matter of time before you die. Claustrophobia comes with a number of unpleasant

downsides, but also drives people to do incredible things.

EFFECTS OF CLAUSTROPHOBIA

Your Claustrophobia is measure by your Claustrophobia Track – a scale of how scared, unhappy, and desperate you are. How long your track is depends on how well-rounded and able to deal with a variety of situations you are. You have a number of points on your track equal to the value of the *lowest* of your abilities. On your character sheet shade out of the highest boxes until only the right number remain in each column. You should be left with five columns of boxes, each with a number of empty boxes equal to their lowest ability score. As you gain Claustrophobia you will check of the boxes from bottom to the top and from left to right. Thus, the first box you check will be the left-most bottom box (the first one in the "Calm" category).

All characters begin play with their claustrophobia track at zero – completely relaxed, calm, determined, and ready for anything. As play progresses various traumas, stresses, and difficulties will cause your Claustrophobia to rise, and resolving issues and having time to relax will lower it.

STATES OF CLAUSTROPHOBIA

There are five states of Claustrophobia, with each one being more intense and dangerous than the last. A character is considered to be in a state when at least one box in a category is checked. The exception to this is Calm – if there are no checked boxes on the sheet, then the character is considered to be Calm. These states are as follows:

CALM

When a character is relaxed, and the Claustrophobia has either not really set in or is thoroughly under control, they are *Calm*. In this state the character suffers no penalties of any kind, and gets a flat +2 bonus to any test requiring concentration, extended focus, or calm and tranquility.

NERVOUS

Jittery and unhappy, a character who becomes nervous is less able to concentrate and make rational decisions, but is also less likely to be surprised (due to increasing paranoia) and is able to act faster than others.

Characters in this state suffer a -2 penalty to all tests requiring concentration, focus, or calm. However, they do gain a +1 bonus to all tests that require quick reactions, awareness of threats, or extreme paranoia.

DESPERATE

When Claustrophobia truly begins to kick in, a character becomes Desperate. Whilst desperate a character is crippled by their panic, fear, and depression, but can be driven to astonishing acts when they need to escape or prevail.

Characters in this state suffer a -2 penalty to all tests that *don't* rely upon quick reactions, awareness of threats, or extreme paranoia. They suffer an addition -3 penalty (for a total of -5) to tests requiring calm and focus. They do however, gain a +3 bonus to tests that require quick reactions and awareness.

UNSTABLE

Characters that descend into being Unstable swiftly become a danger to themselves and others. Going through fear and coming out the other side made them more capable in some ways, but far less predictable and far more dangerous.

A character who is Unstable no longer suffers penalty to tests, but equally no longer gains bonuses either. They are beyond caring now, and so aren't nearly as jumpy. However, they now suffer from the effects of their Trigger.

Whenever their Trigger comes into effect, they fall into a period of intense madness. They no longer behave rationally, and are often delusional. The player retains control of their character (though is strongly encourage to roleplay the insanity to the best of their abilities), but all results on all tests, even if a positive result is reach, have bad consequences. They may *also* have good consequences, but nothing goes smoothly anymore – the character simply won't let it. This period lasts until either they become Traumatized, or until they lose at least one point of Claustrophobia.

TRAUMATIZED

A character who is Traumatized is standing at the edge of an abyss. One more push and there's a mighty long fall waiting for them. They become almost completely irrational, and delusions and hallucinations are increasingly prevalent.

Characters are now permanently considered to be in a state of intense madness. They always receive bad consequences, and in addition these bad consequences should be related to their increase dissociation from the real world. They should make leaps of intuition that are catastrophically wrong, believe things that are patently untrue, or come to conclusions that don't follow the information presented.

Characters in this state don't tend to last long, injuring themselves or simply becoming increasingly insane due to their inability to fulfill their needs. Only a patient and helpful group of allies can really pull someone back from the abyss at this stage.

When a character fills all of their available check boxes and then gains more Claustrophobia, they suffer a complete breakdown. They are removed from play and become an NPC under the GM's control – they are now permanently insane, and likely to be a threat to their former allies.

EXHAUSTION

Being on edge all the time is incredibly exhausting, and wears out an individual very quickly. Whenever you begin a session check to see what state your character is in.

If they are Desperate, Unstable, or Traumatized then they immediately suffer a Physical Consequence to represent their fatigue and exhaustion. This consequence should be suitable – check with your GM if you're not sure. Mark this consequence with an asterisk to show that it is from a special source from than from anything else.

If the character is Nervous then only take a physical consequence if this is the second consecutive session that they have been nervous in.

These consequences stay with the character until they are Calm again. However, you can remove one if you drop to a calmer state than the one you are currently in (so dropping from Unstable to Desperate would allow you to remove a consequence).

GAINING CLAUSTROPHOBIA

Generally a character gains Claustrophobia when bad things happen to them. Unfortunately, as the world has ended, bad things are increasingly common. The most frequents ways of gaining Claustrophobia are deprivation, torment, and despair.

GOING WITHOUT SUPPLIES

Being deprived of the things that an individual needs to survive can be physically devastating in the long run, but also mentally scarring day to day. A character who goes without much food or water might suffer Physical Consequences after some time if the GM rules it, and having no food or water at all can be even more devastating, but not having much can be truly dreadful for the psyche.

Each character is considered to have three major needs which can be supplied: Food, Water, and Shelter. A character can do without much of these, or without them at all, and not suffer physically for some time, but mentally they will be traumatized by it.

Each session a character has to perform one action that grants them food, one that grants them water, and one that grants them shelter. Without performing such actions it is assumed that they can just about survive, but in conditions of abject misery. For each action they do not perform in a session (and these actions can be group actions or, if the GM is amenable and thinks it reasonable, done on behalf of

the group by an individual or two) then they gain 1 point of Claustrophobia at the end of the session.

WITNESSING HORRIBLE THINGS

Some things are truly appalling, and have an unfortunately effect on the mental health of those who witness (or perpetrate) them. Whenever a character witnesses something that the group as a whole agrees is truly awful (dismembered corpses, compartments flooded with blood, a collection of rotted eyeballs, etc) then they gain one point of Claustrophobia. If they perpetrated this act of horror, then they instead gain 2.

LOSING HOPE

Despair kills men a quickly as thirst in some cases. When you character makes a test using a Specialty (i.e. when they would have a reasonable assumption of succeeding) and fail *catastrophically* (final result of -15 or less) then they gain a point of Claustrophobia.

STRESSFUL ACTIVITIES

Characters sometimes find themselves drawing in and becoming more and more unhinged because they are forced into stressful circumstances. If the GM rules that an activity has been particularly stressful, then they are free to award a point of Claustrophobia to any character that participated.

In addition, acting in combat is very stressful. You can find more on this later in the chapter.

LOSING CLAUSTROPHOBIA

It is possible to mentally recover, even in this time of stress and danger. Losing points of Claustrophobia involves doing things to make your life better, and to be happier. The most common examples include finding sanctuary for a while, getting things done, and indulging in pharmacological comforts.

FINDING RESPITE

Sometimes a group might find Respite – a place of safety and sanctuary where their needs are met for some time. Respite is different from just fulfilling needs, as it is a more long-term solution. Characters who are in a situation where they can guarantee all of their needs for at least a week are considered to have found Respite.

During Respite (a sort of “downtime”) characters reduce their Claustrophobia by one point per week their Respite lasts – which cannot be forever. After all, there are lots of people looking to take it for themselves.

ACHIEVING GOALS

When a group completes a goal, then they are comforted by their success, and lose Claustrophobia.

The GM should hand out this kind of award when they think it is appropriate – when the group had completed sections of a story, or the story itself. These awards should only ever be worth one Claustrophobia point, and you should never give out more than one award per session (and that’s a lot!).

BEING VICTORIOUS

Emerging victorious from a combat situation can make characters feel more in control, and elated. You can find more information on this later in this section.

DRUGS, ALCOHOL, AND OTHER AIDS

Humanity has built lasting relationships with drugs of all kinds, particularly alcohol, and many find solace in their heady grasp. When a character drinks enough booze or takes enough drugs for them to be completely out of it (not just tipsy, but really drunk or stoned) then they lose a point of Claustrophobia. Of course, such behavior might cause more trouble than it is worth – and you have to find the drugs in the first place.

COMBAT AND DANGER

Sometimes, regardless of what they try to do to avoid it, characters will end up in dangerous situations. When this happens they risk serious difficulties, and potentially injury and death.

Combat is a situation in which characters are on the line, and the consequences of your actions become increasingly important. As such, instead of just progressing as normal, time is broken down into little segments called rounds in which one participant will act.

ROUNDS AND BIDDING

Because the consequence mechanic relies upon the idea that you always succeed on your attempt (you just may or may not suffer bad consequences because of it), combat cannot progress with every individual getting a turn in order, as this would be carnage.

Instead, the beginning of each round initiates what is called an “Initiative Auction”, where each participant bids for their turn to act. Bids are made using Stress Points – some which you will get for free, and some which you will need to “cash” as Claustrophobia points.

STRESS POINTS

Each character under play control starts a combat with a number of “free” Stress Points from which they can draw. The number they have is determined by two factors: their Action ability, and their current State. They receive one point per point of their Action ability, and then a number of addition points as per the following table:

CURRENT STATE	BONUS STRESS POINTS
Calm	+0
Nervous	+1
Desperate	+2
Unstable	+0
Traumatized	+0

This is your initial Stress Point pool, and it is from this that you will bid for actions during combat.

You can add to your Stress Point pool by voluntarily taking Claustrophobia Points. Each CP you choose to gain grants you 1 SP to use in this combat. At the end of a combat, if you have any SP left they are lost.

NPC STRESS POOLS

Rather than each individual NPC having a Stress Pool of their own, the GM instead has a larger pool that he can use to grant NPCs actions by spending. At the beginning of each combat a GM gets 5 points + 2 per NPC antagonist present. If there is a special character present (more on this below) then you get an addition 1 point.

THE INITIATIVE AUCTION

Once everyone has their Stress Point Pools, then combat can begin. Starting with the individual who initiated combat (or with the GM if it was a mutual thing), each player can choose whether to bid Stress Points for an action. You can bid as many points as you like each round, but you must have the Stress Points to back the bid up. Players can choose not to bid at all, or to stop bidding at any time.

When one bid wins out (no one else wishes to top the bid), then everyone who lost out has their Stress Points returned – you lose nothing for bidding in an Initiative Action and not winning. The individual who has won places their points in a central pool, and then takes an action.

ACTIONS AND ACTORS

Actions in combat must be extremely simple and quick – taking no more than four or five seconds. If you choose to try and harm another participant, that is fine, and is rolled as normal. You can even try and harm multiple participants at once, though doing so should carry excessive Risk and Difficulty ratings.

What happens when you attack a target depends on how well the roll goes, and what kind of target they are.

SPECIALS AND EXTRAS

In any combat situation all participants are considered to either be *Special* (like the characters controlled by the players) or *Extras* (mooks, thugs, and supporting characters). These different types of participant act in

exactly the same way except when it comes to attacking them and inflicting damage.

When a character attacks an Extra, then the Extra is either knocked-out or killed (the attacker's choice). Regardless of the result of the test, this is the outcome.

Whenever a character attacks a Special character, victory is nowhere near as assured. Instead, the attacker inflicts a Physical Consequence – a wound or injury that will hamper the target. If the Special character suffers enough of these, then they will either fall unconscious or die. For more information on this, see the section on Physical Consequences below.

TEST RESULTS

If a character attacks a target and gets a positive result then they either inflict a Physical Consequence (if the target is Special) or either knocks-out or kills them (if they are an Extra). The Attacker suffers no negative consequences, and if the result is *really* good might even get a few benefits – inflicting an additional Physical Consequence, or making attacks against them harder in the future.

If the result is negative, however, then things don't go as well. The attack occurs as normal, but the attacker also suffers a Physical Consequence (or dies or is knocked-out as appropriate). Very bad results might even lead to more than one – so you get it worse than the person you hit!

PHYSICAL CONSEQUENCES

Combat is dangerous because you might get hurt – that's the simple version, anyway. In SMAF 17 this comes in the form of Physical Consequences – injuries, wounds, or inconveniences that harm a character's ability to function.

When a Physical Consequence is inflicted, the GM should determine what that consequence should be, though the player is free to influence their decision with convincing argument. Mostly it should be obvious – a character shot in the leg will receive a leg wound, whilst one hit round the head with a stick might be dazed.

THE EFFECTS OF PHYSICAL CONSEQUENCES

Whenever a character performs an action that a Physical Consequence would impact on their negative total on the roll is increased by 1 point per applicable injury.

If the injury is absolutely vital to the action, then the GM is free to increase this obstacle – granting 2, or even 3, points to the negative total.

HEALING INJURIES

Physical Consequences are lasting injuries which will hamper a character for some time. You can only heal

Physical Consequences during Respite – you can remove one from your sheet per week of Respite enjoyed.

SPECIAL CHARACTERS AND DEATH

Special Characters would seem, therefore, to be endless and immortal – taking penalties from wounds, but never giving into them. However, there is real limit on the amount of punishment the human body can take.

At most, a character can deal with a number of Physical Consequences at any one time equal to their Action score. Once the number they possess equals this score, then they are in great danger.

If an individual attacks a character who is in this condition, they can choose, instead of applying a Physical Consequence as normal, to knock them unconscious or to kill them, as they wish. It is important to note that this can only happen if the character in question is attacked – if they attack, but get a negative consequence, they just gain more Physical Consequences as normal.

CONCLUDING COMBAT

Combat finishes either when one side surrenders, flees, or is destroyed, or if both sides agree to peace. When combat is concluded, characters may well recover themselves somewhat, depending on the outcome of the combat.

If the players' characters won the day, then they can shed some of their accumulated Claustrophobia. For each target they vanquished, they lose a point of Claustrophobia. Special characters are worth an addition point.

All characters who participated in the combat, no matter how they did or what shape they're in afterwards, receive this benefit.

PROGRESSION

People grow and develop over time, and characters do as well. At the end of each session the GM should award each character a number of Experience Points (or XP) which can then be spent improving the character.

The GM should award points on the following basis:

ACHIEVEMENT	XP REWARD
Participated – the character was involved in the session	1
Roleplay – the character was particularly authentically and enjoyably portrayed	1-3
Excitement – the character created considerable exciting and interest for the group during the session	1
Heroism – the character put themselves in danger for the good of the group or to save others	1
Success – the character finished a story or achieve a major goal	1-3

Character can spend experience whenever they are in Respite (but not at other times). The cost of purchasing new items is as follows:

PURCHASE	XP COST
Increase Ability	3 x New Value
Increase Specialty	2 x New Value
New Specialty	5
New Signature Equipment	20

LIFE ON SMAF 17

It's been five years since the world ended, and SMAF 17 is still here. But only just. But what exactly is it like to live on SMAF 17 in the year 1967?

THE FACILITY

Built in 1954 as one of 23 underwater living environments, the city (once called Nortonville) was originally intended to hold tens of thousands of rich and prosperous citizens of the West Coast intent on finding something unique to do with their lives. However, within three years it was almost completely abandoned (as were all of the facilities). It turned out that people weren't interested in a living in places so isolated, dangerous, and damp.

The US government, desperate to make back some of their capital, decided to convert the complexes into SMAFs – Sub-Marine Adjustment Facilities. Intended to be a place to rehabilitate political outsiders, freaks, mutants, and crazies away from the general public, they became sort of strange open prisons. When the world ended... well, things broke down. And it's been five years since the last supply shipment arrived, and things are beginning to really fall apart.

In total, the facility is probably about half the size of Manhattan, but instead of being laid out flat is spread across dozens of areas, some domed and some enclosed, joined by failing monorail lines and dangerous bathysphere elevators. For the truly brave, the distances between the areas can even be travelled by mini-sub, of which there is a dwindling supply on SMAF 17.

THE PRISON LEVELS

When Nortonville was converted into SMAF 17 the old Commercial district was turned into a vast open prison, where the inmates could live amongst the shells of old shops, restaurants, and bars. Now it is mostly inhabited by gangs who constantly fight over their old turf, rejecting the liberating ideals of "free love" that had them sent there in the first place.

There are three prison levels in all, spread through SMAF 17, each one adjacent to a residential level (originally for easy access for shoppers, and then for prison guards). They are by far and away the most damaged and least hospitable places in the entire complex, but they are home to many - familiarity has given many individuals reason to stay.

The Bayside Centre is the most populated of all of the prison levels, and was once the location of an enormous mall. The food court is still a frequent battleground.

Hawking Walk is a more luxurious and traditionally laid-out shopping environment, and almost entirely

controlled by the Council, one of the most vicious gangs in all of SMAF 17.

The final Prison level was once known as Plaza Central, but is now simply referred to as the Warrens. A network of alleys and corridors, it was envisioned as a grand marketplace reminiscent of those in the largest American cities. However now it is a terrifying labyrinth inhabited by only the most desperate and dangerous of individuals. The Gangs have little turf here, as even they see the residents as too crazy to do business with.

THE RESIDENTIAL LEVELS

Designed originally as housing for the residents of Nortonville, and then repurposed as staff housing and facilities for the prison guards and wardens. American suburbs (complete with white picket fences) transported to a leaking monstrosity of steel and glass, the Residential Levels are some of the most unsettling.

There are six residential levels though only about half that number have kept anything like their original forms. The rest were totally altered to suit the needs of prison staff better when Nortonville was converted to SMAF 17 – these are the three levels adjacent to the Prison Levels. All of these have been completely refurbished and reused, supplied with expansive dormitories, ward rooms, and extensive security systems. These are home to the Old Ward and the Remnant, who fight a cold war over resources and territory.

The other three levels are now a strange wasteland. Situated near the now almost completely abandoned leisure levels, these three were never converted for prison use. But it's been more than a decade since they were built, and most were never used. Now these carefully laid out suburbs under great glass domes frosted with seaweed and scum are rotting husks of their former selves. Sections are claimed by the gangs, but for the most part they are home to roving dangers – insane inmates, conclaves of zealot ex-military personnel, or even terrible radioactive mutants (if the rumors can be believed).

THE LEISURE LEVELS

At the very stop of SMAF 17, nearest the surface so a faint glimmer of natural light can penetrate down to it through the ocean waves, lie the leisure levels. Once envisioned as open airy spaces for residents to relax in and enjoy an approximation of a natural environment. Unfortunately being nearest the surface they took the biggest hit of radiation of any part of SMAF 17. Now instead of neat gardens and playing fields, the leisure

levels are home to a ravaging mutated jungle of strange new plants and animals. From dilapidated swimming pools that having formed odd stinking lagoons, to open plains where the mutated remnants of dogs and cats screech and fight, this is a terrible place.

Almost all of the residents of SMAF 17 leave the Leisure Levels (or “New Hell” as they are affectionately known) well alone. It’s rumored that alongside the weird vegetation strange mutants, once human and now something else, live in these areas. However, there are also rumors of storage lockers and caches of supplies, ready to be claimed by any brave enough to push through the wilderness to find them.

THE INDUSTRIAL LEVELS

Built into the rock of the sea floor itself, the industrial levels are where all the machinery and technology which keep SMAF 17 functioning resides. It is within these cramped dark corridors and low chambers that the vast majority of the residents now find refuge. The gangs fight it out over dwindling supplies, and the Old Ward and the Remnant desperately try to keep the machinery running.

Along with the devices which supply clean air to the city, you can also find saline filters (for the production of clean water) and kelp-farming equipment, where much of the remaining food is created in the form of a rich slurry. These machines are maintained by a small number of technicians and engineers, whose neutrality is ensured by everyone that lives in the city – who else could keep it all working?

There are four industrial levels, stacked on top of each other, and all are cramped and dark. However, the topmost layers are probably the least oppressive, as the lower you go the nearer you get the fearsome geothermic vent that powers the entire facility.

THE RESIDENTS

The survivors living in SMAF 17 are strange mix of people, but the majority are drawn from the remains of either the prison inmates or staff set to guard them. There are others living down there, however, and they all have unique quirks of their own.

THE OLD WARD

The last gasp of the old establishment, the Old Ward are former guards, administrators, and support staff that once kept SMAF safe and imposed order on the inmates. With the collapse of surface civilization, however, they lost many of the advantages they had

previous possessed, and so were reduced to yet another squabbling group trying to get by.

Still run by Keeton, the former Prison Warden who had a fearsome reputation before the apocalypse, they are a tightly-knit group who see themselves as the last bastion of sanity in an otherwise mad world. They also have the majority of the firearms in the city, and so they manage to have a serious stake despite not having the numbers to match the gangs.

Despite their supposedly legitimacy, they have lost their grip over much of the complex, and a number of former divisions (the technicians and maintenance operatives foremost amongst them) have chose not swear off their affiliation and become neutral entities. This is rumored to have made Keeton... furious.

THE GANGS

Considering its origin as a pseudo-prison, it’s hardly surprising that many of the inhabitants of SMAF 17 are criminals. There are dozens of gangs in SMAF, but only a handful have any real sway – the four major gangs vying for control of territory in SMAF 17 are some of the most potent power players in the complex.

THE MOB

Only handful of Italian-American gangsters were sent to the SMAFs (most being clear-cut criminals were instead imprisoned on land) but a handful were sent for “adjustment” because of their stance of drug freedom (which was a profitable line for the mafia in the later 50s). Those few members swiftly gained more as their training and understanding in organized crime gave them a solid advantage.

Today the Mob, as it is universally known, has little to do with the traditional Mafia. Many of its members are not Italian in origin, but the strict hierarchical nature of its organization means it can compete directly with the Old Ward.

SCREAMING JEANIES

Made up of bikers and other such “scum”, the Screaming Jeanies are a gang of rock and rollers who caught the wrong side of the law. Whilst they put on a good show, they have a reputation for being soft, and this is mostly true – they are certainly more accepting than most of the other gangs. As such, they have attracted a truly vast membership, and are probably the largest group in SMAF 17.

HOSHER NOSTRA

Having its origins in Jewish gangsters who fought against prohibition and then were sidelined during the

cold war (anti-Semitism, it turned out, wasn't just for the Nazis), the Kosher Nostra is a tightly-run and vicious gang that does things as efficiently as possible. Run with a "Horizontal" structure as opposed to the Mob's top-down approach, it is much more flexible group – though this does sometimes lead to it fighting itself more than anyone else.

THE COUNCIL

The Civil Rights Movement was one of the hardest hit when the government began the crackdown which led to the creation of SMAFs, and so a large percentage of the inmates were African-American. Many of these former peaceful protesters have turned vicious, and the idea of "Black Power" is a potent one in the Industrial Levels. Comprising many of the black individuals in SMAF, it is a powerful group whose zealotry rivals that of the Remnant.

THE REMNANT

When the nuclear warning alarms went off, most politicians and other VIPs made their way to the fallout shelters on land, but a handful decided that they would be better off underwater. Those few, a handful of mid-ranking military officers (who weren't important enough to merit a seat in the bunkers) and a number of local politicians (who no one cared about), made SMAF 17 their home when the end came.

Though they were few in number, through brought with them a number of soldiers and other trained personnel, and some serious military hardware. With this they have managed to make a place for themselves in SMAF 17, and even attracted a number of individuals who want to stay loyal to the "true" government of the United States (as they now claim to be).

THE REST

Not everyone belongs to one of the organizations that can be found in the facility. There are hundreds, if not thousands, of individuals living on the edge all across the city, struggling to survive on their own or in small groups. In addition, there are a number of neutral factions, including the engineers of the Industrial Levels, who are some of the most powerful people alive, and the Hippies, who live in commune-like groups in the most isolate levels trying to practice their now dead philosophies still.

THE SMAF LIFE

The vast majority of those who survived humanity's downfall live in abject poverty and misery. Even those who were previously prisoners were used to greater luxuries than they now receive. Of course, a handful

of people still manage to lead a life of luxury, pillaging the remaining stores to make their own existences a little more pleasurable.

FOOD AND WATER

Food and water are extremely scarce, but not completely impossible to get hold of. Some of the plumbing still works in the city, and so fresh water can still be procured in certain buildings, or drawn from one of the few still-working public fountains. For those not lucky enough to be near such locations, fresh water must be bartered from others, or stolen, and all originally comes from the great Saline Filters down in the industrial levels.

Food is also a challenge, but something of a lesser one. The industrial levels produce enough seaweed slurry to feed everyone onboard – in theory. Unfortunately, much of this is claimed by the largest organizations, and then sold on at exorbitant prices. Others farm their food in the less radiated regions of the leisure levels, or have small plots in the residential areas. Finally, there are still many stores of dried and stored food ready to be found – though where, no one is quite sure.

SHELTER AND SAFETY

Finding shelter is something else that is theoretically easy. Though damp, most SMAF 17 is still habitable, but unfortunately dangerous folk roam much of it, making it very unsafe for anyone else. The best bet is to join one of the groups, as they protect their own, but they do expect you to pay for your safety. Often this means perpetrating violence against others, and for some that's not something they're willing to do. For the rest, a building or compartment which can be closed off and locked is the best bet. That, and post a watch so no one creeps up on you in your sleep. Watch out!

THE WORLD BEYOND

Sadly the rest of the world is dead and gone – irradiated to hell and back, and will be for decades yet. Though the idea of getting a mini-sub and making a break for other places sounds nice, in practice that would be suicide. Even the surface of the ocean is too strongly radioactive, and so even popping your head above the waves is generally a death sentence. Most people on SMAF 17 agree – there's nowhere to go, and a long wait before they can get out. That's just how the world is now.

Good luck!

SMAF 17 CHARACTER RECORD

NAME

TRIGGER

EXPERIENCE

CLAUSTROPHOBIA

CALM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NERVOUS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DESPERATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
UNSTABLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TRAUMATIZED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SOCIAL

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

TECHNICAL

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

PHYSICAL CONSEQUENCES

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

ACTION

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

REASON

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

EQUIPMENT

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

NOTES

<input type="text"/>
