

-- Project Coma --

Blend in - Find your briefing - Act from cover - Forget everything

Pressure

Status:

Agent Name

Specialization

Player Name

Active
 Stress

Retired
 Medical

MIA
 Dead

Stats:

1) Allocate these values to your five stats: 2 / 1 / 0 / -1

Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

- +1 to a stat (max +3), gain insight
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- +1 to a stat (max +3), gain insight
- Choose a special procedure
- Choose a special procedure
- Choose a special procedure
- Retire after your next ejection

Impression:

2) Describe your agent by circling one in each line:

Suit / Sharp / Uniform / Pyjamas
Man / Woman / Other / Indistinct
Severe / Athletic / Shabby / Odd
Hurried / Charming / Forgettable

Field Assets:

3) Record where you first awoke as a field asset:

Plaza Cafe / Warehouse 21 /
The Office / Dockside Cottage /
Maarten Station / Renata's Party

Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- Killer—When you do harm, it's one category more severe.
- Impulsive—whenever you **escalate a situation**, mark *flow*.
- Dead inside—When you **make eye contact**, it counts as leverage for intimidation.
- Artist—When you're **attacked with a melee weapon**, spend *flow* and it's yours for the fight.
- Assassin—Spend *flow* to join a fellow agent's scene by attacking someone. If you kill them neatly, it doesn't even cause static.
- Night school—choose a special procedure from another playbook.

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Access

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 Medical

MIA
 Dead

Stats:

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Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

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- +1 to a stat (max +3), gain insight
- Choose a special procedure
- Choose a special procedure
- Choose a special procedure
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Field Assets:

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Plaza Cafe / Warehouse 21 /
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Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- Dissembler—when you lie or bluff to influence someone, mark *flow*.
- Cipher—Unless you escalate the situation, your attempts at persuasion can't be remembered.
- Deep cover—Appear in a scene by **emerging from deep cover**. Roll +Poise. On a 10+, you're free of entanglements.
- Through here!—When you **identify an escape route**, spend *flow* and fellow agents who use it before you get away safely.
- Doppelganger—Spend *flow* to **assume the appearance and identity** of anyone who belongs in the current scene.
- Bilocation—Spend *flow* to **enter a scene you're already in**. For the time being, there seem to be two of you.
- Echo—Spend *flow* to use the special procedure of any agent currently MIA or dead.
- Adaptive—choose a special procedure from another play-book.

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Control

Status:

Agent Name

Specialization

Player Name

Active
 Stress

Retired
 Medical

MIA
 Dead

Stats:

1) Allocate these values to your five stats: 2 / 1 / 0 / -1

Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- Choose a special procedure
- Choose a special procedure
- Choose a special procedure
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Field Assets:

3) Record where you first awoke as a field asset:

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The Office / Dockside Cottage /
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Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- In charge—when an **agent follows your direct order**, they take +1 forward.
- Tight jaw—when an agent following your orders gets hurt, mark *flow*.
- Uncanny foresight—when you **petition for logistical support**, make an additional choice from the list.
- Handler—When you **blend in and observe a potential asset**, the GM will tell what counts as leverage to turn them.
- Target of opportunity—when a **operation ends and you have the next in mind**, roll +Clout. On a hit, the briefing is up to you.
- On my command—spend *flow* to insert a agent under your command directly into a scene.
- Backup team—spend *flow* 1 for 1 to declare NPC support agents already in place to support your team.
- Veteran—choose a special procedure from another play-book. This reflects your former specialization.

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Collation

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Specialization

Player Name

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 Stress

Retired
 Medical

MIA
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Stats:

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Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- Choose a special procedure
- Choose a special procedure
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Field Assets:

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The Office / Dockside Cottage /
Maarten Station / Renata's Party

Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- Prepared—when you petition for a gadget or weapon, roll with +Craft instead of Clout.
- Forensic Analyst—when you **examine a scene**, roll +Poise. On a hit, ask a question; on a 10+, ask two: What happened here? / What is hidden? / Who does this point to? The GM will tell you.
- Follow the money—when you **blend in and observe an operation**, the GM will tell you what the real transaction is, if you ask.
- Breaking point—when you **escalate a situation**, take +1 ongoing during the scene.
- Lucky guess—when you wonder aloud, spend *flow* and the GM will tell you if you're right. If you're wrong, take +1 forward.
- Flexible—choose a special procedure from another play-book.

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Humint

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Specialization

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Active
 Stress

Retired
 Medical

MIA
 Dead

Stats:

1) Allocate these values to your five stats: 2 / 1 / 0 / -1

Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

- +1 to a stat (max +3), gain insight
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Field Assets:

3) Record where you first awoke as a field asset:

Plaza Cafe / Warehouse 21 /
The Office / Dockside Cottage /
Maarten Station / Renata's Party

Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- Prepared—when you petition for a gadget or weapon, roll with +Craft instead of Clout.
- Soft touch—When you share a low key or intimate moment with a potential asset, roll +Poise. TODO
- Literate—When you scan written materials, you can remember what they said.
- Deja Vu—spend *flow* to remember this moment and roll +Knack. On a hit, you know what happens next; take +1 forward. On a 10+, you had time to prepare; say what you did. On a miss, it's just uncannily familiar as it unfolds.
- Deja Vu—spend *flow* to remember this moment and roll +Knack. On a hit, you know what happens next; take +1 forward. On a 10+, you had time to prepare; say what you did. On a miss, it's just uncannily familiar as it unfolds.
- Observant—choose a special procedure from another play-book.

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Emergence

Status:

Agent Name

Specialization

Player Name

Active
 Stress

Retired
 Medical

MIA
 Dead

Stats:

1) Allocate these values to your five stats: 2 / 1 / 0 / -1

Drive - ()

Craft - ()

Poise - ()

Clout - ()

Flow:

Whenever you roll 10+, earn one *flow*.
When you **give your all**, spend one *flow* to reroll whatever you just rolled.

Earned - () Spent - ()

When *spent flow* reaches 7, erase all flow and choose an advance.

Advancements:

- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- +1 to a stat (max +3), gain insight
- Choose a special procedure
- Choose a special procedure
- Choose a special procedure
- Retire after your next ejection

Impression:

2) Describe your agent by circling one in each line:

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Field Assets:

3) Record where you first awoke as a field *asset*:

Plaza Cafe / Warehouse 21 /
The Office / Dockside Cottage /
Maarten Station / Renata's Party

Exposure:

Starts at zero. Whenever you're **made by an enemy**, increase exposure by 1.

Exposure - ()

Special Procedures:

4) Choose one from the list.

- Person from nowhere—Apparent history is never your actual history.
- Adapting—You earn *flow* whenever you miss, not on 10+.
- Microexpression analysis—When you **meet someone again**, ask if they're an injecting agent and the GM will tell you.
- Present—When you **communicate remotely**, you can elect not to be pulled into the scene at the other end.
- Brutal stare—When you **bring your will to bear against someone you can see**, roll +Drive. On a hit, choose one, on a 10+, choose two: they can't tell it's you / they take 1 harm / they faint (civilians) or force eject (agents).
- Pilot wave—When you spend *flow* while **willing yourself into a situation**, you enter an *effigy* of it.
- Backed up—Spend *flow* to unmark "Dead".

-- Basic Procedures --

Playing

Roleplay **until a rule's trigger applies**. All rolls are 2d6. 7+ is a *hit*, 6 or less is a *miss*.

Getting In

When **active duty agents begin an operation**, roll *-exposure* of the most exposed agent. On a hit (7+), choose two; on a 10+ choose three; on a miss, choose one: the team isn't scattered / your briefing is nearby / the team avoids immediate attention.

When you **calmly will yourself into a mundane situation**, roll +Craft. On a hit, briefly describe the place, the civilian(s) and any of your field asset(s) present. On a 10+, add a non-mundane detail or person of interest. The GM will add up to 3 static if it's weird.

Getting Out

When you **eject by awakening from the Coma**, you vanish without a trace.

When you **eject while under stress or observation**, add 1 static and roll +Poise. On a 7-9, choose one: you're made (add 1 to exposure) / you're MIA. On a miss, both.

When you're **abducted and hauled off** for interrogation or worse, mark MIA.

Operating

Whenever you **fail a roll**, add 1 *static* to the mission. Static starts at zero for each operation, as long as everyone has either ejected or gone MIA.

When you **blend into the scenery or with civilians** roll +Craft. On a hit, you avoid notice. On a 10+, you gain an unusual opportunity.

When your **plan or gadget is put to the test**, roll +Craft. On a hit, it works and choose one: it doesn't give you away / the timing is perfect. On a 10+, both apply.

When you **confront your history, the weird, or horrifying**, roll +Poise. On a hit, keep your cool and take +1 forward in dealing with it. On a 10+, you see it for what it is; the GM will answer a question: what controls it / what is it after / what's its weakness? On a miss, the GM will tell you how you're transfixed, exposed or swept away.

When you **send for information or logistical support**, roll +Clout. On a hit, the vehicle, weapon or gadget you need is available. Choose one: it's not far / it's available soon / it's in good shape. On a 10+ choose two.

When you **dodge or take cover from harm**, roll +Poise. On a 7-9, the effect is reduced by one level; on a 10+, by two.

Conflict

When you **escalate a situation** by one degree (normal / tense / violent / calamitous), add 1 static.

When you **escalate a situation involving your history**, add 3 static.

When you **exploit established social leverage** to get your way, roll +Drive. On a hit, they go for it. On a 10+, it all seems normal. On a miss, they call your bluff, call up the chain, or tell you where to go.

When you **fight for control of an object, a position, or the initiative**, roll +Drive. On a 7-9, choose one, on a 10+, choose two: you seize control / your weapon takes effect / you avoid your enemy's weapon / it's done very neatly.

Damaging Effects

When you **suffer a damaging effect**, mark the condition appropriate to the weapon. If that condition is already marked, mark the next one up.

When you **attack an unresisting target**, the weapon effect is two categories worse.

-- Faction Grid --

Coma Factions

Tier I

Tier II

Tier III

[Empty dashed box]

COMA Field Team 4

COMA Field Team 5
(PC Team)

[Empty dashed box]

Agency Directorate

[Empty dashed box]

[Empty dashed box]

[Empty dashed box]

[Empty dashed box]

Agency Factions