

# -- 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
- ☐ +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:

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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Specialization

Player Name

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☐ 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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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.

- ☒ 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

Agent Name

Specialization

Player Name

## Status:

☐ 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.

- ☒ 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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☐ 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:

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- ☐ 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.

- ☒ 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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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.

- ☒ 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 remem-  
ber what they said.
- ☐ Deja Vu—spend *flow* to remember this moment and roll  
+Knack. On a hit, you know what happens next; take +1 for-  
ward. 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 for-  
ward. 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:

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.

- ☒ 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


COMA Field Team 4

COMA Field Team 5  
(PC Team)

Tier II


Agency Directorate

Tier III


Agency Factions