-- Project Coma --

Pressure

_____ _____ _____
Agent Name   Specialization   Player Name

Status:

☐ Active   ☐ Retired   ☐ MIA
☐ Stress   ☐ Medical   ☐ 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.

☐ Night school—choose a special procedure from another playbook.

Advanced Procedures:

Available once you have marked three advances.

☐ Assassin—Spend *flow* to join a fellow agent's scene by attacking someone. If you kill them neatly, it doesn't cause *static*.

☐ Shadow—When **you're advancing on the enemy using cover**, you cannot be hit by gunfire.

-- Project Coma --

Access

_____   _____   _____
Agent Name   Specialization   Player Name

Status:

☐ Active   ☐ Retired   ☐ MIA
☐ Stress   ☐ Medical   ☐ 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.

■ 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—Join 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.

☐ Adaptive—choose a special procedure from another playbook.

Advanced Procedures:

Available once you have marked three advances.

☐ Doppleganger—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.

-- Project Coma --

Control

_____ _____ _____
Agent Name   Specialization   Player Name

Status:

☐ Active   ☐ Retired   ☐ MIA
☐ Stress   ☐ Medical   ☐ 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.

■ In charge—when an **agent follows your direct order**, they take +1 forward.

☐ Tight jaw—when an **agent gets hurt or abducted because of your orders**, mark *flow*.

☐ Uncanny foresight—when you **petition for logistical support**, make an additional choice from the list.

☐ Fully briefed—When **you inject**, one of your choices is for the briefing to describe the *counter-mission*.

☐ 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.

☐ Veteran—choose a special procedure from another playbook. This reflects your former specialization.

Advanced Procedures:

Available once you have marked three advances.

☐ On my command—spend *flow* to insert an agent under your command directly into an existing scene (whether you are present or not).

☐ Backup team—spend *flow* 1 for 1 to declare NPC support agents already in place to support your team.

-- Project Coma --

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

Collation

_____   _____   _____
Agent Name   Specialization   Player Name

Status:

☐ Active   ☐ Retired   ☐ MIA
☐ Stress   ☐ Medical   ☐ 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.

■ Prepared—When you **petition for a gadget or weapon**, roll with +Craft instead of Clout.

☐ "Just a sec"—When you **take a bit too long to search or examine carefully**, mark *flow* and add 1 *static*.

☐ Forensic Analyst—When you **glance over a mess**, roll +Poise. On a hit, ask a question; on a 10+, ask two: What happened here? / What's 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.

☐ Flexible—Choose a special procedure from another play-book.

Advanced Procedures:

Available once you have marked three advances.

☐ Lucky guess—When you wonder aloud, spend *flow* and the GM will tell you if you're right. If you're wrong, take +1 for-ward.

☐ Knack for hunches—When you **make an enemy operative**, spend *flow* and ask what their counter-mission is. The GM will tell you.

-- Project Coma --

Humint

_____   _____   _____
Agent Name   Specialization   Player Name

Status:

☐ Active   ☐ Retired   ☐ MIA
☐ Stress   ☐ Medical   ☐ 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.

■ Prepared—When you **petition for a gadget or weapon**, roll with +Craft instead of Clout.

☐ Shrewd—When you **share a low-key or intimate moment with a potential asset**, roll +Poise. On a hit, you glimpse a vulnerable moment of their personal history.

☐ Literate—When you **glance over written materials**, you can remember what they said.

☐ Observant—choose a special procedure from another playbook.

Advanced Procedures:

Available once you have marked three advances.

☐ Deja Vu—When you **concentrate on the passage of time** and spend _flow_ roll +Poise. 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.

☐ Baggage check—When you **examine the texture of reality** and spend _flow_ roll +Poise. On a hit, introduce an established element of else's personal history into the scene. On a 10+, you _meld_ an entire scene with the present scene.

-- Project Coma --

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

Emergence

_____   _____   _____
Agent Name   Specialization   Player Name

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.

☐ Not natural—When you **attempt a remarkable feat of strength or agility**, roll +Craft. On hit, you do it. On a 7-9, it leaves you hurt, off balance, or at a disadvantage. (GM chooses.)

Advanced Procedures:

Available once you have marked three advances.

☐ 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/create an *effigy* of it, a parallel version accurate in some ways, misleading in others.

☐ 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 inject into coma to 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 it's 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 personal history**, add 2 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.

-- Operational Advisories --

Briefing

Because of mission amnesia, you will receive the operation briefing after you have reached coma. Look for a suitable delivery device nearby (e.g. mailbox, sandwich shop).

Carefully destroy the briefing once you have memorized it.

Sometimes it will be necessary for a briefing agent to deliver the briefing to you. Authenticate this individual carefully.

Access

Advisory A/1

Do not use telephones, radios or other remote communication devices. Careless use may cause melding with the location on the other end. Prefer prearranged dead drops or reliable couriers.

Advisory A/2

The situation around you is not dependable.

If there are unexpected changes, remain calm. Expressing surprise will differentiate you from the coma civilians around you.

Advisory A/3

If you find the situation around you reflecting aspects of your personal history, remain calm.

Control

Advisory C/1

Teamwork and trust between agents is essential. Stress and friction alone can jeopardize operational stability.

Advisory C/2

Do not *under any circumstances* attempt to envision real-world Agency facilities, personnel, capabilities or procedures.

Pressure

Advisory P/1

Agents are expected to operate effectively despite apparent injury and intense pain. Stress leave, medical leave, or early retirement are all available as recuperative care options.

Advisory P/2

Please ensure your next of kin and insurance beneficiaries are up to date with personnel.

Advisory P/3

Avoid collateral damage. Blowback to agency operatives, staff or capabilities can be severe.

Semiotics

Advisory S/1

Eat small arthropods if you can do so discreetly.

Emergence

Advisory E/1

We are grateful for the opportunity to experiment along side you, and wish you every success on your operation.

-- Running Project Coma --

GM Moves

Portray the mundane, tangible world of coma.

Presume the agents are cast in the scene.

Ask what they do.

Present a diversity of NPCs.

Make them question coincidence.

Portray civilians unaware of the world of espionage.

Talk to the agents like they are aware of it.

Tail them, or imply it.

Put them in a spot.

Rumble them.

Threaten close a window of opportunity.

Manifest symptoms of their static.

Infiltration Moves

Remind them the clock is ticking.

Someone wanders in.

Present an opportunity if they reach for it.

Test their trust in their allies and assets.

Combat Moves

Present signs their situational awareness is growing stale.

Hit them with a perfectly timed distraction.

Quiet, then sudden, coordinated violence.

Overwhelmed enemies throw chaff and leave immediately.

Static 5+ Symptoms

☐ Procurements have unfamiliar, inconvenient designs.

☐ Civilians oddly pale/weird eyes/weird teeth.

☐ Civilians become stubborn, bureaucratic or argumentative.

☐ Minor personal history cameo appearance.

☐ Counter-mission cameo appearance.

Static 10+ Symptoms

☐ Procurements take on a biological quality (sticky / insectoid / soft / bony)

☐ An operative attempt to *make* one of the agents.

☐ Insistent personal history personality.

Static 15+ Symptoms

☐ Cameo by a Tier III operative, may take personal interest in the agents.

☐ Meld with an unrelated civilian situation in coma

☐ Civilians recognize agents as intruders.

☐ Procurements are actually alive.

☐ Personal history meld or crowd-dragging shift.

Static 20+ Symptoms

☐ Meld or shift to a scene from the *counter-mission*.

☐ Determined abduction effort by Tier II or III operatives.

History Intrusions

Probably best to have an X-card handy.

☐ Delivering a eulogy at your partner's funeral. Your mother-in-law is staring angrily because you're going to fuck it up.

☐ You're late for a job interview, and it's obvious you forgot to put on deodorant.

☐ Hour seven of picking out items for the bridal registry.

☐ Your sister has to run out and needs you to watch your nephew *now*.

☐ Andrew phones to tell you that Kevin has gone missing.

☐ Your first lay is unbuttoning.

☐ You've been abandoned in a shopping mall and can't find your parents.

☐ Your child is vomiting.

☐ Your mom is angry and wants you to get you brother to give her details about his diagnosis.

☐ Doing the dishes at a holiday celebration; your dad needs you to find a clean garbage bag.

☐ Everyone's going to Rhea's party.

☐ Your teacher sees what you're doing and sends you to the principal's office.

-- Running Project Coma --

The Counter-Mission

During the operation, one of the coma factions is up to something. Initially, the counter-mission will be targeting another coma faction. If the

No Hold

☐ Is assessing another faction (via stake-out / break-in / humint / sigint).

☐ Is exploiting a weakness in their target faction.

☐ Is sabotaging, subverting, or redirecting the target faction's capabilities.

☐ Is assessing, undoing, or subverting a third faction's hold over the target.

☐ Is assessing the operational capabilities of the Agency team. (Leads to Hold 1.)

Hold 1

☐ Is standing by, ready to disrupt operations of this kind.

☐ Has the same operational target; it's a race or a showdown.

☐ Is placing an asset in the Agency's operational capabilities (briefings, procurement, backup, effigies of real-world facilities or staff).

Hold 2

☐ Is trying to disrupt this specific operation, right now, by scorching the earth if necessary.

☐ Is exploiting, undermining, or redirecting the Agency's operational capabilities.

Hold 3+

☐ Is assaulting the Agency in *effigy*.

☐ Has sent the agents on a sham mission, a suicide mission, or straight into an ambush.

☐ Controls Project Coma; writes all the briefings.

☐ Is terminating Project Coma; agents dead on the table.

Espionage Goals

Humint: map the target faction / find someone useful / discover their leverage / pressure or induce them to act on our behalf

Counter-intelligence: identify enemy operatives / monitor & control their communications / turn them into witting or unwitting assets / secure or eliminate them

Sigint: assess the infrastructure / infiltrate / collect

Relay information / introduce disinformation / secure control over assets, operatives, information, infrastructure / eliminate them

Sample Briefings

An FSB agent in a dissociative fugue is unable to eject.

Another team was tailing someone from [faction], but lost them. Pick them up [location].

Humint has turned an agent of [faction] but needs their communications to the other side bugged.

Break & enter to obtain evidence to corroborate something leaked to the Agency.

Pressure an asset into doing something from their position of privileged access.

Introduce corroborating evidence for some planted disinformation.

Factions of Coma

Tier 1: Taxi Drivers' Union / Consolidated Steel / Mantra Technologies / Police Precinct 12 / Six identical Girl Scouts / Bright Dawn Nationalist Party / Sons of Satan (bikers) / Community Housing Initiative / ...

Tier 2: FSB Project-K [Russia] / NIS [Peru] / Consolidated Steel / Federal Homicide / Willow Branch Coven [Ohio] / (Actual) Dead Celebrities / DS Research Corp. / / ...

Tier 3: The Twins / (Actual) Spiders / ...

Agency Factions

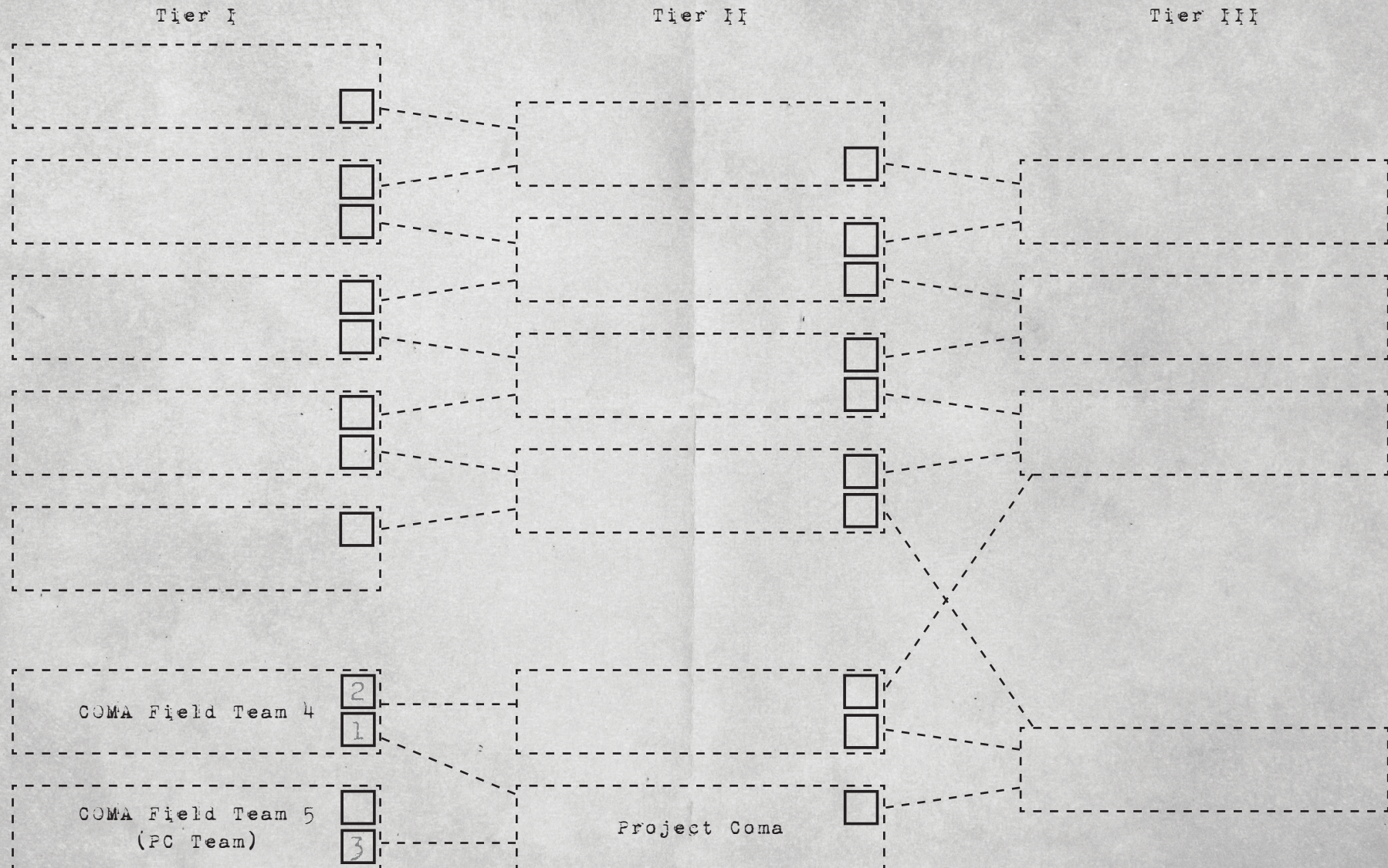Tier 2: Emergence Project / Coma Procurement / FBI Liaison / ...

Tier 3: CIA / NSA / ...

Coma Locations

☐ Shuttered meat packing plant

☐ Leaside Shipping dispatch office

☐ Countryside estate of, swarming with bodyguards

☐ Project Coma facilities in effigy

-- Faction Grid --

Coma Factions

Tier I   Tier II   Tier III

COMA Field Team 4   2
                    1

COMA Field Team 5
(PC Team)   3   Project Coma

Agency Factions