

# RESPONDERS

*Greetings Responder. You are awakening from Stasis. Remain calm. Standby for 10ccs of purified Blood products (Take 10 Blood tokens).*

Please enter your credentials for verification.

Name \_\_\_\_\_ .

I am the                      Captain                      Pilot                      Engineer  
(Pick One)                      Scientist                      Doctor                      Specialist

Security Question: According to your file, what mistake do you regret the most? \_\_\_\_\_ .

*Biometric Credentials verified. System status: Rescue vessel Moksha is approaching the Derelict. All core systems are functioning at 100% efficiency.*

*Verify Equipment: One short range communicator.  
One T12 Arbiter \_12 round magazine \_2 clips.  
One Pocket Analyst with Investigative Sensor Package.  
One Hazardous Environment Exploration Suit.*

Equipment Registered. Proceed to mission briefing.

When a Speaker opposes you, roll 2d6.  
Assign one die to **Survival** and one to **Sanity**

5-6 = **You suffer no harm.**                      You stay clear headed.  
3-4 = **You suffer minor harm.**                      You crack under pressure.  
1-2 = **You suffer serious harm.**                      You meltdown for a while.

Pass one Blood to the GM for each die that rolls 3-4.  
Pass two Blood to the GM for each die that rolls 1-2.

If you aid another, give them an extra die. Take the best two results. All participants suffer the die results.

You are the crew of the Moksha, a first response vessel. Each player starts with 10 Blood Tokens. They are your health and sanity. When you run out of Blood, turn the sheet over and play as a Speaker.

**Act I:** After 62 days in Stasis, you have finally woken up. The mission has been hush-hush since the jump. Now, you're finally getting the briefing. The GM will provide you with the details of your current mission. One among you is a new transfer. Decide who that is. Why were they transferred to your ship at the last hour? How does the original crew feel about the transfer?

**During Act II & III** you may regain 2 Blood when you Pour Your Heart Out to a fellow crew member. This cannot increase your total Blood above 10. Create a scene between yourself and one or more of your crew. Use the scene to convey a moment of personal loss/horror from your Responder's past.

When you Pour Your Heart Out, describe a moment:

- when you left someone behind, and it still haunts you.
- when you had to kill Them, but it still feels wrong.
- when you did what was required, and it ruined you.
- that made you infamous; you just want to forget it.
- where someone hurt/betrayed you; a Responder reminds you of them.
- where you failed, and it still eats at you.
- where you took action and lost the crew's trust.

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# SPEAKERS

They juSt don't gEt it. The Derelict is far morE than She appears. we are Hers now. caN yoU hear Her? She waIts... and Her glOrY will not be deNIEd. the oThERS juSt can't See it Yet. they jUSt can't HEAR it. But YOU can. anD yoU'll shOw them. MAKE THEM. make them HEaR HER. then ouR TrUe work Can begin.

When you become a Speaker, the GM will give you 5 Blood. Spend your Blood in service of the Derelict. She told you what she needs. Do you remember what you heard? Shhh.. just listen.... yesss... there it is.

## Manifestation

## Blood Cost

Auditory, Olfactory, or Tactile Hallucination.	1
Visual Hallucination or Indirect Assault.	2
Direct Assault.	3
Corporeal Minions.	4
Extradimensional Space.	5

Each time a Responder runs out of Blood, all Speakers gain 5 Blood. Your Manifestations can only persist for one scene. You must spend the Blood cost for each aspect of the Manifestation. For example, you spend 2 Blood to inflict a Hallucination composed of both Auditory and Tactile components. You may spend as much Blood as you like on a Manifestation. The Derelict will tell you when your services are required.

# THE DERELICT

The GM gives voice to the Derelict. You are the first Speaker. All Manifestations cost 1 less Blood for you. Level 1 Manifestations cost 0 Blood for you. There are 4 Acts to the game. The game ends when there is one Responder left OR all have been claimed by the Derelict.



## Act I: The Briefing.

Use the generator below to create the starting scenario for the Responders. Either choose your scenario or roll a d6. Is the Derelict floating in dead space? Is it burried underground? Is it at the bottom of an ocean of Mercury?

High command wants you to Investigate the Derelict to:

1. look for survivors.
2. find out where it came from.
3. retrieve the payload.
4. restore the gravity drive.
5. collect detailed samples.
6. salvage the Arc shielding.

## Act II: First Contact.

The Derelict is assessing its new occupants. It speaks in oblique fashion. It starts out seductive. How does it entice them?

The Derelict speaks through: (roll d6)

1. a massive geometric object.
2. hypnotic display panels.
3. the alien life aboard.
4. found footage/the black box.
5. the Responders' voices.
6. mysterious sensor data.

Speakers may only inflict Level 1 & 2 Manifestations. Take 5 Blood. Act II ends when the Responders discover why they cannot leave the Derelict . Use the generator below.

We can't leave until (roll d6):

1. the hull is repaired.
2. we decontaminate.
3. the FTL drive is disabled.
4. we find/build CO2 scrubbers.
5. the storm has passed.
6. the power cells recharge.

## Act III: Aggression.

The Derelict has decided to make the Responders it's new crew. Take 5 Blood. The Speakers may inflict up to Level 4 Manifestations. Act III ends when there are only 2 Responders.

## Act IV: The Escape.

There are only 2 left and the Derelict will have its pound of flesh. Take 10 Blood. Go wild with the Manifestations. If one character survives, the game ends. Let that player describe how their character prevails or succumbs to the sweet release of death. If they both succumb... well that's the way it is.

