


# PRESS



**Joseph Rogers**  
Audiovisual Tech

# ACCESS

PRESS

## Mysterious THIS LIFE

### JOSEPH ROGERS

AUDIO/VIDEO TECH

STRENGTH	10	6	HP
DEXTERITY	15	●	ARMOR
CONTROL	7	●	STABILITY

STATUS

INVENTORY		
No.	ITEM	FATIGUE
01	Extendable boom and microphone <small>L-Hand</small>	
02	Portable video camcorder <small>R-Hand</small>	
03	Smartphone, petty cash,	
04	A loyal, well trained dog	
05		
06		
07		
08		
09		
10		
LISTS ARE A FORM OF POWER.		

## NOTES:

*Wearing: green coveralls, good boots.*



## MEDIA RELEASE

### RULES SUMMARY

#### SAVES:

Roll d20 equal or under the target Ability. The entity most at risk makes the save.

#### ABILITIES:

- ▶ **STR:** Physical power and endurance.
- ▶ **DEX:** Speed, subtlety, and precision.
- ▶ **CTRL:** Weird, luck, social interaction, and emotional strain.

#### HIT PROTECTION (HP):

HP reflects a character's ability to avoid damage (both physical and Stress).

#### HEALING:

A quick rest fully restores HP. Ability loss requires a week's rest with medical aid, or use of an expedited service.

#### DEPRIVED:

Caused by lack of critical need (food, rest, etc.) and prevents HP recovery. Being **Deprived** for more than 24hrs adds a **Fatigue** condition to an inventory slot. Each **Fatigue** requires suitable recuperation to remove.

#### INVENTORY:

Investigators have 10 inventory slots. Most items take up one slot. Bulky items are awkward and take up two slots. If all 10 slots are used, HP is reduced to 0.

#### ACTIONS:

Characters may move up to 40ft and take a single action on their turn. Actions include: attacking, using a Resonant Artifact, additional movement, etc. Actions are simultaneous.

#### COMBAT:

At the start of combat, Investigators must pass a DEX save to act before their adversary. Subsequent turns have players acting, then adversaries.

All attacks automatically hit. Attackers roll their Stress or Damage die, subtract any protections from Armor (damage) or Stability (Stress), and deal the remaining total to the opponent's HP.

Multiple attackers roll all damage die together and keep the single highest die.

Unarmed/Impaired attacks deal d4 damage. Enhanced attacks deal d12 damage. Blast affects all targets in an area, rolling damage separately for each.

Retreat requires a DEX save and a safe destination.

#### DAMAGE:

Damage that exceeds remaining HP is deducted from STR. The target must then make a STR save or take a **Wound**, which fills an inventory slot.

0 STR means death, 0 DEX means paralysis, 0 CTRL means the character is lost.

#### STRESS & FALLOUT:

Stress that exceeds remaining HP is deducted from CTRL. The target must then make a CTRL save. On a failure they take **Fallout**. Each **Fallout** consumes an inventory slot.