

AGENDA

- Make the Aeon world seem real.
- Make the players' characters' lives not boring.
- Play to find what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Make understood that the stars are right.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with fuckery and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Separate them.
- Capture someone.
- Trade harm for harm (as established)
- Announce off-screen badness.
- Announce future badness.
- Inflict harm or shock.
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Turn their move back to them.
- Make a threat move (from one of your fronts).
- After every move: «what do you do?»

A FEW MORE THINGS TO DO

- Make maps and props like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

THE FIRST SESSION

Three players have it easy. They have these fun little books to go through and then they're ready to play. Your job is harder, you have a lot more to set up than they do. They each have one character to create, you have the whole damned world.

So let's be fair. You have the whole world to create, you get the whole first session to create it in. You're supposed to make their characters' lives not boring, you get a whole session to get to know them.



ADDITIONAL RULES

SETTING EXPECTATIONS

While the players are making their characters, in between answering questions, you have a good opportunity to set expectations for the game to come. Here are some things I like to get out up-front:

- Your characters don't have to be friends, but they do have to know each other, and they should be basically allies. They might become enemies in play, but they shouldn't start out enemies.
- Your characters are unique in C-Tech: Aeon World. There are other medics, and they might even be called "healer" by their friends, but you're the only Healer. There are other military companies and commanders who might even have the rank of "majors," but you're the only Major.
- Some of you get to choose armor. 1-armor can be whatever, it can be bullet-proof vests, reinforced jackets, armored corsets, whatever. 2-armor, though, is serious body armor. Military grade stuff. See the cover of the Major playbook? They're wearing 2-armor. 3-armor is rare, limited to powersuits.
- Hey, see where it says you have "savings worth 2-budget" or whatever? That's to keep you from counting your change. 1-budget is more or less what you make in a month that you have to spend just to rent your place, pay your bills and buy your food. Money in C-Tech: Aeon World is called terranotes, or t-notes, and worth about a modern dollar.
- I'm not out to get you. If I were, you could just pack it in right now, right? I'd just be like "there's an giant worm splitting the road and rushing at you. You all take 10-harm and die. The end." No, I'm here to find out what's going to happen with all your cool, hot, fucking kick-ass characters. Same as you!



THE FIRST SESSION

NAMES

Choose.

DURING SESSION 1

- You're the Keeper. Bring it.
- Describe. Make understood that the stars are right.
- Springboard off character creation.
- Ask questions like crazy.
- Leave yourself things to wonder about.
- Look for where they aren't in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPC.
- Hell, have a fight.
- Fill up the 1st session worksheet.

I WONDER...

RESSOURCES

money, estate, stocks, raw goods, media access, political power, official authority, arcane knowledge, ritual components, ancient artifacts, comfort, liberty, leisure, culture, heat, security, time, advanced healthcare, medical facilities, psychological help, information, status, specialized goods, luxury goods, vehicles, weaponry, mechs, labor, skilled labor, hiding place, acclaim, loyalty, blood kin, strategic position, drugs, work animals, livestock, know-how, walls, living space, storage space, A-tech, connections, access, raw materials, occult grimoires, eldritch servants.

THREAT TYPES

Landscapes

Prison, Breeding Pit, Furnace, Mirage, Maze, Fortress

Major Cults

Blanks, Death Shadows, Order Of Dagon, Children Of Chaos, Chrysalys Corporation, Rapine Storm

Afflictions

Disease, Condition, Custom, Delusion, Sacrifice, Barrier

Inhumans

Migo, Liches, Deep Ones, Ghouls, Dhohanoids, Beasts

Conspiracies

Bigots, Sybarites, Enforcers, Cult, Mob, Family

GREED

AMBITION

PREJUDICE

IGNORANCE

FEAR

DECAY

DESPAIR

ENVY

THE PLAYER'S CHARACTERS

and their ressources

