

# THE EARTH CODEX



REQUIRES THE STRANGE COREBOOK  
BY MONTE COOK GAMES

# THE EARTH CODEX

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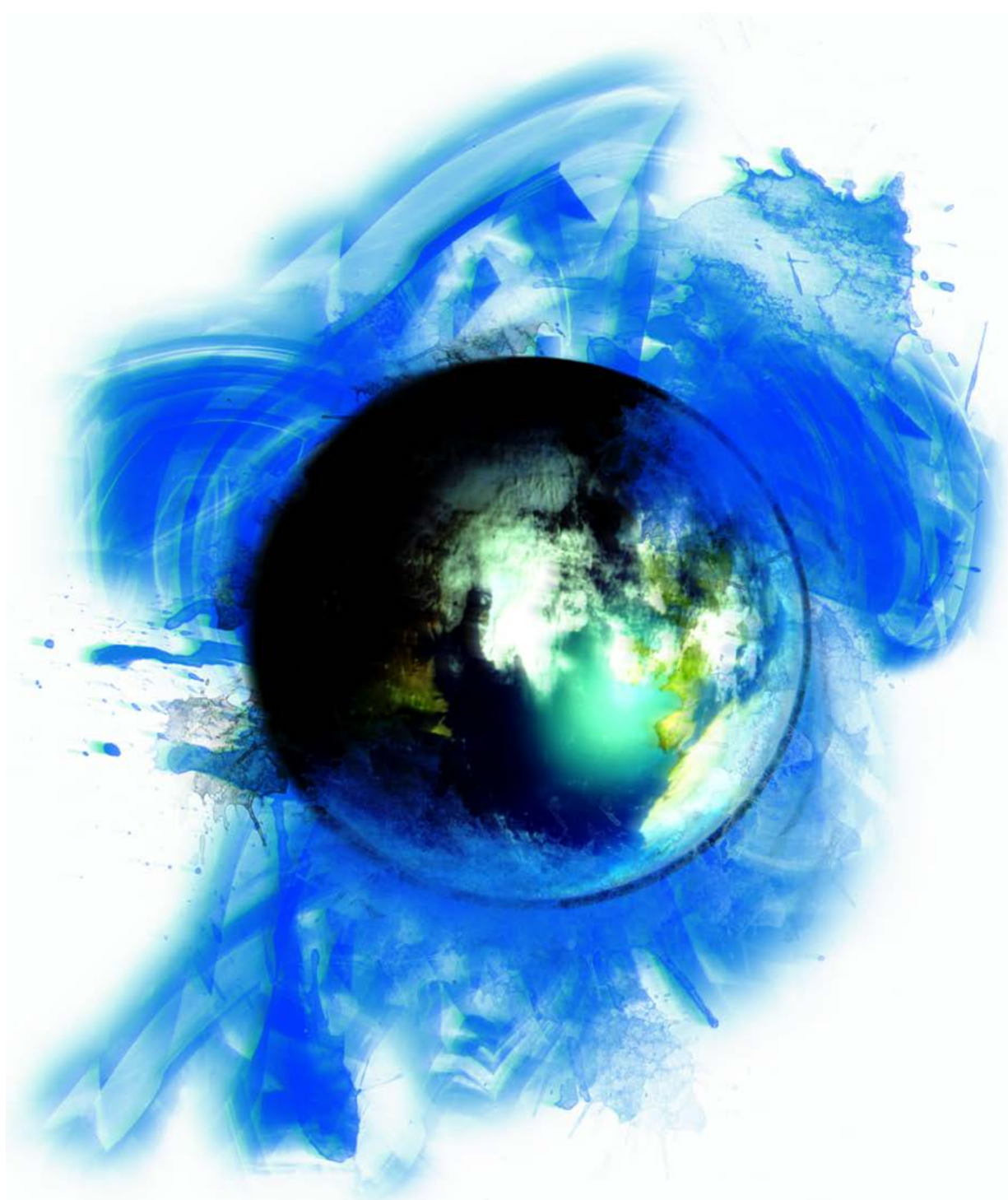
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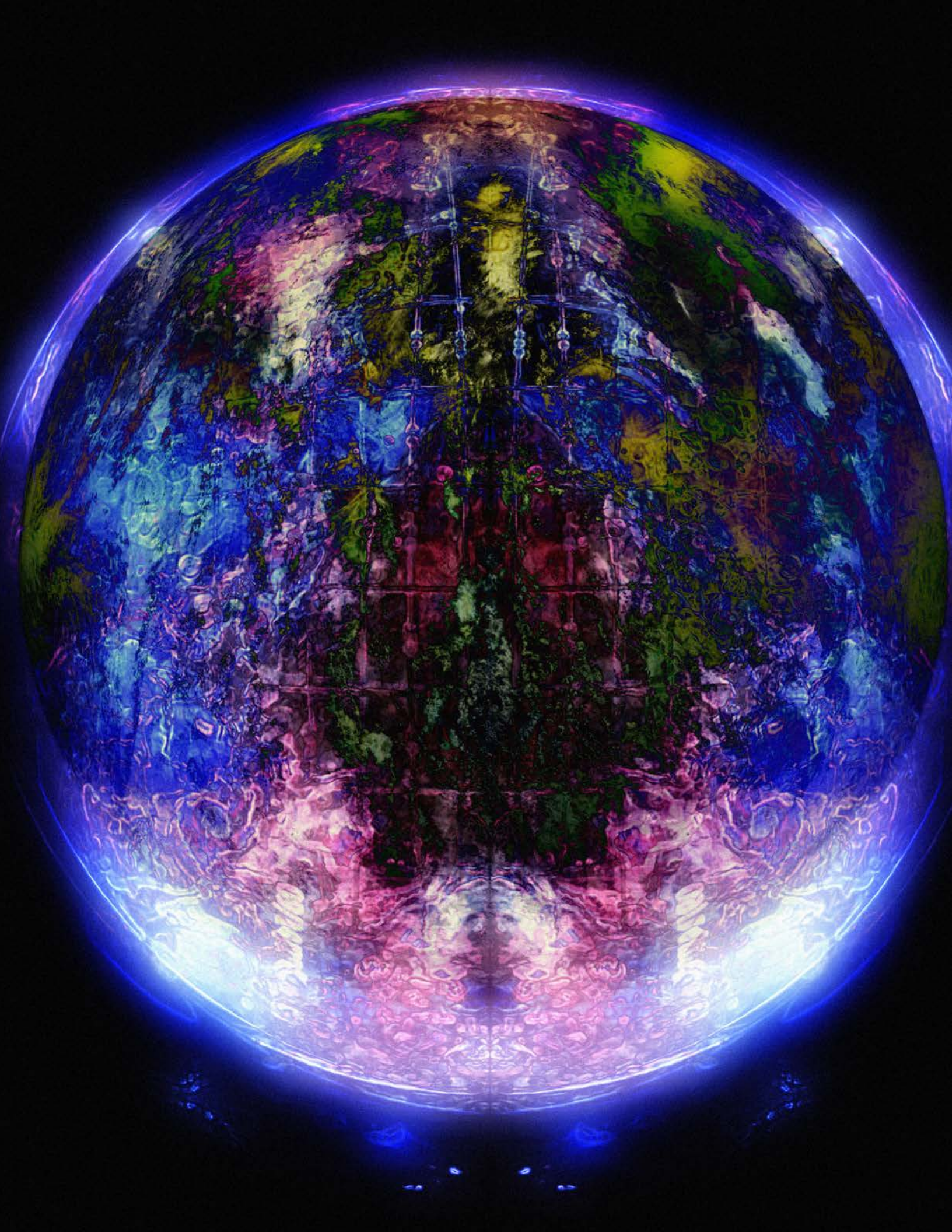


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# INTRODUCTION



Playing The Strange, most campaigns begin in and revolve around Earth. Even when exploring the recursions upon the Shoals of Earth, built upon the intellectual bleed of human minds and culture, our home planet is the center of things. We return to it and care for it because we come from it. Most characters begin with a concept revolving around an earthly Focus. Even when that Focus dissolves due to translation into a new recursion, the person is still there, affected by the way those abilities shaped them. Earth puts an indelible mark on our characters, impossible to erase even through transformation into new beings with unusual powers.

Earthly campaigns make sense. The world has many organizations which would love to get involved in The Strange. Governments, corporations, secret societies, hobbyists, occultists: everyone wants a piece of the action. Our place on Earth, our station in life, determines just how we get involved in The Strange. Soldiers get assigned or hired as mercs. Politicos stick their noses into projects they probably shouldn't. The wealthy take infusions of Strange substances and become the ultimate tourists.

Organizations explicitly involved in the Strange, such as The Estate, are always on the lookout for those who've been altered by their experiences with these otherworldly forces. They form an excellent starting place for Earth-centered campaigns by assigning missions, providing resources, and giving context to the Strange. They're also on the lookout for planetovores, making them the first line of defense for our world.

There's no reason that these organizations, with vastly different goals, wouldn't bicker and fight. The Office of Strategic Recursion, as a division of the US government, is likely guided by hands with experience in espionage. A competing force, such as The Estate, quickly becomes a target for surveillance and infiltration. The Estate, knowing this, must keep internal vigilance on their own members, especially those who've only recently been recruited.

Thus The Strange sets the stage for espionage and political intrigue with the highest stakes involved. Saving the world means more than just defeating fictional monsters in the streets. It's also about

doing it right, or at least the way your organization wants things done. It's about looking over your shoulder constantly, knowing that the most powerful forces on Earth have you in their sights.

The episodic nature of assignments can be extremely useful in introducing foes slowly, sometimes every few adventures, so that a campaign builds to a crescendo of adventure and danger. Planetovores, for instance, work through subtle minions and tracking them can take time. Ultimately their plans are quite devastating in importance, but such likely won't appear to be the case at first glance. The insidious nature of these beings makes interactions with them take time and a drawn out campaign works well for this. If done right, the players

may realize that they've been fighting against the same extraterrestrial entity the entire time, perhaps through several Earthly servant organizations.

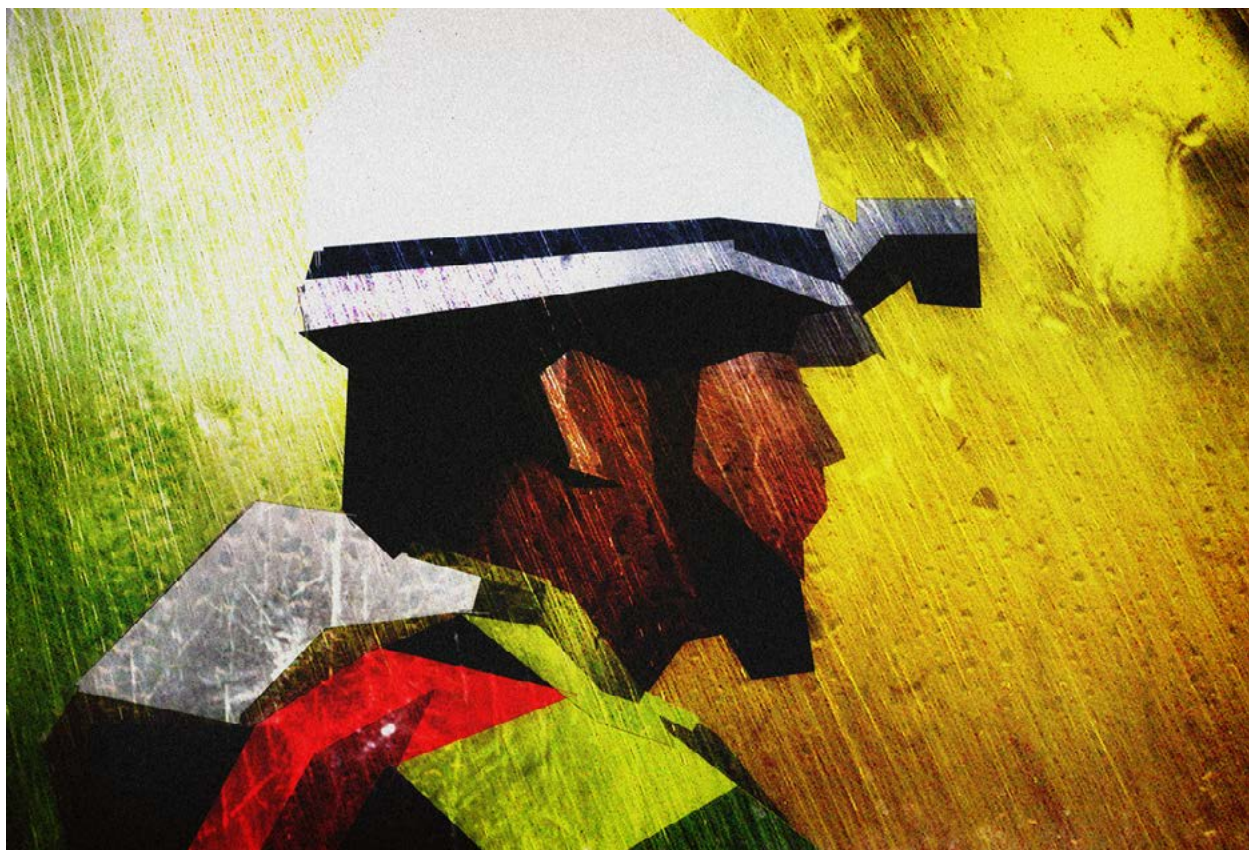
Alternatively the PCs might work for themselves. This kind of campaign can be more difficult to control, but may lead to deeper roleplaying and more interesting motives. If the group is collectively threatened by an outside force they band together for mutual protection, but this will in some ways lead them down the path of paranoia. Safety cannot be a group's only motivation, or they'll hole up in their bunkers and wait for the world to end. Heroism is needed, and so the GM must provide opportunities for it. A clue to a larger plan here, an enemy agent who can be interrogated there, and the party soon has a lead on how to stop the next part of the enemy's plan.

This is delicate work, as Earth is a complicated place and one we all know in great detail. It's easy to hide here, because it's so big compared to a recursion and societies are so complex. It's also easy to get distracted by the powers granted to recursors. Characters will be able to commit crimes and help their families in ways that could easily take up all of their time. To keep things interesting danger must always be around the corner.

Earth should be almost as dangerous as a recursion, with hidden foes and monstrous invasions constantly threatening the peace. This doesn't mean zombie Nazis seizing world capitols every week, but it could mean feeling as though you're being followed and noticing a glow in the eyes of your bartender.







## HOW CAN THIS BOOK HELP?

The Earth Codex provides a few ideas for earthly campaigns and starting places. This book is about the kinds of people we don't always think of as potential characters, but who are important figures on Earth and should be considered when coming up with heroes.

Most importantly, this book provides a context for games set in particular areas of Earth culture, such as academia, politics, or warzones. It gives Foci, Descriptors, and even cyphers specifically suited to those kinds of settings. Want to play a game of murderous intrigue at the highest levels of US government, along the lines of House of Cards? Love to play a group of soldiers lost in Oz? This is where you'll find the building blocks and suggested plotlines for those kinds of campaigns.

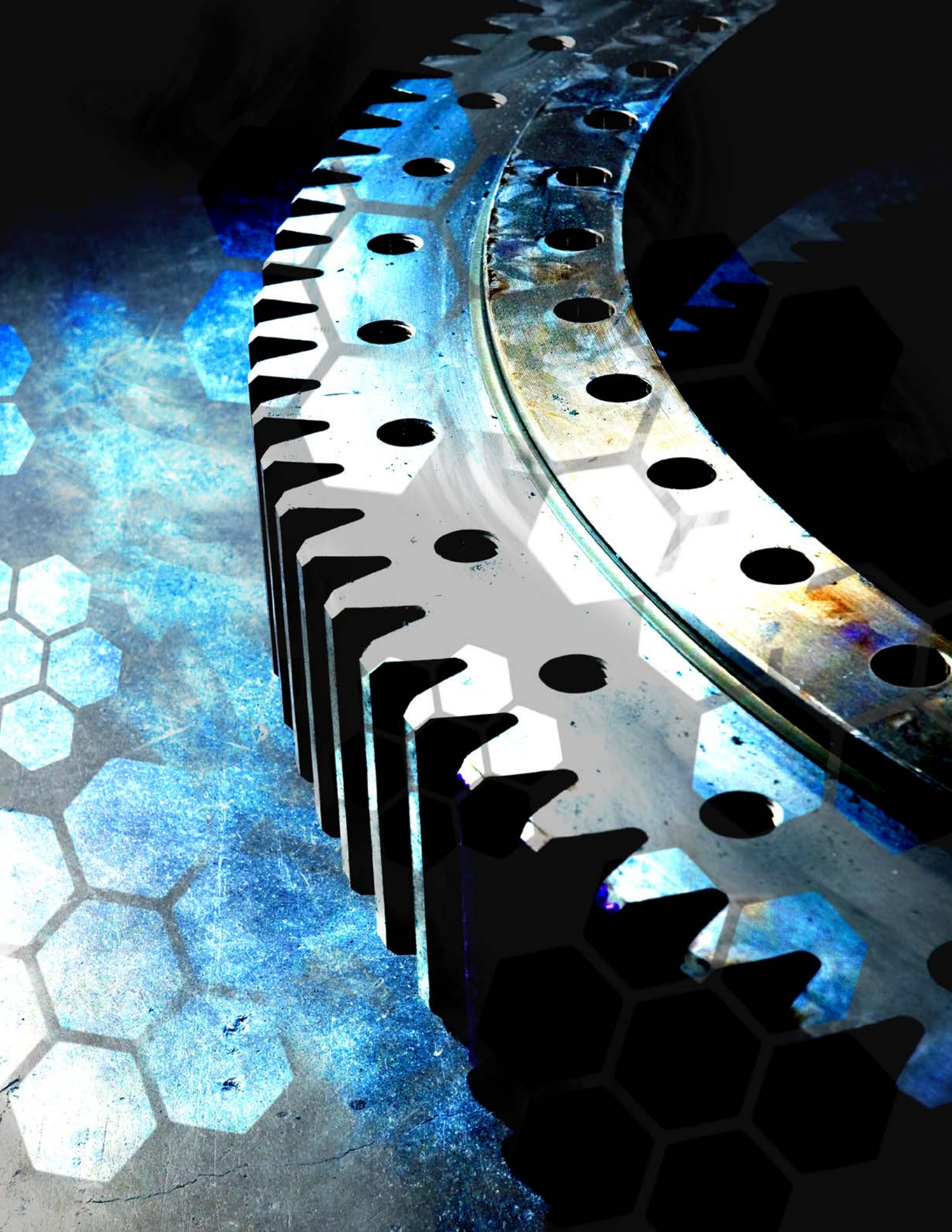
Here's a breakdown of what's in the book:

**Chapter 1: Progress and Innovation.** A guide to science, technology, industry, and academics in The Strange campaigns.

**Chapter 2: International Affairs.** Provides resources for military and espionage games, as these warriors are possibly the most ready to take on the monsters of the Strange.

**Chapter 3: High Society.** Business, wealth, and power go hand in hand. Our world revolves around people with political and financial pull, so global-scale Earthly games could involve such rain makers.







# CHAPTER 1

## PROGRESS AND INNOVATION



Science and technology are the visible and inescapable measures of progress on Earth. Our planet is paved with the evidence of our innovations. Our cities shelter us in cages of industrial materials. Our lives are defined by our place in an economic machine designed to make all new and better. Nothing is more human or earthly than technology.

Games set largely on Earth rely on the conventions of our world, many of which are technological. Cities are plastered with technology and even the mundane equipment around us is increasingly connected to our information networks. Cyphers on Earth are often manifestations of our technocratic society, taking the forms of gadgets and ultramodern equipment. Ours is a world defined by its industry and connectivity.

This chapter explores the implications of our species' technological roots. Who pulls the strings when our world is wireless? Who emerges from the darkest pits of the internet to wreak havoc upon the material? How do the archscientists and master technologists of the world do intellectual battle? Who is experimenting with the Strange itself for industrial purposes?

### TECHNOLOGICAL GAMES

Games on Earth can benefit from centering on technologically savvy characters and their plot-lines. Groups based upon a particular industry or scientific field can easily find common goals. The following campaign premises may be useful inspiration for such games:

**The Exodus.** Fearing the end of the world through global climate change, asteroid impact, or planetovore consumption, a few eccentric scientists seek to build a new world from an existing recursion. Their greatest challenge - finding some way to expand it to fit the population of Earth - pits them against the powerful forces that best know the Strange.

**The Explorers.** A group of scientists and technologists stumble upon the Strange while doing unrelated research. Together they travel to various recursions, documenting what they hope is for the greater good (or at least something they can get published). Will academic infighting consume them or can they keep their eyes on the bigger picture?

**The Hackers.** A gang of talented computer hackers and security experts assembles in the shadows. They may be mercenary, open to the highest bidder, or working together to take down a shared foe. What happens when they discover the Strange, a galaxy spanning computer network itself? Translation could be the ultimate backdoor; recursion creation the ultimate act of programming. What do they do with this powerful knowledge?

**The Miners.** Researchers for a mining or oil company discover a means of recovering cyphers from the depths of the earth. Once the Estate and other groups find out, the researchers and their backers become embroiled in an industrial showdown spanning the Earth and its major recursions. Who will they side with and what will their enemies and competitors do to stop their cypher mining?

**The Profit Seekers.** Driven by a charismatic and visionary leader, a group of misfit academics and tinkerers search for a commercial application for the things that come out of the Strange. How do they balance the dangers they find against the profits they dream of making? What happens when success finally hits and their discoveries put them in the limelight on Earth, establishing a new silicon valley for transdimensional travel tech?

**The Research Team.** The Estate, Office of Strategic Recursion, or other organization with knowledge of the Strange assembles a group of innovators and geniuses to better understand it. The team quickly learns that the Earth is in peril from planetovores and their minions. Does this collection of misfits have what it takes to save the world?

**The Startup.** A successful internet startup discovers a malevolent entity lurking on the web, using social media to control vast numbers of people for its own sinister purposes. As they learn of the Strange and the planetovores beyond it, they are thrust into the unlikely role of heroes.

## Foci

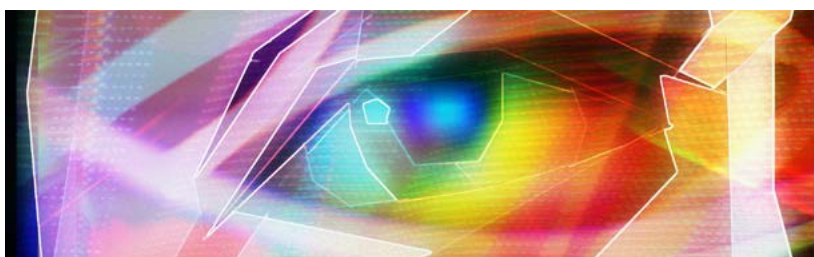
Foci on Earth often represent skills and abilities native to the technologies and sciences present in the “real world.” These are the kinds of things that could go away when translating to a recursion with wholly different rules in play. Characters with a background in such things may feel lost leaving this world, or surprisingly liberated by the change of pace.

The Strange corebook presents a number of excellent choices for a character with a bent towards brainy things. Conducts Weird Science is an obvious choice for a number of reasons. Simply playing a scientist works with this focus, but its early tech improvement and self-modification with chemicals make it a great choice for hackers or other technologist characters.

Solves Mysteries may seem like a simple investigative focus, but there’s no reason those mysteries couldn’t be utterly scientific in nature. It applies to Carl Sagan as well as Sherlock Holmes. The rules themselves for the focus could work with nearly any character focused on piecing together clues.

The Works the System focus is the obvious choice for a computer hacker, and it does a great job of expanding that role into that of a general criminal or well-connected rebel. However it lacks technical powers beyond the first Tier skills granted. Operates Undercover similarly has first Tier skills in hacking, but doesn’t go on to provide specific abilities related to doing so.

The foci presented here are meant as further options for those characters who specialize in technology and scientific inquiry.





# DIGS FOR INFO

Looking up esoteric bits of information is a thankless job, but somebody has to do it. You're meticulous, curious, and resourceful. You love finding knowledge that was already in the system, just undiscovered, misplaced, or undervalued. Just like you.

**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You've looked into their past and know their secrets.
2. Pick one other PC. You admire this person despite yourself.
3. Pick one other PC. This person is great at setting you on interesting tasks.
4. Pick one other PC. You grew up with this person and work together despite very different attitudes and lifestyles.

**Minor Effect Suggestion:** You discover another useful fact along the way.

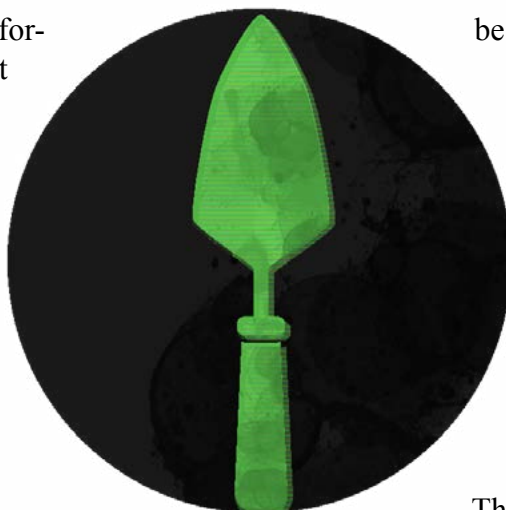
**Major Effect Suggestion:** You discover something much bigger than what you sought. Something important.

**Suggested GM Intrusion:** You are led down the rabbit hole, wasting 1d6 hours of unsuccessful research time.

**Equipment:** Office clothes, a light weapon, a laptop, a smartphone, a smartwatch, and \$600.

**Tier 1: Knowledge Base.** You have a foundation of personal knowledge that helps you dig up more. You are trained in two knowledge skills of your choice. Enabler.

**Factoid** (1 Intellect point). You look up one piece of trivial information on a subject. The topic could



be an institution, scientific theory, or even a particular person. Whatever the topic, the facts gleaned are rarely beyond what's publicly available on the internet. Action.

**Tier 2: Background Check** (2 Intellect points). You compile a relatively complete profile on a subject using all publicly available sources, as well as a few private ones.

The subject need not be a person.

It takes 1d100 minutes to complete this task. Enabler.

**Tier 3: Crosscheck** (3 Intellect points). You notice on the similarities between two subjects on which you've previously run Background Checks, identifying the situations where the two meet or are similar. For example, running a Crosscheck on a fugitive and the FAA might turn up evidence of when and where the person has flown to and from what locations. Action.

**Tier 4: Prediction** (4 Intellect points). You predict the next activity of a subject on which you've run a Background Check. This may include things such as where the person might flee to or what the company might invest in next. It takes 1d100 minutes to complete this task. Enabler.

**Tier 5: Instant Prediction** (5 Intellect points). You predict the next combat action of a person you can see on whom you've run a Background Check. Enabler, usable once per round.

**Tier 6: Extensive Dossier** (6 Intellect points). You compile a complete dossier on a particular subject. Anyone with access to it may spend 15 minutes studying the dossier to gain an asset on a non-combat task directly related to the subject. It takes 1d100 minutes to complete this task. Enabler.

# HACKS THE PLANET

Breaking into places and systems forbidden to you has been a way of life since a very early age. You're a master of codes, backdoors, and protocols, slipping into nearly any secured network with ease. Your entire identity is wrapped up in your mastery over the authorities that dominate this world. You'd hack the Earth if you could.

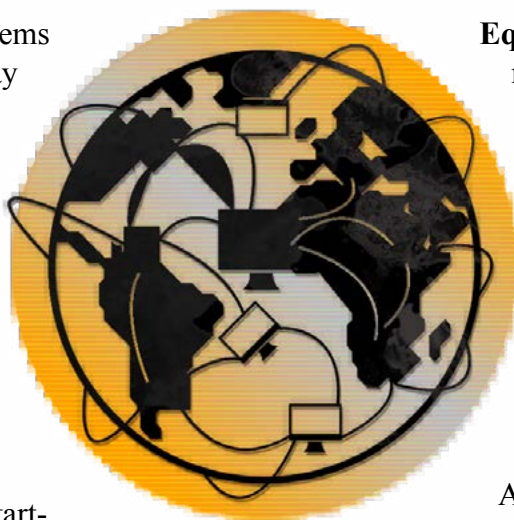
**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. This person caught you breaking into their system.
2. Pick one other PC. This person once hired you for an impossible hacking job.
3. Pick one other PC. This person knows your entire criminal history.
4. Pick one other PC. This is the only person whose authority you respect.

**Minor Effect Suggestion:** You find a bit of valuable data you can probably sell online for  $2d6 \times \$100$ .

**Major Effect Suggestion:** You find a lot of valuable data, worth at least  $(1d100 + 10) \times \$100$  to the right buyer.

**Suggested GM Intrusion:** A better hacker hacks you back, harming your rig and booting you out of a system.



**Equipment:** Street clothes, business clothes, top of the line laptop (asset on related rolls), smartphone, and \$1000.

**Tier 1:** Hax. You are trained in all computer and security system related tasks. Enabler.

Satellite Bounce (1 Intellect point). You bounce your signal off of several satellites.

Add 1d10 rounds to the amount of time it takes to trace your location should your hacking attempt be discovered.

Action.

**Tier 2:** Leave a Mark (2 Intellect points). You infect an accessed computer system with a virus, causing it to malfunction for 1d6 hours. Action.

**Tier 3:** Back Door (3 Intellect points). You leave yourself a way to get back into a system before exiting. You need not make rolls to get back in later. Action.

**Tier 4:** Escape (4 Intellect points). You exit a system without a trace, leaving no evidence of your activities and methods. Action.

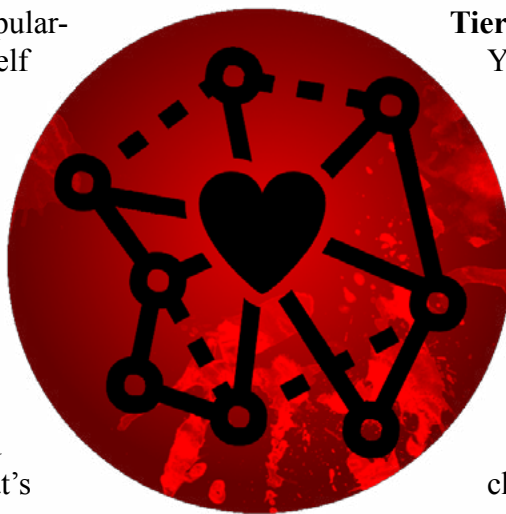
**Tier 5:** Shut Down (5 Intellect points). You completely shut down a system you have accessed. It won't be brought back up for 2d20 hours. Action.

**Tier 6:** Take Control (6 Intellect points). You find a way to hack into nearly any machine you can see, taking complete control over it for 1d6 rounds. Action to initiate.



# HARNESSES SOCIAL MEDIA

You've climbed the hill of popularity, making an empire for yourself of social media followers and fans. You might do so under a pseudonym, alternate persona, or just your plain old self. You're both beloved and despised, because that's the nature of the internet. You've got allies and enemies cheering and jeering from the digital sidelines. You're noticed and thereby influential, and that's all that matters.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. They're one of your devoted followers.
2. Pick one other PC. This was the person who got you internet famous.
3. Pick one other PC. They don't believe you're famous and likely don't trust your abilities in this area.
4. Pick one other PC. This person has no on-line presence and it drives you crazy.

**Minor Effect Suggestion:** Someone with whom you're interacting happens to be your follower.

**Major Effect Suggestion:** Someone with whom you're interacting is a huge fan of yours.

**Suggested GM Intrusion:** An irate "fan" hacks your identity and posts under your name for the next hour, removing your ability to use this focus during that time.

**Equipment:** Street clothes, a laptop, a smartphone, an expensive video camera, and \$350.

**Influence:** You have a following with expertise in two areas of knowledge or pop-culture, most likely relating to your own skills, background, and online persona. You should write these two groups down as your "Influence."

**Tier 1: Brain Trust** (1 Intellect point).

You contact one of your Influence areas via the internet and ask them for trivial information in their area of expertise. There's a 50% chance they answer you in a decipherable way (otherwise there's too much noise to wade through). It takes one minute to complete this task but it requires no roll beyond the 50/50 chance of success. Enabler.

**Tier 2: Net Stalk** (2 Intellect points).

You dig up background information on a person, providing you with an asset on your next Intellect task relating to them. Takes one minute. Enabler.

**Tier 3: Release the Hounds** (3 Intellect points). You set your followers against someone, utterly destroying their ability to function on the internet for 8 hours. All of their social media, bank, and other private accounts are compromised within an hour of using this ability. Even their personal computers are attacked. Action.

**Tier 4: Monetization.** You gain the Wealth long term benefit (see The Strange corebook page 124). Enabler.

**Tier 5: Broader Influence.** You gain an additional area of influence. Also, for each of your three Influence areas, you gain a Contact long term benefit (see The Strange corebook page 124). Enabler.

**Tier 6: Celebrate** (5 Intellect points). You make someone internet famous for the next 72 hours. This can be quite burdensome for them, as they lose all privacy and become viciously attacked for seemingly meaningless reasons. However a savvy recipient of your favor can use their 15 minutes of fame for their own purposes if they choose their public statements and stunts wisely. PCs benefiting from this ability pay only 3xp for long term benefits, rather than the usual 4. Action.

# INTERFACES WITH THE STRANGE

You've discovered a way to hook up your own computers to the Strange itself, which seems to be a powerful digital network. In time, you'll be able to build on this discovery, viewing other recursions from the safety of Earth.

**Connection:** If this is your starting focus, choose one of the following connections.

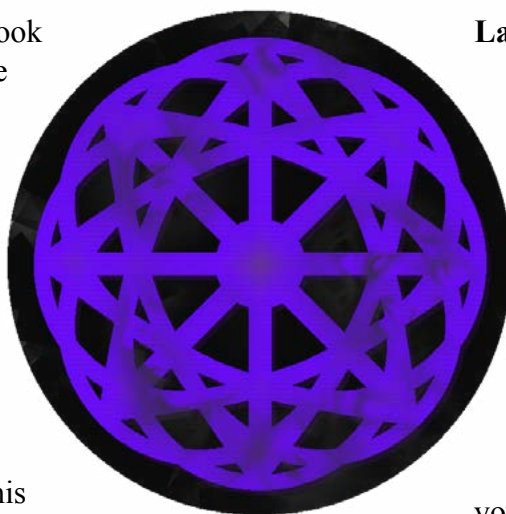
1. Pick one other PC. This person has some idea how your equipment works and can assist you.
2. Pick one other PC. This person causes your equipment to do strange things, sometimes good and sometimes bad.
3. Pick one other PC. This person helped you piece together your laboratory, possibly through illicit means.
4. Pick one other PC. This person is concerned that your experiments might attract a planetovore.

**Minor Effect Suggestion:** You make a strong connection to the Strange. This provides an asset on computer related tasks for ten minutes so long as you remain on the Immediate area.

**Major Effect Suggestion:** The Strange enhances your mind for a moment, granting you an extra action this round.

**Suggested GM Intrusion:** A "virus" from within the Strange infects your equipment, increasing the difficulty of all computer and focus tasks by one for three hours. Characters from fiction and well-known history may translate to your location at random during this time.

**Equipment:** Street clothes, light tools, a laptop, a smartphone, and \$750.



**Laboratory:** You begin with a tech lab filled with advanced computers and odd equipment. Translation attempts within your lab are made at one lower difficulty due to its connection to the Strange.

**Tier 1:** Basic Access. You can partially access the Strange through your computer so long as you are within your Laboratory. This provides you with two assets on any roll directly related to the Strange. Enabler.

**Tier 2:** Remote Access. You've rigged up a laptop or other device with a suitable interface for remotely accessing the Strange while on the go. You gain the benefits of Basic Access outside of your lab. Enabler.

**Tier 3:** Peek (3 Intellect points). You use your access to the Strange to invisibly peer into a recursion you've visited before. You can watch any location you've been to there and even receive audio of the immediate area. This effect lasts up to ten minutes, but requires maintained concentration. Action to initiate.

**Tier 4:** Cross-Dimensional Processing. Your computers connected to the Strange provide an asset on knowledge and information processing tasks, such as data searches and mathematical modeling. Enabler.

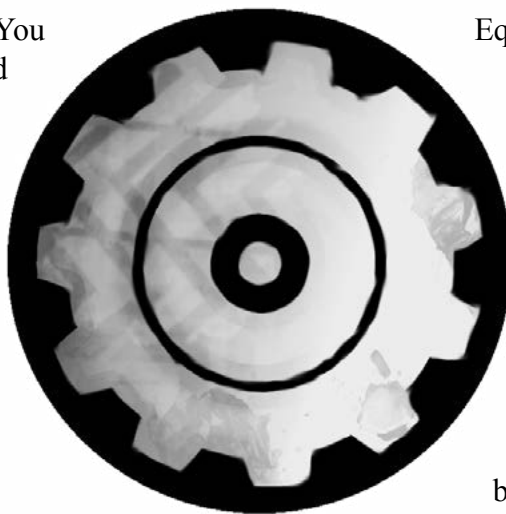
**Tier 5:** Strange Thinking. Your exposure to the Strange through your devices has begun to affect your mind. You are trained in Intellect Defense. Enabler.

**Tier 6:** Recursion Search (6 Intellect points). You search the Strange for a recursion surrounding Earth that fits your specified criteria. From this point forward you may translate to the recursion as though you had been there before. Action, requiring one of your Strange accessing computers.



# TAKES THINGS APART

It started at an early age. You couldn't help it. You needed to see what things were made of and how all the pieces fit together. You had to know how the parts interacted and what made those things work. You've learned that taking something apart gives you a powerfully in-depth perspective on it, a lesson that often makes you the brilliant mind in the room.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You once repaired their most valuable possession.
2. Pick one other PC. You once ruined their most valuable possession.
3. Pick one other PC. This person's equipment looks quite interesting to you. Maybe you should tinker with it.
4. Pick one other PC. You used to work for them as a lowly mechanic or technician.

**Minor Effect Suggestion:** It'll take no roll to reassemble this item.

**Major Effect Suggestion:** Once you reassemble this item it will provide an asset when used.

**Suggested GM Intrusion:** You lost a crucial piece and can't reassemble whatever you last took apart.

**Equipment:** Street clothes, light tools, heavy tools, some spare parts, a car, and \$750.

**Tier 1:** Disassembler. You are trained in the repair, modification, and disassembly of nearly any device or machine. Enabler.

**Tier 2:** Jury Rig (2 Speed points). You cause a broken machine or device you touch to begin working again for 1d6 additional rounds. Action.

**Tier 3:** Weak Spot. Your attacks made against objects deal two additional points of damage and enjoy an asset on the roll. Enabler.

**Tier 4:** Mechanical Autopsy (4 Speed points). You completely disassemble a machine or device, learning everything there is to know about how it was used in the past. This requires the normal amount of time it otherwise would to take the item apart. Enabler.

**Tier 5:** Together Again (5 Speed points). You rebuild a damaged machine or device you touch, repairing 2d10 Health points. This generally requires the use of proper tools. Action.

**Tier 6:** Mental Schematic (6 Speed points). You inspect a mundane machine or device for one minute, after which you become permanently able to replicate that object again given the proper materials and tools. Enabler.



# DESCRIPTORS

The Descriptors that follow flow naturally from the competitive yet intellectually focused worlds of industry and academics. They can be made available for characters with those backgrounds or for others of a similar bent. The idea of sacrificing everything about oneself that isn't about brains and moving forward is the general theme here and PCs with that attitude fall naturally along these lines.

## FREE-THINKING

You make it a point to do things differently than everyone else. You're not "normal" and you shudder to think you ever will be. To you life is only worth living if you're carving out your own path, perhaps leading others to do so as well.

**Creativity:** +2 to your Intellect Pool.

**Skill:** You are trained in creative tasks such as arts and crafts or inventing new things.

**See What Sticks:** You may spend an Intellect point to temporarily gain training in a skill you've never rolled for before. This training goes away after the task roll.

**Inability:** You suffer a one step penalty on any non-combat task you've already rolled for one or more times in this encounter or scene, due to your need to escape repetition.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You thought up the idea for the adventure in the first place.
2. You were roped into the adventure by a more grounded friend of yours.



3. You followed your gut and ended up with these people.
4. You owe one of the other PC's your life and they're calling in your debt.

## INVENTIVE

You love making things. They don't really need to last; they simply need to be. Your head is full of ideas for ways things could be improved and you need an outlet for your creativity.

**Creativity:** +2 to your Intellect Pool.

**Skill:** You are trained in a skill related to making things, such as a craft or computer programming.

**Innovator:** You enjoy an asset on tasks related to making something new, such as craft tasks or



attempting to rally a group of strangers into a vocal political block.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You were following a lead on some rare components and stumbled into working with these people.
2. You crafted another PC's prized possession and now they claim you're indispensable.
3. Your connection to the Strange might give you a source for interesting materials, but you still need allies to survive it.
4. You invented a device that set you and the other PCs off on this adventure.

## NERDY

You're a little sheltered, introspective, and probably a little too obsessed with things others find tedious or boring. For you these things are fantastically interesting. This outlook on life follows you, and you bring a passion for minutiae to any group you're with.

**Brains:** +2 to your Intellect Pool.

**Skill:** You are trained in 3 seemingly irrelevant skills, such as chess, comic books, math jokes, etc. Who knows, maybe they'll one day prove useful.

**Well Actually:** You may spend one Intellect point after making a successful identification or knowledge task in order to recall an additional bit of detail.

**Inability:** You suffer a one step increase in the difficulty of social tasks involving 4 or more other people.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You happened to recall a tedious detail that thrust you and your allies into this situation.
2. You followed the group, too afraid to go alone.

3. You were going to join some other group, but they shunned you.
4. The adventure relates specifically to one of your areas of expertise or interest.

## PRECISE

You're a master of putting things in their proper place and making sure everyone knows how things are supposed to be done. You don't necessarily think everyone should follow the rules, but you think they should know when they're breaking them. You shine when your version of the perfect world is made real, granting you momentary peace of mind.

**Detail Oriented:** +2 to your Intellect Pool.

**Skill:** You are trained in tasks relating to putting things back in order. You clean, organize, and lay down the law with unparalleled vigor.

**Clean Living:** You enjoy an asset on non-combat tasks while in an organized and clean environment.

**Inability:** You suffer a one step penalty on all tasks while in a gross, dirty, or utterly disorganized area.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. The party looked up to no good, so you followed along to fix whatever they broke.
2. The adventure relates to setting something right, your favorite thing to do.
3. Someone higher up reached out to you, knowing you would keep the group in line.
4. You were working as the personal assistant or other paid help of one of the other PCs.

## PROACTIVE

You always shoot first and ask questions later. Not because you don't care about consequences, but because you know that everything is on the line and being proactive is the only way to win. It's



worth jumping before looking if you're leaping to escape an exploding building.

**Quick:** +2 to your Speed Pool.

**Skill:** You are trained in initiative.

**No Time:** You enjoy an asset on non-combat tasks you take without hesitation, as soon as the need arises. You mustn't wait even a single round in order to benefit from this ability.

**Inability:** You suffer a one step penalty to the difficulty of tasks that require you to wait around for just the right time to act, such as leaping onto just the right train car below you.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You just joined, damn the consequences.
2. You initiated this adventure and others joined just to make sure you don't die trying.



3. Your bold attitude attracted the attention of the other PCs.
4. Some impulsive decision you made the night before led you here by happenstance.

## SCHOLARLY

You believe in properly studying a subject in order to fully understand its meaning, value, and function. You're a stickler for thoroughness when it comes to intellectual endeavors and hesitate to jump to conclusions without consulting a primary source.

**Book Smart:** +2 to your Intellect Pool.

**Skill:** You are trained in three areas of knowledge or specialized in one.

**Extensive Notes:** You enjoy an asset on knowledge, assessment, and identification tasks while surrounded by your books and notes at your office, home, or favored workspace. As a crude substitute, you may use a laptop with some of these materials to enjoy a +1 on the rolls for those tasks.

**Inability:** You suffer a one step increase to the difficulty of any Intellect task for which you do not already have a skill, due to the focused nature of your studies.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You were looking into the topic of this adventure as part of your studies.
2. You're tracking down a rare book and happen to be meeting the same people as the group.
3. One of the other PCs is or was a student of yours.
4. You've got an ideological axe to grind and this adventure will help you score points in the academy.





## VISIONARY

You seek or have found a way to change the world for the better. You'll stop at nothing to shape the future in your image, bringing your charisma and brilliant ideas together to forge a new tomorrow.

**Cult of Personality:** +4 to your Intellect Pool.

**Skill:** You are trained in positive social interactions when 4 or more other people are involved.

**Skill:** You are trained in a knowledge, crafting, or technical skill of your choice. This skill is a source of your ideas for how the world should be changed.

**Inability:** You suffer a one step increase to the difficulty of mundane or otherwise boring tasks. You are meant for bigger things.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. Naturally, you brought everyone together.
2. The adventure dovetails with your plans for the future.
3. You're certain you can shape this group into a successful tool for your vision.
4. A rival of yours is involved and you've got to stop them.



# SCIENCE & INDUSTRY CYPHERS

The following cyphers may be useful in Earth-based games, particularly in campaigns focused on technology and innovation. Although they're somewhat grounded in Earth technology, these

cyphers may be translatable to recursions that use similar technologies or even those where magic serves a similar function.

Roll 2d6 twice or choose:

**1**

- 1 Analyzer
- 2 Armor Plating
- 3 Auto Driver
- 4 Automation
- 5 Booster
- 6 Briefcase Device

**2**

- 1 Bypass Key
- 2 Computerizer
- 3 Consciousness Uploader
- 4 Democratizer
- 5 Demolisher
- 6 Diagnostic Tools

**3**

- 1 Encrypter
- 2 Escape Planner
- 3 Gremlin
- 4 Hand-Eye Coordinator
- 5 Internet Tap
- 6 Interrogator

**4**

- 1 Launchpad
- 2 Manufacturer
- 3 Memetic Message
- 4 Mental Interface
- 5 Networked Intelligence
- 6 Overloader

**5**

- 1 Personal Shopper
- 2 Power Stealer
- 3 Prototyper
- 4 Red Button
- 5 Redundant Backup
- 6 Refueler

**6**

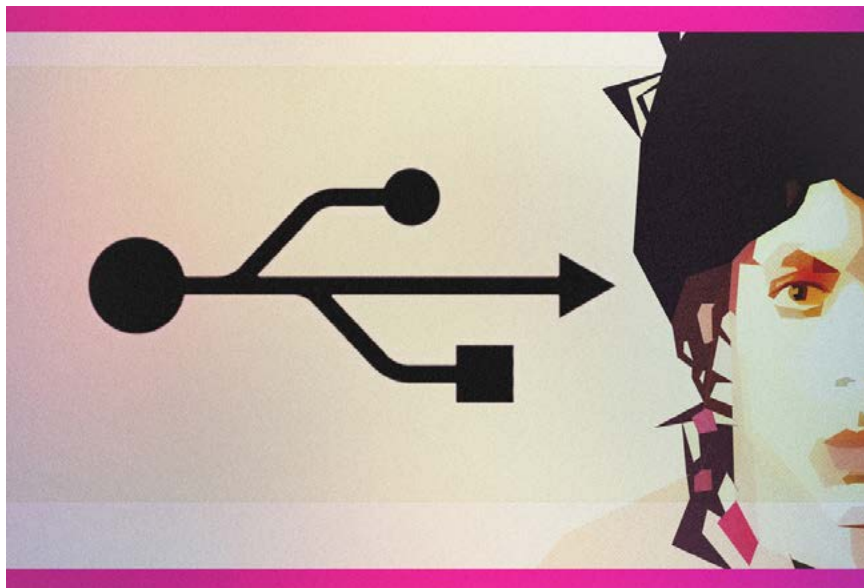
- 1 Remote Control
- 2 Remote Portal
- 3 Stripper
- 4 System Gamer
- 5 Tracer
- 6 Viralizer

### Analyzer [Occultic]

Level: 1d6 + 3

Earth: Large handheld device; microscope

Effect: Choose a sample taken from a crime scene, creature, or other subject of analysis. The cypher provides three pieces of detailed information about it (e.g. physical composition, recent history, possible uses).



### Armor Plating [Anoetic]

Level: 1d6

Earth: Plates of ceramic or metal armor

Effect: Choose one mechanical object. This cypher grants +5 to its armor rating. May affect an object up to roughly the size of a limousine. This cypher cannot increase the armor of a person (including existing armor or clothing). Lasts for 24 hours.

### Auto-Driver [Anoetic]

Level: 1d6

Earth: Handheld device

Effect: Attach this cypher to a vehicle. It will drive itself following verbal commands. The vehicle knows how to get to most widely-known places,

but must be physically forced to go offroad. Lasts for 8 hours.

### Automation [Anoetic]

Level: 1d6 + 1

Earth: Metal harness

Effect: Choose one non-combat task. You are able to perform this task three times faster than normal (three times in one round if the task normally it takes an action). Lasts for 2 hours.

### Booster [Occultic]

Level: 1d6 + 2

Earth: High tech modular attachments

Effect: Attach this cypher to one machine or electronic device. Functioning improves drastically, granting an asset on non-combat uses and +1 to damage if designed to be a weapon. Lasts for 72 hours.

### Briefcase Device [Anoetic]

Level: 1d6 + 2

Earth: A metal briefcase

Effect: Place a machine no larger than yourself into the briefcase. Henceforth, you may access its functions by opening the case. Viable objects include weapons, and tools, and other larger machines. This transformation is permanent and does not change the weight of the briefcase by more than a few pounds.

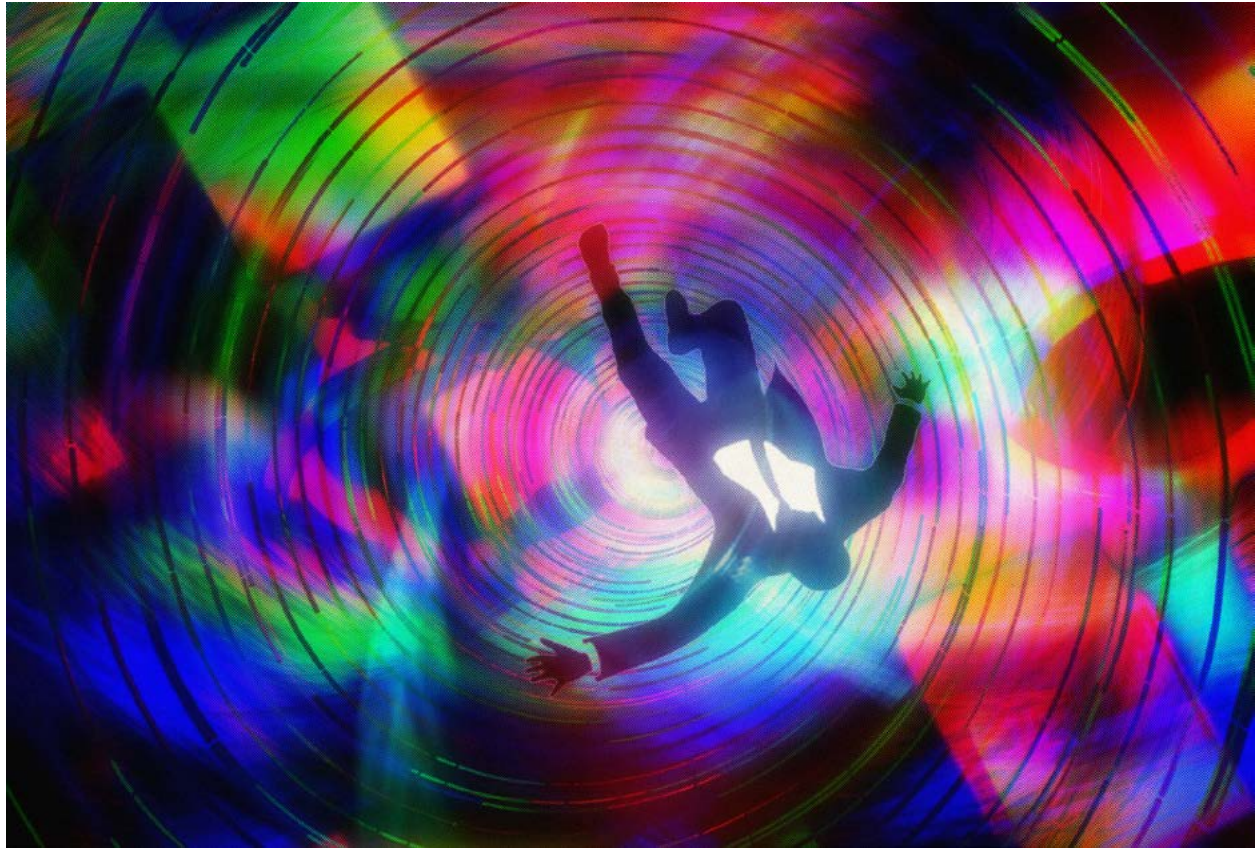
### Bypass Key [Anoetic]

Level: 1d6

Earth: A metal slip the size of a credit card

Effect: One door or security system you touch with this cypher is unlocked and disarmed.





### Computerizer [Anoetic]

Level: 1d6 + 1

Earth: A small electronic device

Effect: Choose one device smaller than you that you can touch. This device now fits into the palm of your hand. It can be used via computer and snuck it into previously inaccessible areas. This transformation is permanent.

### Consciousness Uploader [Occultic]

Level: 1d6 + 4

Earth: Large handheld device

Effect: This device copies of your personality and memories and creates an NPC with a Level equal to your Tier. You do not control this character but it will behave in a manner similar to you. Lasts for 72 hours. This transformation can be made permanent if you expend 3XP to do so.

### Democratizer [Anoetic]

Level: 1d6 + 1

Earth: Handheld device with USB jack

Effect: Choose one personal computer. All information on it is uploaded to the internet and made public. This cypher can be used on servers and other larger computers but will take 1d6 rounds (at GM discretion).

### Demolisher [Anoetic]

Level: 1d6 + 3

Earth: Large explosive pack and detonator

Effect: Affix this cypher to any flat surface. When the detonator is activated, an explosive blast deals 1d6 + 3 Might damage to anyone within Short distance. The blast is sufficient to collapse one building if the cypher is placed at its base.



### Diagnostic Tools [Anoetic]

Level: 1d6 + 1

Earth: A set of small tools, as well as a flash drive full of diagnostic software

Effect: Choose one electronic device you can touch. The cypher reveals anything unusual or faulty about the device (e.g. broken parts, viruses, and lackluster programming). This provides 2 as-sets on repair tasks on the target and adds 2 to any Health repaired on it.

### Encrypter [Anoetic]

Level: 1d6

Earth: Very small electronic device

Effect: Choose one electronic device you can touch. The cypher completely locks the device from outside control. Only you can access it. Lasts for 24 hours.

### Escape Planner [Anoetic]

Level: 1d6

Earth: Handheld device with a navigation screen

Effect: Locates an escape route out that leads to relative safety. Following its directions may take several rounds or minutes.

### Gremlin [Anoetic]

Level: 1d6 + 1

Earth: Handheld device covered in grease

Effect: Affix the cypher to a device. It now mal-functions in random ways. Lasts for 48 hours or until the cypher is removed.

### Hand-Eye Coordinator [Occultic]

Level: 1d6 + 2

Earth: Wires and suction cups connected to a small device

Effect: Apply the cypher to your body. You gain enhanced motor control, increasing your Speed pool by 3 points. Lasts for 8 hours.

### Internet Tap [Anoetic]

Level: 1d6 + 2

Earth: A smartphone

Effect: Type one question of any complexity or difficulty. The cypher will determine the answer using all information that is currently stored on digital repositories, public or private, connected to the internet.

### Interrogator [Anoetic]

Level: 1d6 + 1

Earth: Handheld device

Effect: Choose one computer you can touch. The cypher reveals and completely decrypts all hidden files on it.

### Launchpad [Anoetic]

Level: 1d6 + 1

Earth: Large device

Effect: Launches one device or cypher into low orbit above you. Increases its range to a ten mile radius around the launch point. The item is de-destroyed after four hours.

### Manufacturer [Anoetic]

Level: 1d6 + 1

Earth: Large device with robotic arms

Effect: Creates up to ten identical duplicates of one mundane, inanimate object you feed into the cypher.

### Memetic Message [Anoetic]

Level: 1d6 + 1

Earth: Flash drive filled with unintelligible com-puter code



Effect: Plug the cypher into a computer. It transmits one message of your choosing through the internet to no more than twelve intended targets anywhere on Earth. Takes 1d6 hours. Targets will only see the message when they go online.

### Mental Interface [Anoetic]

Level: 1d6

Earth: Plugs, wires, and electrodes

Effect: Choose one machine or electronic device you can touch. The cypher serves as a mental interface between you and the object. You have 2 additional Intellect Effort for all actions involving the device and additionally enjoy an asset on those rolls. Lasts for 4 hours or until you leave the Immediate area.

### Networked Intelligence [Anoetic]

Level: 1d6 + 2

Earth: Handheld device

Effect: Connect this cypher to one network consisting of 10 to 1000 electronic devices. This network evolves self-awareness and intelligence over 1d6 minutes. The new being exists within the network and has a Level equal to that of this cypher.

### Overloader [Occultic]

Level: 1d6 + 2

Earth: A small attachment to a single device

Effect: Choose one machine or electronic device you can touch. The object grants three assets on non-combat tasks within its original design parameters. Lasts for 1 hour. Both the cypher and the object are destroyed after this time.

### Personal Shopper [Anoetic]

Level: 1d6

Earth: A handheld computer; a flash drive

Effect: Plug the cypher into an internet-connected computer. The cypher spends up to \$100,000 on

any one service buying objects you name. These items will be delivered to you but are untraceable.

### Power Stealer [Anoetic]

Level: 1d6

Earth: A large battery and some cables

Effect: Choose one powered electrical device you can touch. All power is siphoned into the cypher. You may then activate the cypher to unleash that power. You may choose to replenish other devices or detonate the cypher, dealing its Level in damage in an Immediate area.

### Prototyper [Anoetic]

Level: 1d6 + 3

Earth: Large handheld device

Effect: Choose one artifact from The Strange corebook. You create a cypher with a single use of its activation power.

### Red Button [Anoetic]

Level: 1d6 + 3

Earth: Large handheld device with a visible digital timer and a red activation button

Effect: Press the red button. The cypher counts down for 5 rounds once activated. It explodes at the end of 5 rounds, dealing twice its Level in damage to everything and everyone within Long range.

### Redundant Backup [Anoetic]

Level: 1d6

Earth: Handheld device

Effect: Choose one machine or electronic device you can touch. The cypher utilizes a redundancy in the object to restore 2d6 to its Health or completely repair one damaged system.

### Refueler [Anoetic]

Level: 1d6

Earth: Briefcase-sized battery

Effect: Choose one machine or electronic device you can touch. The object becomes fully powered or refueled. Lasts for 8 hours or until the cypher is unplugged. The cypher cannot refill bullets in a gun.

### Remote Control [Anoetic]

Level: 1d6

Earth: Handheld device with visible antenna

Effect: Choose one electronic device you can see. This object is now under your control. Requires two hands to operate. Lasts for 4 hours.

### Remote Portal [Occultic]

Level: 1d6 + 3

Earth: Small clip that attaches to clothing

Effect: Choose a portal to the Strange or a recursion within Immediate range. You may effectively walk through that portal as an action, travelling to its destination. Lasts for 24 hours.

### Stripper [Anoetic]

Level: 1d6 + 2

Earth: A spider-like robot the size of a cat

Effect: Choose one device or machine within Long distance. The object disassembles into its constituent parts, effectively reducing its Health points to zero. Can affect an object up to the size of a city bus.

### System Gamer [Anoetic]

Level: 1d6 + 1

Earth: Video game controller

Effect: Turns the interface of an electronic device or computer into a video game. This allows users to make Speed task rolls instead of Intellect rolls to operate it. Lasts for 4 hours.



### Tracer [Anoetic]

Level: 1d6 + 2

Earth: Handheld device with a high resolution screen

Effect: Choose one location or person. The cypher displays any available video feeds of the target. (e.g. security cameras, satellite footage, etc.). Lasts for 8 hours.

### Viralizer [Anoetic]

Level: 1d6

Earth: Flash drive filled with millions of encrypted email addresses

Effect: Choose one target. This target is made Internet famous for 72 hours. Anyone who regularly checks social media hears about them during this time. Your target need not be present, but a video of them could help steer their fame in a direction of your choosing.







# CHAPTER 2

## INTERNATIONAL AFFAIRS



Although some may take the existence of constant war on Earth as evidence of our species' lack of sophistication, those who do battle are highly trained in exactly the skills needed while exploring the Strange. Recursions are inherently foreign and can be brutally dangerous. The organizations of Earth that seek to utilize and study these places know that soldiers and spies are who have what it takes to get the job done there.

Recruitment comes easy. Underpaid or disgraced warriors constantly seek to put their training to use again. The Office of Strategic Recursion (OSR) need not seek those on the outs. They merely reassign active soldiers deployed around the world to their task forces.

Spies are a more difficult. Some work for the highest bidder, most are exceptionally patriotic, and all are suspicious by nature. Espionage agents recruited to Strange exploring organizations often find themselves leading teams of misfit soldiers and tech specialists on nearly impossible reality-hopping missions.

There are many potential organizations that might recruit warzone Strangers. The OSR and The Estate are the most likely candidates, but nearly any government or institution might have its own division dedicated to The Strange. Getting creative with the premise of your game can lead to interesting, and likely evolving, allegiances.

### MILITARY & ESPIONAGE GAMES

Both military and intelligence operative characters can be combined to create highly specialized task forces capable of taking on the Strange in a rather serious and goal-oriented way. Such campaigns are easy to get started: simply pick a hiring organization and set a premise for the group. The following ideas are presented to aid this process.

**The Diplomats.** A team is assembled to begin diplomatic relations with a recursion of interest to their employing organization. Although focused



on peace, they're ready to take action when things go awry.

**The Experiments.** Altered with materials gathered from a recursion or from the Strange itself, these super soldiers are now important assets to the government that enhanced them.

**The Spies.** Covert operations between organizations is commonplace, doubly so for those aware of the Strange. This team is one of many fighting such shadow wars on Earth. What happens when the Earth itself is threatened by something from outside? Will the spies work alongside their foes to save it?

**The Strike Team.** Cultivated from among the truly exceptional and those touched by the Strange, this team gets the dirtiest jobs done for their parent

organization. Sent on obscure missions to strange recursions, they're constantly put to the test.

**The Translation Specialists.** The ability to translate is a powerful property of Strangers. It's what makes them invaluable explorers for organizations looking to document and exploit recursions. Such teams often get into trouble at every turn and attract the attention of their employers' enemies.

**The Veterans.** Brought together for their combat expertise, a group of exceptional soldiers is sent to a war-torn recursion.

**The Warzone Strangers.** An important or highly dangerous creature escapes from its recursion and a group of soldiers with Strange-related powers is sent to take care of the problem.



## Foci

There are many Earth foci representative of those with military or espionage backgrounds. Most explicit are the battle-related foci, such as Is Licensed to Carry and Looks for Trouble. These make sense for any trained in fighting. The Leads focus is another option for military officers and natural leaders alike.

As for spies, Operates Undercover is the obvious choice for an agent with a broad range of abilities. This focus might work especially well for solo games. With a more team oriented espionage premise it can work better to divvy up the specialties with those foci provided here. The team

can get a lot more done than a single agent when one character gives orders, another gathers intelligence, and yet another sows chaos where directed. You might round out this group with a technology or intelligence specialist described in the previous chapter.

The foci presented here are meant as options for those characters with a specialization in espionage and military operations.

# COLLECTS VALUABLE INTEL

You're a human data collector. You constantly evaluate your surroundings and memorize the useful bits of information for later reports back to your superiors. The key is to not only notice details but also weed out the trivial minutiae. Floods of observations only hinder those who rely on you.

These abilities make you invaluable to any team, where you can help in both threat assessment and investigation. You're not the only one who sees the forest for the trees, but nobody else knows which tree has a sniper hiding in it.

**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You've observed this person extensively and work well with them.
2. Pick one other PC. This person was involved in your first few operations in the field.
3. Pick one other PC. This is the person you understand and know the least about. That bugs you.
4. Pick one other PC. Your particular style of obsessiveness gets on this person's nerves.

**Minor Effect Suggestion:** You gather an additional piece of trivial information on the target.

**Major Effect Suggestion:** You notice a major flaw or secret of the target.



**Suggested GM Intrusion:** You gather a useless detail that you think is quite important.

**Equipment:** Street clothes, smart phone, mirrored sunglasses, a light weapon of your choice, \$500.

**Tier 1:** Detail Oriented. You are trained in perception tasks due to your constant attention to detail. Enabler.

Threat Assessment (1 Intellect point). You learn the Level of a person, creature, or piece of equipment that you can see. Action.

**Tier 2:** See the Problem (2 Intellect points). You determine how all people you can see within Long range feel toward you. Action.

**Tier 3:** Situational Awareness. Your general awareness of your surroundings grants you training in Speed Defense. Enabler.

**Tier 4:** Spot Weakness (4 Intellect points). For the next 10 minutes you enjoy an asset on attacks against one target that you can see. Action.

**Tier 5:** Snap Decisions. Your ability to utilize detailed information about your situation on the fly is unparalleled. You are now specialized in Speed Defense and Perception tasks. Enabler.

**Tier 6:** Share Intel. Your Spot Weakness ability now extends to all allies within Long range, granting them an asset against the target you call. Furthermore, you and your allies are granted a +2 damage bonus to attacks against the target. Enabler.



# GIVES ORDERS

You've got natural leadership talent beyond merely organizing subordinates. You're capable of working with peers to get the most out of your team. You might be the ranking officer, but the sheer talent of your comrades sets them apart and makes your job even more difficult. But you're up to the challenge. You've learned that enabling the actions of the extremely competent can result in spectacular results.

Although thematically similar, Gives Orders differs from Leads by focusing specifically on enhancing and commanding other player characters, often the most elite forces at your disposal. Your military training gives you an edge in getting the most out of these volatile heroes.

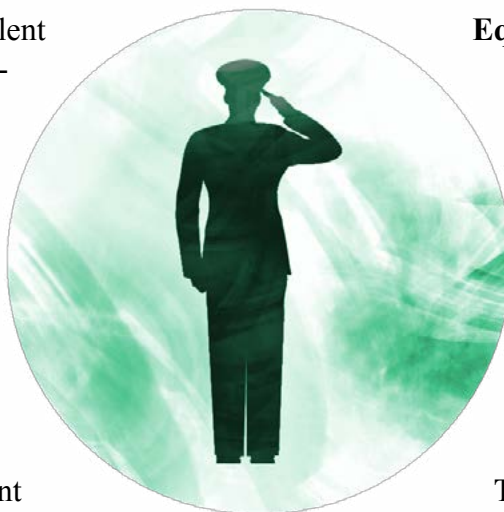
**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You've served with them your entire career and know their abilities well.
2. Pick one other PC. This person refuses to follow your orders most of the time.
3. Pick one other PC. This is the one person you trust to work on their own, without your guidance.
4. Pick one other PC. This is the one person you'd let override your decisions.

**Minor Effect Suggestion:** You grant an ally an asset on their next task roll.

**Major Effect Suggestion:** You grant an ally an extra action on their next turn.

**Suggested GM Intrusion:** No one can hear or understand your Commands for the next 1d6 rounds.



**Equipment:** Street clothes, military uniform, light or medium handgun, smart phone, \$250.

**Commands:** At Tiers 2, 3, 4, and 6 you gain Command abilities, which you may use to enhance and motivate your fellow Player Characters. Command abilities only apply to those who can see or hear you.

**Tier 1:** Education in Tactics. Due to your military background or natural talent, you are trained in tasks related to tactics, leadership, and strategy. Enabler.

**Tier 2:** Command: FIRE (2 Intellect points). Ranged attack rolls made by allies benefit from an asset until the start of your next turn. Action.

**Tier 3:** Command: STRIKE (3 Intellect). Melee attacks rolls made by allies benefit from an asset until the start of your next turn. Action.

**Tier 4:** Command: WITHDRAW (4 Intellect points). You and your allies may immediately move a Short distance, but each must end up no closer to enemies than they were. Action.

**Tier 5:** Loyalty. You gain 2 Contact long term benefits (see The Strange corebook page 124) representing former subordinates or peers willing to pull strings for you. Enabler.

**Tier 6:** Command: ASSAULT (6 Intellect points). You and your allies may move a short distance and make an attack with the weapons you are currently holding. This movement must put each character at least as close to enemies as they were before. Action.

# GOES NATIVE

You love the culture shock of new places and new people, giving yourself over to new ways and adopting local customs as your own. There's a sense of comfort that comes from becoming less of an outsider and setting people at ease. There's a sense of superiority, even, that comes from acquiring some small part of the wisdom that the locals hold. Although your comrades may brand you a traitor, your superiors find your perspectives nearly priceless. It's you who can blend both outsider and insider perspectives on a region. You might be an operative, a traveler, a diplomat, or an historian. In any case you're a lover of culture and a sharer of experiences.

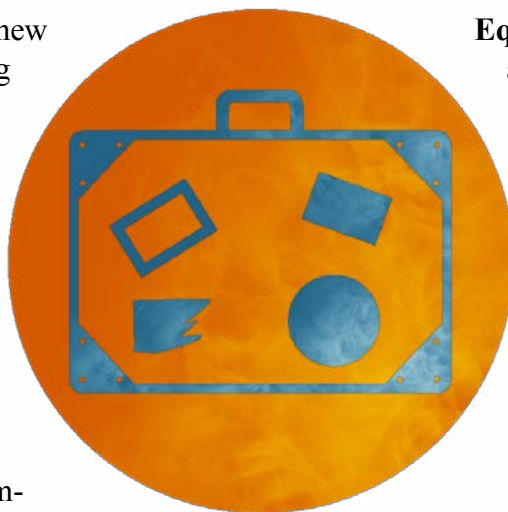
**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You have a great respect for their culture and have studied it extensively.
2. Pick one other PC. You once worked as a translator for them on an important operation.
3. Pick one other PC. They once accused you of treason and might still feel that way.
4. Pick one other PC. You're pretty sure you can place this person's accent. They're not from where they say they are.

**Minor Effect Suggestion:** You learn a trivial but interesting local fact.

**Major Effect Suggestion:** You discover a local secret (e.g. a hidden oasis, undocumented military installation, or concealed murder spree.)

**Suggested GM Intrusion:** You make a major social faux pas, offending or enraging any locals who see it.



**Equipment:** Local attire, clothing and trinkets from the last place you visited, local maps and guidebooks, a light weapon of your choice, \$400.

**Tier 1:** Get By (1 Intellect point). You can passably speak the local language/dialect for the next hour (so long as you've heard more than ten minutes of it already). Action to initiate.

**Tier 2:** Blend In (2 Intellect points). You blend in with the locals for the next hour, keeping you from being identified as an outsider (unless you do something really obvious). NPCs of an equal or lower Level than your Tier cannot see through this. Action to initiate.

**Tier 3:** Inside Knowledge (2 Intellect points). You find one local service, well-known figure, or major landmark. You may spend one additional Intellect point to find something more obscure, such as a little-known restaurant or hard-to-find person. This ability requires you to talk to at least one local. Action.

**Tier 4:** Indigenous Customs (4 Intellect points). You utterly blend in with the locals for 24 hours. They cannot tell you are an outsider during this time. Your Get By ability now grants proficiency in the local language and lasts so long as Indigenous Customs is active.. Action to initiate.

**Tier 5:** Adopted Ways. Pick 3 languages and 2 knowledge skills pertaining to cultures you have spent time exploring. You learn the languages and gain training in the skills. Enabler.

**Tier 6:** Informants. You gain 3 Contact long-term benefits (see The Strange corebook page 124). These likely represent people whose trust you have gained in communities you've visited, specifically those with useful information to share. Enabler.



# KILLS FROM AFAR

You are experienced in long range marksmanship and advanced survival techniques. In war this means you are capable of getting relatively close to an enemy that is hard to engage. In the kinds of combat recursors tend to get in you seem more like distant support. You fire from cover and hide from view. To you distance is a matter of perspective and a limitation you make it your job to overcome.

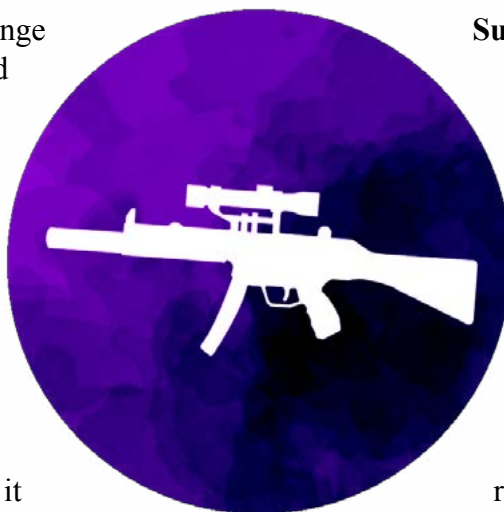
This focus relies specifically on ranged firearms, usually rifles. Use of these powers with bows, lasers, or other alternatives is subject to GM discretion.

**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You served in the same unit as this person.
2. Pick one other PC. You rescued this person, by way of a carefully aimed shot.
3. Pick one other PC. This person serves as your spotter.
4. Pick one other PC. This is the one person you can open up to.

**Minor Effect Suggestion:** The target of your attack has no idea where the shot came from.

**Major Effect Suggestion:** The target of your attack is knocked prone and has no idea where the shot came from.



**Suggested GM Intrusion:** An enemy sniper fires at you.

**Equipment:** Assault rifle and another light weapon of your choice, scope, knife, camouflage clothing, \$300.

**Tier 1: Spotter.** You may choose to reroll the die once when someone assists you on a ranged firearms attack. This functions like spending XP to reroll but at no cost. Enabler.

**Tier 2: Positioning (2 Speed points).**

You find cover within Short range and move there. You enjoy an asset on ranged attacks so long as you remain at that exact spot. Action.

**Tier 3: Distant Target.** You may ignore distance penalties up to a mile by spending Effort on a ranged attack using a rifle. Enabler.

**Tier 4: Camouflage (4 Speed points).** You hide within local terrain features for the next hour. So long as you remain within short distance of your current location creatures of a Level equal to or lower than your Tier cannot find you, even after firing your weapon. Action to initiate.

**Tier 5: Weak Point (5 Speed points).** You make a ranged attack with a rifle that ignores the first 3 points of Armor on your target. Action.

**Tier 6: Magic Bullet (6 Speed points).** After making a successful ranged attack, you may activate this ability to make a second attack on the same target. You lose no additional ammunition. Enabler, only usable once per round.

# SOWS CHAOS

You've always been prone to dangerous situations. Mostly you're the one creating that danger. You likely have a military or intelligence background, organizations that prize someone who can create distractions when the need arises. You might normally stay hidden or undercover, but you know exactly how to turn up the heat when the time is right.

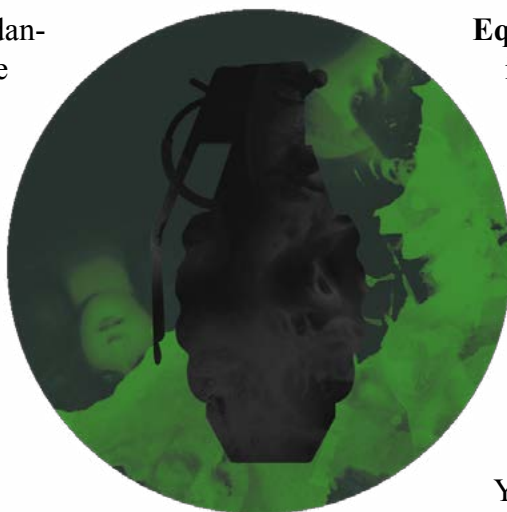
**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You pulled this person out of a dangerous situation once but never told them you caused the incident.
2. Pick one other PC. This person seems to keep you in line.
3. Pick one other PC. This person once stopped you from harming innocents with your dangerous ways.
4. Pick one other PC. This person is almost as dangerous as you. You like that.

**Minor Effect Suggestion:** You notice an escape route.

**Major Effect Suggestion:** You improvise a maneuver: for the next ten minutes you have access to an Ability from another Focus that is of an equal or lower Tier than yours.

**Suggested GM Intrusion:** You take things too far and harm yourself for 5 damage (ignores Armor).



**Equipment:** Street clothes (or military uniform), binoculars, 2 grenades, pistol and ammo, \$200.

**Tier 1:** Grab Attention (1 Intellect point). You cause a commotion or seemingly endanger just the right person. Any visible enemies try to attack you this round. Action.

**Tier 2:** IED (2 Speed points). You create a small explosion within Short distance, dealing 3 damage to everyone within Immediate distance of the blast. Action.

**Tier 3:** Daring Escape (3 Speed points). You flourish your way out of confinement, binding, or grapple. Even works to escape a locked room. Action.

**Tier 4:** Thrill Seeker. You enjoy an asset on non-combat tasks involving precarious or incredibly dangerous situations (e.g. walking a tightrope, climbing over harmful substances, disarming explosives, etc.). Enabler.

**Tier 5:** Wrecking Ball (1+ Intellect points). You utterly destroy one stretch of wall or ceiling on a structure, with an area equal to a single ten by ten foot section for each Intellect point spent. Thus 2 Intellect could destroy a 20ft by 10ft section of wall. Action.

**Tier 6:** Fade Away. You may immediately make a stealth skill roll to hide after using IED or Wrecking Ball. Enabler.



# DESCRIPTORS

The following Descriptors represent backgrounds and archetypes for characters drawn from the military and espionage fields. Some work well under pressure, others define themselves by their relationship to the hierarchy, and a few are simply trying to make it out alive.

## ADAPTABLE

You are especially capable at going with the flow, becoming exactly what is needed in a tense or dangerous situation. You might be trained extremely well or shoot from the hip with the best of them, but somehow you're the right person for just about any job.

**Many Strengths:** You gain +1 to each of your Might, Speed, and Intellect Pools.

**Flexible:** Once each 10-hour recovery period you may select one skill that you do not already possess. You are trained in this skill until your next 10-hour recovery.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

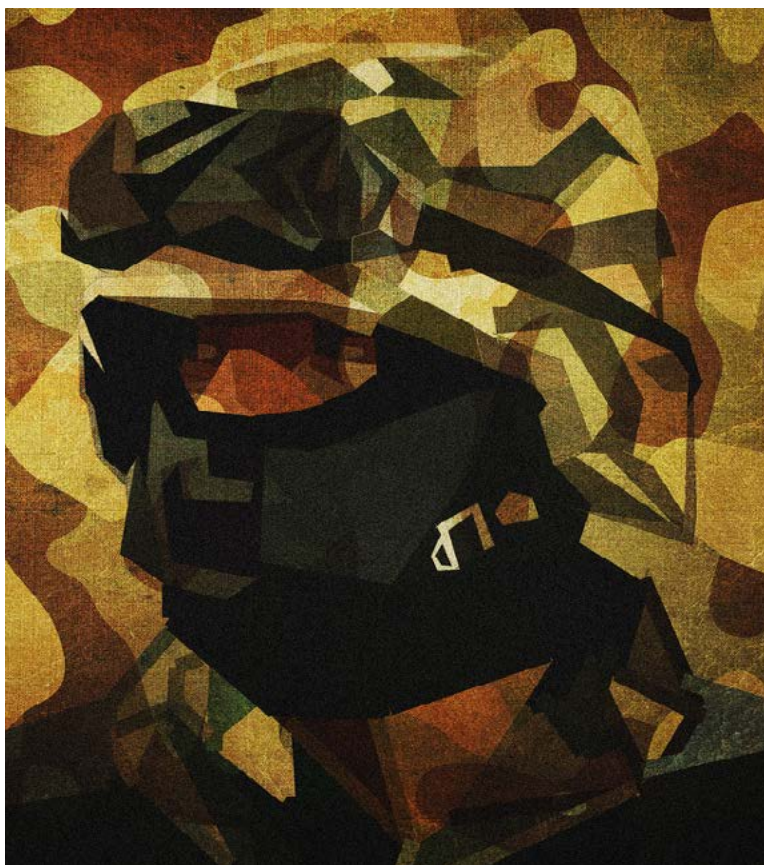
1. You happen to have just the right skills for the job.
2. They seem to think you're a specialist in this area and you're not going to disabuse the higher ups.
3. You've got a good friend already on the team.
4. You've got a personal stake in the outcome of the operation.

## FORGETTABLE

You're not particularly attractive or ugly, interesting or boring. You're simply there. People rarely recall what you've said or done, should they have noticed at all. You simply fade into the background. But you don't fret; you've learned to get the most out of these circumstances. Being utterly normal by all appearances lets you blend in wherever you go. In most situations it's far more useful than being a dashing hero, and you tend to live longer.

**Unexceptional:** You gain +1 to each of your Might, Speed, and Intellect Pools.

**Skill:** You are trained in tasks related to blending in to your surroundings or a crowd. This is not stealth so much as the ability to be seen but not noticed.







**Hard to Remember:** NPCs with a Level equal to or lower than your Tier rarely recall you or your actions in great detail.

**Inability:** You suffer a one step penalty on any task related to getting noticed or being the center of attention.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. Nobody noticed you tag along for the adventure.
2. You witnessed important events relating to the mission.
3. Your superiors just want you out of the office. They find your blandness unnerving.
4. You are partnered with another PC, but they always get the accolades.

## INSUBORDINATE

You've never liked having someone tell you what to do or how to do it. The more that authority figures try to rein you in, the more you buck the system. You have little interest in doing things the "right" way and believe in improvisation for its own sake. Woe to any commanding officer assigned to lead you. You're as likely to take over as go off on your own.

**Sharp Tongued:** +2 to your Intellect Pool.

**Defiant:** You enjoy an asset on non-combat tasks when going against the grain of authority or directly defying orders given by NPCs.

**Skill:** You are trained in a skill of your choice that defies expectations of what you should know.

**Inability:** You suffer a one step increase to the Difficulty Level of tasks when directly following the orders or instructions of NPC superiors.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. Somebody told you not to go on this adventure, so here you are.
2. You're always looking for a fast way up the chain of command. Dangerous missions sound great to you.
3. Nobody expected you to volunteer for this one. You'll show them.
4. One of the other PCs is a rival of yours and you need to show them up.

## STERN

You keep your feelings bottled up to protect yourself and others. You've seen hard times firsthand and whining about problems doesn't usually seem to fix them. Instead, grit and determination tend to save the day. You've got plenty of those. You probably find yourself leading by example; actually talking to people opens you up to all sorts of emotions you'd rather didn't exist.





**Tough Cookie:** +2 to each of your Might and Intellect Pools.

**Skill:** Your carefully crafted mindset and grizzled physique grant you training in both Intellect and Might Defense.

**Inability:** You suffer a one step increase to the Difficulty Level of tasks involving emotion (e.g. conveying sympathy, noticing emotional changes, riling up crowds, etc.).

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You were ordered to this post. You follow orders, no matter how weird.
2. You saw something strange once and now they send you on all the missions related to those kinds of events.
3. An old comrade called in a favor and you're true to your word.
4. You forced your way onto this team. They need you whether they know it or not.

## VIGILANT

You live to protect those around you,. Whether it's keeping watch at night, scouting ahead for ambushes, or simply eyeing the crowd for assassins, you are at home when serving as sentry for others. You don't necessarily see it as a heroic sacrifice. It's just what you do best. But having some kind of personal stake in the lives you defend can give you an edge.

**Ready:** +2 to your Speed Pool.

**Watchful:** Your constant vigilance makes you trained in perception tasks and initiative rolls.

**Sleep Less:** You may end your 10 hour Recovery after only 6 hours of rest. However, you do not get to add your Tier to your Recovery roll when you do so.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You noticed something strange and alerted those who formed the team.



2. The issue at hand has kept you up nights worrying.
3. You seek to protect a particular group of people affected by this threat.
4. They're bringing you along as a mere guard.

## WAR-WEARY

You've seen battle and the horrors it entails, and you've vowed to keep such things from happening again. Not on your watch. You might be a bit of a peacenik now but you're still a combat veteran. If you have to throw down once in a while to preserve the greater peace, so be it.

**Scarred:** +4 to your Might Pool.

**Skill:** You still benefit from the sharpened reflexes honed in the warzones of your past, granting you training in Speed Defense.

**Skill:** Your experiences abroad grant you training in knowledge of a particular theatre of war in

which you served. This extends to such things as geography and local culture.

**Inability:** You suffer a one step increase to the Difficulty Level of all tasks that involve initiating conflict, such as starting combat or attempting physical intimidation.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. This is the only way you see to stop a major conflict from stirring up.
2. Someone whose life you once saved (another PC) is in danger again. Guess you'll have to drag them out of the fire yet again.
3. You're just trying to start a new life away from battle and this adventure is part of that goal. Here's hoping it's peaceful.
4. You heard about the mission and knew you'd be needed. You just can't resist helping those in need.





# ESPIONAGE CYPHERS

These cyphers represent cutting edge gadgets and gear, often passed on to agents and important soldiers working for clandestine Strange-related agencies. They can even be found in the field by those who know how to sense such things.

As with other cyphers found in this book, these may be appropriate for certain recursions, particularly those set in wartime scenarios within the last century or so.

Roll 2d6 twice or choose:

1

- 1 Adequate Bribe
- 2 Advanced Med Kit
- 3 Advanced Scope
- 4 Bar Door
- 5 Battlefield Mapper
- 6 Camouflage Bag

2

- 1 Credentials
- 2 Dead Drop
- 3 Defensible Position
- 4 Disguise Kit
- 5 Disinhibition Gas
- 6 Dossier

3

- 1 Extra Weapon
- 2 Gear Drop
- 3 Group Reloader
- 4 Group Translator
- 5 Holographic Friendly
- 6 Informant's Address

4

- 1 Intel Goggles
- 2 Laser Beam
- 3 Localizer
- 4 Long Term Stimulant
- 5 Monkey Wrench
- 6 Perfect Climbing Gear

5

- 1 Rerouter
- 2 Reverse Bug
- 3 Satellite Scout
- 4 SCUBA Kit
- 5 Snoop Seeker
- 6 Spider Hole

6

- 1 Spooker
- 2 Target Painter
- 3 Tracking Device
- 4 Transmission Interceptor
- 5 Tunneler
- 6 Wilds Hider

### Adequate Bribe [Anoetic]

Level: 1d6 + 1

Earth: A small bag full of cash

Effect: Target NPC of the cypher's Level or lower within Immediate range ignores you and lets you pass or provides you one illicit service.

### Advanced Med Kit [Occultic]

Level: 1d6 + 3

Earth: Backpack filled with medical equipment

Effect: Target creature within Immediate range regains all lost Might or Health points.

### Advanced Scope [Anoetic]

Level: 1d6 + 1

Earth: Fancy scope for a ranged weapon

Effect: Target ranged weapon within Immediate range ignores concealment, darkness, and other obscuring conditions on attacks. Lasts for 48 hours.

### Bar Door [Anoetic]

Level: 1d6 + 1

Earth: Mechanical device with many hydraulics

Effect: One door of nearly any size becomes as solid as the surrounding walls. Lasts for 24 hours or until removed.

### Battlefield Mapper [Anoetic]

Level: 1d6

Earth: Handheld device

Effect: Displays a topographic and architectural 3D map of all terrain within a one mile radius. The data can be copied to other devices before it stops functioning. Lasts for 24 hours.

### Camouflage Bag [Anoetic]

Level: 1d6 + 2

Earth: Large duffel bag

Effect: Creates an area camouflaged to match the surrounding terrain. Up to four people can be concealed from creatures of a Level equal to or lower than that of the cypher. Lasts for 12 hours.



### Credentials [Anoetic]

Level: 1d6 + 2

Earth: Passport or ID card

Effect: The cypher becomes the most appropriate credentials for the current situation, fooling any creature of a Level equal to or lower than that of the cypher. Lasts for 4 hours.

### Dead Drop [Anoetic]

Level: 1d6

Earth: Small black container

Effect: Put a message and/or a small object in the cypher and leave it on the ground. One person you name within ten miles of the cypher will somehow find it within the next 12 hours.



### Defensible Position [Anoetic]

Level: 1d6 + 1

Earth: Several hinged metal plates

Effect: Makes an Immediate area around you defensible. This provides full cover from ranged and area attacks but allows those inside to make attacks directed out. Lasts for 12 hours.

### Disguise Kit [Anoetic]

Level: 1d6 + 1

Earth: Makeup kit

Effect: Allows perfect visual impersonation of any person you choose. Lasts 12 hours.

### Disinhibition Gas [Anoetic]

Level: 1d6 + 1

Earth: Smooth metal grenade

Effect: Activates on impact. Drugs everyone within Immediate range of the impact, causing total loss of inhibition. Affected individuals act on pure instinct. Lasts for 1 hour.

### Dossier [Anoetic]

Level: 1d6

Earth: Manila folder

Effect: Select an individual or organization. The Dossier contains secrets on the subject equal to the cypher's Level.



### Extra Weapon [Anoetic]

Level: 1d6

Earth: Small sheath with weapon

Effect: Produces a light weapon of your choice, seemingly from out of nowhere. You may use this cypher and attack with it in one action.

### Gear Drop [Anoetic]

Level: 1d6 + 2

Earth: Handheld radio

Effect: Calls in an air drop of equipment that lands within Immediate range. Contains a number of weapons equal to the cypher's Level, 3 medical kits, and \$2000 cash.

### Group Reloader [Anoetic]

Level: 1d6 + 1

Earth: Ammo box

Effect: All allies within Immediate range may reload their weapons as a free action this round.



### Group Translator [Anoetic]

Level: 1d6 + 1

Earth: Handheld device

Effect: Translates all words spoken within Immediate range into one language that you choose. The device replays the words into electronic voices similar to those who said them. Lasts for 4 hours or until shut off.

### Holographic Friendly [Occult]

Level: 1d6 + 2

Earth: Complex handheld device

Effect: One holographic ally appears within Immediate range and begins acting aggressively toward enemies. Foes are as likely to attack the new "person" as you, but to no effect. Lasts for 10 minutes.

### Informant's Address [Anoetic]

Level: 1d6 + 2

Earth: Card with complicated driving instructions

Effect: Choose an organization. The cypher reveals the location of information about it. Grants you a Contact long term benefit for 24 hours.

### Intel Goggles [Occultic]

Level: 1d6 + 2

Earth: Wraparound goggles

Effect: Provides constant information about the people and places you are seeing, such as aliases, ages, and known associates. Lasts for 4 hours.

### Laser Beam [Anoetic]

Level: 1d6 + 1

Earth: Wristwatch, pen, or other innocuous object

Effect: Powerful laser beam capable of cutting through any object of its Level or lower. Deals 10 damage at Immediate range if used as a weapon. Lasts for 1 round.

### Localizer [Anoetic]

Level: 1d6

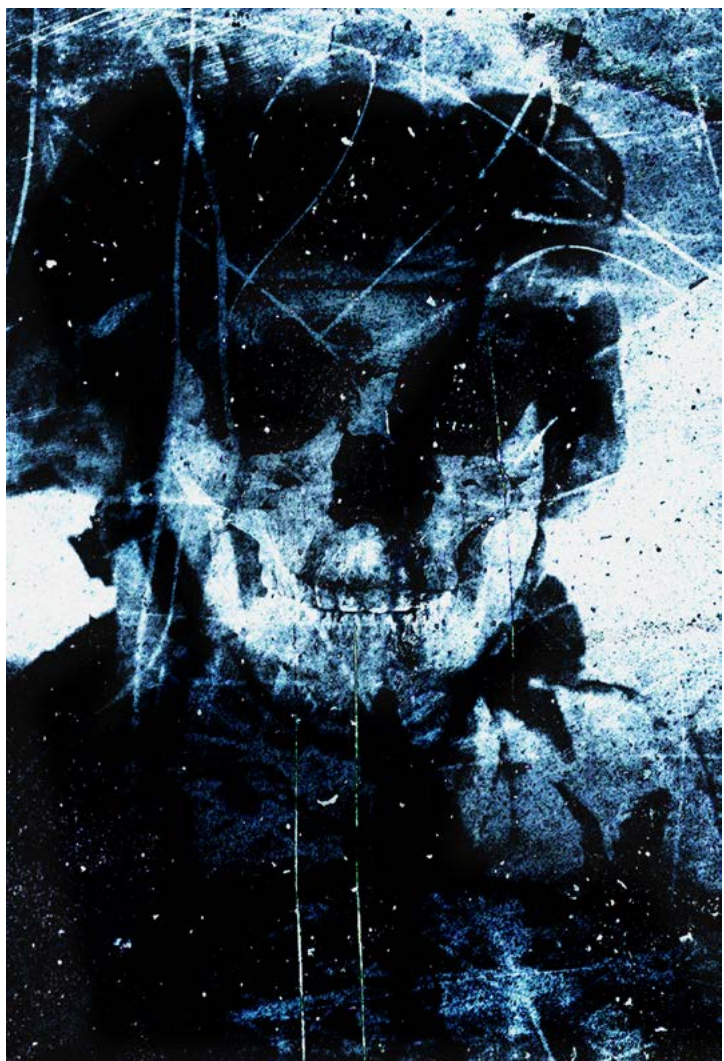
Earth: Bag of clothes

Effect: Allows you and up to three companions to appear as locals in your current setting.

### Long Term Stimulant [Anoetic]

Level: 1d6 + 1

Earth: 3 jagged little pills





Effect: Causes alertness for the next 72 hours with no need for sleep. two hours of rest qualifies you for your 10 hour Recovery roll during this time.

### Monkey Wrench [Anoetic]

Level: 1d6 + 1

Earth: Small handheld device

Effect: Target device or machine becomes inoperable until fixed by a technician of a greater Level than that of this cypher.

### Perfect Climbing Gear [Anoetic]

Level: 1d6

Earth: Suction-cupped gloves, rappelling harness

Effect: You are able to climb up and along any surface, including ceilings. Lasts for 2 hours.

### Rerouter [Anoetic]

Level: 1d6

Earth: Handheld device

Effect: Choose a location. All electronic communications appear to be coming from that source. Lasts for 8 hours or until you turn it off.

### Reverse Bug [Occultic]

Level: 1d6 + 2

Earth: Large handheld device

Effect: Detects all surveillance gear in the Immediate area. Any devices found can be reversed to spy upon whoever placed them. Lasts for 1 hour.

### Satellite Scout [Anoetic]

Level: 1d6 + 1

Earth: Small handheld device

Effect: Choose a location. The device causes a spy satellite to

stream a live video feed of that location. Lasts for 3 hours or until you turn it off.

### SCUBA Kit [Anoetic]

Level: 1d6

Earth: Large backpack

Effect: Enables swimming to nearly any depth without concern for oxygen or pressure change. Lasts for 8 hours.

### Snoop Seeker [Anoetic]

Level: 1d6

Earth: Small aerial drone

Effect: Detects all surveillance devices (including other drones) within a one mile radius. Lasts for 1d6 minutes.

### Spider Hole [Anoetic]

Level: 1d6 + 1

Earth: Small electronic device

Effect: Identifies a safe hiding spot within one mile. You cannot be found once inside unless you intentionally give away your position.

### Spooker [Anoetic]

Level: 1d6

Earth: Small black bag

Effect: Contains a passport, driver's license, and other important identity documentation for the nation you're in. Also holds a pistol, one clip of ammunition, and the equivalent of \$2000 (USD) cash in the local currency.







### Target Painter [Occultic]

Level: 1d6 + 4

Earth: Handheld laser

Effect: Pick one target you can see. The target is bombed within the next 1d6 minutes. The blast deals the cypher's Level in damage to everything within Long range of the impact.

### Tracking Device [Anoetic]

Level: 1d6

Earth: Small handheld device

Effect: Designate a target person or object within Immediate distance. The precise location of the target is tracked and known in terms of latitude and longitude. Lasts for 24 hours.

### Transmission Interceptor [Anoetic]

Level: 1d6

Earth: Large electronic device

Effect: The device intercepts all radio transmissions within a one-mile radius, including those that are encrypted. You may sort through the various channels to identify specific calls, messages, and other transfers of information. Lasts for 3 hours.

### Tunneler [Anoetic]

Level: 1d6

Earth: Large device with a drill on the end

Effect: Burrows through the earth over the course of an hour, creating a cavern that's 5 foot by 5 foot wide and up to 300 feet long. This may include vertical, horizontal, and diagonal shafts. Lasts for 8 hours before collapsing.

### Wilds Hider [Anoetic]

Level: 1d6 + 1

Earth: Handheld device

Effect: Allows navigation through wilderness while losing anyone tracking or spying on you. Takes 10 minutes of travel using the cypher.







# CHAPTER 3

## HIGH SOCIETY



The wealthy and powerful rarely make compelling heroes. However, there's a time and a place for everything. The Strange, with its focus on world shattering events on Earth, provides an opportunity for characters that would otherwise seem out of place in a fast-paced adventure game.

One campaign might center on a group of Estate operatives working out of Washington DC, with a politically savvy broker greasing the wheels for the more rough and tumble types. Another game might focus entirely on characters of high esteem as they maneuver within a world torn apart by strange events. Corporate or government intrigue can yield intense roleplaying, as the stakes can be quite high.

Even the comic relief of a lone rich kid struggling to cope with an Earth turned upside down can be a boon to nearly any game. Seeing the spoiled and pampered shift to a different worldview after traumatic events is fascinating, and their new understanding of the mundane can make for excellent drama.

### ELITE GAMES

It can be intimidating to run campaigns set entirely within the realms of the affluent and powerful. Success lies in choosing a premise that provides both a common starting point and opportunities to expand in increasingly strange ways. In particular, it is all too easy to pick a premise without much occasion for action and adventure (genres of play where The Strange excels).

Play to the game's strengths. Load your campaign with the potential for betrayal, espionage, and outright violence. It's far easier to tone down the combat than to punch up a dull setting.

The following campaign premises may be useful as inspiration for high-powered games:

**The Cabal.** Members of a secretive fraternal or occult organization discovered the Strange and have begun exploring its use in our world. The PCs are nearly villains for this one, using power



and influence to gain more of both with a little help from their seemingly magical powers.

**The Campaign.** The support staff of a powerful politician is thrust into contact with the Strange. Their high profile work makes explaining strange events to the media challenging, but their political power just might let them accomplish difficult tasks in the face of planetovores or other threats.

**The Corporatists.** A major corporation creates a new division to investigate matters related to the Strange. Expecting many kinds of danger, management assigns leaders and team players known for their physical and mental fortitude.

**The Global Taskforce.** Governments around the world have learned of the Strange and the dangers that it brings. An international taskforce is created to mitigate the eventuality of a war between worlds, or to decide where to strike the first blow.

**The Survivors.** In the aftermath of a Strange event that crippled a major city, several otherwise unheroic office workers have developed odd powers. They struggle to become heroes once recruited to fight these otherworldly entities.

**The Tourists.** The wealthy and powerful have access to things that the little people might not know exist. Cutting edge technologies and procedures have allowed this group to become recursors, allowing wider travels on their quest for entertainment. However, they soon find the dangers of the Strange go beyond the average safari, and that they may be more than the vapid playboys they once were.

**The Volunteers.** Several individuals with the ability translate become aid workers for those affected by the Strange, brought together by their mutual desire to save the world. An odd mix of spoiled twenty-somethings and political activists, they nonetheless chase down threats and help to negotiate peace between our world and those beyond.

## Foci

The Earth foci to be found in The Strange corebook are not ideal for a campaign centered on or beginning within the worlds of power and wealth. Leads is great for managers and executives with the education, experience, and underlings necessary to serve as leaders within the group. Similarly, the Entertains focus can be great for characters who represent “the talent” within a company which has an artistically derived product. Sometimes wealthy and famous people hobnob with each other, so it makes sense that entertainers would rub elbows with the elite.

Beyond those, most foci are a bit of a stretch for less action oriented beginnings. This chapter provides a few options and the preceding chapters may also be useful as a resource. The foci in Chapter one in particular may perfectly represent the kinds of additional help with whom these powerful people might surround themselves.

A business office, for instance, might have a manager who Leads, a visiting investor who Jet Sets, a gossip who Pulls Strings, a youth consultant who Harnesses Social Media and an IT professional who Takes Things Apart. Throw those characters into a dangerous situation and see how they react, leveraging their existing office dynamics for drama in the face of the strange.

The foci presented here are meant as options for those characters that specialize in business or politics.

# ADVISES

You're an able instructor and guide, trusted by the elite with their important work. You might aid on political campaigns or work in management consulting, but you delight in raising others to their fullest potential no matter your title. Showing decision makers all the options at their disposal is your *raison d'être*. Leave the hard choices to those who seek the spotlight; you're just here to help.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. This person was once a client.
2. Pick one other PC. This person was once your protégé.
3. Pick one other PC. This person never seems to take your advice.
4. Pick one other PC. This person needs your advice more than anyone and you aim to be there for them.

**Minor Effect Suggestion:** Your help lasts twice as long (2 rounds for Assist actions).

**Major Effect Suggestion:** Your help reduces the cost of your pupil's focus powers by 3 points for one round.

**Suggested GM Intrusion:** You provide your pupil with an inability for ten minutes instead of any assistance.

**Equipment:** Scholarly clothes (or professional attire), a book on a subject you care about deeply, laptop, cell phone, \$200.

**Tier 1:** Educated. You are trained in teaching and two knowledge skills of your choice. Enabler.

**Tier 2:** Pointers. You provide an asset whenever you assist someone, no matter the difference between your respective skills. Enabler.

**Tier 3:** Instruction (3 Intellect points). You temporarily grant one target that can hear you with training in a skill that you possess. This skill lasts for one hour. Action.

**Tier 4:** Thoughtful. Your introspective nature grants you training in Intellect Defense. Enabler.

**Tier 5:** Erudite. You gain 5 points to your Intellect pool. Enabler.

Highly Educated. You are specialized in teaching and the two knowledge skills granted by Educated. Enabler.

**Tier 6:** Inspiration (6 Intellect points). You temporarily grant one target that can hear you specialty with a skill you are specialized in. This skill lasts for 24 hours. Action.



# DOES THE DIRTY WORK

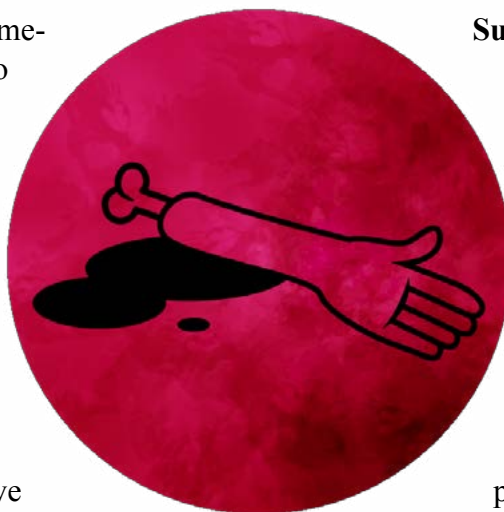
You're the one to call when something less than legal needs to get done. You might be ex-military or an ex-cop. Maybe you've always been on the wrong side of the law. You might lack a conscience but you do have a code, and you have no problem sleeping at night so long as the things you do serve the greater good. You prioritize quickness and stealth, but place obedience above all else. When you do take charge, you're likely brutal and efficient. Leave the hand wringing to others.

**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You covered up some pretty bad stuff for this person in the past.
2. Pick one other PC. Someone asked you to kill this person but you couldn't do it.
3. Pick one other PC. This person doesn't seem to understand what you do and sees little need for you.
4. Pick one other PC. You grew up with this person and would do anything for them.

**Minor Effect Suggestion:** Things go easy (halve the cleanup time for a focus ability you use in the next 10 minutes).

**Major Effect Suggestion:** You leave no trace (no need for cleanup).



**Suggested GM Intrusion:** Someone walks in on your crime or cleanup.

**Equipment:** A weapon of your choice, sturdy clothes, light armor, burner cell phone, \$500 in unmarked bills.

**Tier 1:** Tools of the Trade. You are trained in 3 of the following skills: intimidation, picking locks, picking pockets, computer hacking, stealth, arson, or forgery. Enabler.

**Tier 2:** Shred (2 Speed points). You remove all physical and digital documentation of an event. Requires access to the necessary files. Takes 2d6 minutes. Enabler.

**Tier 3:** Get Away (3 Speed points). You and one willing person within Immediate range escape combat or another tense situation. This includes evading any subsequent pursuit. Action.

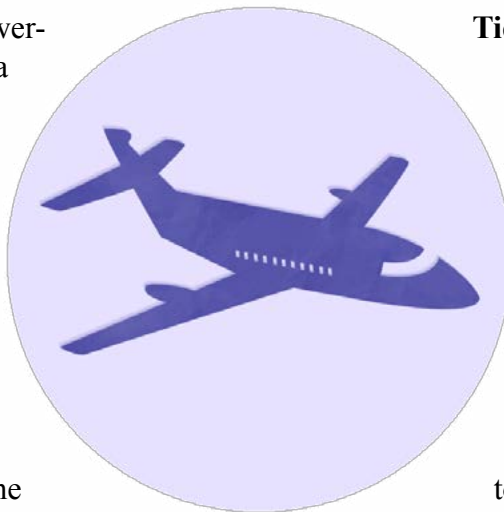
**Tier 4:** Gut Instinct. You gain 4 points to your Speed pool. Enabler.

**Tier 5:** Friends Close, Enemies Closer. You benefit from an asset on attacks against people you've known for more than a week. You gain a second asset on the attack if you know them well (e.g. friends and close allies). Enabler.

**Tier 6:** Organic Disposal (6 Speed points). You get rid of all physical evidence of an event. Anything destroyed in this way is irretrievable. This includes dead bodies. Takes 1d6 hours, but that time is halved if you have an accomplice. Enabler.

# JET SETS

You may be the child of a powerful despot or the inheritor of a vast fortune. Maybe you simply won the lottery multiple times and now travel the world shopping. Whether your background is elite or pedestrian, you live a life of purest luxury. You have an eye for the finer things and know how to entertain. You might be ostentatious or casually thrifty, but you're likely the supplier of resources either way. Any group you grace with your fabulous presence knows you are the truest trendsetter.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. This person was once part of your entourage.
2. Pick one other PC. This person worked for you and you've come to trust them.
3. Pick one other PC. This person knows how to party. They're always invited wherever you go.
4. Pick one other PC. This person seems jealous of your wealth and power.

**Minor Effect Suggestion:** Your target is particularly susceptible to bribery (-1 Difficulty on related rolls).

**Major Effect Suggestion:** You've bribed your target in the past (-3 Difficulty on related rolls).

**Suggested GM Intrusion:** Your enemies have frozen your funds. Your Focus abilities are disabled for 24 hours or until you fix the problem.

**Equipment:** Fine clothes, fancy car, cutting edge smartphone, \$2,000 cash, and \$8000 in other gadgets and equipment.

**Tier 1:** Life of Luxury. You begin with the Wealth long-term Benefit (see The Strange core-book, page 124). Enabler.

Connoisseur. You are trained in knowledge of high-class goods such as wine, fine food, yachts, and tropical vacation destinations. Enabler.

**Tier 2:** Preferred Client (2 Intellect points). You manage to live well in any area, no matter how rustic. You can reliably find shelter and delicious food on even deserted islands. Action.

Private Instructor. You are trained in a combat skill of your choice, such as attacks with a particular weapon or defense with a particular Pool. Enabler.

**Tier 3:** Grease the Wheels (3 Intellect points). You bribe a character of a Level equal to or lower than your Tier. They'll perform a menial task, or fail to perform their usual job in return for money or favors. Action.

**Tier 4:** Private Detail. You are accompanied by two Level 2 bodyguards who are willing to take a bullet for you. You generally make rolls on their behalf in combat. Enabler.

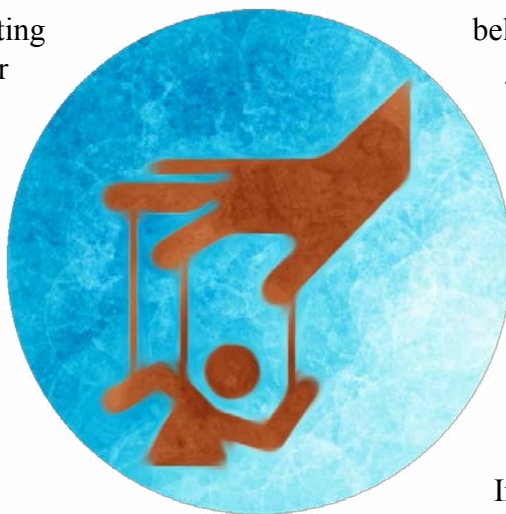
**Tier 5:** True Wealth. You enjoy more than the Wealth long-term Benefit otherwise entails. You live the life of the super-rich, possessing private jets, homes on every continent, large yachts, and membership in powerful fraternal organizations. You benefit from two assets on social tasks when dealing with the wealthy or ambitious. Enabler.

**Tier 6:** Personal Trainers. You may shift permanent points between your Might, Speed, and Intellect Pools as you see fit whenever you have at least one week of downtime. You must keep all Pools above 2. Enabler.



# PULLS STRINGS

You're a mover and shaker, getting things done through superior networking and trading favors. Your reputation as someone who gets things done is well deserved. People come to you with problems and you solve them, but never for free. Some people amass wealth. You collect favors. In this way you build up a dragon's hoard of power and influence, stored for a rainy day.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You did them a major favor in the past and they still owe you.
2. Pick one other PC. They did you a major favor in the past and you still owe them.
3. Pick one other PC. There are no favors between you. You are too close to keep track.
4. Pick one other PC. You've heard a lot of rumors about this person and you aim to figure out what they're up to.

**Minor Effect Suggestion:** A person involved in the situation already owes you a small favor.

**Major Effect Suggestion:** A person involved in the situation already owes you a big favor.

**Suggested GM Intrusion:** You're temporarily on the outs with your usual social circles (+2 Difficulty on social tasks for 24 hours if they relate to your status or position).

**Equipment:** Fine clothes, smartphone, \$500.

**Organization:** Some of your abilities from this focus will relate to an organization to which you

belong. Choose one group (e.g. government branch, corporation, or social scene) at character creation.

**Tier 1: Web of Power.** You begin with the Position and Contact long-term Benefits (see The Strange corebook, page 124). Both are related to your organization. Enabler.

**Tier 2: Simple Request** (2 Intellect points). You initiate one simple task to be performed by your organization (e.g. acquisition of mundane gear, information on a person of interest). It takes 24 hours for the task to be completed. Action to initiate.

**Tier 3: Sweet Talker.** Your Position grants you an asset on tasks related to persuasion and bargaining. Enabler.

**Tier 4: Complex Request** (4 Intellect points). You put your organization onto a major task, such as performing a delicate or dangerous mission on your behalf. This takes approximately one week (subject to GM discretion). Action to initiate.

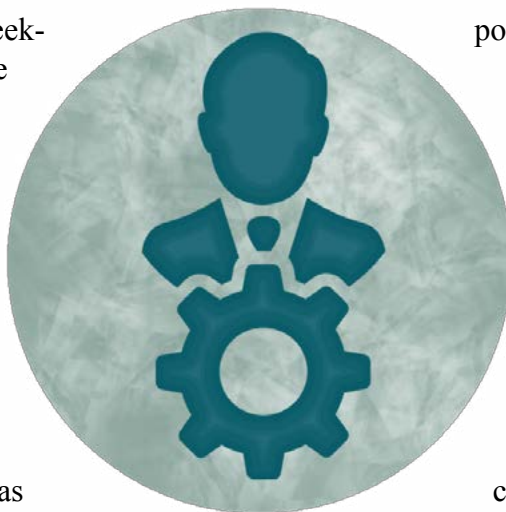
**Tier 5: Above the Fray.** You are now trained in Intellect Defense after years of defending against social maneuvers and manipulations. Enabler.

**Tier 6: Push on a String** (6 Intellect points). You force your organization to accomplish something huge (e.g. restructuring, creating a powerful subsidiary, or entering a new field). This task takes at least 6 months (subject to GM discretion). Action to initiate.

**Master Manipulator.** You are trained in persuasion and bargaining. You also gain 2 points to your Intellect pool. Enabler.

# SOLD OUT

You were once idealistic, seeking to be more than a cog in the great machine of industry. But something happened. Your spirit broke and you found the perks were worth your soul. You have happily become a cog, with an every day a collection buzzwords and inside jokes that show your membership in the herd. In the end, individuality and freedom never felt quite as nice as the comfort and safety of belonging.



**Connection:** If this is your starting focus, choose one of the following connections.

1. Pick one other PC. This person knew you before you sold out, and remembers your old idealistic self.
2. Pick one other PC. This person once sold out, too, but found a way to escape.
3. Pick one other PC. This person wants you to help them join the organization so they can sell out too.
4. Pick one other PC. This person despises you for selling out.

**Minor Effect Suggestion:** Your organization has done work in this area before, granting you an asset on your next related task.

**Major Effect Suggestion:** Your organization is in the middle of an operation related to this situation. Your focus powers cost two less points for the next 24 hours when they relate to this mission.

**Suggested GM Intrusion:** Internal politics within your organization get in the way, increasing the

point cost of all of your focus powers by two for the next 24 hours.

**Organization:** Some of your abilities from this focus will relate to an organization to which you belong. Choose one group (e.g. government branch, corporation, or social scene) at character creation.

**Equipment:** Company car, company smartphone, company laptop, \$350.

**Tier 1:** Company Card (1 Intellect point). You gain access to the Wealth long-term Benefit (see The Strange corebook, page 124) for one purchase. Action.

**Tier 2:** On the Job Training. You are trained in a non-combat skill of your choice. Enabler.

**Tier 3:** Bail Out (3 Intellect points). Your organization gets you out of a difficult situation (e.g. kidnapping, capture, arrest). Requires some means of communication with your superiors. May take up to 1d6 hours (subject to GM discretion). Action.

**Tier 4:** Fringe Benefits (4 Intellect points). You acquire one cypher or gain access to one expensive piece of equipment through your organization. Action, usable once per day.

**Tier 5:** Sell Off. Between adventures, you may get rid of any long-term Benefits (see The Strange corebook, page 124) you possess for a full refund in XP. Enabler.

**Tier 6:** Rain Maker. You gain 4 points to your Intellect pool and training in a skill of your choice. Enabler.



# DESCRIPTORS

The Descriptors presented here represent the financially and politically ambitious doing what it takes to get ahead. Some may be self-absorbed or pampered, but they thrive within high-pressure environments that crush lesser men. These privileged few might even have what it takes to make a positive difference when the world changes for the worse.

## CELEBRATED

You're a rising star in your company, bureau, or political party. You are well-known, generally admired, and largely successful. Everyone in your organization considers you someone to watch for the time being. This Descriptor is heavily connected to your visibility. Should your successes cease to be public, it may make sense to switch to

another Descriptor. Likewise, characters that come to embrace their celebrity may wish to adopt this Descriptor later on.

**Impressive:** +2 points to your Intellect Pool.

**Will of the People:** You benefit from an asset on all social tasks with other members of your organization.

**Sycophants:** You may spend one Intellect point to gain access to a Level 1 underling for the rest of the day. They'll run errands and improve your image, but won't be very effective in combat.

**Inability:** Everyone wants to be there when you fall; some are willing to push you to see it. Once per game, the GM may cause an Intrusion related to your being backstabbed by those in your organization without paying you XP.





**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. Adventure seems attracted to your magnetic presence. You just roll with it.
2. Someone gave you this assignment in the hopes that it would ruin your career.
3. You jump at any opportunity for advancement, and this looks like one.
4. An ally passed information about this adventure to you as a favor.

## DRIVEN

You have the drive to succeed at any cost, including putting yourself and your projects above others. You might not be the best team player but, so long as your butt is on the line, you and yours pull through. Although some despise your self-centered nature, others wish only to ride your coat-tails to the top.

**Rat Race:** +2 points to your Speed Pool.

**Goal Oriented:** You benefit from an asset on non-combat tasks that serve to directly advance your career or social standing.

**Outside the Box:** You begin play with one additional level of Effort (two if this is a starting character).

**Inability:** You suffer a one step penalty to the Difficulty of tasks that might endanger your career or social standing.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You organized this group. You're such a team player.
2. This adventure looks like a chance to move up the ladder.
3. You support this because your enemies want it to fail.

4. You're pretty sure this adventure relates to something in your past. You intend to cover it up.

## EFFICIENT

You do things quickly and with precision. Others mistake your overindulgence of forms and protocol for love of bureaucracy. Nothing could be further from the truth. You simply understand that sometimes it is faster to work within the system than without. The moment that becomes false, you're the first one to cut corners and make underhanded deals. Whatever it takes to get the job done.

**Quick Thinking:** +2 points to both your Intellect and Speed Pools.

**Pretty Darn Fast:** You may choose to increase the Difficulty of any task that takes longer than one round by one step in order to halve the amount of time it takes to complete it.

**Inability:** You prefer to toil behind the scenes. You suffer a one step increase to the Difficulty of tasks that make you the center of attention.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You're the one who figured out the problem, but nobody seems to have noticed.
2. You're an assistant to one of the other PCs.
3. The adventure involves your family or close friends in some way.
4. The group clearly needs your help; they're doing it all wrong.

## FIT

You keep it tight: weekdays at the gym and adventuring on the weekend. Maybe you do this to challenge yourself or to impress others. Maybe it simply staves off boredom. Whatever the reason, you're so dedicated to exercise that you can't imagine going without. Some may call this vain, but



your fitness comes in handy when strange things threaten the Earth.

**Six-Pack:** +2 points to your Might Pool.

**Skill:** You are trained in running, jumping, swimming, and climbing.

**Skill:** You are trained in either sports of all kinds or a single specific physical activity, such as lifting or breaking things.

**Inability:** You suffer a one step increase to the Difficulty of tasks related to resisting unhealthy activities (e.g. gluttonous eating, watching TV, playing video games, working overlong hours, etc).

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You look like a hero. Someone grabbed you for the adventure thinking you could help.
2. You're not too bright. You bumble into dangerous situations like this all the time.
3. You noticed an important clue while out on a run.
4. You're gym buddies with one of the other PCs.

## LUSTY

You are known around the office as a noted lothario. Whether you see the people you bed as partners or conquests, your appetite for new partners is ferocious. Many see this as a liability, or at least uncouth, but you tend to make the most of it. You see your sexual partners as potential connections down the line, and you certainly have fun "networking."

**Desirable:** +2 points to your Intellect Pool.

**Skill:** You are trained in all social tasks related to seduction and temptation.

**Ex-Lover:** You may spend 3 Intellect points to gain a Contact for 24 hours in a company or bureaucracy of your choice, though a foreign or obscure employer costs two extra Intellect points. You two have a complicated relationship, and they

may not be immediately forthcoming with information, but with the right persuasion they may be willing to spill the beans.

**Inability:** You suffer a one step increase to the Difficulty of attempts to resist temptation and seduction of any sort.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. One of the other PCs is a former lover.
2. An old flame gave you information about the newly forming group.
3. You learned about the adventure while leaving the scene of a tryst.
4. A jilted lover had you assigned to this task-force in the hopes of your failure.

## SPOILED

You grew up in a wealthy family and take your privilege for granted. You never really learned to take care of yourself but still scorn those who don't share your success. However, should people manage to get past your worst traits, your access and accompanying knowledge of the finer things can be very useful. As such, you never want for companionship. True friendship might be a different story.

**Private Tutors:** +2 points to a Pool of your choice.

**Skill:** You are trained in social tasks involving entertaining and carousing with the elite and successful.

**Trust Fund:** You possess the Wealth long-term Benefit (see The Strange corebook, page 124).

**Inability:** You suffer a one step increase to the Difficulty of menial or demeaning non-combat tasks.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You're funding this adventure.





2. The other PCs are or recently were your employees.
3. The adventure's target threatens your financial interests.
4. You suspect one of your investments actually caused this crisis.

## UNDERHANDED

You're willing to do nearly anything to succeed. More illicit than the Driven descriptor, you frequently pull unsavory gambits to increase your status and position in the world. You specialize in blackmail and leaked secrets, taking down your enemies through anonymous emails and text messages.

**Sneaky:** +2 points to your Speed Pool.

**Skill:** You are trained in stealth tasks and computer hacking.

**Dirt:** You enjoy an asset on tasks related to digging up dirt or background information on others.

**Inability:** You suffer a one step increase to the Difficulty of social tasks related to convincing others of your honesty.

**Initial Link to the Starting Adventure:** From the following list, choose how you became involved in the first adventure.

1. You're pretty sure coming along will help you dig up dirt on someone.
2. You are always interested in getting your hands dirty.
3. One of the other PCs is your only friend.
4. You secretly joined in order to do good. Don't let anyone know you're altruistic.



# POLITICAL & BUSINESS CYPHERS

The cyphers in this section represent the kinds of resources that the wealthy and powerful have at their disposal. They can be critical in political maneuvers and corporate espionage, but less so in the heat of battle. However, the Strange can be

as much about international intrigue as world-hopping adventure. These tools may be more useful than they first seem.

Roll 2d6 twice or choose:

1

- 1 Afterparty
- 2 Arm Candy
- 3 Binding Contract
- 4 Brainstorm
- 5 Concierge
- 6 Confidence Boost

2

- 1 Deep Throat
- 2 Dramatic Entrance/Exit
- 3 Dueling Provision
- 4 Entourage
- 5 Expensive Toys
- 6 Flag Pin

3

- 1 Hostile Takeover
- 2 Hurtful Words
- 3 Icebreaker
- 4 Insider Trade
- 5 Invitation
- 6 Loophole

4

- 1 Makeover
- 2 Media Leak
- 3 Membership
- 4 Personal Assistant
- 5 Personalized Equipment
- 6 Police Escort

5

- 1 Power Map
- 2 Prepared Remarks
- 3 Private Doctor
- 4 Publicity Stunt
- 5 Secret Guardians
- 6 Seminar

6

- 1 Slush Fund
- 2 Snoop
- 3 Taskforce
- 4 The Perfect Suit
- 5 Vacation Home
- 6 Vocal Impersonator

### Afterparty [Anoetic]

Level: 1d6

Earth: Champaign or cocktail glass

Effect: Select one location. You convince 1d6 people at your current venue to meet you there within the hour.

### Arm Candy [Anoetic]

Level: 1d6 + 1

Earth: Business card

Effect: Select one intriguing and attractive NPC. This person accompanies you to an event as your plus-one. Their presence grants an asset on positive social tasks. Once per hour, they'll provide you with gossip overheard during the event. The guest is of a Level equal to the Cypher. Lasts until the end of the party, extended by Afterparty if used.

### Binding Contract [Occultic]

Level: 1d6 + 3

Earth: Contract of great length and complexity

Effect: Once activated, this cypher binds all signatories to the explicit terms of the contract. Breaking these terms requires an Intellect task with a Difficulty equal to the Level of the cypher. Each attempt inflicts 5 Intellect damage. Lasts until all parties have succeeded at the task or the contract is destroyed.

### Brainstorm [Anoetic]

Level: 1d6 + 2

Earth: A whiteboard, blackboard, or glassboard

Effect: Select one problem or discussion topic. You draw ideas from everyone within Immediate range. This grants two assets on all tasks related to the subject of your discussion. Lasts for 1 hour.



### Concierge [Anoetic]

Level: 1d6

Earth: Rotary phone

Effect: One mundane item of your choice is delivered to you within 15 minutes. The item must be available for purchase in the local area and must cost less than \$10,000.

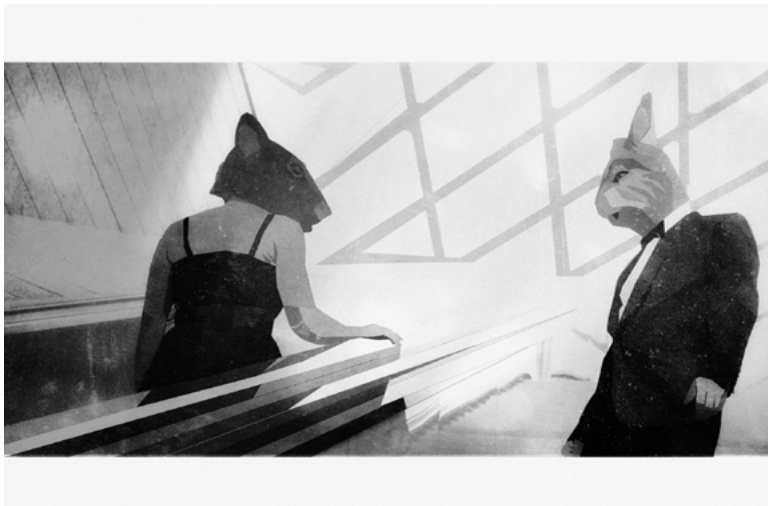
### Confidence Boost [Anoetic]

Level: 1d6

Earth: Hand mirror; makeup case

Effect: You temporarily gain supreme confidence, granting an asset on social tasks and Intellect Defense rolls. Lasts for 8 hours.





### Deep Throat [Anoetic]

Level: 1d6 + 1

Earth: Cell phone

Effect: Choose an organization or area of expertise. You gain a Contact who provides you with inside information. Lasts for 48 hours.

### Dramatic Entrance/Exit [Anoetic]

Level: 1d6

Earth: Dress, suit, or other distinguishing piece of clothing

Effect: Put on the cypher. You are now viewed as either important or otherwise the center of attention. This grants you two assets on positive social tasks. Lasts for 24 hours or until you change attire.

### Dueling Provision [Anoetic]

Level: 1d6

Earth: Rulebook

Effect: Choose an organization. You find an obscure rule of conduct. This grants you the ability to turn one social conflict into a physical one (e.g. duel with pistols or swords), so long as your opponent belongs to the chosen organization. Must be initiated and completed within 24 hours.

### Entourage [Anoetic]

Level: 1d6 + 1

Earth: Sunglasses; sneakers

Effect: Put on the cypher. A number of Level 1 sycophants equal to the Level of this cypher now accompany you, doing your bidding and making you look important. Lasts for 72 hours.

### Expensive Toys [Anoetic]

Level: 1d6

Earth: Handheld device that summons the item.

Effect: Choose one piece of equipment or small luxury vehicle. The chosen item will be delivered by mundane means within fifteen minutes.

### Flag Pin [Anoetic]

Level: 1d6

Earth: Pin or other superfluous patriotic emblem

Effect: Put on the cypher. Your supporters become fanatical. This grants an asset on social tasks when interacting with them. However, you suffer an inability on tasks when speaking with your opponents. Lasts 72 hours.

### Hostile Takeover [Occultic]

Level: 1d6 +2

Earth: Detailed plan written on legal pads

Effect: Until the end of this encounter you and your allies can use physical abilities as social weapons. All such attacks deal mental (Intellect pool) damage. The consequences of victory or failure relate to either politics or business (e.g. winning an election, dominating market share).

### Hurtful Words [Anoetic]

Level: 1d6

Earth: Letter paper and pen



Effect: Write an injurious letter. You physically attack whoever first reads it, through the letter, using a weapon of your choice. Make the attack roll when they read it.

### Icebreaker [Anoetic]

Level: 1d6

Earth: Bottle of Champagne or other expensive liquor

Effect: Open the cypher. Successful social tasks against any person within Immediate distance of you trigger a minor effect.

### Insider Trade [Anoetic]

Level: 1d6

Earth: Cell phone

Effect: You gain the Wealth long-term Benefit. Lasts for 72 hours. If you already have that Benefit, you acquire one very expensive item of your choice (e.g. private jet or opulent penthouse apartment).

### Invitation [Anoetic]

Level: 1d6

Earth: Party invitation on fancy paper

Effect: Choose one social event occurring within the next 24 hours. You procure an official invitation.

### Loophole [Anoetic]

Level: 1d6

Earth: Stack of printed policy manuals

Effect: You find a way to remove all culpability for an activity for which you are now coming under fire. You were allowed to

embezzle, assault the CEO, or carry a gun in that particular situation!

### Makeover [Anoetic]

Level: 1d6 + 1

Earth: Large makeup case

Effect: You enjoy an asset on all positive social tasks. You are also granted an additional asset on tasks related to your physical attractiveness such as seduction.

### Media Leak [Anoetic]

Level: 1d6 + 1

Earth: Manila envelope.

Effect: Traditional media extensively covers one story of your choosing, real or fabricated, for the next 24 hours.

### Membership [Anoetic]

Level: 1d6

Earth: Ornate tie pin

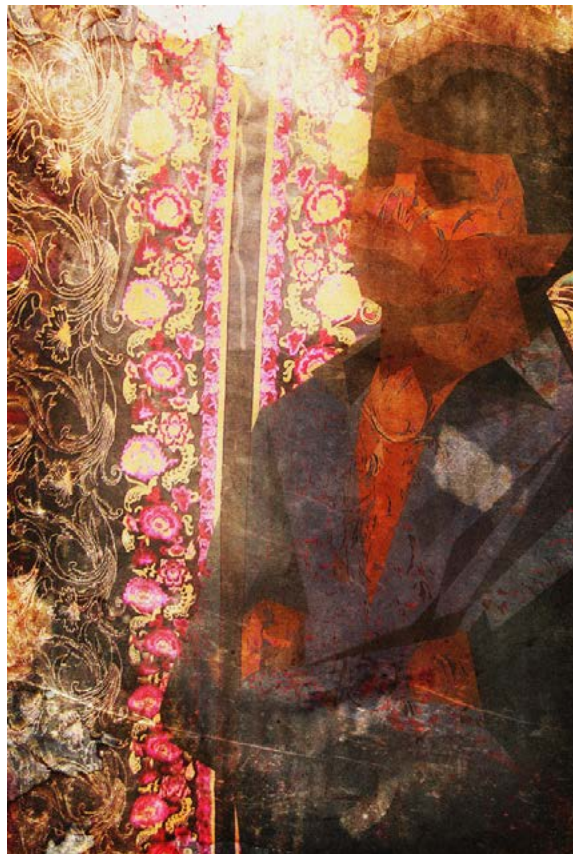
Effect: Choose one fraternal or secret organization. Legitimate members believe you are one of them. You may attend their meetings and ask them for minor favors. Lasts for 7 days.

### Personal Assistant [Anoetic]

Level: 1d6

Earth: Request form

Effect: You gain the services of a Level 2 intern. They work long hours and will do demeaning tasks, but occasionally bungle the tasks you





assign them. They will not participate in combat. Lasts for 72 hours.

### Personalized Equipment [Anoetic]

Level: 1d6

Earth: Sleek black briefcase; custom design phone

Effect: Choose one piece of mundane equipment. This item is specifically personalized for you. You enjoy an asset when using it. All other people suffer a one step increase in Difficulty to do so.

### Police Escort [Anoetic]

Level: 1d6

Earth: Walkie-talkie

Effect: You and your vehicles are publically escorted by police motorcade. They will defend you if you are accosted. Lasts for 8 hours.

### Power Map [Occultic]

Level: 1d6 + 2

Earth: Cardstock charts

Effect: Choose an organization. You obtain detailed charts showing everything from divisional hierarchies to the personnel reports of janitorial staff. You may consult the chart (ask the GM) to discover who exactly has influence over any particular person.

### Prepared Remarks [Anoetic]

Level: 1d6 + 1

Earth: Notecards covered in scribbles

Effect: Choose a topic. You give a stirring speech that instills agreement among anyone with a Level

equal to or lower than that of the cypher. Lasts for 24 hours.

### Private Doctor [Anoetic]

Level: 1d6

Earth: Business card

Effect: You summon a highly skilled doctor who arrives within 10 minutes. All expended Might points and 1d6 Speed points are recovered once the doctor sees to you.

### Publicity Stunt [Anoetic]

Level: 1d6

Earth: Video camera

Effect: You become the center of media attention, for better or worse. Strangers recognize you on the street and often share their impassioned opinions. Lasts for 48 hours.

### Secret Guardians [Anoetic]

Level: 1d6 + 2

Earth: Earpiece

Effect: You are defended by a number of Level 3 guards equal to the Level of the cypher. If possible, they attempt to evacuate

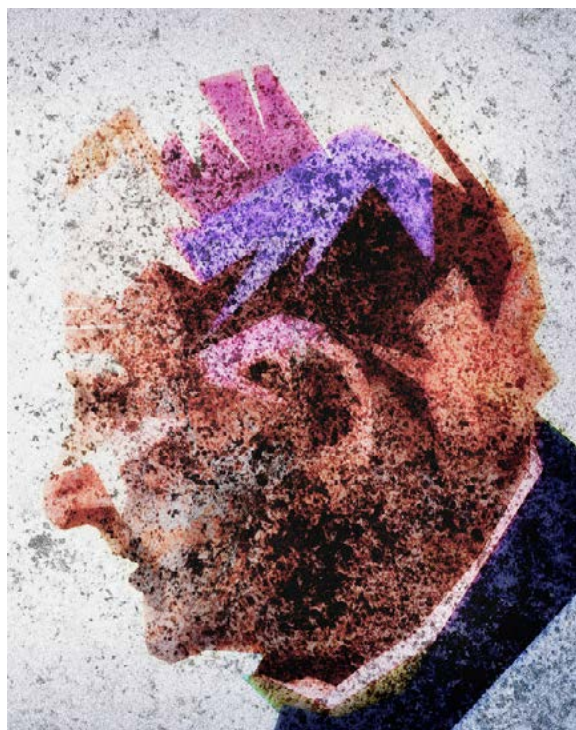
you from the area. Lasts for 10 minutes or until the crisis is resolved.

### Seminar [Anoetic]

Level: 1d6

Earth: Headphones

Effect: You are specialized in a knowledge skill of your choice. Lasts for 8 hours.







### Slush Fund [Anoetic]

Level: 1d6 + 1

Earth: Credit card

Effect: You may purchase a number of items equal to the Level of this cypher. Each item can be worth up to \$1000. All purchases must be made within 24 hours of using this cypher.

### Snoop [Anoetic]

Level: 1d6

Earth: Small device

Effect: Plant the cypher. You may monitor and record all activities (e.g. conversations, emails sent, passwords entered) within Short range of the device for 48 hours. This information is concurrently sent to you digitally.

### Taskforce [Occultic]

Level: 1d6 + 2

Earth: Whiteboard covered in diagrams

Effect: You assign a group of specialists to figure out a problem. After one day, you gain two assets on non-combat rolls directly related to the issue.

### The Perfect Suit [Anoetic]

Level: 1d6

Earth: Bespoke tuxedo or formal suit

Effect: Put on the cypher. You gain an asset on positive social tasks and Speed Defense. Lasts for 8 hours. The apparel falls apart after this time.

### Vacation Home [Anoetic]

Level: 1d6

Earth: House keys

Effect: You temporarily gain the Home long-term Benefit, represented by an opulent beach house or other vacation hideaway. It can be in the same city as you or a hideout far away. Lasts for seven days.

### Vocal Impersonator [Anoetic]

Level: 1d6 + 1

Earth: Small device

Effect: This cypher allows you to impersonate the voice of one person you know once attached to a phone or other sound-transmitting device. Lasts for 1 hour.





# ABOUT THE AUTHOR



Ryan Chaddock is a full time writer and game developer living in Bloomington, Indiana with his wife Katherine who is awesome. He holds a degree in economics from Southern Oregon University and enjoys spirited political debate. He's an advocate for nerd pride and wants to help foster a growing, positive nerd culture on the planet.

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