

SLIP

The cover art is a vertical composition. The top half shows a city skyline in silhouette against a blue and yellow sky. A large, brown, fibrous creature stands on the left, and another similar creature is on the right. The bottom half features a close-up of a woman with dark hair, wearing a red jacket over a white shirt, with her hands pressed against her temples. The overall color palette is dominated by reds, oranges, and browns, with a blue and yellow sky.

Chris Caporaso

A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

This adventure was made awesome thanks to our Patreon patrons at patreon.com/evilhat—thanks guys!

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FATE[™]
CORE SYSTEM

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Slip

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This is a game where people make up stories about wonderful, terrible,
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this work are fictional. Any resemblance to real people, interdimensional
invasions, vast conspiracies, files prefixed by any letter of the alphabet,
secret agents, or psychic flora is purely coincidental, but kinda hilarious.

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INTRODUCTION

Do you ever feel like you're not alone?

You know what I'm talking about. The feeling that there, just out of sight, something is lurking. Something that shouldn't be here. That inexplicable feeling, even though you know—you *know*; you have ever since you were six years old—that there's no monster in the closet. You still can't shake the feeling that, impossibly, there is.

You see a flash of movement on a late-night walk. Surely it's an animal. Or a falling leaf. It could've been your own shadow for that matter. You feel silly even thinking that you'd be spooked by something so obvious.

And yet.

The more you rationalize it away, the more the uncertainty creeps up in your chest. You've never been so sure about anything in your life, but what harm can it do to glance over your shoulder and check? You take a deep breath, and as you turn for an instant you know, you just *know*, that your terrified mind was right all along and that you're thinking your final thoughts before whatever is out there claims you for the night.

You know the feeling.

I wish I could say your rational mind was the correct one. I wish I could tell you that the only things waiting out there in the dark are our own fears, or shadows from leaves, or the neighbor's cat. I wish I could believe it myself. But I've seen what's out there, and more than anything, I wish that the things that go bump in the night were the worst of it.

I should get going. I've said too much already. But, one last word of advice...

Just because you didn't see anything doesn't mean nothing was there.

OUR WORLD

The world of *Slip* is very much like our own. The average person wakes up, goes to work, gets drinks with friends. They pay their mortgages and celebrate birthdays and get worked up about sports or whatever is on the news.

They have no idea about the deadly things slipping into Earth's dark places. Even in their most bizarre dreams, they couldn't imagine the strange events that happen every day under their noses.

Five years ago, the **convergence** began. Another universe collided with our own, unleashing alien creatures and phenomena in isolated parts of the planet. Then it happened again. And again. Very few people know about it, but Earth has been in a secret war against convergence ever since.

The worlds that seem intent on invading Earth are collectively called **the Slip**. Many are populated by living creatures of infinite variety, referred to as **denizens**. Occasionally a denizen, an object, or something less tangible "slips" into our reality through some crack in the cosmos. Its presence forms a more permanent method of travel between our world and the Slip: a tear in space called a **rift**.

A rift allows another reality to seep into our own, causing unpredictable disturbances in life as we know it. These phenomena are called **bleed events**—individual occurrences of an alien world from another dimension trying to break through into ours. Each one is different, and each one gets worse the longer it lasts. They vary in type and scope—sometimes a few aliens run loose, but other times entire towns succumb to mind control.

Over time, bleed events have become more and more frequent, and they're showing no signs of slowing. It's impossible to know what will happen to Earth once it reaches a state of constant, continuous bleed events, but it's unlikely to be good for humanity.

Luckily, not everyone on Earth is blind to the true terrors of the universe; if they were, we'd all be dead already. Some people have been altered by the convergence, gaining strange abilities called **talents**. Some people experience unexplainable things, whether through their own curiosity or pure bad luck, and see the dangers first-hand. Many people who learn the truth try their hardest to forget it, but some decide to fight back. When they do, they find themselves with new allies...and enemies.



Vigilance

Vigilance is a worldwide paramilitary group of average people who have learned about the convergence and banded together to oppose it. Vigilance started as a group of concerned citizens who perceived the first bleed events and did what they could to repel the incursions. Though several groups emerged in the first days of convergence, it is generally accepted that a group from New York was the first to draw many separate groups into a larger organization. Though some groups were wary of joining, most came around once they realized that the convergence posed a global threat and the sheer scale of resources required to oppose it effectively. Several people from that New York group are leaders in Vigilance today, including its current head, Sarala Bhargavi, and its head quartermaster, Trevor Macklin. As Vigilance grew in membership, spreading across cities and continents, it grew in scope; now it is a global organization with access to vast resources through a network of sponsors both corporate and personal.

Its primary goal is to protect humanity by putting a stop to the convergence, but how that is best done isn't so clear. For years, conventional wisdom said that the best outcome we could hope for would be to keep most of the world in the dark, figure out how to remove the threat, and ultimately go back to the way things were. However, after years of fighting and getting no closer to a final resolution, more and more people believe that revealing the convergence to the world will unify humanity in fighting back.

Everyone at Vigilance can agree on one thing, though: the bleed events must be stopped, wherever they occur. To combat these events, growing in number and frequency, Vigilance builds small, agile teams of agents with a variety of skill-sets. Whenever a bleed event occurs, one of these teams is deployed to uncover the cause and set it right. On a good day, this is done with a minimal loss of human life. On a great day, the team manages to uncover some clue that puts the research teams that much closer to stopping the convergence altogether. On bad days, agents lose their lives, and unsuspecting civilians fall prey to the Slip.

For many Vigilance agents, though, the lofty goal of saving the world is secondary to their need to belong. Those members who have manifested talents, who are themselves generally referred to as talents, need a place to learn about themselves and to protect themselves from the backlash of their abilities. Others just need to be with people who can see what they see and know what they know.

Vigilance maintains its identity as a citizens' organization: they accept members on a volunteer basis only, and its members are free to live their own lives when they're not on missions. Some members choose to become part of the permanent support staff, while others stay in their mundane communities and live a double life.

In this game, the PCs are members of Vigilance. This grants them the freedom and resources they need to learn about and fight the convergence, in an organization with a mission statement no one can disagree with: keep the human race going.



The Commission

The Commission is a shadow organization that demonstrates a keen interest in bleed events. Though Vigilance interacts with them on occasion, little is known about them or their motivation. What is clear is this: they are well funded, highly competent, and exceedingly dangerous.

Sometimes when a bleed event occurs, Vigilance is not the first on the scene. The Commission has operatives of their own: people in dark suits, technicians in hazmat gear, and scores of soldiers in tactical vests. Though these people pass themselves off as high-level government agents, the same response teams appear in every corner of the globe, making it highly unlikely that this group belongs to any one government entity known to exist. Worse yet, they routinely prevent Vigilance members from investigating the bleed event on their own, sometimes even abducting or killing them.

However, what has Vigilance most on edge is how Commission agents handle Slip-affected areas. Rather than trying to resolve the situation as quickly and efficiently as they are no doubt capable of doing, these agents seem to be primarily concerned with erasing all evidence that the event ever occurred. Civilians have been abducted and never heard from again. Entire towns have been evacuated after claims of public-health concerns. There are even stories of populated areas being completely destroyed, blamed on regional violence or natural disasters.

It seems clear that the Commission values whatever it's learning from bleed event sites much more than it values people. It could be that they are concerned with the ultimate survival of the human race and are willing to make sacrifices to that end. Or it could be that they are an unfeeling group of profiteers. They aren't the sharing types, so their motivations are anyone's guess.

Though their apparent goals are similar to those of Vigilance, their methods and motivations couldn't be more different. Though they could potentially be an ally in the struggle against the Slip, nothing witnessed by Vigilance agents indicates that the Commission are willing to cooperate.

THEIR WORLDS

There are other worlds; how many, exactly, isn't known—and that's just the beginning of the mystery. Let's start with what the powers of Earth *do* know.

Each bleed event links to another world, and no two worlds yet encountered have been the same. In fact, there are indications that these worlds in the Slip might be from wholly distinct universes.

Most importantly, the rifts are held open by *something*—some kind of anchor in our world, allowing more of the foreign world to seep through the Slip. Often, through some trick of fate or physics, a single object (or being) from beyond slips into our world, and its link to its home opens a rift and allows it to grow.

The longer a bleed event lasts, the greater its effects on the surrounding area. Though they are as varied as the worlds of the Slip itself, bleed events share a few common traits.

Rifts form. The site of each bleed event includes one or more rifts to its corresponding world of the Slip. Each rift at a given location links to the same alien world, though sometimes they lead to vastly different places on that world. At the start of a bleed event, each rift looks like a thin crack, but over time it grows into a shimmering, gaping hole that can be dozens of feet across.

The locals are subtly affected. People who live near a bleed event are often affected by it. Sometimes they suffer mild headaches or hear a constant buzzing sound. Other times, the victim begins to display strange behaviors without realizing it—unexplainable depression, random acts of violence, bizarre sleepwalking episodes, and the like.

The landscape changes. This generally happens once an incursion has turned severe. When the portal grows wide enough, the Slip beyond begins to bleed into reality, changing the land nearby into something more like the world beyond. Alien landscapes and alien structures, loss of gravity, and even stranger things have all been observed.

Denizens appear. Several rift locations have been confirmed to host local life, though it often defies human ideas of what life is. These life forms, dubbed denizens by Vigilance, have motivations as alien as their origins, and vary by incursion. Some appear to simply be pests, and pose no obvious threats to humans aside from keeping the portals to the Slip open. Others have been known to hunt and kill humans for no discernable reason. So far, all attempts to communicate with denizens have failed, though no extended study has been done due to the dangers of maintaining a link between Earth and the Slip.

CHARACTER CREATION

Creating a character is mostly like *Fate Core*, but we've made some tweaks to emphasize the feeling of facing the unknown as an agent of Vigilance.

Aspects

Each character has six aspects: a **high concept**, a **trouble**, the **phase trio**, and a **gear aspect**. The high concept and trouble are unchanged from *Fate Core*, but the events that inform the phase trio are slightly different.

For the first part of the phase trio, come up with a story of your first encounter with the otherworldly forces threatening Earth. You could've encountered a denizen, got swept up in a bleed event, or maybe just figured things out by piecing together evidence from global news articles, thumbtacks-on-a-corkboard style.

For the second part, think about your first mission with Vigilance. What happened during it? What was the threat? Was it a success, or a failure? Who were your teammates, and how did you personally contribute?

For the third part, write about the time you guest-starred in another PC's mission. Maybe you two were on a team together. Maybe you were back at headquarters and contributed some important intel to your teammate. Or perhaps the mission's outcome affected you personally in some way.

Your gear aspect could be a scientific apparatus, a signature weapon, or anything else a specialist would have on a mission. You get one free invoke on your gear aspect per scene.

You can buy another gear aspect by spending 1 refresh, to a maximum of 2 gear aspects. Each aspect has one free invoke per scene. At a minor milestone, you can rename a gear aspect to represent a different piece of equipment you could reasonably gain access to.

Skills

The skill list is the same as in *Fate Core*, except that Lore is named Knowledge to better fit the setting. A character in *Slip* starts with two skills at Good (+3), three skills at Fair (+2), and three skills at Average (+1).

Members of Vigilance are often everyday folks up against strange, powerful, unpredictable opposition. While members are competent, they tend to succeed through improvisation and adaptability rather than expert-level training.

The maximum starting skill rank is Good (+3). Skills can be raised to Great (+4) through milestones, but never higher.

Talents

Each character may choose a single talent, but it is by no means required. These characters have been affected by the convergence in strange ways, granting them new abilities which they use to their advantage. Each also comes with a drawback that can endanger the character's life and those of their allies, so consider carefully before deciding whether to take one.

To take a talent, add one of the following talent types to your high concept. For instance, if you were a *Rebel Without a Cause*, you could take the Reader talent and be a *Rebellious Reader Without a Cause*.

Reader

Benefit: You can read an object's history. By spending a fate point, you can look into the past of an object you're holding, learning how it was used and when. When you do this, you can create up to two situation aspects on the scene or the object, whichever is appropriate. If you create one aspect in this way, you gain two free invokes on it. If you create two, you gain one invoke on each.

Downside: Information can be overwhelming. Your high concept can be compelled to have your power accidentally activate. You gain information about whatever you are touching, but take a 2-shift mental hit in the process. If the target is a living being, it gains information about you as well, granting it a free invoke on one of your aspects.

Ripper

Benefit: You find yourself able to perceive and affect the walls between realities where they are thinnest. By spending a fate point, you can create a new rift when in an area affected by a bleed event. Normally this is the opposite to the goals of Vigilance, but it can be extremely helpful to avoid established rifts. If all rifts to the Slip are blocked by denizens or otherworldly barriers, the ability to create your own back door can be invaluable.

Downside: Your mere presence weakens the barrier between realities. Your high concept can be compelled to create a new rift at an inconvenient time and place.

Seer

Benefit: You have been cursed with foresight when it comes to bleed events. This could manifest in literal dreams, visions, unconscious prognosticatory writings, or other forms. Once per session, you can create a situation aspect related to a current or future bleed event, at the GM's discretion. You can narrow down the type of aspect you're looking for, such as "I'm trying to find out how to stop this bleed event," but only vaguely. You gain one free invoke on the aspect.

Downside: Your visions are never completely under your control. Sometimes they come unbidden, showing you terrible scenes that warp your mind. Your high concept can be compelled to give you such a vision, feeding you snippets of information at the expense of a 2-stress mental hit.



Tracker

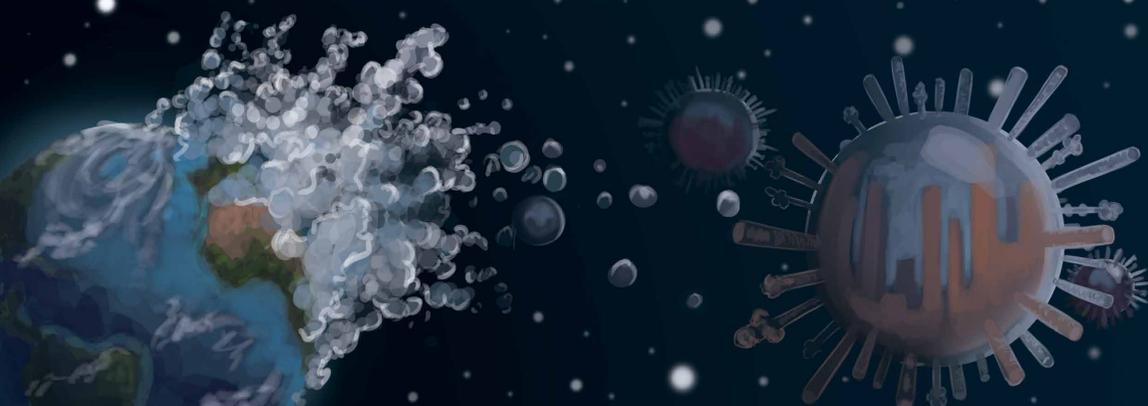
Benefit: You are simply drawn to things and phenomena from the Slip; it may be what got you involved with Vigilance in the first place. By spending a fate point, you can detect the location of a significant nearby anomaly, a rift or something else that shouldn't be on Earth. Create an aspect reflecting that, like *Rift In My Sights* with a free invocation. You remain aware of the anomaly's relative position until the aspect is removed. Additionally, choose one of the four basic actions: overcome, create an advantage, attack, defend. You gain a +1 bonus when you use that action against the anomaly until the aspect is removed. You can only track one anomaly in this way at a time.

Downside: Just as you can detect things from beyond, they can detect you. Your high concept can be compelled to make an otherworldly threat appear or to turn you into an appetizing target for one.

Walker

Benefit: You find yourself somewhat untethered from Earth's reality. If you concentrate hard enough, you can walk through walls or even pass through into the Slip. By spending a fate point, you can bypass any mundane barrier less than five feet thick, whether a wall or a locked door. If you are in an area affected by a bleed event, you can spend a fate point to cross over into the Slip, but returning will cost you another fate point.

Downside: Hopping realities is a tricky business. Your high concept can be compelled to make you accidentally phase into the Slip. This is especially likely when you're in the presence of an open rift.



CONVERGENCE, PART II

This section is meant for GMs preparing to run *Slip*. Players, continuing to read will reveal all the mysteries of the Slip, which will change your play experience. You have been warned!

When we described the Slip earlier, we left out a lot of information and hinted at several theories and half-truths. Here you will find the true nature of the threat befalling Earth, the danger it poses, and how it can be stopped.

For starters, the convergence is not a natural event—at least, not how one is usually imagined. It is the action of a universe virus—a force like gravity or electromagnetism, mutated from the fundamental forces of a long-dead universe. Once the virus has propagated throughout a universe, it bends the will of that reality toward its own goal: spreading itself throughout the multiverse. Once it infects a universe it becomes a law of physics, and everything in that reality—living or not—bends to this force, same as they have no choice but to be affected by gravity. It has done this countless times, across an unfathomable number of realities.

This is how it spreads: Universes exist in an abstract physical space, and they have some limited mobility with relation to each other. The virus—which will be referred to as capital-C Convergence—purposefully crashes any universe it infects into a new victim universe, producing the bleed events. Once this creates a foothold, Convergence begins to propagate throughout its host, subtly bending the new universe to its will. As the force gets stronger, the bleed events become more potent and frequent, hastening the process.

Why Earth? After all, it's just a tiny fleck of rock in an impossibly vast universe. However, the infection of each universe has a starting point, some anomaly that makes it more susceptible to being “crashed” into. For our universe, Earth happens to be the infection point because of its rich variety of life. The anomaly that is life makes this insignificant rock the actual center of the universe where multiversal convergence is concerned.

The PCs' ultimate goal—though they do not know this at the outset—is to take out Convergence, sealing the walls between Earth and the infected universes and halting the invasion.

You'll find a character sheet for Convergence in the back of this book.



Skills

Convergence has three skills: Dominate, Persist, and Propagate.

Dominate

Dominate represents Convergence's influence over denizens and the inhabitants of Earth's universe.

 **Create an Advantage:** Use Dominate to create hostile aspects like *Temporarily Mind-Controlled* or *Psychic Feedback*. It can also be used to bolster denizens with aspects like *Overclocked Adrenals* or *Frenzied*.

 **Attack:** Use Dominate to mentally attack one character in a scene that contains a rift, or to attack a number of characters in the Slip up to Convergence's Dominate rank.

Persist

Persist represents Convergence's resilience and its resistance to modification.

 **Overcome:** Use Persist to remove situation aspects related to modifications of the cosmic virus, or to recover consequences. Convergence does not add +2 difficulty to recover its own consequences.

 **Defend:** Persist is used to defend against attacks of all kinds.

Special: Once Convergence has Superb (+5) Persist, it gains an additional mild consequence slot.

Propagate

Propagate represents Convergence's ability to spread itself further into Earth's universe.

 **Overcome:** Use Propagate to remove a situation aspect that's keeping Convergence from entering Earth's universe.

 **Create an Advantage:** Propagate can be used to create aspects related to opening rifts and spreading its influence. For instance, it might place the *Spread Too Thin* aspect on Vigilance, or create a situation aspect specific to an active bleed event.



Using Convergence

Each session, Convergence gets to do a number of actions equal to its Propagate rank. Here's a partial list of actions it may take, but they're far from the only things it can do to oppose the PCs.

- Make a mental attack against a character in the same scene as a rift (Dominate).
- Make a mental attack against a number of characters in the Slip equal to Convergence's Dominate rank (Dominate).
- Add one denizen in an area experiencing a bleed event; no roll required.
- Add a mob of nameless denizens in the Slip or in an area with a rift; no roll required.
- Create a situation aspect in an area experiencing a bleed event or in the Slip; no roll required.
- Attempt to create an advantage on a character in an area experiencing a bleed event (Dominate).
- Attempt to create an advantage on each character in a single zone in the Slip (Dominate).
- Attempt to remove a situation aspect (Persist or Propagate).
- Attempt to recover a consequence (Persist).

Characters interact with Convergence much less than with most NPCs. Because of this, Convergence only clears its stress track at a significant milestone, and its consequences clear at a much slower rate:

- Erase a recovering mild consequence only after the PCs earn a significant milestone.
- Erase a recovering moderate consequence only after the PCs earn a major milestone.
- Its severe consequence cannot be removed. This is just too significant of a blow to Convergence, and will permanently affect its efforts in spreading to Earth's universe.



Campaign Aspects

A *Slip* campaign has a **campaign aspect** representing the current strength of Convergence. This aspect changes over time to represent the deteriorating situation on Earth and the increased threat it now faces. By default, the campaign aspect is *Occasional Incursions*. Here are the levels, from best to worst:

- *Occasional Incursions*
- *Steady Stream of Events*
- *Straining Our Resources*
- *Earth At War*
- *Brink of Disaster*
- *A Changed Land, a New Master*

Every time the players reach a significant milestone, the campaign aspect worsens by one level. Assuming a significant milestone every three to four sessions, the campaign will last about four to five months. If that is longer than you'd like, consider starting the game at *Steady Stream of Events* or *Straining Our Resources*. If you'd like a longer game or want to spend more time at each level, consider worsening the campaign aspect at major milestones instead of at significant ones.

At each new severity level (numbered like DEFCON, with CL-5 as the least severe), Convergence strengthens both in skills and stunts, as listed on the next few pages. Convergence can use stunts from its current level and all previous levels. Each aspect name is followed by a brief description of how the Earth is faring, along with a few suggestions for appropriate adventures at the new level.

CL-5: Occasional Incursions

Vigilance has the situation under control—for now. This has been the status quo for the past several years, but it won't last much longer.

CONVERGENCE SKILLS

- **Dominate:** Good (+3)
- **Persist:** Good (+3)
- **Propagate:** Great (+4)

ADVENTURE IDEAS

- Since Convergence seems to be under control, Vigilance turns its attention to its human competitors. They ask the PCs to observe how the Commission deals with a bleed event. Can the PCs keep their mission a secret, stand by while the Commission does morally questionable things, and survive a bleed event that appears to be spiraling out of control?
- A group of newly emerged talents takes on a life of crime, using their abilities to aid in high-stakes heists. Their most recent exploit accidentally triggered a full bleed event. The PCs must deal with the bleed event and stop the criminals before they trigger another.

CL-4: Steady Stream of Events

Vigilance and the Commission are managing for now, but the situation is untenable. By this time, it is likely that several bleed event sites have taken collateral damage.

CONVERGENCE SKILLS

- **Dominate:** Good (+3)
- **Persist:** Great (+4)
- **Propagate:** Superb (+5)

CONVERGENCE STUNTS

Yield: Convergence learns how to more effectively break down the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:2.

Infect: The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.

ADVENTURE IDEAS

- A team of Vigilance members has died trying to put a stop to a bleed event, so the PCs are sent in to finish the job. They must find out what the other team knew about the site's causes, but their window of opportunity is closing rapidly.
- Footage of an event keeps circulating the Internet, despite the best efforts of Vigilance and the Commission. Everyone who watches it gets drawn to the bleed event site where it was filmed, and once they arrive, they begin constructing a mysterious device. The Slip's existence is in danger of going public if this isn't wrapped up soon.



CL-3: *Straining Our Resources*

Vigilance can't be everywhere they need to be, causing some infighting over which incursion sites must be prioritized. The rest of the world is beginning to realize that things are not right.

CONVERGENCE SKILLS

- **Dominate:** Great (+4)
- **Persist:** Superb (+5)
- **Propagate:** Superb (+5)

CONVERGENCE STUNTS

Yield: Convergence learns how to more effectively break down the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:2.

Infect: The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.

Spread: The walls between universes grow weaker by the day. Convergence can spend an action to open a rift in an area experiencing a bleed event. This does not require a roll.

Intervene: Once per session, Convergence can designate one supporting or main denizen as its host. The host can attack using Convergence's Dominate skill, defend using Convergence's Persist skill, and create advantages using Convergence's Propagate skill.

ADVENTURE IDEAS

- Desperately needing resources to expand its reach, Vigilance loses one of its most generous financial backers when her home is caught up in a bleed event. The situation gets complicated when the Commission immediately arrives on the scene and blocks Vigilance from interfering. The PCs must extract the financier before she is harmed by the Slip, and before the Commission learns of her importance to Vigilance.
- Vigilance captures a denizen before it can cause a bleed event, and tries to transport it for study. The PCs are guarding the transport when it becomes clear that the creature allowed itself to be captured—and it was never really contained at all.

CL-2: *Earth At War*

It's now impossible to keep the world at large from finding out about the Slip. The masquerade has stopped, plunging society into chaos. Times are getting desperate—the two factions must set aside their differences and come up with some kind of grand plan.

CONVERGENCE SKILLS

- **Dominate:** Superb (+5)
- **Persist:** Fantastic (+6)
- **Propagate:** Fantastic (+6)

CONVERGENCE STUNTS

Yield: Convergence learns how to more effectively break down the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:2.

Infect: The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.

Spread: The walls between universes grow weaker by the day. Convergence can spend an action to open a rift in an area experiencing a bleed event. This does not require a roll.

Intervene: Once per session, Convergence can designate one supporting or main denizen as its host. The host can attack using Convergence's Dominate skill, defend using Convergence's Persist skill, and create advantages using Convergence's Propagate skill.

Upheave: Convergence gains two bonus actions per session, which may only be used to create situation aspects on the environment in an area experiencing a bleed event or in the Slip. No roll is required to create an aspect in this way.

Endure: Convergence has Armor:2 against all attacks.

Adapt: Anything but total eradication makes a virus come back even deadlier. When Convergence attempts to recover a consequence and succeeds with style, it gains a situation aspect with two free invokes.

ADVENTURE IDEAS

- The Commission contacts Vigilance to offer a truce, given the dire state the world is in. The PCs join a Commission team in the first joint bleed-event response, but they are betrayed when Commission interests come before the mission's.
- The PCs' branch of Vigilance is forced underground by an official federal investigation, which hinders their ability to respond to bleed events—until a massive, deadly event occurs in a major population center. Resolving the crisis would go a long way toward establishing trust with the government.

CL-1: *Brink of Disaster*

Bleed sites now pop up often, and sometimes they have to go unchallenged as humanity prioritizes its resources. Entire cities begin going dark. Human society is on the edge of collapse.

CONVERGENCE SKILLS

- **Dominate:** Superb (+5)
- **Persist:** Fantastic (+6)
- **Propagate:** Epic (+7)

CONVERGENCE STUNTS

Submit: As Convergence's influence grows, so does the crushing impact it has on the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:4. Replaces Yield.

Infect: The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.

Spread: The walls between universes grow weaker by the day. Convergence can spend an action to open a rift in an area experiencing a bleed event. This does not require a roll.

Intervene: Once per session, Convergence can designate one supporting or main denizen as its host. The host can attack using Convergence's Dominate skill, defend using Convergence's Persist skill, and create advantages using Convergence's Propagate skill.

Upheave: Convergence gains two bonus actions per session, which may only be used to create situation aspects on the environment in an area experiencing a bleed event or in the Slip. No roll is required to create an aspect in this way.

Endure: Convergence has Armor:2 against all attacks.

Adapt: Anything but total eradication makes a virus come back even deadlier. When Convergence attempts to recover a consequence and succeeds with style, it gains a situation aspect with two free invokes.

Warp: As Convergence's will becomes natural law, the world itself begins to work against humanity. At the beginning of every scene, the GM begins with fate points equal to the number of players plus one.

ADVENTURE IDEAS

- A foreign nation's government has crumbled since the revelation of the Slip's existence. The power vacuum leads to a civil war as several factions vie for dominance, restricting access to the nation while they fight. Meanwhile, a bleed event has festered there, and Vigilance only learns about it once it has become cataclysmically powerful.
- Vigilance has detected a major disturbance at a known Commission headquarters. A research project has gone wrong, and the complex is the site of a massive bleed event that seems unsealable.

CL-0: *A Changed Land, a New Master*

Convergence is complete. Earth is now an alien hellscape, and the changes have propagated across our universe. The Commission and Vigilance are both in tatters. Unless the heroes have something up their sleeves, this is likely game over.

CONVERGENCE SKILLS

- **Dominate:** Epic (+7)
- **Persist:** Epic (+7)
- **Propagate:** Epic (+7)

CONVERGENCE STUNTS

Submit: As Convergence's influence grows, so does the crushing impact it has on the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:4. Replaces Yield.

Infect: The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.

Spread: The walls between universes grow weaker by the day. Convergence can spend an action to open a rift in an area experiencing a bleed event. This does not require a roll.

Intervene: Once per session, Convergence can designate one supporting or main denizen as its host. The host can attack using Convergence's Dominate skill, defend using Convergence's Persist skill, and create advantages using Convergence's Propagate skill.

Upheave: Convergence gains two bonus actions per session, which may only be used to create situation aspects on the environment in an area experiencing a bleed event or in the Slip. No roll is required to create an aspect in this way.

Endure: Convergence has Armor:2 against all attacks.

Adapt: Anything but total eradication makes a virus come back even deadlier. When Convergence attempts to recover a consequence and succeeds with style, it gains a situation aspect with two free invokes.

Warp: As Convergence's will becomes natural law, the world itself begins to work against humanity. At the beginning of every scene, the GM begins with fate points equal to the number of players plus one.

Obey: +2 to create an advantage with Dominate to control a human's actions.

Invade: Convergence can open rifts to any universe under its control without a bleed event in progress.

Integrate: Earth counts as "in the Slip" when determining the potency of the Convergence's actions. For instance, it can now always attack all characters in a single zone with Dominate.

Beating Convergence

Our world stands to be swallowed by the universe virus. How can Earth avoid its fate? Ultimately, the PCs must defeat Convergence by taking it out, same as in any conflict. However, they cannot use any actions to affect Convergence without a **justifying aspect**. This aspect could be one of Convergence's character aspects, an advantage created by the PCs against Convergence, or one of Convergence's consequences.

Initially, the players must discover some of Convergence's character aspects to learn what manner of threat they're dealing with. This could be done by setting up a short-term research station in the Slip, experimenting upon denizens, analyzing materials from a bleed event, or stealing some tightly guarded research from the Commission. Ultimately this process is the same as creating an advantage, but handled with more than a single roll. You might even make the PCs spend an entire session gathering materials and overcoming obstacles before gaining the information.

The character aspects they uncover are the first justifying aspects the players have access to. As they advance their fight against Convergence, they gain access to additional justifying aspects—consequences they inflict and aspects they create on Convergence. Situation aspects that Convergence creates on itself are not justifying aspects.

Once the PCs have uncovered or created a justifying aspect, they can use it as a permission to take actions against Convergence—attacking or creating advantages against it, or removing situation aspects on it. Each time the PCs perform an action against Convergence, mark the aspect on Convergence's sheet used to justify an action.



If the PCs ever justify an action with a marked aspect, Convergence gets +2 to its Persistence defense for each mark against that action; it isn't as vulnerable to a repeated line of attack.

The most straightforward way to take out Convergence is by attacking with various skills. Any attacks must be done within the Slip. Even if the characters are just deploying a device, Convergence is not vulnerable to harm in a universe it hasn't fully propagated through. Here are some example attacks:

- Use knowledge of metaphysics to rewrite the virus to weaken it (Knowledge).
- Create psychic feedback through a particularly important denizen being controlled by Convergence (Will).
- Modify the fundamental forces of an infected universe to cause it to collide with others under Convergence's control (Craft).
- Identify an uninfected dead universe and manipulate it to create a lesser universe virus to oppose Convergence (Knowledge).

Creating advantages can be particularly helpful as a way to interfere with Convergence's actions, giving the PCs time to regroup and prepare. An aspect implying that Convergence has lost control of its denizens, for instance, could significantly reduce its ability to act during a bleed event, at least until the aspect is removed, which takes up Convergence's precious actions. Here are some examples of creating advantages:

- Bring together the world's brightest minds to create a device that will hide Earth's universe from Convergence's "sight," making it more difficult to strike with bleed events (Contacts).
- Gain access to another uninfected universe and manipulate its energy signatures to make it a more appetizing target for Convergence, delaying its actions against Earth (Knowledge).
- Devise a wave generator to strengthen the barrier between universes (Craft).
- Build a worldwide network of signal towers to disrupt the signals that Convergence uses to control its denizens (Resources).

Regardless of what actions the PCs choose to do, they must make logical sense. No matter how much you know about Convergence, you can't punch it into submission.

Science and engineering skills such as Knowledge and Crafts lend themselves well to actions against a nebulous force like Convergence, as do skills that utilize others' resources, such as Resources and Contacts. Characters unskilled in these tasks aren't left out, though; they may need to defend the scientists deploying a device while under attack from denizens, or go on a mission to steal materials and scientific data from rival teams unwilling to share their research.

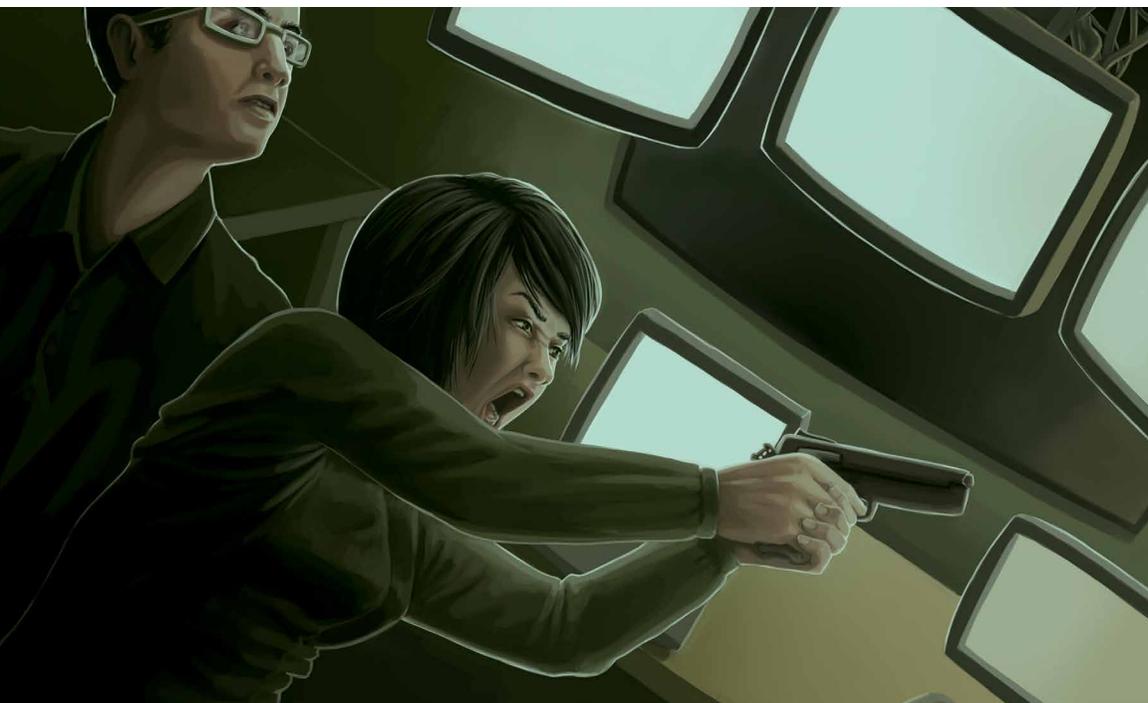
THE SECRETS OF OUR WORLD

GMs, you'll find some additional information here about the world of *Slip*, which will help you create adventures. Players, you shouldn't know these things!

Vigilance

Though Vigilance was founded by combining groups of concerned citizens, it can't afford to be a completely open organization anymore. With the appearance of other organizations like the Commission, Vigilance is forced to segment their information to only those they can trust. Background checks are standard; those don't always tell the whole story, though, so there is an entire task group for investigating anyone under consideration for a leadership role—at length.

Vigilance is currently headed by one of its founding members, Sarala Bhargavi. There is no election process, as the organization started only a few years prior and grew organically, but there is pressure to implement one from those who are not content with the direction of the organization. This pressure comes most directly from Trevor Macklin, another founding member and current head quartermaster. Trevor believes that the fight against the convergence will take years, and that Vigilance can't survive that long without additional leadership infrastructure.



Sarala Bhargavi

Sarala is the current head of Vigilance. A former computer programmer, she found herself at the center of one of Earth's first bleed events, in New York City five years ago. When parts of the city were enveloped in inky blackness swarming with unseen predators, she found perfect strangers who were willing to join her in fighting back. Though their losses were high, with her leadership they discovered the root of the problem and prevented a disaster.

When it became clear that this was not an isolated incident, Sarala took it upon herself to reach out to other groups with similar experiences, and over time Vigilance was born. No one ever came out and said Sarala was their leader, especially not herself. It just seemed like a natural transition, and no one ever questioned it, until recently. Trevor Macklin believes it is time for Vigilance to choose its leaders instead of accepting the same ones they've always had. While Sarala agrees in principle, she doesn't want to risk creating factions within their organization during a time of war; it's unity that has made Vigilance strong. She is beginning to realize, though, that leaving Trevor's doubts unanswered may be splitting their family apart regardless.

Sarala has always focused on building a strong network; after all, humanity is strongest when it's united. However, she has seen enough rioting on the news to know what would happen if the existence of the convergence were made public knowledge. She is all for bringing more people into the fold, but prefers caution.

She has been especially cautious for the last two years since her friend and co-founder, Liam Samuels, defected to the Commission. Vigilance suffered for this—Liam knew all their secrets, and now so did the enemy. Vigilance went to ground and built back up to its former strength, but it will never again be the trusting organization it once was, and Sarala herself may never truly trust someone again.

Trevor Macklin

Trevor is another founding member of Vigilance. Though he joined after the attack on New York, his technical expertise and his sudden discovery of his reader talent were pivotal in several of Vigilance's early victories against the Convergence. A former auto mechanic, he has since expanded his knowledge to everything from security systems to experimental particle-physics apparatus, and has taken on the role of head quartermaster.

Trevor was a close friend of fellow founder Liam before his defection. Though he remains loyal to Vigilance, Trevor often entertains doubts about Sarala's leadership—he knew Liam for so long; she must have done something to push him away. These doubts are now stronger than ever, as Sarala and Trevor have begun to argue about whether Vigilance needs an electoral process. It's easy for him to dismiss Sarala as a despot who has grown too used to leadership to give it up; it's much harder to admit to himself that he is jealous of her position.

Sarala Bhargavi

ASPECTS

Head of Vigilance; Trust No One Completely; Anyone Who's Anyone Knows Who I Am; The Fate of the Human Race Is In My Hands; My Contingency Plans Have Contingency Plans

SKILLS

Great (+4): Will, Resources

Good (+3): Investigate, Contacts, Athletics

Fair (+2): Knowledge, Shoot, Empathy, Notice

Average (+1): Physique, Burglary, Craft, Deceive

STUNTS

Friends In High Places: Use Contacts instead of Provoke when threatening by name-dropping.

Secret Stash: Once per session, when you cannot use Resources to create an advantage because of constraints in time or access, you may roll as normal by accessing a hidden cache you had the foresight to prepare.

Pin Down: +2 to create an advantage with Shoot on forces from the Slip.

Know Thy Enemy: +2 to create an advantage with Knowledge on denizens.

STRESS

Mental

Physical

Trevor Macklin

ASPECTS

Vigilance Reader and Master of Inventory; Vigilance Deserves Better!; Moral Absolutist

SKILLS

Great (+4): Crafts

Good (+3): Resources, Will

Fair (+2): Shoot, Drive, Burglary

Average (+1): Investigate, Rapport, Stealth, Notice

STUNTS

Machine Whisperer: At the start of a scene, pick a gear aspect. Its owner gains two free invokes, instead of one, during this scene.

Never Leave the House Without It: +2 to create an advantage with Resources to establish that a piece of equipment is on hand.

Extradimensional Builder: +2 to create an advantage with Crafts on forces from the Slip.

STRESS

Mental

Physical

Paul Nguyen

Paul is a recent addition to Vigilance and to the fight against the convergence altogether. Up until last year, he was working on his PhD in particle physics at Caltech, but happened across an active bleed event that Vigilance was working on resolving. He ultimately helped defuse the situation by granting the team access to the lab where he worked and helping them modify his equipment to fit their needs. The team's debriefing so strongly noted his helpfulness and potential that Sarala brought him on and moved him to New York to lead the main convergence research team.

This is a dream come true for Paul. Though he enjoyed learning science, he found himself frustrated with the relatively slow progress in the lab. In studying the convergence, every discovery is groundbreaking and peer review is a thing of the past. He has several theories about the convergence and its origins, including the idea that it could be a fundamental force that spans across many universes and has the ability to control them. It sounds like something out of science fiction, so he keeps that to himself, but as his research points more and more in that direction, he can't help but get excited about it.



Paul Nguyen

ASPECTS

Multidimensional Physics Prodigy; I Know This Sounds Crazy, but Hear Me Out...; There's No Testing Like Field Testing

SKILLS

Great (+4): Knowledge

Good (+3): Investigate

Fair (+2): Craft, Notice, Will

Average (+1): Contacts, Empathy, Athletics

STUNTS

Whiz Kid: +2 to create an advantage with Knowledge when quickly performing complex math.

Expert In My Field: +2 to create an advantage with Knowledge when discovering aspects on forces from the Slip.

STRESS

Mental

Physical



The Commission

Where you've got a government, you've got espionage. The more secure you want to get, the more independent an agency's operations must become. This has gone to its extreme with the Commission: what started as a black-ops task force for the USA has since infiltrated every major government and evolved far beyond its mission parameters. They now are a worldwide organization with a limitless budget, provided by nations who each think it is the Commission's sole master, when in reality they have no masters but themselves.

With their eyes and ears everywhere, it's no surprise that the Commission learned about the Slip shortly after its first appearance. Their interest in it is less altruistic than that of Vigilance: their first priority is weaponizing the Slip and gaining exclusive access to dimension-hopping technology, further consolidating their power. Their work is still highly experimental, but they've made important strides that bring both opportunities and risks.

Liam Samuels

Liam is the Vice Director of Operations for the Commission, despite being a recent defector from Vigilance. His ruthless attitude and extreme competence—combined with the squeaky-clean reports from the surveillance program monitoring him since he joined—have earned him the trust of the highest operatives within the Commission.

Unfortunately for the Commission, this isn't the real Liam. Two years ago, while on a mission with Vigilance, he was infected by an alien parasite. Instead of dying when the bleed event ended, the alien lingered, festered, and ultimately devoured Liam, taking his form and gaining all his memories. Now viewing the world through a human perspective, this denizen decided it was meant to aid Convergence, and it determined that it could do the most damage to the human resistance if it worked from within the Commission. It left Vigilance, leaving a schism in its wake. It has been an exemplary Commission member ever since, but the day will come when it makes its move and positions Earth to fall.

“Liam Samuels”

ASPECTS

Denizen Imposter; High-Level Commission Operative; Perfect Sociopath; Biding My Time

SKILLS

Superb (+5): Deceive

Great (+4): Fight, Athletics

Good (+3): Resources, Shoot, Will

Fair (+2): Stealth, Knowledge, Physique

Average (+1): Provoke, Notice, Investigate

STUNTS

Superior Biology: Armor:2 against all attacks.

Impossible Climber: +2 to Athletics when overcoming obstacles between zones.

Many-Limbed Fighter: When in its alien form, Liam can use Fight to attack every opponent in its zone with one action.

No Paper Trail: +2 to Deceive when opposing Investigate actions.

STRESS

Mental

Physical

CONSEQUENCES

Mild (2):

Moderate (4):

Severe (6):



Arnold Richmond

Dr. Richmond is a brilliant physicist in charge of a team researching the rifts between realities. He has been tasked with finding a way to create them without triggering a bleed event, specifically so the Commission can use them to invisibly transport equipment and personnel. Endlessly optimistic and confident to a fault, Richmond promised them all they asked and more.

His initial trials were more successful than even he'd expected. Through careful analysis of live rifts, in a few short months he learned more about multidimensional physics than he'd ever thought there was to know. Now, however, he's hit a snag: no matter what he does, as soon as he opens a rift, something terrible from the Slip begins to pour out. So far, a few assistants and guards have been killed during tests. A few laboratories have been destroyed outright. The Commission is getting impatient, and that makes Richmond terrified.

Richmond is years ahead of Vigilance: he's developed a brilliant suite of analysis equipment, and he's far more knowledgeable in targeting specific realities and altering the density of dimensional membranes. Were he and Vigilance ever to pool their resources, they could do incredible things.

Dr. Arnold Richmond

ASPECTS

Brilliant Commission Physicist; Paying the Price for a Deal with the Devil; I Can Do It, Just Give Me One More Minute!

SKILLS

Great (+4): Knowledge, Crafts

Good (+3): Notice, Will

Fair (+2): Resources, Investigate

Average (+1): Athletics, Empathy

STUNTS

Lab-Bench Improviser: Dr. Richmond is adept at turning his lab equipment and half-built inventions into improvised weaponry. He can use Crafts instead of Shoot when his lab equipment is in the scene and he has access to it.

Comprehensive Surveillance: +2 to Notice rolls when in his lab, due to real-time updates from his advanced security equipment.

Experimental Portal Generator: As a last defense, Dr. Richmond can use his experimental equipment to open a rift to the Slip, which immediately expels five denizens. These creatures come from a world the PCs have already encountered, and they are hostile to everyone in the area, including Dr. Richmond. The rift lasts until the denizens are defeated.

STRESS

Mental

Physical

CONSEQUENCES

Mild (2):

Moderate (4):

Dr. Florence Holtstead

Dr. Holtstead was one of the many talents snapped up by the Commission when they began evaluating them for their usefulness. As a tracker, she proved invaluable not just for her ability to track bleed events, but also for her scientific curiosity about what had happened to her. With approval from the Commission, she began looking into the causes behind the various talents, and struck gold: she has developed a working prototype device that can actually give someone the sensitivity to the Convergence from which talents develop naturally.

This promising first step has the Commission believing she can deliver them a machine to make ordinary soldiers into rippers, walkers, and more. She is sure that she could do that, but why stop there? Her current secret research focuses on seeing what happens when her device augments existing talents. So far the experiments have not been encouraging—there've been some messy ends to the test subjects—but she can feel that she's just on the verge of figuring it all out. And once she does, once it's safe enough to use on herself, who knows what she'll be able to do?



Dr. Florence Holtstead

ASPECTS

Tracker Researcher; Researching Tracking; Big Dreams, Small-Minded Bosses

SKILLS

Great (+4): Investigate

Good (+3): Knowledge, Craft

Fair (+2): Shoot, Deceive, Will

Average (+1): Physique, Rapport, Athletics

STUNTS

Lab Rats Wanted: +2 to attack with Shoot against opponents whom she knows to have a talent.

Skilled Hunter: +2 to create an advantage with Stealth related to ambushing.

Doesn't Add Up: Use Investigate instead of Notice to oppose Stealth actions.

STRESS

Mental

Physical

CONSEQUENCES

Mild (2):

Moderate (4):

THE SECRETS OF THEIR WORLDS

Hundreds of worlds have tried to bleed into Earth. Some are relatively Earth-like with a breathable atmosphere, but for each of those there's a swirling vortex of pure energy or an endless sea of sentient liquid. This section describes how to make your own worlds for the PCs to oppose.

When it comes to the worlds of the Slip, the stranger the better. They should be inherently hostile to human life, even if they don't seem ominous or horrifying. Each bleed event is disastrous for Earth, but the world beyond its rifts is many times more dangerous yet. Each world of the Slip has its own unique quirks and mysteries, but it also has hazards to avoid, denizens to fend off, and strange phenomena to survive.

To create a world, devise a strange and dangerous concept, and sum it up in an aspect—the world's high concept. Then find two or three things on this world that would threaten a Vigilance team, and make aspects from those as well—its **threat aspects**. Consider how these aspects can be used for compels, and don't pull any punches—the Slip is a dangerous place; make it feel that way.

Use the Bronze Rule (*Fate Core*, page 270) to flesh out any aspects that need it. Odds are a denizen would be an NPC, and a hazard would likely have a skill or two to use when acting against the PCs. Most threats from the Slip are more dangerous than what one would face on Earth. If something Slip-borne seems like it's appropriately threatening, ratchet it up just a tad higher. Make the PCs feel just out of their depth; they're average people facing down the end of the universe. Besides, Fate has plenty of ways for characters to get through bad scrapes.

From here, extrapolate the threats of the world into how they would affect the Earth if a rift were to appear, linking the two locations. Which threats would carry over, and how would they affect a human populace? How could they escalate, and what would the worst-case scenario be?

Each bleed event increases in severity over time. GMs, track this with a single list of aspect events (*Fate System Toolkit*, page 46), which refer to the bleed event as a whole. The first aspect in the list is the situation at the start of the adventure—not great, but with the potential to get much, much worse. The last aspect is the crescendo aspect, the terrible thing that will happen if the PCs don't intervene. Fill in two to four middle steps describing how the situation goes from bad to worse.

Each aspect in the list increases the stakes by a considerable amount. It could be that whatever effects are plaguing the area increase in magnitude, spread to a wider area, or both. Each level of severity is a clear step up; *Epidemic of Headaches* could jump to *Constant Blinding Migraines*. As the crescendo aspect gets closer, make it abundantly clear that the PCs are headed for a major disaster.



Finally, every situation needs the potential for resolution. Determine what will close the rifts and end the bleed event. No two events end in quite the same way, so the Vigilance team will have to improvise. What is maintaining the link between Earth and the Slip? There may be more than one link, each tied to one of your world's threat aspects.

Here is an example world that emphasizes a good combination of danger and strangeness:

The Hive

*Gargantuan Cosmic Honeycomb; Open to Vacuum;
Endless Drones; The Source Yearns to Grow*

The Hive is an enormous crystalline structure free-floating in space, stretching for an unfathomable distance in every direction. At its center sits the Source, an ancient engine of unknown origin that seeks only to expand the structure with whatever matter it can obtain. To tend to this task, it has legions of drones, zombie-like members of a thousand strange alien races, all bound to the Source and seeking new material that can be broken down to grow the Hive.

- **Open to Vacuum:** In the Slip, any character without proper protection against vacuum must defend with Physique against a Great (+4) attack every round. Outside the Slip, the vacuum pulls anyone and anything near the rift into the Slip unless they successfully overcome with Physique against Good (+3) opposition.
- **The Source Yearns to Grow:** At the bleed event site on Earth, drones have come through a rift and begun converting citizens into more drones through a mind-control toxin. Half the converted humans continue to convert more civilians, while the other half are busily gathering materials to build into more pieces of the Hive.



Endless Drones

This aspect is treated as a character.

Drone

SKILLS

Fair (+2): Fight

Average (+1): Athletics

NOTES

- Drones attack in mobs of three or more whenever possible. The number of mobs per scene is up to the GM.
- If a drone takes out a character, that character becomes a drone, joining the hive mind and attacking its former companions.

Aspect Events

- *Strange Behavior by Converted Citizens*
- *A City of Busy Bees*
- *City Disassembled*
- *All Is Fuel for the Hive*

Victory Conditions

The drones that first arrived set up an alien machine to convert raw materials into components usable by the Hive. If this is destroyed, the drones return to the Slip to retrieve the materials needed to build another, unless the rift is closed by curing the mind control. The mind control on the city's population is caused by a toxin, which can be cured by overcoming with Knowledge against Superb (+5) difficulty once it has been detected and analyzed.



THE SEA FROM BEYOND

A bleed event has occurred in the city of Bronsfield, New York. In the city's largest hospital, patients are experiencing shared nightmares, which are getting more and more intense and causing them to lose sleep. The PCs are tasked with investigating the strange occurrence, learning what is keeping the rift open, and figuring out a way to close it.

This section is intended for GMs planning to run this adventure. Reading on will take you firmly into spoiler territory!

Here is the sequence of campaign aspects for this bleed event:

- ***Night Terrors at Our Lady of Mercy:*** The main effect is still localized to the hospital.
- ***Nightmares Spread Downtown:*** The nightmares have spread to more of the city, affecting thousands.
- ***A City on the Brink:*** An entire city of sleep-deprived, terrified people—what could go wrong?
- ***Rioting in the Streets:*** No one has any answers, but everyone is angry and afraid and feels the need to do something about it.
- ***Infestation Growing:*** Strange red grass has spread through streets all over town. Extreme sleep deprivation begins to claim lives.
- ***A Necessary Purge:*** Everyone in Bronsfield has fled or lies dying. The red grass grows unchecked. Believing the grass to be a virulent mold, the government orders the town demolished to prevent its spread.
- ***Bronsfield in Ruins:*** With the town destroyed, the bleed event has ended—but at the cost of many human lives.

Increment the event every 24 hours of in-game time or every 3 scenes, whichever happens first.

Bronsfield is a city in upstate New York with a population of approximately 100,000. Though it's struggled financially for decades, things seem to be picking up in recent years, and the city is undergoing a renaissance. The restaurant and art scenes in particular are really beginning to thrive, bringing in out-of-towners year-round.



Our Lady of Mercy Hospital

Our Lady of Mercy is the smaller of the two hospitals in Bronsfield, the larger one being attached to the state university's medical school. Mercy has a reputation of being the less desirable of the two, as it gets less state funding and its location, a neighborhood called Foundry Hill, has been one of the run-down parts of the city for years. Though the neighborhood has begun to thrive in stride with Bronsfield, Our Lady of Mercy hasn't shaken its reputation among members of the community.

A week ago, a patient began complaining of chronic nightmares. In the days since, those dreams have grown stronger and begun affecting more of the patients. Even more curious, the dream is consistent across patients—everyone's is the same. Doctors are baffled; this has never before been observed, and they've been unable to find any environmental or infectious causes for the phenomenon.

In the nightmare, the dreamer finds themselves standing in a field as far as the eye can see, but the grass is colored a dark red, under a tumultuous yellow sky. The grass always appears to be blowing in the wind, and a tree-like object sits on the horizon. A humanoid figure covered in the same red grass is standing motionless in the field, and despite not being able to see its face, the dreamer can tell that this figure is focusing on them, and for some reason this causes them to feel an intense terror. The longer the dream continues, the closer the figure appears in the field. Eventually the figure reaches out and touches them, and the terror becomes strong enough that the dreamer awakens screaming.

The dreams are now bad enough that many patients cannot sleep at all, and haven't for days. It has even begun affecting some of the hospital staff, especially those who work the night shift. It's unclear to the hospital administrators whether the situation is life-threatening for the patients and staff, but talk of evacuation (and the extreme cost that would incur) has begun.

The idea of a dream epidemic is strange, and the fact of the dream always being the same far stranger. Upon hearing about this incident, Vigilance identified the hospital's troubles as possible symptoms of a bleed event, and dispatched the PCs.

If any of the PCs sleep in the hospital for any length of time, or if a seer uses their talent to determine what is going on, they must defend against a mental attack from Convergence, using its Dominate skill.

Tina Garret-Donnelson

Tina handles patient intake at the hospital. When the PCs arrive, she's manning the front desk. However, she is **Hesitant to Talk to Strangers** about the events, having just been hounded by reporters who've written unflattering articles about the already-struggling hospital.

Ultimately, Tina **Cares About the Hospital's Patients** and wants the situation resolved. If the PCs can convince her that they can help, and have the capacity to do so, she will gladly point them to whichever part of the hospital they wish to investigate. However, if she even begins to suspect that the PCs are here to take advantage of the hospital's misfortune, she **Will Not Hesitate to Call Security** to escort them outside the building.

Theresa Mendez

Theresa has been the chief administrator of Our Lady of Mercy for ten years. She was a combat medic in the army, and after attending college came back to her hometown of Bronsfield. When she arrived, the hospital was in dire circumstances, and there was talk of shutting it down or dramatically downsizing its staff. Theresa took on the job of administrator and has managed to bring Lady of Mercy's budget back into balance. Though she sometimes feels like her last ten years aged her by twenty, she is fiercely protective of the hospital, and the thought of handing it over to anyone else to manage is simply unthinkable.

To her, the dream crisis is just one more obstacle to overcome, and can't possibly be as big a threat as the yearly state budgetary meeting. Though many on her staff have come to her recommending that the hospital be evacuated while the situation is investigated, she knows that doing so could undo all her work in revitalizing the hospital over the last decade. She's managed to stave off an evacuation for the time being, but sooner or later she will have to face the fact that the lives of the hospital's patients and staff take priority over the hospital she saved.

In the meantime she does what she can, trying to find funds to deal with the sudden mold and rat problems in the hospital parking garage. See "*Our Lady of Mercy Parking Garage*" on page 36 for more.

Theresa Mendez

ASPECTS

*Hospital Administrator;
Retired Army Medic*

SKILLS

Fair (+2): Will, Knowledge
Average (+1): Empathy, Physique

David Porter

ASPECTS

*Sleep-Deprived Medical Intern;
On My Last Nerve With Dee*

SKILLS

Fair (+2): Knowledge
Average (+1): Will, Empathy

David Porter

David is a medical intern at Our Lady of Mercy, working through his final steps to becoming a medical practitioner. His intelligence is well respected among the hospital staff, but most agree that he should work on having a more pleasant attitude. Single-mindedly focused on completing his medical education, David sees things like socializing with his coworkers as a distraction. Normally his demeanor at work is no-nonsense and business-like, but ever since the dreams began he has become increasingly sullen, snapping at patients and coworkers alike.

Though he won't admit it to his colleagues, at the start of the adventure David hasn't slept in days. While most of the staff only started becoming affected by the dreams recently, David has been having them almost since the first complaint, and they're actually worse when he tries to sleep at home rather than in the hospital break room.

His dreams are this intense because of the polyps beneath his apartment building. See *"Harris Street Apartments"* on page 40 for more.

If the PCs encounter David in the hospital, he's likely to be rude to them, especially if he thinks they're poking their noses into hospital business. If pressed for information, he will likely ramble off topic, complaining about his leech of a roommate that his boyfriend insists live with them rent-free. After all, he invested years of his life into a profession that can support him; how is it fair that he has to enable an untalented artist's aversion to hard work?

Harold Polanowicz

Harold is an elderly man who has been in and out of Our Lady of Mercy a dozen times in the past few years for a variety of health problems. He's also the first patient that complained of dreams during this crisis, and for that some of the staff have started referring to him as Patient Zero.

Harold's current hospital stay was brought on by a series of migraines a little over a week ago. Doctors were unable to find a cause—it's actually from a newly awakened sensitivity to a nearby portal to the Slip. To be safe, they kept him in the hospital for observation, and then when the dreams occurred they decided to keep him longer.

At the start of the adventure, Harold hasn't truly slept in several days. When the PCs encounter him, he's dozing in and out of consciousness, and it's hard to say if he means what he's saying or if he's rambling in exhaustion. If asked, he will describe the dream in detail. However, because he's more closely tied to the bleed event, Harold sees a little more than the other patients. In his dreams, he hears whispers that get louder and louder coming from below him, and when he looks down he sees a fifty-foot spiral staircase. At its bottom there is a wide plain of waving grass with cars parked on it, and Harold can tell that the grass is the source of the whispers. These details are referring to the parking garage underneath the hospital and the polyps that have begun nesting at its lower levels.

Our Lady of Mercy Parking Garage

The source of the nightmares is a group of polyp-like creatures that have taken up residence in the hospital's parking garage. The polyps are football-sized oblong lumps covered in short red tendrils that wave constantly, almost like they are blowing in a breeze. They slither across surfaces and can climb up walls and move across ceilings without trouble. Though they make no sound, anyone somewhat nearby hears mutters and whispers, apparently coming from every direction yet impossible to understand.

After coming through the portal underneath Nouveau (page 38), these semi-sentient creatures fled the light and the noise of our world. The closest place that gave them solace was the parking garage. However, their presence has had two downsides for the inhabitants of Bronsfield: As they've massed, their combined psychic energies have caused the nightmares experienced by the hospital patients. Also, more pressing to Vigilance, as more polyps have come through, they've strengthened the connection between Earth and the Slip, making them bleed through even faster.

The polyps are the mobile spores of a single collective organism called the Stalk; see "*The Slip*" on page 43. When the Stalk expands its territory, it creates polyps that crawl out to a new area, burrow into the territory, and merge together. The "grass" in the dreams is actually a swath of thousands of polyps, tendrils waving in unison. At the start of the adventure, several hundred polyps have moved into the parking garage. Only a few dozen are still in their mobile form; the rest have burrowed into the concrete on the lowest level and joined into the Sea, the joint consciousness of these creatures from the Slip.

Hospital staff have caught shadowed glimpses of the polyps in their ambulatory forms, as well as the expansion of the Sea. However, these have been passed off respectively as a rat problem and a particularly disgusting case of mold. No one has wanted to stick around long enough to examine the Sea closely, as close proximity to the polyps causes headaches. Rats and mold might not be common problems in most hospital parking garages, but given the overall poor condition of Foundry Hill, no one is too surprised to hear about them.

Polyps generally avoid human contact, but they are determined to protect the Sea and the Stalk from harm. If the PCs linger around the parking garage, or if they interact with any of the polyps, a number of swarms emerge from under cars and behind pillars to attack. These swarms appear in equal number to the PCs.

Once the PCs deal with the swarm, they can investigate the garage and get a closer look at the stationary polyps that have joined with the Sea. By succeeding on an Investigate roll against Fair (+2) difficulty, the PCs can determine that the polyps got into the parking garage through some cracked concrete in the garage's wall. The crack is only about two inches wide, but by looking in the PCs find that several polyps have managed to squeeze their way through.

Polyp Swarm

ASPECTS

Aversion to Light; Protect the Stalk; Collective Consciousness

SKILLS

Fair (+2): Will

Average (+1): Swarm

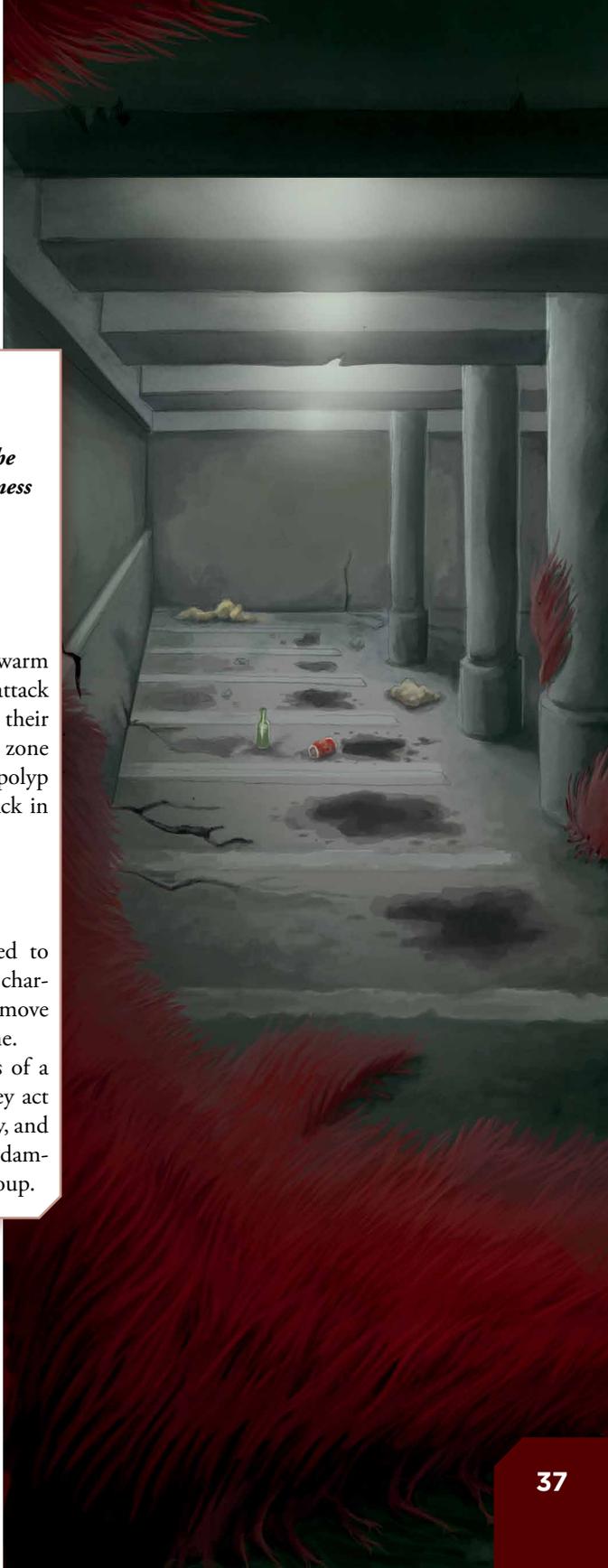
STUNTS

Psychic Pressure: A polyp swarm may make a free mental attack against anyone ending their turn in its zone. If the zone holds more than one polyp swarm, only one may attack in this way.

STRESS □□□□□

NOTES

- The Swarm skill is used to defend and to oppose characters attempting to move through the swarm's zone.
- A polyp swarm consists of a dozen or so polyps. They act together as a single entity, and after enough have been damaged they retreat as a group.



Nouveau

Located next door to the hospital's parking garage is an art gallery by the name of Nouveau. It's a recent addition to the neighborhood, only appearing last year due to Foundry Hill's newfound bohemian identity. It's doing fairly well, hosting cultural events almost every weekend, and it's enjoying record attendance to its current exhibit, *Otherworld*, a collection of work by emerging local artist Dee Carter.

Dee exploded onto the art scene with a set of otherworldly paintings unlike anything the art community had ever seen before. They all depict an alien world with features the PCs will likely recognize: an orange sky, waves of red grass, a single enormous tree, and a solitary humanoid figure. Critical reception has been excellent; though the subject matter repeats, critics rave about the realism and individual tone of each new piece. The exhibit has been so successful that it is on its second week of what was meant to be a one-week engagement.

The paintings depict locations not seen in the dreams of the patients in Our Lady of Mercy Hospital—caves, mountains, vast deserts—but each has one or more of the known elements. The humanoid figure seems to be of particular importance in many of the pieces. It appears at varying distances, but its face always seems pointed toward the viewer. A few of the paintings are extreme close-ups of the figure. Unlike in the dream, where it was seen at a distance, in these paintings it clearly has no face, only more of the red grass-like material.

Nouveau also happens to be directly on top of a rift, created by the weakened dimensional barrier from the link Dee's art creates with the Slip. In the 1920s, the building—then an office space for the steel foundries that give the neighborhood its name—was used to cover an illegal distillery hidden in its sealed sub-basement. The building's new owner doesn't even know that floor exists, and it's there that the rift appeared a day or so after Dee's art show began. Once the polyps began to slip through, they were compelled to spread, and their preferred method of doing so was through the ancient, crumbling foundation of the gallery basement straight into the lower levels of Our Lady of Mercy's neighboring parking garage.

If the PCs don't investigate Nouveau immediately after an encounter in the parking garage due to the gallery's proximity to the polyp infestation, they may be at a loss for where to continue their search. Nouveau is advertising its exhibition of Dee's work with flyers all over town; anyone who has seen a polyp in person or experienced the dream from the hospital can spot some similarities in the art's subjects on a flyer anywhere around town by rolling Notice against Average (+1) opposition.

Ferris Taylor

Ferris is the owner and curator of Nouveau. Ferris moved to Bronsfield recently, jumping on the opportunity to set himself up as a big player in a burgeoning art scene. He has an *Air of Elitism* and excessive pride in his cultural sensibilities, but the track record of his gallery choices shows that he truly does know art. Each show has been better received than the last, and business has always been good, but only with Dee's *Otherworld* exhibit has it truly been spectacular. Ferris congratulates himself regularly for scooping her up first.

Ferris is likely to be found in the gallery's office late into the evening, working on financial books. He complains about *Constant Headaches*, which he attributes to the late nights that accompany his recent success. In reality, they're from the polyps nesting under the gallery. If asked about Dee, Ferris will mention that while he loves her art and what a boon she has been to Nouveau, he is annoyed by her lack of responsiveness when he tries to contact her. He has her address on file—that's where he sends her checks—but won't give it over without a good reason.

Genevieve Winters

Genevieve is an *Enthusiastic Art Critic* who has a column in the local culture magazine *Bronsfield Style*. She is likely to be around Nouveau during the day, looking at Dee's art and taking notes. If approached by the PCs, she will cheerfully mention that she is writing an article on Dee for her column. She met with Dee a few days ago to gather information, but since the young woman was so unwilling to talk about herself, she has to round out her word count with her own thoughts on the work itself. She considers herself a *Great Judge of Character* and likes to add a human element to her articles.

If pressed for details on Dee, Genevieve says that she clearly had a brilliant young mind, but that she seemed constantly distracted by her own thoughts. She also didn't look well, like she hadn't slept in days, and looked gaunt, like she had lost a lot of weight off a frame that didn't have a lot to begin with. Dee had humble beginnings, living her whole life in Bronsfield, and she emphasized during the interview that she owed everything to her best friend Ron. Genevieve will gladly tell the PCs that Dee lives over at the Harris Street Apartments, just a few blocks away, but if pressed too much for specifics, she'll get suspicious.



Harris Street Apartments

The Harris Street Apartments is an apartment complex several blocks away from Our Lady of Mercy, but still in the Foundry Hill neighborhood. In fact, the complex used to be one of the long-defunct steel foundries that give the area its name. One of the apartments in this building is rented out to Ron Freeland, who lives with his boyfriend, David Porter, and his friend Dee Carter.

Relatedly, there is a rift in the apartment complex boiler room. This rift appeared as a direct result of the connection between Dee Carter and the Slip, and it has grown since Dee's dreams and art have grown more intense.

Ron, David, and Dee live in apartment 34C, a small one-bedroom apartment with an open floor plan and a small attic loft area, where Dee has been living.

Whenever the PCs investigate the apartment, it's likely that the Stranger (page 45) will make its move, trying to abduct Ron.

Deandra "Dee" Carter

ASPECTS

Pop Artist Seer; Haunted by My Dreams; Failing Health; I Owe Ron Everything

SKILLS

Fair (+2): Will, Notice

Average (+1): Craft, Investigate

STUNTS

Talented Artist: +2 to Crafts when creating a painting.

STRESS

Physical

Mental

Dee Carter

Dee is a twenty-three-year-old artist who recently found fame in the Bronsfield art community. She ran away from home as a teen, and has lived with her best friend Ron for years despite not being able to pay him rent. She is endlessly grateful for Ron's generosity, and feels that she owes him a debt she can never repay for his charity.

Dee has been an aspiring artist for years, but could never make any money from her passion. Only in the past three weeks, since she started having nightmares, was she able to create anything that anyone else

found desirable. After having the same dream shared by the patients at Our Lady of Mercy Hospital, she awoke and immediately felt compelled to paint. She submitted her art to Nouveau, expecting yet another rejection letter, but for the first time received enthusiastic praise for her work—and a request for more of the same.

Her nightmares continued and kept getting worse. But the worse the nightmare, the better her art the next morning seemed to become. Dee forced herself to keep painting her dreams because of how well they've been received. She is finally being paid for her art, and in turn she can finally start paying Ron rent.

By the start of the adventure, Dee has become completely reclusive, hardly eating, unable to sleep more than a few minutes at a time. Her loft room is completely filled with half-finished paintings, all depicting the same alien landscapes as in her Nouveau exhibit. The walls and ceiling of her room are covered in murals from when she found herself without canvas.

Dee will resolutely refuse to talk to the PCs about the dreams, seeing the visions as her personal cross to bear, and fearing that her newfound gift will collapse if she seeks help. She is much more likely to respond to the PCs if she believes the circumstances causing her dreams are hurting Ron and David.

If the Stranger has abducted Ron, however, she is firm about wanting to help the PCs deal with this threat so she can get her best friend back.

Ron Freeland

Ron was born and raised in Bronsfield, and his name is the only one that appears on the apartment's lease. He went to the nearby state college on a baseball scholarship, got his degree in marketing, and now works a sales job for a local software company and coaches kids' baseball on weekends. He has put his boyfriend, David, who lives with him and Dee, through medical school, and has sponsored Dee with food and shelter for years. He couldn't be prouder of either of them.

Recently he has been plagued by the same nightmares as his roommates. However, he's also found himself extraordinarily drawn to Dee's art, and visits the exhibit at Nouveau daily for reasons he can't explain. In fact, Ron is a tracker, newly awakened in the time since the bleed event began three weeks ago. He has no idea what has happened to him, only that he feels drawn to certain locations. He's certainly not aware that other things have taken notice of him as well.

Ron is particularly protective of Dee, whom he thinks of as a sister. If the PCs come snooping around asking for her, he'll immediately become suspicious. It's likely he will tell them she isn't home, though she's hardly left her room all week. If they manage to convince him they're trying to help her, he'll confess that he's worried about her and doesn't know what to do about her extreme seclusion and her obvious health problems.

If the Stranger enters the apartment while he's there, he'll pick up a baseball bat, by the door with the rest of his baseball gear, and immediately try to attack it.

Leonard Barre

Leonard is the landlord who oversees the apartment complex. A greasy, middle-aged man, Leonard clearly *Cuts Corners* with the maintenance and cleanliness of the building. Though pleased that they always pay rent on time, he isn't thrilled with the number of people living in 34C, referring to the extra roommates as squatters, saying that "*I could probably get fined for that.*"

He's open to giving the PCs a key to the apartment—for the right price. "I was never here. How could I stop you from breaking in and stealing that key if I was never here?" He is amenable after being bribed, but reacts badly to attempts to intimidate or befriend him.

Ron Freeland

ASPECTS

Newly Minted Baseball Coach and Tracker; Fiercely Protective of Dee

SKILLS

Fair (+2): Physique, Athletics

Average (+1): Fight, Empathy

STRESS

Physical

Mental



Rift Sites

There are two rifts open in Bronsfield—one in the hidden sub-basement beneath Nouveau, and a second in the dingy boiler room of the Harris Street Apartments. At each site, polyps have begun to colonize and extend the Sea from their world, creating patches of the red grass connecting through the rift to the vast Sea that goes on for miles in the Slip.

Nouveau

The rift below Nouveau is in a sub-basement that Ferris doesn't even know exists, still filled with bootlegging equipment from the Prohibition era. The basement is difficult to find, providing Great (+4) opposition to Notice rolls and Good (+3) opposition to Investigate rolls—provided Ferris even lets the PCs poke around long enough to Investigate.

If the paintings in Nouveau above are removed or otherwise interfered with, the polyps below immediately protest, rushing up out of the basement to protect them.

Four swarms of mobile polyps are present here.

Nouveau Rift

ASPECTS

Rift to Otherworld; Blanketed In Polyps; Old Bootlegging Equipment; Foundation Cracked Through to Parking Garage

Harris Street

The rift below Harris Street Apartments is not as heavily reinforced with polyps as the one under Nouveau. The Stalk seems to have sensed that this entry point offers little in the way of room to comfortably expand. The Sea has spread throughout the boiler room; as the bleed event progresses it will spread into the alley behind the building, and from there into the rest of the city. However, since it is the closest exit to Ron Freeland, it is the most likely exist for the Stranger to use.

Two swarms of mobile polyps are present here.

Harris Street Rift

ASPECTS

Rift to Otherworld; Blanketed In Polyps; Temperamental Old Boiler

The Slip

This world of the Slip is exactly what everyone has been seeing in their dreams—a vast plain of red grass, constantly blowing in a nonexistent wind, with an enormous tree-like structure at the center of it. The sky, a sickly yellow, is constantly roiling, though it doesn't actually seem to be filled with clouds as we know them on Earth. The waving grass is actually moving of its own volition—it is the Sea, a single linked organism made of burrowed polyps, undulating the short tendrils that make up its surface in synchronicity.

Humans can breathe here for only a short time; the oxygen levels are low, and the air pressure is much lower than humans find comfortable—it's like trying to live up high in the Himalayas.

Wherever they stand, humans also hear constant whispers, wordless murmuring they can't quite make out. Since they are standing in the Sea, everyone must defend with Will against Fair (+2) difficulty once per minute, or once per round if engaged in a conflict.

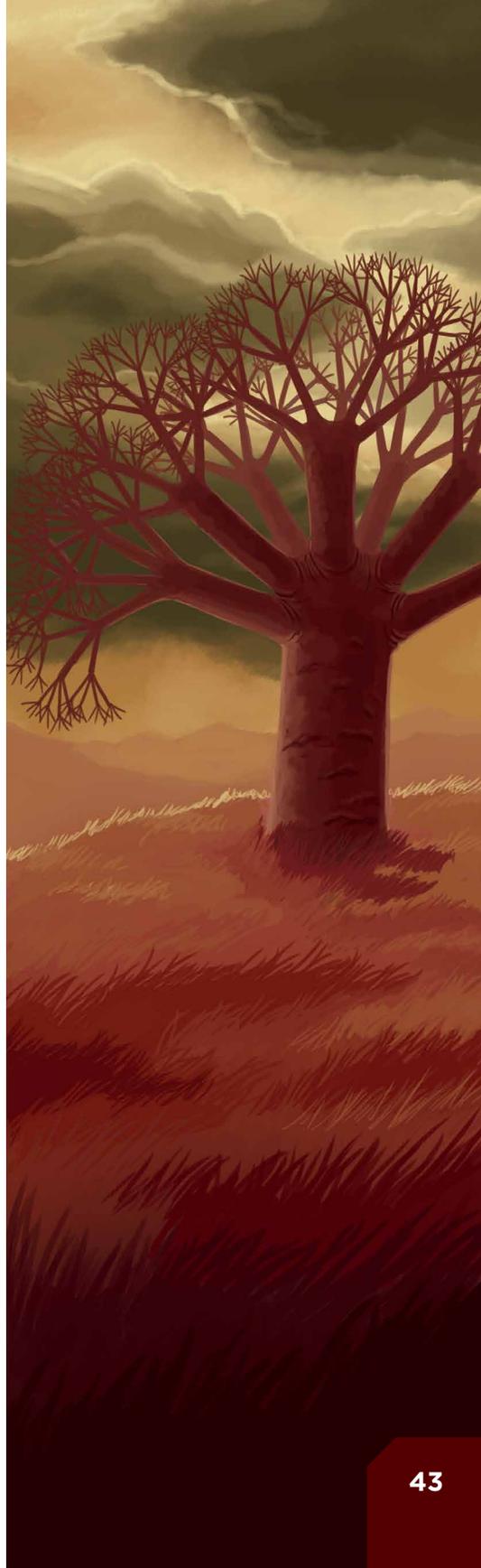
Otherworld

ASPECTS

*The Waving Sea; Difficult to Breathe;
Endless Whispers*

The Stalk

The enormous tree seen at a distance in the dream is only about fifty feet away from whichever rift the PCs enter through. With a trunk ten feet in diameter, the tree is a hundred feet tall, colored a lighter red than the Sea, and its surface is smooth. About halfway up its height it splits into four branches, which split again halfway up, becoming a fractal growth of impossibly thin twigs at the absolute peaks.



The Stalk is the central intelligence for the Sea, the polyps, and the Stranger, which form a single linked organism. When the bleed event first began between this world and Earth, it happened to form a mental link with Dee Carter, but has now begun to focus on her best friend Ron. It has been single-mindedly pursuing closer contact with him, attempting to bring him to its world to study him. This desire to study new life is the Stalk's natural behavior, amplified and corrupted by Convergence to make sure it widens the rifts to facilitate Convergence's invasion of Earth's universe.

Once per session, the Stalk has the ability to go into bloom, creating polyps at the tips of its branches. The entire bare tree grows what seems to be red foliage, which becomes fuller, begins to wave in sync with the Sea, and then drops off like raindrops to swarm wherever they are needed.

If the Stalk is ever directly attacked, everything connected to it reacts violently. All mobile polyps deployed through the rifts make their way back as quickly as possible to attack the invaders.



The Stalk

ASPECTS

*Massive Tree-Like Central Intelligence;
Child-Like, Murderous Curiosity;
Life-Giver of the Sea*

SKILLS

Great (+4): Physique

Good (+3): Will

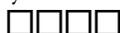
Terrible (-2): Athletics

STUNTS

Bloom: Once per session, the Stalk can use an action to create three swarms of polyps. They act on the Stalk's initiative starting on the next exchange.

STRESS

Physical



Mental



CONSEQUENCES

Mild (2):

Moderate (4):

The Stranger

When the Stalk made contact with Dee Carter, its first attempt to understand the human mind was to try creating a human of its own. The Stranger is a conglomeration of polyps arranged into a bipedal figure, one with no face and no intelligence to call its own, but taking on the general shape of a human.

Its goal was originally to go through a rift, obtain Dee Carter, and bring her back to the Stalk for study. It has been unable to go through, however, as the rifts aren't yet wide enough. In the intervening time, its attention has been drawn away from Dee and toward Ron Freeland, Dee's best friend and a newly awakened tracker. Now that the polyps have been traveling through and expanding the rift for some time, it can finally travel to Earth to retrieve its new quarry, Ron.

If the Stranger is defeated in a conflict, it falls apart into its component polyps, which then shrivel and die. The Stalk immediately begins to extrude another body for the consciousness, which is ready to travel through the rift to Earth in 24 hours.

The Stranger

ASPECTS

Ambulatory Creation of the Stalk

SKILLS

Great (+4): Fight

Good (+3): Physique

Fair (+2): Athletics, Will

Average (+1): Notice

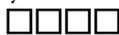
STUNTS

Composite Being: Armor:4 against Shoot attacks.

Giant Force: Fight attacks are Weapon:4.

STRESS

Physical



Mental

CONSEQUENCES

Mild (2):

Moderate (4):



Victory Conditions

The bleed event in Bronsfield is tied to three elements: the spreading mass of polyps, Dee's art, and the bond between Ron and the Stranger from the Slip. The bleed event is resolved when two of these threats are fully resolved, and the Stranger is not currently present on Earth. The Stranger need not be permanently stopped if the other two threats are contained, but as long as it remains on Earth, its strong link to the Stalk prevents the rifts from closing. Alternately, if the players manage to defeat the Stalk, that too will close the rifts.

The Sea is constantly growing as more polyps emerge from each of the rifts. If destroyed, it can regrow from as few as a dozen polyps, so long as the rifts remain open to provide reinforcements. To stem this tide, the PCs would likely need to devise a way to wipe each patch out in one move, devise a way to track down stray polyps, or draw them back into the Slip—likely to protect the Stalk, their origin.

Destroying or removing Dee's art will weaken the connection to the Slip, but the real danger is in her producing more of it. Despite her deteriorating health, Dee is finally achieving everything she wants: earning a living at her passion, achieving fame in the art community, and most importantly paying her friend Ron back for his years of kindness, giving her shelter at his own expense. She is unlikely to give up those dreams come true unless she truly believed she was putting her home and her friends in jeopardy.

The PCs might suggest she join Vigilance—after all, she is exhibiting signs of being a strong seer, and Vigilance is always on the lookout for new talents. However, she would be opposed to the idea, having never lived anywhere but Bronsfield her entire life. If, however, Ron were to join as well to learn to control his tracking better, she would be much more willing to do so.

The Stranger cannot be completely banished as long as Ron is on Earth and the rifts are still open. It has an unerring compass directing it toward Ron—which he can learn to use against it, if instructed to—and will not stop pursuing him unless it finds a target of greater value to the Stalk than the man whose mind is calling out to it so strongly. Any escape from the Stranger is only temporary; if it is defeated in a conflict while Dee's art and the polyps remain in Bronsfield, it will return 24 hours later in an identical body. If it manages to capture Ron and take him back to the Stalk, it chooses a new target, likely Dee, and begins a new hunt.

Once two of these threats are removed from Bronsfield, the rifts destabilize and the bleed event ends. Any remaining polyps lose their forms and shrivel into dust, and the nightmare epidemic stops immediately. Vigilance does request that the PCs bring back the dust for analysis, however, as Dr. Nguyen has some theories that he'd like to try to confirm...

CONVERGENCE CHARACTER SHEET

ASPECTS

Cosmic Virus; Compulsion to Spread; Weakening of Dimensional Barriers; Persists Across Universes; Endless Enthralled Denizens

SKILLS

Dominate:

Persist:

Propagate:

STRESS

STUNTS

- Yield:** Convergence learns how to more effectively break down the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:2.
- Submit:** As Convergence's influence grows, so does the crushing impact it has on the human mind. +1 to attack with Dominate, and Dominate attacks are Weapon:4. Replaces Yield.
- Infect:** The touch of Convergence to the mind is foul, alien, and difficult to shake. When a character attempts to begin recovering a mental consequence inflicted by Convergence, increase the difficulty to do so by 2.
- Spread:** The walls between universes grow weaker by the day. Convergence can spend an action to open a rift in an area experiencing a bleed event. This does not require a roll.
- Intervene:** Once per session, Convergence can designate one supporting or main denizen as its host. The host can attack using Convergence's Dominate skill, defend using Convergence's Persist skill, and create advantages using Convergence's Propagate skill.
- Upheave:** Convergence gains two bonus actions per session, which may only be used to create situation aspects on the environment in an area experiencing a bleed event or in the Slip. No roll is required to create an aspect in this way.
- Endure:** Convergence has Armor:2 against all attacks.
- Adapt:** Anything but total eradication makes a virus come back even deadlier. When Convergence attempts to recover a consequence and succeeds with style, it gains a situation aspect with two free invokes.
- Warp:** As Convergence's will becomes natural law, the world itself begins to work against humanity. At the beginning of every scene, the GM begins with fate points equal to the number of players plus one.
- Obey:** +2 to create an advantage with Dominate to control a human's actions.
- Invade:** Convergence can open rifts to any universe under its control without a bleed event in progress.
- Integrate:** Earth counts as "in the Slip" when determining the potency of the Convergence's actions. For instance, it can now always attack all characters in a single zone with Dominate.

CONSEQUENCES

Mild (2):

Moderate (4):

Severe (6):

NOTES

- Convergence's skills and stunts change with the current campaign aspect, described on page 13.