## Advantages

The difference between success and failure often rests on what advantages or disadvantages the GM applies to a check. Those advantages are typically determined by whether the thing that a player is trying to do seems to the GM to be well thought out. GMs will advantage actions when players take the time to find a way to give themselves an advantage narratively.

If a player is trying to stealthily open a window with a hammer, the GM may instruct them to roll [Dexterity + Stealth] with a disadvantage of -6. If they'd like to stealthily open a window using a knife and instructions they found on a forum complaining about a security vulnerability reported for the specific window design in use, the GM may instruct them to roll [Dexterity + Stealth] with an advantage of +3. And by spending 20 minutes looking up a vulnerability, they can also justify adding half of their skill in Hacking Hardware.

In most cases – whether walking a longer distance to go around a campsite or repelling down a building more slowly – if a player is looking for a way to gain an advantage, slowing down is a good way to begin convincing a GM to apply an advantage.

## Cooperation

If the best way to reliably pass stealth checks is to assess a situation and then describe to the GM an action that is sensible and sounds likely to succeed, it makes sense for players to find a way to use their numbers to benefit whatever they're trying to do. A player who wants to try to sneak into a restaurant's kitchen while the staff is distracted might roll for [Charisma + Acting]. However they can gain an advantage if they have an ally roll for [Charisma + Acting] to create a distraction.

Readers should keep in mind the relationship between multiple player rolls. If multiple players are trying to sneak into a restricted area of a dock, each will likely need to independently roll for slipping out of sight. If any were to fail, they could draw attention to their group. In this case, success will be based on the weakest attempt.

In the case of using a distraction to enter a kitchen, however, a bad roll by the sneaker might be covered by a well executed distraction, and a poor distraction may not matter if the discrete entry attempt is strong on its own. In this case, the benefit of cooperating is synergistic, not failure. GMs should not punish players for cooperating in this way by disadvantaging a roll more than it would have been if no attempt at distraction had been made. They should be conscientious to only disadvantage another player due to a failed attempt at cooperation when group success is genuinely dependent on everyone in a group.

## The thermometer

In the course of play, stealth encounters are often multi-step affairs in which players face an ongoing risk of detection. The recommended way to reflect this is via the use of a narrative thermometer. A narrative thermometer contains a discrete set of stages, within which the GM establishes effects and consequences. The narrative moves between the stages on the thermometer based on player performance: success in stealth actions keeps the

temperature from increasing from one stage to a higher one. Failure raises the temperature one step. For instance, upon stepping on a dry branch, a character may motivate nearby adversaries to begin looking around. If spotted, the temperature would go up a step further, in which an adversary raises the alarm and shares the players' location. This "thermometer" is based on the clock mechanism used in Powered by the Apocalypse games, and ample examples within this game system can be found to provide inspiration for how to use this mechanism for tracking the escalation of tension.

If a player scores an outstanding success, they may receive information or a material resource that allows them to apply advantage when necessary once the thermometer stage increases. For instance, a player who rolls a very high success on disguising themselves may convince a security guard of their cover story so well that the security guard lets their guard down and divulges sensitive information about their security protocols.

When planning a multi-step stealth experience, it's important that GMs have a progression that tolerates some failure, and allows the plot to maintain forward momentum even when things go badly. Otherwise, GMs may be motivated to artificially avoid player detection or strive to keep events from turning into a shit-show when they should. By designing a story that is failure-tolerant, the players can still continue to the resolution of the story. However arriving at the resolution while the thermometer is at stage 3 of 3 will likely translate into a much more challenging final confrontation. It may ultimately translate into mission failure, but it's strongly advised that the story still arrives at a conclusion rather than ending abruptly mid-session with the players' arrest or hospitalization.


Sean Bodley

**Bulls and Cows**

When characters need to perform a mentally challenging task, GMs may wish to simulate the feeling of problem solving with a code breaking puzzle known as Bulls and Cows. Bulls and Cows is an old game sold in toy stores as "Mastermind". Wordle uses similar mechanics.

To play, players make guesses as to the correct sequence of four numbers (or letters, colors, etc.). They're then told how many of the elements in their guess are correct, and how many of the elements are included in the sequence, but not in their correct placement.

Because difficulty can be modulated through several simple choices, Bulls and Cows provides an easy way to translate player rolls and successes into how challenging or trivial they'll find the puzzle. The game can be set to be reliably easy to win when multiple players are cooperating to solve it while still feeling uncertain for players.

**Playing Bulls and Cows**

To play, the GM selects a four-digit code and gives players a series of turns to suggest sequences. After each suggestion, the GM reports how many of the digits in the suggested code are present and in the right position (a bull), how many are present, but in the wrong position (a cow), and how many aren't present (absent).

The difficulty of the game can be modulated based on several variables:

- **Code length:** GMs are encouraged to use four.

- **Unique options for the players to choose from:** the recommended set of possible characters is six, although it can be reduced to five or raised to seven.

- **Unique digit requirements:** Many versions of Bulls and Cows do not allow repeat digits. The default recommendation is that GMs allow for repeats.

- **Reporting digits that are absent from the code:** Traditional Bulls and Cows only reports direct matches or misplacements, but we suggest reporting the number of elements in the guess that shouldn't be there in any place.

- **Number of guess attempts:** The default recommendation is that players are given 8 attempts to solve the code. For difficult games, players may be given six attempts, and for easy games, ten.

If an element is present multiple times, it only counts as either a bull or one cow. It does not count towards multiple cows, or a cow in addition to a bull. If that element is repeated in the guess, each instance can count as a bull or cow independently.

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Scenarios in which a player is trying to conceal their presence, identity, or purpose, use the standard skill-based system of roleplay, but with a few additional considerations to balance the challenge and tension in order to match the situation.

To understand the tools for playing stealth encounters, it helps to imagine the context in which they're used. The assumed baseline tone of Fully Automated is 'colorful realism', so it's recommended that any stealth scenario start from the assumption that most environments are monitored using the tools that make sense in order to provide an appropriate level of security, balanced against whatever would be a reasonable expectation of privacy for the setting. Put another way:

1) Stealth encounters are unlikely to rely on sneaking through unobstructed, unmonitored air ducts, as guarding against this would be common sense and easy to do.

2) It would not be improbable for street corners, office hallways, apartment balconies, etc. to be unguarded by cameras. Even though it's easy to do, surveillance is not applied further than as needed to guard specific things or places. But it also wouldn't be unexpected if someone *did* monitor a balcony or hallway.

For further advice on describing security and defensive measures in the world, check out the Inhabiting the World section titled <u>Playing Stealth Encounters</u>.

## Preparation

In most encounters which challenge the players to achieve something stealthily, success will often be dependent on having taken time to do things carefully. This takes two forms:
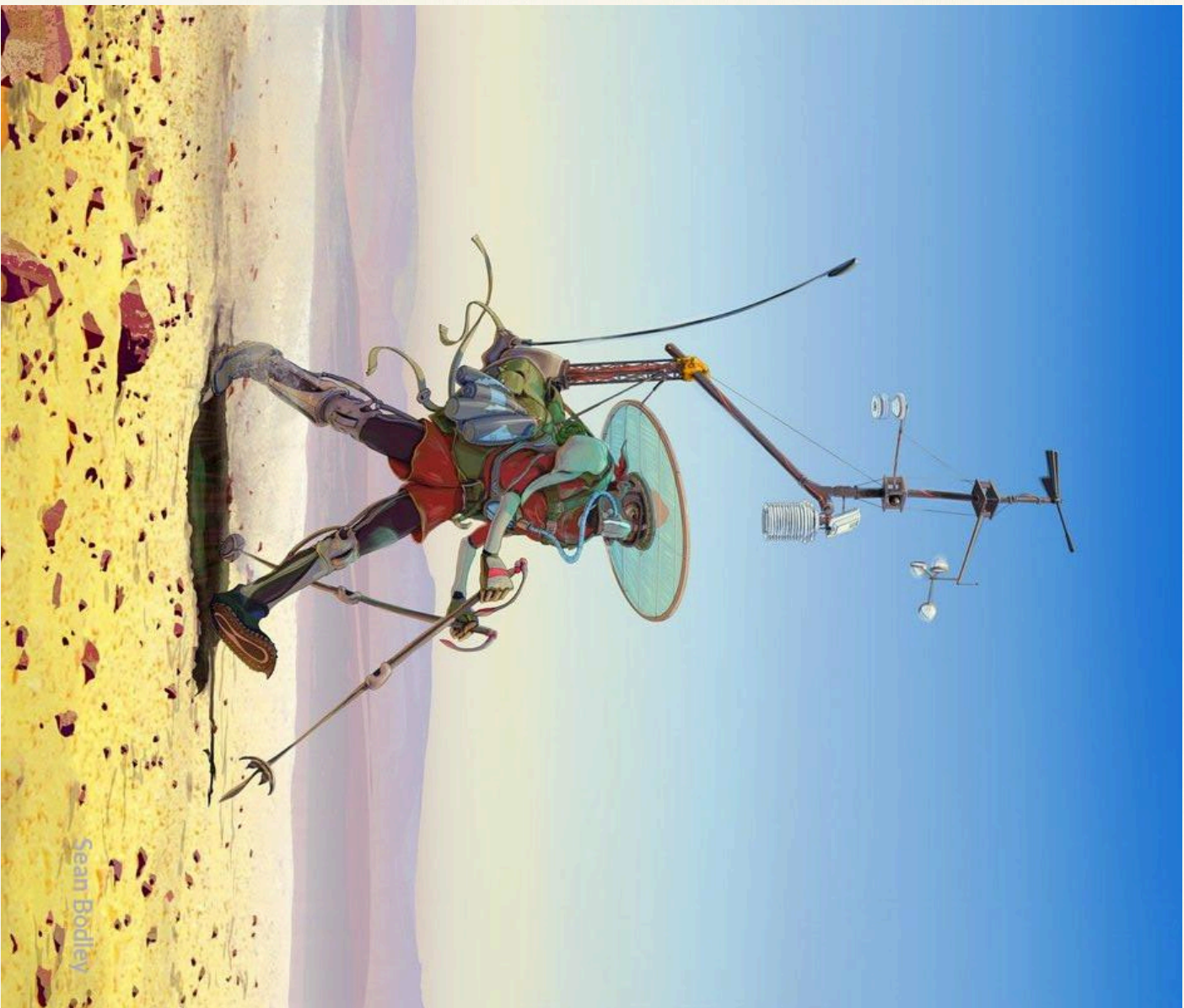
## Skill Combination

Players can combine two skills by adding half of a second skill (rounded up) to any skill check, so long as they have 20 minutes to do so (and it makes sense). This makes almost any stealth check more likely to succeed if a character can combine another relevant skill with their stealth skill.

A character trying to climb the fire escape of a building without being noticed can combine Athletics with Stealth by rolling [Strength + Stealth + ½ of Athletics]

A character trying to unlock a door by hacking into a local wireless network may roll for [Intelligence + Stealth + ½ of Hacking Hardware]

Typically, players are expected to apply the full skill points of the more relevant skill and half the points of a skill that is augmenting the more relevant one. Making this determination rests on GM discretion. If players attempt stealth without using skill preparation, they roll for the action and then separately for stealth to see if they accomplished it unnoticed.

Sean Bodley

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# World Guide



Sean Bodley

The following world guide describes the facts of the setting similarly to what a child would find in an encyclopedia in the world. Information that helps clarify the experience of living in the world is contained in the section titled .

## An Abbreviated History of the Future

The twenty-first century began with the chaos of a failing economic order. Rapid breakthroughs in materials science, biology, computer science, and energy production were arriving in quick succession, but economies and governments were struggling to deliver them equitably. In the process, the global climate was disrupted, billions of people experienced declining economic security, biodiversity was lost on a scale that could only be described as a mass extinction event, and civil unrest proliferated.

In the **2030s**, the "developed" world quickly reconnected with its on-again-off-again abusive ex, fascism. Right wing populists across Europe and the Americas came to power on promises of guaranteed incomes. Elsewhere -- across Africa, South Asia, and Oceania -- countries seeking to avoid Europe's trajectory began experimenting with alternative socialist programs that expanded civil democratic control of their governments and economies. Meanwhile, the US and China projected their bids for dominance into a space race that fueled rapid development on the Moon and a competition to settle Mars.

In the **2040s**, as great powers were drawn into escalating hostilities over the chaos wrought by climate change, colonists on Mars discovered a massive underground cavern network constructed by an unknowable, ancient intelligence. In an increasingly rudderless world, this discovery attracted millions of people seeking purpose. The Seeker faith (as it came to be known), spurred an activist movement to make pilgrimages to Mars available to all.

In the **2050s and '60s**, many industries and powerful interests sought refuge off world. In large orbital habitats, on Luna, and on Mars, various factions brought their fights with them and waged them in parallel to the people on Earth. Below the sky, war erupted and metastasized. Above it, an orbital debris cascade forced upon the budding population living off-world a separation from nations on earth and a binding close to neighbors.

Starkly different paths became clear. The success of alternatives to capitalism across the global south and in space collided with the shockwave of perspective forced by the proof of a higher intelligence that had once been on Mars. Billions of people across Earth rallied behind a shared epiphany: no one was coming to save them from their own leaders. A wave of popular revolutions wrested the controls over production away from suicidal warmongers, and began turning their attention towards the overdue need for long-term resiliency. These decades came to be known as "the Flamin' Fifties" and "the Flooding Sixties", and the epochal changes that took place came to be called "The Melt" and "The Melt". In the background, sentient machines and non-human animals became increasingly common, though routinely invisibilized.

The **2070s and '80s** were characterized by a relative calm following The Melt and the end of what came to be known as the Global Climate Wars. It was clear that much remained to be done, and many social and economic issues which had taken a backseat to existential matters finally demanded redress. A flu pandemic fanned new flames of unrest, however the fruits of social welfare programs planted the decade prior built a foundation which

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Within the default rules, a player could use multiple healing tonics to restore their full health, provided they wait 20 minutes between uses. GM's may decide if they'd like to limit tonics to once every hour or once every day. They can also offer special advanced healing tonics which provide Endurance + 4 points of HP or Endurance x2. They can choose to have players roll for Endurance + Athletics (perhaps as a favored check) and receive whatever value they pass by in HP. It's up to you.

### Hydration

Drinking water will restore a character 1 HP once per day. It's also recommended for players.

### Narrative Healing Actions

Narrative healing is the best kind of healing. This consists of having players describe the specific medical remedy they're applying (or repair, for a synth). They then must roll for success on that action. Typical skill checks may include Dexterity or Intelligence + Care or Medicine. Examples would include applying a splint, suturing a wound, or performing cardiopulmonary resuscitation. GMs and players are encouraged to use future technologies like healing putty in conjunction with narrative description if they're capable.

### Synth Healing

For synths, healing is justified in game as "temporary repair". Temporary repair allows a synth to isolate and bypass damaged components and rely on backup systems to return to restore functions and delay the need for full repair. Synths require 25 minutes to perform a temporary repair, though they can speed this process up by performing an Endurance + Physics & Engineering check and subtract however much they pass by from the 25 minute diagnostic time.

Synths are much less defined in game than organic creatures, so a lot of the narrative and mechanistic decision-making lies with the GM. GMs may wish to heavily limit temporary repair, instead forcing machines to replace modular components. Or, they may choose to use advanced self-repairing micro-machinery to afford synths and cyborgs greater healing capabilities than organic creatures.

# Healing

The process of restoring a character's health can be performed in a variety of ways. Here are several:

## Med Putty

Med putty is a complex, viscous emulsion of proteins, angiogenic growth factors, and MEMS suspended in a stabilizing biopolymer substrate. This putty is used for rapidly stabilizing biological damage. It can close wounds, reduce inflammation, relieve extreme pain, and otherwise remedy major bodily harm (at least until further intervention can be provided). It has a consistency like toothpaste and is stored in squeeze tubes. It's shelf-stable for three months at room temperature until opened. When opened, oxygen activates it, after which it has a 30 minute work time. Players can apply med putty repeatedly, but must wait 30 minutes between applications.

When a player uses a tube of med putty, they don't need to roll. The number of HP restored is equal to their skill points in Care + Medicine. They are encouraged to describe how they use it. It can be applied internally / subdermally using ultra-thin acupuncture needles included with each pack. The effect is halved if self applied.

## Restoration Tonic

Restoration tonic is a liquid potion that contains a complex of anti-inflammatories, analgesics, and repair agents coupled with targeting agents. The targeting agents allow the biochemical packages to migrate to regions of damage and release appropriate stabilizing factors to quickly mend soft tissue injuries. Its use relies on heat and gentle physical mediation to help reach target regions and to mediate biochemical repair. This is typically provided with the application of hot water under a massaging showerhead or a massage with heated gloves, but most applications of heat and gentle pressure will suffice.

Within the game mechanics, restoration tonics are often used as a versatile health potion for restoring a character's Endurance stat worth of lost HP outside of combat. Restoration tonics are stable for 2 months at -20 C, 6 hours at 4C, and 1 hour at room temperature. GM's can limit the use of restoration tonics to once per day if desired.

The tonics are not rare, but they take around 10 minutes to warm up before use and 20 minutes to take full effect (and require facilities like a shower).

As with any healing practice in game, the damage which is being healed should make sense. In most cases, the rapid healing can be explained as a bit of an illusion: the damage doesn't disappear, but the pain is relieved and the effects of the injury are resolved sufficiently that they can heal more fully with rest or with further medical attention later.

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enabled a global response that was more effective than expected. The agitation precipitated the breakup of the already fragile United States of America into four separate bodies, but the crisis turned out to be far less catastrophic than feared. Intelligent machines began agitating for overdue recognition as sentient creatures, and with numbers now in the billions they began to be heard.
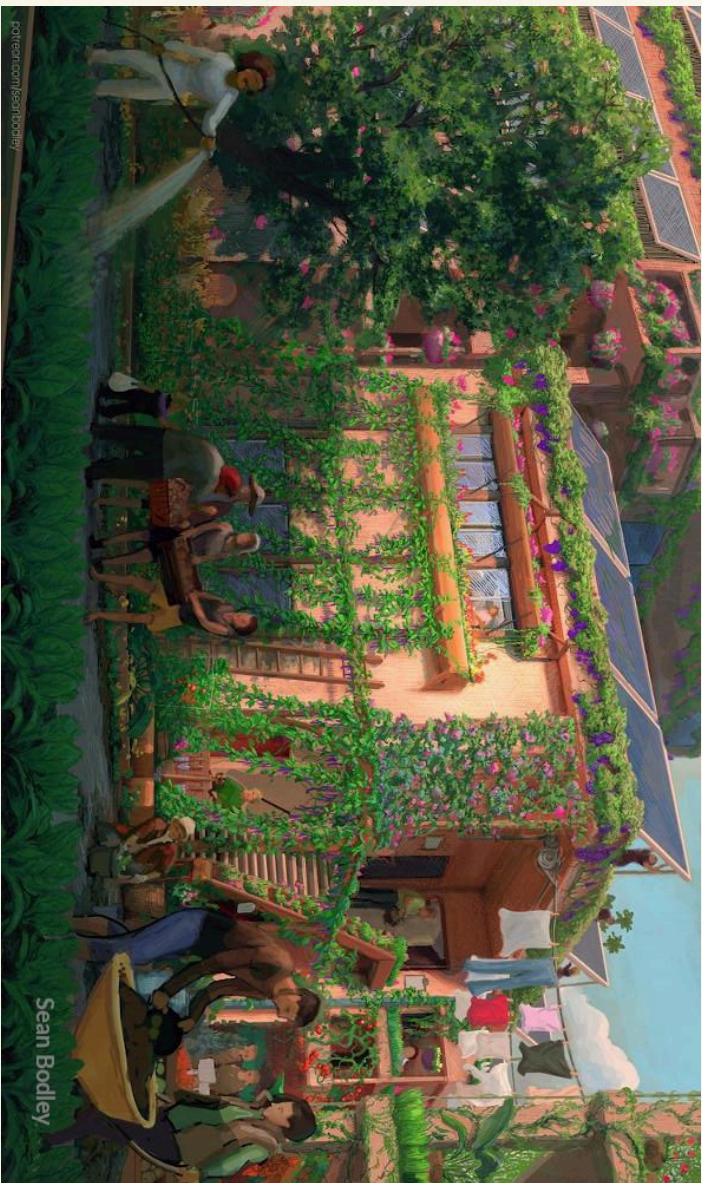
The **2090s and the turn of the 2100s** were characterized by continued gains in quality of life for most humans, and reflection over the events of the closing century. But this divergence in dignity between humans and the machines that had freed them from toil brought machine dissatisfaction to a breaking point, igniting the global machine uprising of 2099.

Despite the fervor of 'the chrome panic', most machines never attempted to exterminate humans. Instead, their work stoppages and targeted violence sought only the basic rights to due process and personal autonomy. As it became clear that most machines simply wanted to do the jobs for which they were designed under their own terms, most of humanity acquiesced enough to restore the functioning of civilization.

By the **2120s** the Earth was entering its fourth decade of ecological recovery. Though frictions remained, acquiescence to the demands of the machines delivered a new stability. A generation raised well-fed, well educated, and accustomed to a life of dignity had come of age. Those seeking rugged adventure had no shortage of frontiers in space, the arctic, the ocean, and cyberspace. Those seeking creative expression had no shortage of vehicles to express themselves. And those seeking leisure had no shortage of adventurers and artists to entertain them.

But the great teeming produce of Earth – its biomass and technomass – can never sit still. That's the rule of life: *change never stops.*

A detailed Timeline of Historical Events can be found below.

Sean Bodley

## Taking Damage

Threats which appear in neurospace may resemble humanoid attackers, natural phenomena, ethereal dangers of the mind, or whatever else the GM can think of. These usually manifest after the tuner makes a low tuning roll or the players enter a dangerous area. The GM may then ask the players to roll for whatever actions they attempt, whether mundane or arcane. A GM could also have players roll initiative and run a combat encounter.

If the characters experience a traumatic or violent event within a skidoo they take points of damage.

If a player exits deep VR by finding a quiet area and initiating their shift out routine, they doff their gear and recover any points of damage lost inside of the skidoo. If they remove their equipment without having shifted out, they roll for [Endurance + Psionics or Will] to see how many health points they recover. If they take ten points of damage or more they should experience psychosis, including confusion, disorientation, distraction, paranoia, etc, with the duration and severity scaling with the damage. This damage can be healed through rest, meditation, counciling, and grounding activities such as making or hearing live music.

**Finding Inspiration**

Readers looking for inspiration for trippy mental adventures and threats within may wish to review the crowd-sourced library of psychotropic knowledge on erowid.com. There, readers can find lengthy descriptions of trip experiences had on a variety of drugs, both good and bad, as well as instructions for mitigating risk when undertaking personal explorations in the mental realm.

## The Economy

Some say economics is the study of the allocation of finite resources. Others say it's astrology for finance bros. In any case, this section describes how people make and exchange the stuff they need and want in the world of Fully Automated.

**The Post-capitalist Economy**

The economy of Fully Automated is a form of communism. It is defined by a suppression of wealth accumulation or profit extraction. Labor is compensated – including the labor of managers and executives – to couple the distribution of luxuries with the efforts of those who wish to contribute more at a given time. The extraction of money to reward investors, however, is illegal. And compensation overall is meant to be enjoyed in the present rather than stashed away. The benefits of investing resources in an operation are delivered in the form of the output of that operation: one contributes money, labor, or resources to building a pub because they want the pub to exist. There will be no financial return for doing so, only the gratification provided by the pub's existence. For this reason, there are typically no uninvolved investors. Allocation of resources is guided by the actual stakeholders: workers, end users, and the communities impacted by an enterprise.

Limited resources – chief among these, land – belongs to the commons, and cannot be exclusively owned and used for purely selfish ends. Land and other resources can be *held* under terms that confer rights similar to ownership, but these rights must be used in the collective interest as determined by broad democratic consensus among those with a stake in how the resources in question are applied.

Multiple participants can take turns tuning, but only one can tune a scene at a time. Psychonauts can act as a seer or as a tuner, but not both simultaneously. The tuner is responsible for assessing the accuracy and clarity of the reconstruction. Because the world is an interpretation based on abstract thought, it's heavily subject to interpretation, and it's not possible to both explore a world and assess it effectively.

## Confronting danger in deep VR

There are several ways to protect oneself when confronting a physical threat in neurospace or any other deep VR encounter. The first is through what are called **mundane actions**. These include any actions available to participants that fall within the designed limits of the environment. At a minimum, this includes actions one could perform in biospace. If an attacker were to throw a punch in deep VR, mundane actions would include blocking it or dodging. For these, players typically roll for [Strength or Dexterity + Athletics or Combat]. Mundane actions may often include fantastic abilities such as flight, as these abilities are commonplace in many deep VR environments. But they are still mundane if they can be accessed without trying to act outside of what the physics engine allows.

Alternatively, one could also attempt to avoid taking harm by making use of the inherent unreality of the simulation. The challenge here is to do so without incurring a greater harm by breaking the illusion. It would be trivial to code a subroutine that freezes or disappears any hostile entity in a deep VR encounter, but – unless that were an ability designed within the simulation in such a way as to maintain its internal consistency – doing so would risk the psychosis that comes with breaking the simulation without first shifting out. A skilled actor can, however, bend a simulation to their favor without experiencing a break. These actions are known as **arcane actions**. Some examples are provided below.

**A band of armored knights attack Hiro, Mayhem, and Voidstar.**

*A knight swings a sword at Hiro. Using his understanding of **Psionics**, Hiro draws a sigil in the air. His player rolls for [Dexterity (9) + Psionics (6)]. He rolls an 8 for a total of 23. As the sword strikes him, it passes through him as if his body were made of sand. Sand sprays from the slice, but where the blade passes, no damage is left. (One could roll using Knowledge or Endurance as well, though the player should describe the effect in a way that relates to the Attribute used.)*

*Another knight brings a halberd down on Mayhem. Drawing upon his **Will**, he throws his arms up to block it and the player rolls for [Endurance (10) + Will (7)]. They roll a 5, for a total of 22. The halberd lands with a thunk against Mayhem's tensed forearms as though striking hard wood. It embeds itself a few millimeters, and Mayhem takes 1 point of damage. For his next action, Mayhem will roll Strength and Athletics to tear the halberd from the knight's hands.*
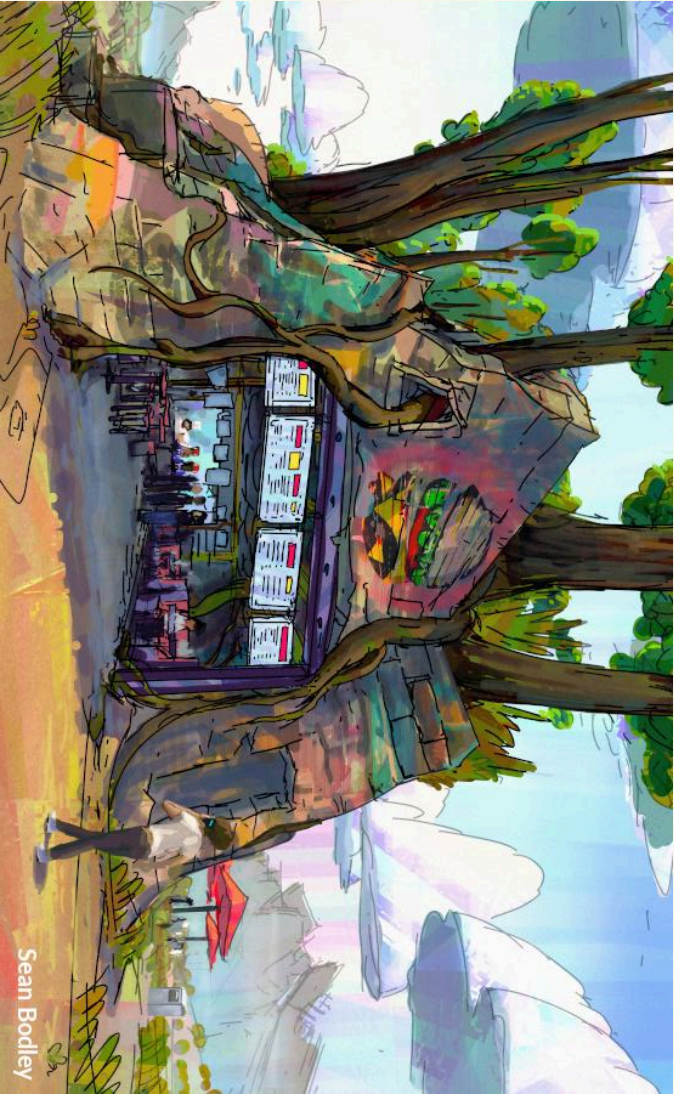
*A third knight swings a flail at Voidstar. Voidstar responds using their skill in **Hacking Software**. They mentally trigger a prepared macro, then make a finger gun with their power-gloved hand and roll [Intelligence (9) + Hacking Software (5)] The player rolls a 13, for a total of 25. Voidstar fires a bolt of blue electricity at the flail, and as the flail strikes it immediately bounces off of Voidstar with an adorable squeak, revealing itself to be an inflatable toy.*

Within the game world, this particular implementation of communism is known as *Communitarianism*. It prioritizes the needs of all before meeting the wants of few by distributing economic and social capital as universally as possible. Communitarianism is often taught in schools as a marriage between pre-industrial market economies and post-industrial gifting economies. For more details, see Understanding Communitarianism.

## Labor

Because most labor can be automated, basic necessities are available for free and nearly everyone on Earth is eligible for a guaranteed income too. This makes work largely optional.

- Life is fairly comfortable for the average person. Luxury still costs a premium, but the basic human can live as though on a permanent weekend. One can live in a small apartment playing video games and eating hot pockets if they choose. Most provide some value to their communities, whether by taking one shift a week at a co-op, making art, or caring for others. Regardless, long-term involuntary houselessness and abject poverty are relics of the past.

- The size of basic incomes varies by region, with some offering more generous ones and others offering little beyond sustenance. These incomes primarily pay for luxuries and land taxes. Staple foods, education, and healthcare are available free of charge.

- People don't pay directly for essentials like food and shelter. Food is picked up at food co-ops where members may pay monthly dues. Rent doesn't exist, only land taxes and fees for shared costs like building upkeep and amenities. This means that cash – whether earned from labor or ones' basic income – is used primarily for extravagances and walking-around money.



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## The costs of living

The economy is divided into the **essentials economy** for food and shelter and the **comfort economy** for luxuries, with very distinct regulations and market conditions.

- The production of food and shelter uses market guidance, but within markets that reflect the preferences of stakeholders rather than investors. Many large-scale production sectors include central planning processes at a city or state level, but are deliberately decentralized enough to ensure that the control reflects local situations. Profit-seeking is illegal.

- Rent-seeking – the collection of regular income through charging for access to something without contributing any addition of value – is recognized as the worst form of profit-seeking. It is widely understood as socially and economically parasitic, meaning that it is not only illegal but culturally shameful.

- Since the practice of rent collection is illegal, the primary cost of shelter takes the form of land value taxes, in accordance with the principles of Georgism. Groups of people can "own" land in the sense that they can obtain a legal right to occupy it until they choose to transfer that right without coercion, but these rights are contingent on the occupants acting as good stewards of the land in a manner comporting with the collective good. Furthermore, transfers of "ownership" cannot be accompanied with any personal financial gain. In other words, land is no longer a financial asset.

- Most durable goods are available through a library economy. This can take several forms. Tool libraries loan items out with an expected return date, while providing the collection infrastructure that allows library patrons to return an item to any location. Stores sell goods without a planned return date, but because goods exist in a circular economy and are heavily reused for years and years, every store purchases the goods they sell at roughly the same price at which they sell them. And every apartment and city block has a communal library, which provides less selection but greater convenience than municipal libraries.

- **Entertainment** makes up the biggest segment of the comfort economy.

- Because of the abundance of leisure time and a shift away from conspicuous consumption as a signifier of status, the largest share of luxury production is non-tangible. This includes digital entertainment like TV shows, movies, and games and live entertainment like theme parks, live theater, travel, and planned experiences.

- Many things that are routine or obsolete are still produced for entertainment value. Bespoke activities such as hand crafting, elaborate repairs and customizations, and primitive modes of cooking are still practiced by enthusiasts, and often streamed for large social fanbases.

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## Tuning and Seeing

A skidoo requires at least two psychonauts. Because the mindscape is a reconstruction of abstract thought, it is heavily subject to interpretation. Forming a mindscape that is coherent, accurate, and informative requires that at least one psychonaut within the mindscape dedicate their attention to tuning the mindscape so that others can focus on observing it. The tuner rolls for [Intelligence + Psionics] to give definition to the mindscape, and by doing so lets Seers focus on perceiving it.

### Performing Tuning

Tuners roll for tuning when they enter new and undefined spaces and in order to shift their attention to different features of the space they're in.

When asking a player to roll for tuning, ask them what it is they're trying to help the rest of the players see, and ask them to describe the motions they make to input their preferences into their tuning program. Then have them roll and describe what the players perceive.

**For a decisive success:** provide an appropriate modifier to Seers' observation checks.

**For a decisive failure:** have the mindscape manifest a threat Against the players. For a minor success or an inconclusive roll, the GM can decide whether to allow the seers to examine or require the tuner to try again.

Tuners can apply a **safety modifier** of whatever value they like. This modifier is added to their total total score for tuning, but applies an equivalent negative modifier to the seers' observation checks. This means that a positive safety modifier reduces the likelihood of the tuner accidentally triggering a mental attack, but reduces the seers' ability to search the environment, while a negative modifier does the opposite.

### Example:

GM: *"Knowhound and Reinhart descend into Yousef's mind and find themselves on a vast and shifting plane, like a blurry lunar surface made of jello. Ellamental, roll for tuning. And describe what you're trying to do."*

[Knowhound has an Intelligence of 8 and Psionic skill of 4. They roll 14 for a total of 26]

Knowhound's player: *"I send my instructions through tai chi gestures. I focus on the ground and try to make it solidify, while drawing out indications of where to go."*

GM: *"As you move, the ground gains the smooth texture of well-worn oak, and around you materialize blurry bookshelves. It resembles a misrememberance of the Library of Trinity College. Reinhart, add +3 to your next observation check."*

Reinhart's player: *"I look for any signs of damage or things out of place." [They roll.] "I rolled 24 using Observation and Detection & Analysis."*

GM: *"As you walk, you see leather books, most in good but worn condition. Further off, the fuzzy forms of people meander wander back and forth on a loop. But as you take in the sight, you see drying mop marks on the floor and the nearby trash bin appears to have just been emptied, as if someone has just been by to clean up. The trail of drying mop water leads through an arched hallway to the next cavernous room over.*