



# Reboot RPG Scenario

Author: Mark Cunningham  
Email: [the\\_dead\\_one@hotmail.com](mailto:the_dead_one@hotmail.com)  
Web: [http://thedeadone.net/writing/reboot\\_rpg\\_scenario.shtml](http://thedeadone.net/writing/reboot_rpg_scenario.shtml)

Best for four players  
Estimated duration 4 to 6 hours

The majority of this document is Game Master confidential i.e. if you intend to be a player you will ruin your enjoyment of the scenario by reading. You have been warned!

## Premise/Concept

### Summary

Remember the movie "Groundhog Day"; where Bill Murray is stuck in a day that constantly repeats?

Well imagine a world that is stuck in a day. Where everyone in it knows that the next day will never come and that nothing will change and nothing can be done about it except waiting for the next day.

Well that's the idea behind this scenario. Every day "Reboots". Why this happens is unknown, perhaps a terrible accident or an experiment gone wrong. Regardless, at midnight the world ceases to exist and everyone wakes up at the beginning of the previous day with the memory of what happened but everything else reset.

Occasionally people get, strangely, replaced but by now the people of "Reboot" are so jaded they don't care about these "Newbies". Enter the players.

They awake in this strange world. Don't know what is going on until they end up getting killed (which should happen, several times if possible!).

At the same time there are strange agencies abound.

A group of religious nuts that worship the "Reboot" event (called "The Church of Entropy") and will prevent anyone who is trying to tamper or escape. They wish to control the players - make them jaded and uncaring or prevent them from changing anything.

An underground group desperately trying to solve the riddle and escape by using "Human" Computers (the only non-volatile memory is a person's memory). They are working in secret because they are hunted.

The only danger to the characters is the information of where (and when) they awake because if the bad guys find that out, they will be killed everyday before waking.

Can the players find a way out or are they doomed to remain forever in a world that repeats?

### The Point

The players find themselves in a futuristic but familiar world. They must find out what makes this world tick and then find a way to escape or at least avoid the Church of Entropy.

## Setting

The scenario is set in the future where some terrible event has set the universe in a perpetual loop of a single day. It's been happening so long that the majority of the people in this single day have been come apathetic to everything and in every way.

Nothing changes. Nothing can change. Build something during the day and it's gone when you wake up. Jump off a building to end it all and you wake up the next day.

The loop and the eventual end of every day is called "Reboot".

Some people fill out their time by following the same routine every day. Others indulge in sexual practices and other excesses. No matter what they do to their bodies by the next morning it won't matter. Many just go insane.

Many people who are still aware spend their days in the Nightclubs. Places of excess unseen in any other time of history. Think the worst of whorehouses, drug dens, S&M etc.

There are no authorities, no police because no one cares what happens to another.

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There are some that try to help by easing others pains. They call themselves the "Firemen". There are several who wake up every day in the same terrible situation such as a car accident and who suffer terribly. The Firemen attempt to rescue them at the earliest opportunity every day or put them out of their misery.

The only religion to survive is called the "Church of Entropy". An ironic name for they revel in the endless loop and believe it to be divine. Any who attempt to escape or tamper with the Reboot are considered heretics and the church members attempt to find their location of waking and have someone there to kill them before they awake everyday. This is the only kind of death in this world. The majority of people do not care anymore about anything and so the church has many followers.

Church of Entropy followers generally wear dark black suits to show they're sympathy with the message.

There is a kind of natural escape. People are replaced. Why or how this happens is unknown. People from decades or centuries before the original day suddenly replace someone who is stuck in that day. No one knows what happens to the replaced person. The new person is generally referred to as a "Newbies".

There is a recent Newbie called John Cowen. He has started a movement, which has been called by others "The Underground". They are trying to figure out a way to escape. The majority of the population has lived for so long in this loop they no longer think about finding a way to escape. Yet the Church of Entropy has branded the Underground as heretics and is desperately attempting to hunt them down.

John has had some success. Without the aid of permanent memory for data (everything is set back to the morning before at reboot) they have come up with an alternative way: by storing it in someone's mind.

They are several people who have become "mindless". They no longer have personalities. These mindless can be used to store a lot of data. By use of these mindless, John has started to develop a theory about how to jump out of the loop.

But everyday the Church of Entropy is getting closer.

The only physical evidence of Reboot is a huge swirling hurricane far off the coast of the city (no one remembers the name of the city). It doesn't seem to move from its spot but at Reboot suddenly expands to cover the entire world and the next moment, reboot happens. Reboot Surfers collect around it and try to surf the expanding at Reboot. There are a few mad men who try to study the hurricane and others whose purpose there is forgotten. To get to the Epicentre (as it's called by John Cowan), takes a good part of the day using one of the flying vehicles.

Technology wise they have flying cars (but driving is dangerous as there are no rules of the road and most will try and kill other drivers), more devastating guns in the form of pulse weapons, a data net but it is mostly devoid of activity, holographic technology etc.

## How to play it/Advice to GMs

I original ran this in a very open way. I created the world and initial set-up and let the players find their own way out. I realise that for a convention that's not possible so I've presented a scene-by-scene script approach to use.

The fun of this for the players is the exploration of the world and at the same time surviving. So a purely scripted approach may not be totally applicable. As a GM you have complete right to run the story in your own way or to mix the script and an open approach.

I won't be offended if you drastically change the script. What am I going to do to you anyway?

If you find something that isn't clear or confusing, make it up or choose a definition that makes sense to you.

If players come up with a plausible way of escaping other then the one described, let them use it. Don't force them down the appointed route.

If players or a player are left dangling for a day (because they survived), unless they have something decisive to do, skip over and get the rest of the players involved.

Don't roll for everything. If the players are close to death, they die. Make fights devastating so they try to avoid them. Remember they can come back the next day as if didn't happen.

Feel free to change any of the characters too. If you've got more women in your group, you can change the characters' sex without a problem.

Don't let any of the NPCs tell them the premise of the Reboot world. Let them die first to figure it out fully.

The Players should know next to nothing. They have their characters and some background. If the characters already know the basis of the world then they'll be no fun for them when they figure out what is happening. It's also the premise of the scenario.



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## Rules

This scenario has been developed based on FUDGE but I'm aware that FUDGE isn't as well known so I've provided all the stats for NPCs, Equipment and PCs for FUDGE and White-wolf's Storyteller System (from World of Darkness games).

To make life easier you'll find FUDGE specific pages have this icon and the words FUDGE in the title of that section.



somewhere in the top right corner of the page

Likewise for the Storyteller System you'll find this icon



and the words Storyteller/WOD in the title somewhere

### FUDGE (Freeform, DIY, Gaming Engine)

FUDGE documentation can be found at <http://www.FudgeRPG.com/fudge/>

HTML Version of the documentation can be found at [http://members.dsl-only.net/~bing/frp/fudge/fudge\\_toc.html](http://members.dsl-only.net/~bing/frp/fudge/fudge_toc.html)

FUDGE also has a large user community and a guide to all stuff FUDGE related check out <http://fudge.phoenix.net/guide>

FUDGE stands for *Freeform, Universal, Do-it-Yourself Gaming Engine* and is a customisable Roleplaying system for Roleplaying.

FUDGE uses d6 but marked as -1, -1, 0, 0, +1 and +1. Characters traits are marked from Poor (-2) to Superb (+2). The GM assigns a difficulty such as Great or Superb and the player rolls four FUDGE dice and adds the modifier to the trait to determine success. Instead of dice, cards can be used. Also if you have access to a PalmTop computer there are numerous very good dice applications that support FUDGE (DicePro and Fudge Dice! to name two that I personally use).

For the sake of convenience all the FUDGE characters (PC/NPCs) have the same set of Attributes which hopefully will cover everything you need:

- Intelligence
- Strength/Damage Capacity
- Stamina
- Will
- Dexterity
- Perception
- Wits
- Charisma

### Storyteller/World of Darkness (WOD)

For a description of the rules for White Wolf's Storyteller/World of Darkness games, read any major World of Darkness sourcebook such as Mage: The Ascension, Vampire: The Masquerade etc. All available from <http://www.white-wolf.com>

I'm discarding Humanity/Arete/Virtues etc, as they aren't really relevant unless you're dealing with a particular game. For NPCs I'm not detailing all the stats, just enough to describe the characters for opposed rolls.



**Scene #1: Wakey Wakey! [RPG] [Plot]**

**Point of Scene (Why are we doing this scene?):**

This is the start of the scenario. The players are kick-started into their characters by being placed in an odd situation. Also it's important to show that not everyone wakes up at the same time. Matilda wakes up before all the player characters. She has the advantage over them as shown by her aborted attempt to suffocate one. Make a point of the "countdown" on the TV and radio. It starts at 22 hours and is slowly working backwards.

**Actions (What should happen in the scene?):**

- The players wake up.
- Chose one player character. Matilda is attempting to squeeze the life out of that character but as soon as she realises it someone else she is frightened and runs away.
- The Characters introduce themselves to each other and try to figure out what's going on.
- Let them explore the room before proceeding onto the next scene.
- The countdown clock is shown on all TV stations. It starts at 22 hours and works backwards
- There is nothing on the radio or any other media.
- The flat seems to be a shared apartment for 7 or 8 people so quite large.
- It is the future. Strange gadgets, hidden monitors/terminals (TV, mirror) etc.

**Script (You can read this to the characters if you want):**

*"You start to open your eyes. They are heavy from an uncomfortable sleep and you struggle to lift your eyelids. You didn't expect to see a pillow filling your vision. It covers your mouth and you struggle against it, as you can't breath.*

*Suddenly it stops. A girl looks at you, the pillow in her hands. You don't know her. She doesn't even look familiar. A look of horror crosses her face and she turns away, dressing hastily and rushes out the door to the bedroom.*

*Except, it's not a bedroom you recognise. How did you get here? You don't know. You climb out of the unfamiliar bed and leave the bedroom but you don't recognise that room either. There are others here. They have a dazed confused look on their face as if they don't know either how they got here.*

*It's not only that you don't recognise the room but also that it has very little familiar things in it. A huge Screen on one wall has a countdown from 22 hours ticking away. Strange unknown devices litter the large unkempt apartment.*

*"My God. Where the hell am I?"*

Let the players roleplay their characters and introduce themselves to the other players and explore the flat.

**Notes**

**Scene #2: That guy is going to die! [RPG]**

**Point of Scene:**

To let the players get a taste of this terrible world.

**Actions:**

- There is an explosion outside.
- A vehicle of some kind is burning. The players should be able to see someone trying to get out. Screaming for help. No one attempts to help. People just walk by, unconcerned.
- If the players try to help him, let them. Just before they succeed or before the car threatens to blow up, the Firemen arrive.
- They free the victim. He has burns all over. He smiles as they shoot him dead.
- Let the players protest if they will but the Firemen are unperturbed and ignore the "Newbies".

**Script:**

*"From the outside the apartment there is an explosion. It shakes the windows with it's sound.*

*You rush to the window and see some sort of vehicle in flames on the sidewalk. There is some sparks and it's threatening to explode. But the people walk by, unperturbed. Some stop for a brief moment and then move on. Nobodies trying to help..."*

Let the players have the chance to do something.

*"The flames from the vehicle are intense. You can feel your skins starting to burn too. He's banging at the glass, desperate to get out..."*

Just before the players manage to free him....

*"Suddenly men in red uniforms descend upon the scene. They are well organised and quickly finish freeing him from the car. His skin is totally black with botches of terrible red.*

*One of the men takes out a gun and points it to his head. He's smiling as the single gunshot kills him."*

The players can attempt to accost the firemen.

*"The men look unperturbed and quickly leave. They have a large floating van-like vehicle nearby and it's already moving away before you can blink."*

**Notes**



**Scene #3: I'm Matilda [RPG]**

**Point of Scene:**

Is to roleplay a bit before moving onto some action.

**Actions:**

- Meet Matilda, the young girl who was attempting to suffocate the guy.
- She hints at the nature of the world but **should not** spell it out to them.
- She is agitated and doesn't really like talking to them though she feels she should. Eventually runs off towards the Nightclubs. Players can pursue her into the Nightclubs or they may decide not to.

**Script:**

*"She's there, the young girl who tried to suffocate you. Standing some distance off, staring. With a hesitant look in her eyes she walks uncertainly forward towards you.*

*"Who are you? I'm sorry for earlier. Didn't know..."*

Let the players talk with Matilda. She introduces herself but seems a little off in the clouds. The most they should get out of her is "Reboot" occurs at midnight. She doesn't want to talk about Reboot and if pushed too much she'll run off down the street where there are many Nightclubs already open this early in the morning. She'll refuse to help them either; the change is too much for her, at least right now. She'll keep talking about going to the Nightclubs until eventually she'll try and go.

**Notes**

**Scene #3a: Nightdubs [Optional]**

**Point of Scene:**

Is to let the players get a big bad bite of the Reboot world. It is optional and depends on whether Matilda goes to the Nightclubs and the players follow.

**Actions:**

- The Nightclubs are extreme places. The deeper in, the darker and more frightening. The Nightclubs are all linked so the people can travel from one to the next. People barely react to anything except what they are doing.
- Start simple, just dancing, then drugs and progressively worse etc. Don't describe in detail just hint at what is going on. At any time they can leave.
- If you've got young players, don't go any further than the dancing - in fact it might be advisable to just skip this scene completely.

**Script:**

*"Matilda rushes into a building that looks like a run down warehouse. Yet there are lights flashing from the windows, shadows dance."*

The players may go or not. If they go in then continue with the description:

*"Inside it is hot. The air is hazy with human sweat and loud music. It's hard to move as people are dancing with a ceaseless abandon.*

*You spot Matilda at the corner of your eye. She's left through a back door."*

Again the players need not follow.

*"Through the door there is a stark change. The music is slower and most people are lounged around the dry concrete floor. Smoke fills the room and the twinkle of human laughter sounds maddeningly. A tall man with yellow teeth shoves surgical needles into your hand before grinning and moving on.*

*The smoke is making you dizzy and disoriented.*

*You think you see Matilda. Perhaps not."*

The players should be feeling a little heady. If rolls are required increase the difficulty to suggest that their senses are a little off.

If the players continue to search they won't find Matilda among the press of bodies but they'll find that this room leads onto another.

*"The smell and sound are overwhelming. There is no privacy here as bodies' curl among each other and press each other against the walls. There is little light but what light there is suggests grotesque parodies of human pleasure, a squirming, groaning flesh driven mad by the thumping music."*

If the players continue, I'll leave the descriptions up to you. But this is only a digression to show the terrible madness that has taken over the people trapped in Reboot.

**Notes**



**Scene #4: Welcome to Reboot [RPG] [Combat] [Plot]**

**Point of Scene:**

A brutal introduction to the "Church of Entropy" and what Reboot is really about (i.e. This should be their first time killed in this scenario).

**Actions:**

- This should happen someway from the apartments. Perhaps outside the Nightclubs or when they wander some distance from the apartment blocks.
- Classic follower of the Church of Entropy wearing the black suit, black tie and shirt. He's got explosives strapped to his body and intends to use them to kill himself and the players (because they are obvious Newbies).
- The players should all die in the blast so that they can wake up the next day.

**Script:**

*"Welcome, welcome!" he exclaims. A short man dressed entirely in a black suit, black shirt and black tie. His jacket is bulky and awkward on him as if he's stuffed it with his shopping. His eyes bulge nearly threatening to pop. His arms outspread he's come over to you.*

*"The Church of Entropy welcomes all Newbies to the stability and endlessness of Reboot' He attempts to hug each of you."*

Let the players roleplay their reaction to this follower. The follower should be preachy, talking about worship of Reboot and its eventuality. If the players ask for explanations the follower will exclaim that he has all the explanations they need and he'll tap his bulky jacket.

If he angers the players all the better, let a struggle ensue and even if they are successful in subduing him or killing him, they'll find that his jacket contains explosives which will promptly blow up killing all the players.

If they let him go on, hoping to get information out of him, he'll go on about worshipping the divine and that he'll show them the truth of it. When the players get weary of him, he'll open his jacket to reveal the bombs strapped to his chest and he'll laugh maniacally just before the bomb goes off, killing all the players.

**Notes**

**Scene #5: Wakey Wakey! [RPG] [Plot]**

**Point of Scene:**

Should be that the players realise what Reboot means. The same day, forever, trapped in a loop. It should become obvious the meaning for the past few scenes and why the world is the way it is.

**Actions:**

- It starts like the beginning. Except the players all remember what happened.
- Let the players figure it out.

**Script:**

*"You start to open your eyes. They are heavy from an uncomfortable sleep and you struggle to lift your eyelids. You didn't expect to see a pillow filling your vision. It covers your mouth and you struggle against it, as you can't breath.*

*Suddenly it stops. Matilda looks at you, the pillow in her hands. A look of horror crosses her face and she turns away, dressing hastily and rushes out the door to the bedroom."*

Let the players roleplay their characters.

At some point the car will blow up outside like before.

*"From the outside the apartment there is an explosion. It shakes the windows with it's sound. You know what is outside. You've seen it before."*

**Notes**



**Scene #6: Message from the Underground [Plot]**

**Point of Scene:**

Is to kick start the plot and action. This is, pretty much, the midpoint of the story and from now on the action will kick in.

**Actions:**

- A holographic message is sent to the group from The Underground who promises explanations and possible way of escape.
- If the players choose to ignore the message then skip ahead to a scene where the Church attacks.

**Script:**

*"There is a whizzing sound and suddenly there is a translucent holograph of a man. He is average build with long dread lock blond hair and sandy complexion. There is a haunted look to him. He speaks quickly without pause for return. It is obviously a recording.*

*'Do not be afraid. I know you don't know what you're doing here or why. I can help. I'm trying to find a way out. Meet me at the corner of block 255. Walk. Don't take a vehicle. Be secretive. The Church wants to destroy everything I've worked at...'*

*You can guess where block 255 is. A few minutes walk you think. Do you go?"*

**Notes**

**Scene #7: The Underground and John Cowan [RPG] [Plot]**

**Point of Scene:**

To met John Cowan and understand what he's trying to do and give them the possibility of escape.

**Actions:**

- John is waiting for them and he introduces himself quickly and then leads them into a sewer where he has a makeshift lab.
- There are two Mindless Human Computers sitting on a chair, odd makeshift equipment spread across a lab and two other people working with the equipment and feeding information to the Human computers.
- John fills them in (if they haven't figured it out) and explains he's attempting to find away out of Reboot. He has no answers why it's like this - just that he is a Newbie too and didn't want to turn out like the rest of them. He explains there may be a way to escape using the epicentre but he's not sure.
- He'll answer as openly as he can.

**Script:**

*"At block 255 there is no one. It is silent as the grave. You wait a few minutes.*

*'Psst. Psst. Over here... ' across the street you seem someone waving from the shadows.*

*It's the man from the holographic message. 'Come on... quickly...' he whispers. He disappears deeper in the shadows of the alley.*

*Your come this far you may as well follow him.*

*He is waiting for you. 'We must be quiet. Those damn Followers of Entropy are everywhere.' He opens a sewer grate and jumps in.*

*You follow and inside you find yourself in quite a large room. To one side two people sit on stools. They are totally motionless and stare vacantly forward. There is a table with very makeshift but utterly alien equipment on it. The only recognisable thing is a large glass cylinder with what looks like a miniature swirling hurricane in it. Two other people are fiddling with the equipment and barely look up as the lot of you enter."*

Let the players talk with John. John will be as open as he can about the whole situation. He's a Newbie. He doesn't know how the whole loop started. But he's figuring that there is a way by entering the Epicentre. The Epicentre being the hurricane off the coast of the city that suddenly expands at Reboot. But what he doesn't know yet.

**Notes**





## Scene #8: The Attack [Combat] [Plot]

### **Point of Scene:**

So that the Church find the players are linked to The Underground and that they are the enemy of the Church. Also introduce the bad guy!

### **Actions:**

- Church followers attack the makeshift lab.
- It should be brutal and devastating. If any of the players survive - they may be tortured to reveal the location of John or the other players - I'll leave that up to your discretion as GM.

### **Script:**

*"There is a stamping sound from outside, like the movement of many feet.*

*In a blink of an eye, the gutter entrance is ripped off and something thrown down.*

*It's followed by a tall man wearing a black suit and black shirt. His grin is hideously wide as he hunches his shoulders against the low ceiling.*

*'I know all your faces now. It's a matter of time till I find your beds...'*

*At the same time he kicks the thing that was thrown in first towards you and jumps behind some tables.*

*It has a burning fuse..."*

Roll for surprise and run the combat as such. There are four followers all we grenades and pulse rifle. They are manic and don't care about dying. The guy who jumped in is Jeff Moonstone. No matter how badly the explosion damages the players and others, Jeff should be okay (i.e. Break the rules without letting the players know... Perhaps he's wearing light armour under his suit, perhaps he's just running on pure adrenaline).

John and the other underground members have some simple pulse handguns.

The other followers should jump in straight after the explosion. Let them slug it out but keep it quick.

### **Notes**

## Scene #9 or #11: We're we spotted? [Plot]

### **Point of Scene:**

To make the players realise that the Church is looking for where they awake and to make the players paranoid

### **Actions:**

- If the players peek outside through the window - they'll see a Follower of Entropy look up and see them and dash off.
- If the players don't, then wait till they leave the apartment building and he spots them.

### **Script:**

From the window:

*"A Follower of Entropy is watching the firemen at work. He looks up as you look down. He pulls down his hat and dashes off."*

Outside the door:

*"As you leave the building, you notice him dashing away. He was a Follower of Entropy in the classic black suit. Did he see you?"*

### **Notes**





## Scene #10: Eureka - We've found a way! [Plot]

### **Point of Scene:**

John Cowan believes he's found a way!

### **Actions:**

- Another holographic message from John. He believes he's found a way out. Gives no details.
- He gives a different block number to meet at and warns to be highly paranoid.

### **Script:**

*"There is a whizzing sound and there is a translucent holograph of John. He is grinning like a Cheshire. 'I've found it. I've found a way out. Can't explain here. Met me at corner of block 425 and don't let yourself be followed...'"*

The players should decide to go meet him. Let them make whatever preparations or safeguards they want.

Unbeknown to the players the Church have already found where John's new Lab is so they'll be in ambush for the players.

### **Notes**

## Scene #11: Attack two [Combat] [Plot]

### **Point of Scene:**

A bit of combat and a way to prevent the players from finding out how to escape.

### **Actions:**

- On route to block 425 the Church attack. They've already destroyed the makeshift Underground lab

### **Script:**

*"Block 400... block 405... block 410..."*

*The streets are fairly empty. Overhead an occasional flying car speeds dangerously along.*

*But the dull silence is broken by a man, dressed in black, walking slowly out into the centre of the road. You recognise him, his height and his grin."*

It is of course Jeff Moonstone. Out of the sides come a few other followers blasting away. Combat ensues.

### **Notes**



## **Scene #11a: Devastation [Optional]**

### **Point of Scene:**

If they survive the attack - there is no one to tell them how to escape.

### **Actions:**

- If any survive and go to Block 425, they'll find a burning building.

### **Script:**

*"The flames are still licking the buildings supports. Five bodies lay crumpled in the ruins. They didn't die easily, their clothes are torn and their limbs are set in horrific positions. There is a disturbing look of horror on his face."*

### **Notes**

## **Scene #12: They're here [Plot] [Combat]**

### **Point of Scene:**

To make the players nervous by showing how close the followers are.

### **Actions:**

- Next day. Players wake up and Matilda is gone. But there are new sounds. Doors being opened and shut. Some muted shouting.
- Outside there are a few Followers hanging around.

### **Script:**

*"You start to open your eyes. They are heavy from an uncomfortable sleep and you struggle to lift your eyelids. Matilda stands over you holding the pillow. She drops it and turns away. There are strange sounds from the corridor and outside. Matilda notices them to and dressing hastily and rushes out the door and leaves the apartment. But the sounds don't stop. Doors are being forced open. Some people are shouting. Peeking out the window you can see a few Followers hanging around, checking people..."*

Let the players soak in the situation. If they stay in the flat, the Followers will find them. If they fight they'll be found. Best bet is to run.

### **Notes**



**Scene #13: Last Chance [Plot]**

**Point of Scene:**

They get a message about how to escape.

**Actions:**

- Outside or some distance from the Followers or some other situation where they are safe they run into one of the "Mindless" that the Underground has been using.
- The mindless is wandering around like automation. Perhaps the players recognise it or the mindless trips over something and continue trying to walk even when flat on his face.
- The mindless has been programmed by John to deliver a message to the players.
- Escape is possible. Head out towards the Epicentre and enter it exactly at "Reboot" (i.e. when the countdown reaches 0).

**Script:**

*"A man starts walking towards you. He moves awkwardly and stiff. The man looks straight ahead and is oblivious to anything else to his detriment as he trips on the edge of the pavement.*

*He lands face down but his legs keep moving as if he's still walking.*

*You recognise him. He's one of the mindless human computers.*

*'Enter the Epicentre at exactly Reboot. Enter the Epicentre at exactly Reboot'. He keeps repeating."*

It should be obvious to the players that this is a message from John and that John has gone.

**Notes**

**Scene #14: Botched Escape [Plot] [Combat]**

**Point of Scene:**

Hopefully they'll try and escape but arrive only too late. This is to show them that they must leave as quickly as possible in the morning but the next day is going to be tough.

**Actions:**

- Assuming they actually try and reach the Epicentre before reboot - they will fail.
- It should take them a good while to get to it and when reboot is nearly zero they should have a good visual on it but they won't make it.
- They have to leave as soon as they wake up to reach it before reboot.

**Script:**

*"It was easy to find a unused vehicle. The controls seem awfully complicated but as soon as you all get in, a cheery face appears on the dashboard.*

*'Where would you like to go Sir?' she smiles her bright white teeth at you.*

*'The Epicentre.'*

*'I'm afraid sir I don't know that location.'*

*'Out to sea then.... the hurricane...'*

*'Yes Sir!'*

*The vehicle rises above the builds and starts heading towards the coast. You can see it. The Epicentre hurricane reaching up towards the sky and around it the crystal blue sky and sea. The vehicle cruises along at little more then 30 miles an hour.*

*'It'll take us too long to get there. Can't you go faster?'*

*'I'm afraid I can not go faster in the current area. You can take manual control but you will be breaking your insurance agreement and the legal regulations on speed.'*

The players can cruise along under autopilot or attempt to take manual control. They'll have to roll very good successes to keep the craft stable otherwise they'll be dipping and diving all the way. But they will get there a lot faster. After a while they'll manage to get control of it.

It still takes a hell of a long time to get there.

*"The dashboard shows what on TV. All it has is the countdown. It's nearly 0. A few seconds left. You're not going to make it. The Epicentre reaches for the sky and even from here the sound is a deafening roar. Other craft of various shapes and function float around the hurricane. There is a platform floating nearby where two men get as close as possible to it.*

*5 seconds left, 4, 3, 2, 1... the Epicentre suddenly expands racing towards you. Some of the crafts have already been swallowed up while others seem to try and surf the edge.*

*It's like a solid wall of wind racing at you like a hammer of God.*

*The vehicle craft crumples under the impact and as you start to lose consciousness you hear a cheery female voice say 'Sir you have been involved in accident. Please wait...'*

*Reboot."*

**Notes**



**Scene #15: We're fucked [Plot] [Combat]**

**Point of Scene:**

It's all too late. The followers have found them.

**Actions:**

- You have two options here. It starts off like the other Reboots. Matilda rushing out towards the door. Except that Jeff Moonstone is standing in the flat. Ready to fight
- Your first option is to let Matilda run out and let them slug it out against Jeff. Maybe they'll succeed, maybe not. If they fail, reboot and go onto the next scene.
- Your second option is to go onto the next scene where Matilda helps them - one last time.

**Script:**

*"You start to open your eyes. They are heavy from an uncomfortable sleep and you struggle to lift your eyelids. Matilda stands over you holding the pillow. She drops it and turns away.*

*But she stops dead in her tracks. A tall man, in the black of the Followers of Entropy is standing in the middle of the room. You know him. You know why he's here."*

It's up to you as the GM, to let them try and slug it out or let Matilda help them out.

**Notes**

**Scene #16: Matilda to the Rescue [Plot] [Combat][Optional]**

**Point of Scene:**

But perhaps not too-too late. Matilda gives them a chance (unless of course they were nasty to Matilda).

**Actions:**

- Matilda doesn't run out. She strikes Jeff and knocks him out. Of course they only get this day because the next day, Jeff will return with others.

**Script:**

*"Matilda freezes. She seems indecisive. He has no interest in her and is letting her go but she is torn between leaving and something else.*

*She looks at the pillow in her hand, which she hasn't discarded yet.*

*The decision is made. She kicks him hard in the balls and he crumples to the floor.*

*She jumps on him and places the pillow over his head. She knows what she is doing and in moments he's dead.*

*'Go, leave now...'"*

If the players try and convince her to join she shakes her head and refuses but she constantly reminds them that if they've found a way out that this is their last chance. Tomorrow he won't be alone.

**Notes**



**Scene #17: They're after us... [Combat] [Plot][Optional]**

**Point of Scene:**

A chase to the Epicentre.

**Actions:**

- Again, finding a deserted vehicle is not a problem. The problem is the Followers in other vehicle. You can skip this and just tell them they make it (particularly if your running out of actual game time) or you can play it to the hilt and make them roll the chase all the way.

**Script:**

The chase - the Followers are the craft behind.

**Notes**

**Scene #17: Escape? [Plot]**

**Point of Scene:**

The End

**Actions:**

- They've managed to make it to the Epicentre and jumped in at exactly reboot. It's the end because they don't reboot. But you don't know where they are now. Perhaps the future, perhaps back to their own time...

**Script:**

*"The countdown is nearly zero and you drive the craft directly into the just-about-to-expand Epicentre. The craft passes through instead of crumpling. A blackness engulfs the craft. The countdown is flashing at 0.*

*But then sunshine fills the craft and you can see the blue sky above the hurricane. The eye of the storm. You've escaped Reboot!"*

The End! ☺

**Notes**





## Matilda (FUDGE) (NPC)

**Description:** She is a lost soul. She no longer remembers why she does the things she does. She wakes up. She smothers the man beside her and then goes out and tries to forget that every morning she does the same thing. Then one day it changes. It isn't the same man beside her. She doesn't know how to change and so avoids the situation in desperation.

**Appearance:** Pretty in a wispy way. No longer cares what she wears or how she looks but it's obvious her wispy look was quite catching at one time.

**Notes:** You may let the players figure out her story or perhaps they roleplay well enough that she confides part of what she remembers. Of course you can totally skip over it and just use Matilda as plot device.

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch O O O	Hurt O	Very Hurt O	Incapacitated O	Near Death O

### Attributes

Intelligence  
Strength/ Damage Capacity  
Stamina  
Will  
Dexterity  
Perception  
Wits  
Charisma

Fair  
Good  
Good  
Mediocre  
Fair  
Fair  
Mediocre  
Fair

### Skills

Flying Cars  
Running  
Area Knowledge  
Suffocating People

Fair  
Good  
Great  
Great

**Faults:** Slow to react and change (unexpected situations cause increases in difficulty)

**Gifts:** None

**Personality:** She is like most citizens of Reboot, careless or rather forgotten how to care. After so long in the endless day she has forgotten most common curtseys and how to interaction at a civil level with anyone.

**History:** She used to love the man who woke up beside her everyday. But he treated her like a punch bag, raped her when he was feeling really good. The others who shared the large apartment knew about this but did nothing.

Then reboot started to happen. And initially the world continued as it did except people tried to figure out the new situation. It dawned on her that it would be impossible to leave him now. She was doomed forever. Her fantasy of flight could not stand the blow of reality.

So she had to do something and she realised that she woke after Reboot before him. He was powerless in those early morning moments. So she killed him in those first minutes of the day. And she continued to kill him every day until she couldn't remember why she was killing him or who he was. Until the routine was all that was left.

## The First Follower from Church of Entropy (FUDGE) (NPC)

**Description:** He is a true believer in the message of the Church of Entropy. He holds onto it as the last shred of his humanity and no longer makes senses of anything unless it is through the Church or it's message.

**Appearance:** Short, slightly bald. He is always dressed in the uniform of the Church of Entropy. A black dark suit.

**Notes:** He's only here to blow up the players!

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch O O O	Hurt O	Very Hurt O	Incapacitated O	Near Death O

### Attributes

Intelligence  
Strength/ Damage Capacity  
Stamina  
Will  
Dexterity  
Perception  
Wits  
Charisma

Fair  
Good  
Great  
Good  
Fair  
Mediocre  
Mediocre  
Poor

### Skills

Flying Cars:  
Running:  
Area Knowledge:  
Church of Entropy Dogma:  
Explosives:  
Fisticuffs:

Fair  
Good  
Good  
Great  
Fair  
Good

**Faults:** Insane and Righteous

**Gifts:** Driven by the message of the Church of Entropy (anything related to that gives him bonus).

**Personality:** The Church of Entropy, the Church of Entropy... That's all that's left of him.

**History:** He didn't have a big life as a clerk and he was alone. With Reboot that loneliness got worse and worse until he was utterly alone. That's when the Church gave him strength.





## John Cowan (Leader of the Underground) (FUDGE) (NPC)

**Description:** A recent Newbie like the player characters. He hasn't started to lose his sanity like the rest of the citizens of Reboot. This is mainly because he's found a way to work towards something. He is the player characters key to finding a solution (in the time frame).

**Appearance:** Looks like a surfer-scientist with dreadlocks blond hair and a youthful energy.

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch O O O	Hurt O	Very Hurt O	Incapacitated O	Near Death O

Attributes		Skills	
Intelligence	Superb	General Sciences	Great
Strength/ Damage Capacity	Good	Time Phenomena	Superb
Stamina	Fair	Reboot Phenomena	Good
Will	Great	Area Knowledge	Great
Dexterity	Fair	Pulse Handgun	Good
Perception	Fair	Dodge	Fair
Wits	Fair	Computers	Great
Charisma	Great		

**Faults:** Fear of becoming like the other Reboot Citizen (drives him to act rashly and perhaps dangerously)

**Gifts:** Paranoia and Driven

**Personality:** Vigorous and constant activity was his strength. During the dot-com boom he was involved with several start-up companies. But then he found himself here and he saw how people ended up. The only thing that drives him is escape - finding a way out...

**History:** Less of scientist but more of a risk taker nature made him quite rich during the dot-com boom. His background is science but he always had a place for computers.

## Jeff Moonstone (Church of Entropy Bad Guy™) (FUDGE) (NPC)

**Description:** Nasty bloke. One of the most brutal followers of the Church of Entropy's message and enforces it with a dreadful glee. He has an intimate knowledge of weaponry and explosives and only lives to use them.

**Appearance:** Tall man with a wicked grin. His stance is always of the style of violence (more violence then style though). He wears the standard uniform of the Church of Entropy: Black suit, black tie and black shirt.

**Notes:** He's the bad guy, plain and simple!

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch O O O	Hurt O	Very Hurt O	Incapacitated O	Near Death O

Attributes		Skills	
Intelligence	Good	Flying Cars	Good
Strength/ Damage Capacity	Superb	Running	Fair
Stamina	Superb	Area Knowledge	Great
Will	Good	Church of Entropy Dogma	Great
Dexterity	Great	Explosives	Fair
Perception	Good	Fisticuffs	Good
Wits	Good	Pulse Weapons	Good
Charisma	Poor	Intimidation	Great
		Torture	Great

**Faults:** Prone to jump to violence and murder

**Gifts:** Driven by the Church

**Personality:** Pleasure of violence and mayhem. It's all that is left of him and the Church of Entropy allows him to fulfil that desire.

**History:** One day he wasn't violent. He enjoyed life as life. But after the decades, perhaps centuries, of the endless day can drive any one depraved.







### Mindless (The Underground's Human Computers) (FUDGE) (NPC)

Attributes		Skills	
Intelligence:	Poor		None
Damage Capacity:	Poor		
Stamina:	Fair		
Will:	Poor		
Dexterity:	Poor		
Perception:	Superb		
Wits:	Poor		
Charisma:	Poor		

**Faults:** They are with out personality and mind. Empty shells of people.

**Gifts:** Can store huge amounts of visual information and can be "programmed" in a specific way.

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

### Underground Grunts (FUDGE) (NPC)

Attributes		Skills	
Intelligence:	Good	General Sciences:	Fair
Damage Capacity:	Good	Time Phenomena:	Fair
Stamina:	Fair	Reboot Phenomena:	Great
Will:	Fair	Area Knowledge:	Good
Dexterity:	Good	Pulse Handgun:	Fair
Perception:	Fair	Dodge:	Fair
Wits:	Fair		
Charisma:	Mediocre		

**Faults:** N/A

**Gifts:** Driven by John Cowan's Leadership

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

### Church of Entropy Grunts (FUDGE) (NPC)

Attributes		Skills	
Intelligence:	Good	Fisticuffs:	Good
Damage Capacity:	Good	Area Knowledge:	Good
Stamina:	Good	Pulse Rifle:	Good
Will:	Fair	Dodge:	Fair
Dexterity:	Great	Flying Cars:	Fair
Perception:	Fair	Church of Entropy Dogma:	Fair
Wits:	Good	Explosives:	Fair
Charisma:	Mediocre	Intimidation:	Good

**Faults:** N/A

**Gifts:** Driven by the Church's message

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0





### Average Fireman (FUDGE) (NPC)

	Attributes		Skills
Intelligence:	Good	Fisticuffs:	Fair
Damage Capacity:	Good	Area Knowledge:	Superb
Stamina:	Great	Dodge:	Fair
Will:	Good	Flying Cars:	Great
Dexterity:	Good	Church of Entropy Dogma:	Mediocre
Perception:	Fair		
Wits:	Good		
Charisma:	Fair		

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

### Average Nightclub Patron (FUDGE) (NPC)

	Attributes		Skills
Intelligence:	Poor	Fisticuffs:	Fair
Damage Capacity:	Fair	Area Knowledge:	Good
Stamina:	Mediocre	Dodge:	Fair
Will:	Mediocre	Flying Cars:	Mediocre
Dexterity:	Fair	Church of Entropy Dogma:	Poor
Perception:	Fair		
Wits:	Fair		
Charisma:	Fair		

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

### Average Citizen (FUDGE) (NPC)

	Attributes		Skills
Intelligence:	Poor	Fisticuffs:	Fair
Damage Capacity:	Fair	Area Knowledge:	Good
Stamina:	Mediocre	Dodge:	Fair
Will:	Mediocre	Flying Cars:	Mediocre
Dexterity:	Fair	Church of Entropy Dogma:	Poor
Perception:	Fair		
Wits:	Fair		
Charisma:	Fair		

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

### Equipment (FUDGE)

Weapons	Damage Capacity	Long Range Bonus	Short Range Bonus
Pulse Rifles	+2	+1	-1
Pulse Handguns	+1	-1	+1

Vehicles	Manual Drive	Speed
Police Cruiser	-4	+4
Standard Vehicle	-3	+2





# Reboot (FUDGE) - Vlad Aswin - Player

+3 Superb  
 +2 Great  
 +1 Good  
 +0 Fair  
 -1 Mediocre  
 -2 Poor (Skill Default)  
 -3 Terrible

**Name:** *Vlad Aswin*  
**Concept:** *Goth/Vampire Wannabe*  
**Appearance**

*Pale, tall with lush long black hair. All he needs is the long fangs to totally embody the Vampire stereotype. Prefers long black capes and stylish high collar shirts*

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

## Attributes

Intelligence *Good*  
 Strength/ Damage Capacity *Fair*  
 Stamina *Fair*  
 Will *Good*  
 Dexterity *Fair*  
 Perception *Poor*  
 Wits *Great*  
 Charisma *Superb*

## Skills

*Disguise/Costuming Good*  
*Vampire Lore Superb*  
*Style Good*  
*Dodge Fair*  
*Fencing Fair*  
*Dancing Good*  
*Seduction Great*

## Faults

*A slight aversion to bright light including sunlight though this is more psychological than not.*

## Gifts

*You have a belief that you are becoming a vampire (you believe you have greater strength, immortality etc.) so you can occasionally do feats of strength or endurance beyond your natural capacity.*

## Personality

*You want to be a Vampire. Your whole short life you've read about Vampires from Bram Stoker's classic Dracula to The Vampire Chronicles' Lestat and would die to become one. You emulate the ideals of Vampirism as best you can. Shunning daylight and bright lights, dressing always in stylish black, enjoying the "bite" during encounters etc. The fact you've never seen any evidence of Vampires has never broken that drive.*

## History

*Though original from a Dublin family who boast a lineage of great Bus Drivers, you've managed to leave them to your past by changing your name to give it a more Transylvania feel and changing your accent to a more Slavic slant than the average Dubliner.*

*You've become a minor celebrity at the parties and clubs you attend and have no lack of true admirers. The last thing you remember is being at a party "dining" on two delectable pale skin girls.*



# Reboot (FUDGE) - Brad Lester - Player



+3 Superb  
 +2 Great  
 +1 Good  
 +0 Fair  
 -1 Mediocre  
 -2 Poor (Skill Default)  
 -3 Terrible

**Name:** *Brad Lester*

**Concept:** *Power monger*

**Appearance**

*Intense eyes. While not physical domineering, you've got a personality that bubbles perception and control*

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

## Attributes

Intelligence *Good*  
 Strength/ Damage Capacity *Fair*  
 Stamina *Mediocre*  
 Will *Great*  
 Dexterity *Fair*  
 Perception *Superb*  
 Wits *Good*  
 Charisma *Mediocre*

## Skills

*Fisticuffs* *Fair*  
*Dodge* *Good*  
*Law* *Good*  
*Psychology* *Good*  
*Manipulation* *Great*  
*Deal Making* *Good*

## Faults

*Power and control over your fate. Can't stand others standing in your way or holding power over you.*

## Gifts

*You have insight into how people think and sometimes you perceive things in people that they don't even realise.*

## Personality

*Control and power is what you're after. You know its in knowledge of others and manipulating that knowledge to your own ends.*

## History

*Orphaned at birth, you lived in foster care till you were old enough to leave. It left a chip on your shoulder that you've never lost. You hated being at the mercy of others that never really cared for you and so you learned how to manipulate those around you to get what you want.*

*It served you well and eventually you put your self through University and became a solicitor, setting yourself up well.*

*The last thing you remember is going to bed in your three storey one million Euro house.*



# Reboot (FUDGE) - Rufus Jarmin - Player



+3 Superb  
 +2 Great  
 +1 Good  
 +0 Fair  
 -1 Mediocre  
 -2 Poor (Skill Default)  
 -3 Terrible

**Name:** *Rufus Jarmin*  
**Concept:** *Technology Freak*  
**Appearance**

*Short and geeky. You look like you never think about appearance*

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

## Attributes

Intelligence *Superb*  
 Strength/ Damage Capacity *Poor*  
 Stamina *Mediocre*  
 Will *Fair*  
 Dexterity *Poor*  
 Perception *Mediocre*  
 Wits *Good*  
 Charisma *Fair*

## Skills

*Computers* *Great*  
*General Science* *Good*  
*General Mechanics* *Good*  
*Technology* *Good*  
*Programming* *Superb*  
*Hacking* *Great*  
*Logic* *Great*  
*Math* *Good*

## Gifts

*Machines. You understand them. Presented with a new machine you can quickly figure out how to use it in the best possible way. Quite quickly after that you can probably work out how it works*

## Faults

*People. You don't understand them. Clever insults constantly go over your head and witty conversation sounds like nonsense to you.*

## Personality

*Technology, computers, gadgets, machines. So much better than people. You don't mind people, just that they let you down, break your trust, rob you blind. Machines don't do that.*

## History

*Geek. Bookworm. Computer Nerd. Engineer. You've always had a greater understanding of machines of all types than others and it has served you well. You ended up as an Engineer in a rather large computer company and with a lot of freedom. In recent months you had been experimenting with intelligent software. You were sure you were nearly successful.*

*The last thing you were doing was running tests on your AI software. You remember a blast of white light filling your vision.*





# Reboot (FUDGE) - The Card - Player

+3 Superb  
 +2 Great  
 +1 Good  
 +0 Fair  
 -1 Mediocre  
 -2 Poor (Skill Default)  
 -3 Terrible

**Name:** *The Card*  
**Concept:** *Pimp/Drug dealer*  
**Appearance**

*Tall and strong. You're the man and you know it. You have style and you have control.*

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	0 0 0	0	0	0	0

## Attributes

Intelligence *Good*  
 Strength/ Damage Capacity *Fair*  
 Stamina *Mediocre*  
 Will *Great*  
 Dexterity *Fair*  
 Perception *Superb*  
 Wits *Good*  
 Charisma *Mediocre*

## Skills

*Fisticuffs: Great*  
*Firearms: Great*  
*Martial Arts: Good*  
*Pharmaceuticals: Good*  
*Deal Making: Good*  
*Style: Good*

## Faults

*Everything and everybody is just a link in a long complicated game of dealing. Which means you have a tendency to forget which side your on.*

## Gifts

*The ability to see things in how much you can make out of it. An incredible ability to seize up something's value be it a deal, a person, or an object.*

## Personality

*You are the man. You take the credit for anything and everything be it good and bad. You don't care much for others unless you can make something out of them, sell them for money, sell them something, use them etc.*

## History

*A very sordid history but you still somehow came out on top. You negotiated the worst aspects of Dublin's crime scene and somehow find a very profitable niche. You've sold a few drugs, you have a few girls, and you know how to take care of yourself.*

*It was just after a very profitable deal to do with some artwork that you were attacked by a woman whacked out on something you sold her.*





Matilda (Storyteller/WOD) (NPC)

**Description:** She is a lost soul. She no longer remembers why she does the things she does. She wakes up. She smothers the man beside her and then goes out and tries to forget that every morning she does the same thing. Then one day it changes. It isn't the same man beside her. She doesn't know how to change and so avoids the situation in desperation.

**Appearance:** Pretty in a wispy way. No longer cares what she wears or how she looks but it's obvious her wispy look was quite catching at one time.

**Notes:** You may let the players figure out her story or perhaps they roleplay well enough that she confides part of what she remembers. Of course you can totally skip over it and just use Matilda as plot device.

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	☐	☐	☐	☐	☐	☐	☐

	<b>Attributes</b>		<b>Abilities</b>
Strength	●●●○○	Athletics (Running)	●●○○○
Dexterity	●●○○○	Driving	●●○○○
Stamina	●●●○○	Brawl (Suffocating)	●●●○○
Charisma	●○○○○	Area Knowledge	●●●●○
Manipulation	●●○○○		
Appearance	●●○○○		
Perception	●○○○○		
Intelligence	●●○○○		
Wits	●○○○○		

**Advantages:** Willpower: ●●●○○○○

**Personality:** She is like most citizens of Reboot, careless or rather forgotten how to care. After so long in the endless day she has forgotten most common courtesies and how to interaction at a civil level with anyone.

**History:** She used to love the man who woke up beside her everyday. But he treated her like a punch bag, raped her when he was feeling really good. The others who shared the large apartment knew about this but did nothing.

Then reboot started to happen. And initially the world continued as it did except people tried to figure out the new situation. It dawned on her that it would be impossible to leave him now. She was doomed forever. Her fantasy of flight could not stand the blow of reality.

So she had to do something and she realised that she woke after Reboot before him. He was powerless in those early morning moments. So she killed him in those first minutes of the day. And she continued to kill him every day until she couldn't remember why she was killing him or who he was. Until the routine was all that was left.

The First Follower from Church of Entropy (Storyteller/WOD) (NPC)

**Description:** He is a true believer in the message of the Church of Entropy. He holds onto it as the last shred of his humanity and no longer makes senses of anything unless it is through the Church or it's message.

**Appearance:** Short, slightly bald. He is always dressed in the uniform of the Church of Entropy. A black dark suit.

**Notes:** He's only here to blow up the players!

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	☐	☐	☐	☐	☐	☐	☐

	<b>Attributes</b>		<b>Abilities</b>
Strength	●●●○○	Drive	●●○○○
Dexterity	●●○○○	Athletics (Running)	●●●○○
Stamina	●●●○○	Brawl	●●●○○
Charisma	●○○○○	Driving	●●○○○
Manipulation	●○○○○	Demolitions	●●○○○
Appearance	●○○○○	Area Knowledge	●●●○○
Perception	●○○○○	Occult (Church of Entropy Dogma)	●●●●○
Intelligence	●●○○○		
Wits	●○○○○		

**Advantages:** Willpower: ●●●●○○○

**Personality:** The Church of Entropy, the Church of Entropy... That's all that's left of him.

**History:** He didn't have a big life as a clerk and he was alone. With Reboot that loneliness got worse and worse until he was utterly alone. That's when the Church gave him strength.







**John Cowan (Leader of the Underground) (Storyteller/WOD) (NPC)**

**Description:** A recent Newbie like the player characters. He hasn't started to lose his sanity like the rest of the citizens of Reboot. This is mainly because he's found a way to work towards something. He is the player characters key to finding a solution (in the time frame).

**Appearance:** Looks like a surfer-scientist with dreadlocks blond hair and a youthful energy.

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

**Attributes**

Strength	●●●●○
Dexterity	●●●●○
Stamina	●●●●○
Charisma	●●●●○
Manipulation	●●●●○
Appearance	●●●●○
Perception	●●●●○
Intelligence	●●●●○
Wits	●●●●○

**Abilities**

Dodge	●●○○○
Firearms (Pulse Handgun)	●●●○○
Science (Reboot/Time Phenomena)	●●●●●
Area Knowledge	●●●●○
Computers	●●●●○

**Advantages:** Willpower: ●●●●●○○○

**Personality:** Vigorous and constant activity was his strength. During the dot-com boom he was involved with several start-up companies. But then he found himself here and he saw how people ended up. The only thing that drives him is escape - finding a way out...

**History:** Less of scientist but more of a risk taker nature made him quite rich during the dot-com boom. His background is science but he always had a place for computers.

**Jeff Moonstone (Church of Entropy Bad Guy™) (Storyteller/WOD) (NPC)**

**Description:** Nasty bloke. One of the most brutal followers of the Church of Entropy's message and enforces it with a dreadful glee. He has an intimate knowledge of weaponry and explosives and only lives to use them.

**Appearance:** Tall man with a wicked grin. His stance is always of the style of violence (more violence then style though). He wears the standard uniform of the Church of Entropy: Black suit, black tie and black shirt.

**Notes:** He's the bad guy, plain and simple!

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

**Attributes**

Strength	●●●●●
Dexterity	●●●●○
Stamina	●●●●●
Charisma	●○○○○
Manipulation	●○○○○
Appearance	●○○○○
Perception	●●●●○
Intelligence	●●●●○
Wits	●●●●○

**Abilities**

Athletics	●●○○○
Brawl	●●●○○
Intimidation	●●●○○
Drive	●●●○○
Demolitions	●●○○○
Firearms (Pulse Weapons)	●●●○○
Torture	●●●○○
Area Knowledge	●●●○○
Occult (Church of Entropy Dogma)	●●●○○

**Advantages:** Willpower: ●●●●●○○○○○

**Personality:** Pleasure of violence and mayhem. It's all that is left of him and the Church of Entropy allows him to fulfil that desire.

**History:** One day he wasn't violent. He enjoyed life as life. But after the decades, perhaps centuries, of the endless day can drive any one depraved.





### Mindless (The Underground's Human Computers) (Storyteller/WOD) (NPC)

**Attributes**

Strength ●○○○○  
 Dexterity ●○○○○  
 Stamina ●○○○○  
 Charisma ●○○○○  
 Manipulation ●○○○○  
 Appearance ●○○○○  
 Perception ●●●●●  
 Intelligence ●○○○○  
 Wits ●○○○○

None

**Abilities**

**Advantages:** Willpower: ○○○○○○○○

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

### Underground Grunts (Storyteller/WOD) (NPC)

**Attributes**

Strength ●●●○○  
 Dexterity ●●●○○  
 Stamina ●●●○○  
 Charisma ●○○○○  
 Manipulation ●○○○○  
 Appearance ●○○○○  
 Perception ●●●○○  
 Intelligence ●●○○○  
 Wits ●●○○○

**Abilities**

Dodge ●●○○○  
 Firearms (Pulse Handguns) ●●○○○  
 Science (Time/Reboot Phenomena) ●●●○○  
 Area Knowledge ●●●○○

**Advantages:** Willpower: ●●○○○○○○

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

### Church of Entropy Grunts (Storyteller/WOD) (NPC)

**Attributes**

Strength ●●●○○  
 Dexterity ●●●○○  
 Stamina ●●●○○  
 Charisma ●○○○○  
 Manipulation ●○○○○  
 Appearance ●○○○○  
 Perception ●●○○○  
 Intelligence ●●●○○  
 Wits ●●●○○

**Abilities**

Brawl ●●●○○  
 Intimidation ●●●○○  
 Dodge ●●○○○  
 Firearms (Pulse Rifle) ●●○○○  
 Drive ●●○○○  
 Demolitions ●●○○○  
 Area Knowledge ●●●○○  
 Occult (Church of Entropy Dogma) ●●○○○

**Advantages:** Willpower: ●●○○○○○○

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□





**Average Fireman (Storyteller/WOD) (NPC)**

<b>Attributes</b>				<b>Abilities</b>			
Strength	●●●○○	Brawl	●●○○○				
Dexterity	●●●○○	Dodge	●●○○○				
Stamina	●●●○○	Drive	●●●○○				
Charisma	●●○○○	Demolitions	●●○○○				
Manipulation	●●○○○	Area Knowledge	●●●○○				
Appearance	●●○○○	Occult (Church of Entropy Dogma)	●○○○○				
Perception	●●○○○						
Intelligence	●●○○○						
Wits	●●○○○						
Willpower	●●●○○○○						

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

**Average Nightclub Patron (Storyteller/WOD) (NPC)**

<b>Attributes</b>				<b>Abilities</b>			
Strength	●●○○○	Brawl	●●○○○				
Dexterity	●●○○○	Dodge	●●○○○				
Stamina	●○○○○	Drive	●○○○○				
Charisma	●●○○○	Area Knowledge	●●●○○				
Manipulation	●●○○○						
Appearance	●●○○○						
Perception	●●○○○						
Intelligence	●○○○○						
Wits	●●○○○						
Willpower	●○○○○○○○						

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

**Average Citizen (Storyteller/WOD) (NPC)**

<b>Attributes</b>				<b>Skills</b>			
Strength	●●○○○	Brawl	●●○○○				
Dexterity	●●○○○	Dodge	●●○○○				
Stamina	●○○○○	Drive	●○○○○				
Charisma	●●○○○	Area Knowledge	●●●○○				
Manipulation	●●○○○						
Appearance	●●○○○						
Perception	●●○○○						
Intelligence	●○○○○						
Wits	●●○○○						
Willpower	●○○○○○○○						

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

**Equipment (Storyteller/WOD)**

Weapons	Difficulty	Damage	Range	Rate	Clip	Conceal
Pulse Rifles	7	6 (Agg.)	35m	1	6	J
Pulse Handguns	7	8 (Agg.)	200m	3	42+1	N

Vehicles	Maneuver
Police Cruiser	6
Standard Vehicle	6





# Reboot (Storyteller/WOD) - Rufus Jarmin -

## Player

**Name:** Rufus Jarmin

**Concept:** Technology Freak

### Appearance

*Short and geeky. You look like you never think about appearance*

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapac.
	[]	[]	[]	[]	[]	[]	[]

### Attributes

Strength	ØØØØØ
Dexterity	ØØØØØ
Stamina	ØØØØØ
Charisma	ØØØØØ
Manipulation	ØØØØØ
Appearance	ØØØØØ
Perception	ØØØØØ
Intelligence	ØØØØØ
Wits	ØØØØØ

### Abilities

Alertness	ØØØØØ
Expression	ØØØØØ
Crafts (Mechanics)	ØØØØØ
Technology	ØØØØØ
Academics	ØØØØØ
Computer (Hacking/Programming)	ØØØØØ
Enigmas	ØØØØØ
Medicine	ØØØØØ
Science (Math/Logic)	ØØØØØ

### Advantages

Willpower ØØØØØØØØØØ

### Personality

*Technology, computers, gadgets, machines. So much better than people. You don't mind people, just that they let you down, break your trust, rob you blind. Machines don't do that.*

### History

*Geek. Bookworm. Computer Nerd. Engineer. You've always had a greater understanding of machines of all types than others and it has served you well. You ended up as an Engineer in a rather large computer company and with a lot of freedom. In recent months you had been experimenting with intelligent software. You were sure you were nearly successful.*

*The last thing you were doing was running tests on your AI software. You remember a blast of white light filling your vision.*

