

## GM Notes for “Jailbreak” using Strange Fate.

Here’s where I’m hiding the goodies that only you need to know.

### Weapons lying around the house:

The “Jailbreak” write-up contains a whole series of possible weapons currently lying around the house. Here’s how to translate the damage into Strange Fate:

- +3: Basic, lets you use the Weapon skill if appropriate; someone skilled with knives like Morton Willits should get penalties for using a candlestick, assuming using the same skill is even permissible.
- +6: Deadly 1.
- +9: Deadly 2.

Duelling Pistol: Counts as a flintlock pistol as per Strange Fate, so any roll that includes [-][-] in the results is a jam. (See page 95 of *The Kerberos Club*.)

### Weapons and Items carried by Players:

**The Gun:** Steve Updike has Officer Spundie’s gun. It has five shots left, although Steve has not checked that yet. Consider it a weapon with Deadly 3. For extra comedy value, if shots go wild, have everyone in the arc of fire roll 4dF. Lowest roll in a potentially hit position gets hit as if the roll was Mediocre.

**Pepper Spray:** Janet Mattice has a small can of pepper spray attached to her keychain. On successful a Fisticuffs roll, it automatically applies a Middling Consequence *once*. Appropriate Consequences would focus on blindness and pain.

**Stun Gun:** Icepick Leyner has Officer Spundie’s stun gun, which inflicts an automatic Trifling Consequence on a successful Fisticuffs roll to represent knocking someone out temporarily, but this never gets a higher Consequence than Trifling even if the attack roll gains enough shifts for one.

**Officer Spundie’s Cuff Keys:** In the possession of Icepick Leyner; nobody else knows.

### Creepy Items and Composure Attacks:

The scenario lists objects that prompt Unnatural checks in *Unknown Armies*; here we’ll handle those with Composure attacks.

The Living Room: The Toy Boxing Ring – Fair Attack.

Dining Room: Silver Polisher – Good Attack.

Pantry: Tin Opener – Fair Attack.

Kitchen: Dish Washer – Fair Attack.

Master Bedroom: The Violin Girl – Good Attack, Extraordinary Tier.

Upstairs Bathroom: Razor Man – Good Attack, Deadly 2.

The Cellar: The Rack – Good Attack.

There’s scope for adjusting how much individuality these things have in response to the pacing of the scenario: for example, if the game has gone static, having the Razor Man drag himself across the floor with his hands, blade in his teeth, and attempt to cut rope holding Uder and Ella could be appropriately creepy and trigger Shenanigans. Maybe the Dishwasher tries to set them free. I recommend playing this by ear.

Unique and Strange Skills shared by all of the Automata:

The Resilience of Automata (0 Skill Points)

Power Tier: Supernatural

Trappings: Resist Damage

Major Snag: (-2) Power Tier is Supernatural versus guns and knives, but only Extraordinary against bludgeoning damage.

{Note that Automata are completely immune to Janet Mattice's pepper spray, and David "Icepick" Leyner's stun gun. This could be a traumatic way to realise there are inhuman beings amongst the group... particularly if someone gets Ella.}

The Capabilities of Automata: (7 skill points)

Power Tier: Extraordinary

Trappings: Initiative (Physical), Physical Force, Strike, Parry

Major Complication: (-2) Orders from Uder must be followed. Outside of those orders, automata display free will to the extent that they are capable.

## Ella Krazmersky Hidden Depths of Character – SPOILERS.

Ella's actual skill list is:

Great (+4): Presence (E), Capabilities of Automata (S)

Good (+3): Empathy, Art, Resilience of Automata (E)

Fair (+2): Deceit,

Average (+1):

### Unique and Strange Skills:

#### The Resilience of Automata (0 Skill Points)

Power Tier: Supernatural (-2 Refresh)

Trappings: Resist Damage

Major Snag: (-2) Power Tier is Supernatural versus guns and knives, but only Extraordinary against bludgeoning damage.

#### The Capabilities of Automata: (7 skill points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Initiative (Physical), Physical Force, Strike, Parry

Major Complication: (-2) Does not realise she's dead.

She knows none of this, *and neither does the player*. The secret is that Ella is actually one of Uder's clockworks, as the only way to save her life after an accident, and that both of them have been made to forget this as part of the magic involved. The big reveal, if it happens, is explosive.

If and when Uder and Ella discover the secret, they both go straight to having to rename one of their Conviction aspects, or creating a new one. It's like a Grievous consequence, except harsher. For everyone else who sees the reveal, it's a Fair Composure attack... at Supernatural tier.

Before the discovery, the GM should quietly subtract 7 from any attack on Ella using Guns or Knives, and 3 if using bludgeoning weapons, because Automata are damned resilient. However, the first attack which deals stress using a knife or a gun, or the first Trifling Consequence from fists, kicks or bludgeoning, whichever comes first, will reveal gears under torn skin and the jig is up. Likewise, if Ella strikes anyone or uses any of the trappings associated with The Capabilities of Automata, the GM should quietly add 3 to the result. Ideally, Ella is as surprised by the reveal as anyone else - particularly if this is shoving someone away and having them fly into a wall.

{The logic here is that I'm taking a middle-ish number for the 1d6 Power Tier difference she should be adding to her ability to damage people as an Automata, and also for the 2d6 or 1d6 difference presented by resisting damage. I know that this is *not how statistics works*, but it seems the simplest solution to folding in her advantages without giving the game away to anyone - and particularly not Ella's player.}

Once revealed, the GM can provide her complete skill list.

If you want to treat the revelation as a Grievous Consequence except with a harsher element to it, doing so may Take Out either character. This seems fine to me, but give the player a lot of latitude for explaining how they are Taken Out. Does Ella run through a wall screaming and lurch, Frankenstein-style across the countryside? Does she murder Uder right in the face? Sob inconsolably? Team up with Bors and start a whirlwind clockwork romance/rampage? It's up to them.

## Tristan

### Skills:

Great (+4): The Capabilities of Automata (E)

Good (+3): The Resilience of Automata (S)

Fair (+2): Athletics, Endurance, Stealth

Average (+1): Alertness, Empathy,

### Unique and Strange Skills:

#### The Resilience of Automata (0 Skill Points)

Power Tier: Supernatural

Trappings: Resist Damage

Major Snag: (-2) Power Tier is Supernatural versus guns and knives, but only Extraordinary against bludgeoning damage.

#### The Capabilities of Automata: (7 Skill Points)

Power Tier: Extraordinary

Trappings: Initiative (Physical), Physical Force, Strike, Parry

Major Complication: (-2) Orders from Uder must be followed. Outside of those orders, automata display free will to the extent that they are capable.

{Tristan acts like an unusually obedient dog. If ordered to settle down or go into another room by Uder, he will do so without hesitation – but he doesn't stop acting doglike.}

### Aspects:

Mechanical Hound

Hiding in Plain Sight

Conviction: Obey Uder and Ella

Conviction: Defend the house

### Stress Tracks:

Health: ()() ()()

Composure: ()()()

### Consequences:

Trifling:

Middling:

Grievous:

## The Rack

### Skills:

Great (+4): Brawn (S)

Good (+3): The Resilience of Automata (S)

Fair (+2): Endurance,

Average (+1): Craftsmanship

### Unique and Strange Skills:

The Resilience of Automata (0 Skill Points)

Power Tier: Supernatural

Trappings: Resist Damage

Major Snag: (-2) Power Tier is Supernatural versus guns and knives, but only Extraordinary against bludgeoning damage.

### Aspects:

Will Defend Itself

Large Iron Body

Obedient Assistant

### Stress Tracks:

Health: ()() ()()

Composure: ()()()

### Consequences:

Trifling:

Middling:

Grievous:

## Bors Slavandrov

Skills: (50 Skill Points)

Great (+4): The Capabilities of Automata (S),

Good (+3): The Resilience of Automata (E), Ex-Soldier Driven By Hate

Fair (+2):

Average (+1):

### Unique and Strange Skills:

The Resilience of Automata (0 Skill Points)

Power Tier: Supernatural

Trappings: Resist Damage

Major Snag: (-2) Power Tier is Supernatural versus guns and knives, but only Extraordinary against bludgeoning damage.

The Capabilities of Automata: (7 Skill Points)

Power Tier: Extraordinary

Trappings: Initiative (Physical), Physical Force, Strike, Parry

Major Complication: (-2) Orders from Uder must be followed. Outside of those orders, automata display free will to the extent that they are capable.

{Bors can also use this for hand-to-hand weapons.}

Ex-Soldier Driven By Hate: (33 Skill Points)

Power Tier: Mundane

Trappings: Examine, Security, Information, Notice, Climb, Dodge, Leap, Move, Hide, Skulk, Menace, Initiative [Mental], Shoot + Range, Environment [Wilderness], Stress Capacity [Health], Guile, Disguise, Dexterity

Major Complication (-2): 60 years out of date about the world, and does not speak English

Gifts: Impact

{This skill is intended to be the catchall for "Bors is loose and working to be a reasonably intelligent horror-movie villain."}

Gifts: Impact

Aspects:

Conviction: Escape Uder's control

Conviction: Get Revenge

Clockwork Soldier

Fearsome and Intelligent

Stress Tracks:

Health: ()() ()()

Composure: ()()()

Consequences:

Trifling:

Middling:

Grievous: