

Obliviscence v1.0

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Playtesters

Marina Anderson
Sarah Badcock
Isabella ‘Izzy’ von Lichten

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Check for an Update

This version of Obliviscence (v1.0) has been rushed out to meet the end-of-July deadline for WoAdWriMo. It is planned to release an update in the middle of August 2008 that will include several maps for the locations used in Act IV (not to mention a chance to do more editing). Please check <http://polgarus.blogspot.com> for the link to download the latest version.

Introduction

Obliviscence is an adventure for the upcoming *The Forgotten* RPG setting by Polgarus Games, and is written for the EABA system (although it should be useable with any system). It includes everything you need to know about the setting to run the adventure, and also includes four pre-gen characters if you want to get up and running quickly.

You can use this adventure as a one-off game, or as a springboard for a new campaign. With a little more effort you could adapt the adventure to other published settings (modern settings being the easiest), or to an existing campaign. The adventure emphasises a mix of exploration and social interaction, with a limited amount of combat.

The Setting for The Forgotten

The Forgotten is set in the modern world, although for the characters (and other Forgotten) the world is anything other than normal. The setting brings in elements of the fantastic and supernatural, with an overriding mystery that no one in the world seems to know the answer to.

Who (or What) are The Forgotten?

The Forgotten are people who, for some unknown reason, reality itself seems to have forgotten exist. It happens suddenly and without warning. There seems to be no consistent factor in who it happens to. The individual could be a homeless person, a successful businessman, a loving wife and mother, a hardened criminal – anything. One day they wake up and it's like they have never existed.

No one recognises them. Worse still, no one seems to notice them. A Forgotten has to try really hard (make a lot of noise, or shake the person they are trying to talk to) before they are noticed. And even once they have been noticed, it's very easy for the person they are talking with to forget about them – the person will just get distracted and then begin to ignore them again.

But it goes further than no one recognising or noticing them – their entire life is gone. Bank accounts are closed and credit cards are cancelled. Membership cards for stores or groups are no longer valid. If a Forgotten was renting their home, their landlord clears out their stuff and rents the place to someone new (since the previous tenant disappeared “some time ago”). Objects that have been bought on finance (like a car) are reported stolen. The Forgotten's job is advertised as available, with no one really remembering what the previous person in the job was like. Spouses forget that they were married to the Forgotten – there is no legal record of the marriage, and the spouse would just get on with their life as if they have been single for a while.

Stranger still is what happens to physical reminders of their existence, like photos. Unless the Forgotten usually carried the objects around with them (like in a wallet or backpack), pictures and movies either no longer show the Forgotten in them (there is simply a gap where they used to be), or show someone else in their place. If they did carry the objects with them the Forgotten is still in the pictures, but normal people either ignore the image or claim it is a trick (if they can be made to look at it in the first place).

There does seem to be one guaranteed way to get someone to notice a Forgotten – they have to do something that is not allowed, or be in a place where random strangers shouldn't be. An extreme example is a Forgotten trying to rob a store – everyone will see

What is EABA?

EABA is a generic roleplaying system published by BTRC. The system uses only d6's for all dice rolls (although you usually only have to add up the “best 3” of what you roll). Characters are created using points for their skills and attributes, the system can handle all types of characters from normal people to superheroes.

You can download a free ‘Lite’ version of the rules [here](#). The Lite version has everything you need to run Obliviscence.

them, and react accordingly. But it can even happen in a minor situation – a mother who was Forgotten (but who normally got up first to get things ready for her family, so didn't know it yet) could be in the kitchen making breakfast. If their children came into the kitchen, they would start yelling for dad and saying there was an intruder in the house!

Unfortunately for Forgotten, they quickly learn that they don't *want* people to notice them. Strange creatures called Collectors seem to be drawn to scenes where Forgotten have made themselves noticed, and if a Collector catches a Forgotten they carry them away never to be seen again.

Forgotten Objects

People aren't the only thing that can be forgotten – objects can too. And for the Forgotten it is a good thing too. If it didn't happen, all the Forgotten would die.

The problem is that reality seems to resist the Forgotten still existing. Normal objects often don't work properly, or break if a Forgotten tries to use them. Worst of all, normal food won't satisfy a Forgotten – they could eat constantly for days on end and assuming they didn't attract any Collectors they would die of starvation or thirst.

Thankfully in the modern world it seems that objects (especially food and drink) are commonly forgotten. If a Forgotten knows where to look, they can get all the food they need for the day in less than an hour. Of course this knowledge is quite valuable, so not many Forgotten are willing to share it with others without getting something in return. Other objects aren't quite as common as food, but can still be found.

Water is an interesting case – any large supply of water (more than 10 litres) acts like it is Forgotten, so the water can be used for drinking or cleaning. But taps don't work, and only the occasional bottle of water is Forgotten. Lakes, ponds and water tanks are all useful places to be aware of.

There is one great thing about forgotten objects – taking them doesn't cause any normal people to

notice a Forgotten, so there is no risk of attracting Collectors.

Viewing the World

So how do Forgotten find others who are Forgotten, and how do scavengers find forgotten objects?

Soon after a Forgotten realises that something is wrong (usually the first time they notice everyone ignoring them), they begin to notice that the world seems washed out – colours are less bright, sunlight is dimmed, etc. And if they try to see a long distance, it's almost like there's a mist obscuring things that are far off.

However other Forgotten (and forgotten objects) show up as bright and colourful as normal. This makes it very easy to find both if you are looking for them.

Touching items in the real world is a strange experience. Textures are still present, but everything feels slightly muted (a rough surface isn't so rough, a sharp edge isn't so sharp) – it's as if the object you're touching isn't fully there.

Forgotten Society

People naturally desire to form groups, and the Forgotten are no exception. However all Forgotten have a fear of being caught by Collectors, and Forgotten have learnt from experience that the more Forgotten who live together for a long time, the more likely a Collector will notice them. So Forgotten usually live in small groups of 2-6 people.

But temporary gatherings don't attract Collectors, so once a week most Forgotten gather at the Exchange. This gathering is a large market, held in a different location each week, where Forgotten from all over the city come together to trade goods, socialise, engage in political manoeuvring, or just see what others like themselves are up to.

The trade of goods is the largest activity at the Exchange – anyone can set themselves up in a small section of the Exchange and start trying to trade forgotten objects they have found during the week. Food is the most common object – it doesn't make a

great price but it's always in demand. Practical objects (clothing, blankets, batteries, camping gear) are the most sort after items, and can sell for a good price. Pretty person items (like jewellery) or entertaining items (like books) can do ok. Purely artistic objects (like a picture or sculpture) don't tend to be very sought after.

Adventure Overview

This overview is just one way (albeit the most likely way) the characters could work through the adventure.

Obliviscence has the characters start off arriving on a flight at the airport late at night. The characters have all fallen asleep during the trip, and awaken as the plane lands. They quickly realise something strange is going on when their luggage is missing, and people ignore them when they try to get help. Around this time they notice the world looks different.

The characters meet Cleveland, an old man who tells them a bit about their situation. He also tells them about the Exchange (happening that evening), and offers to take them there. Just outside the Exchange they have a small run-in with a Forgotten who seems to think being their soul is tainted by sin, and suggests they come with him so they can be "saved".

Finally arriving at the Exchange, they meet Laura (the nominal leader of the Forgotten) who tells them a little about the rules of the Forgotten society and the help they will get in their first week. They then have a chance to experience the Exchange, getting into all sorts of trouble.

One trader in particular (Wilbert) takes an interest in the characters plight, and attempts to make some trades with the characters that he claims are great specials because they are new to the place. Unfortunately he is lying – his goal is to rip the characters off. But only a young woman (Karmen) is willing to warn the characters about him (everyone else seems scared). If they speak with Karmen further, once she finds out they have only been Forgotten for a few hours she will tell them she knows a man (Leopoldo) who can help them get back to normal.

On the way to Leopoldo they are ambushed by a group of Forgotten who try to rob them. Fighting them off with the help of Karmen, they finally arrive at Leopoldo's – although by all accounts he seems totally crazy.

When they do finally agree to try his machine that is supposed to get them home, part of it blows up. Leopoldo needs a replacement part, and the characters will need to help look if they want the machine fixed in time. They have three locations to check out – a warehouse, a second-hand shop, and a junkyard.

Looking in the warehouse doesn't give them the part, but it (may) get them some food and a few other minor items. Depending on their resourcefulness, the characters may also run into a Collector – a strange creature that definitely isn't human.

Near the second-hand shop they run into another Forgotten (Steve). This guy seems to have given up on everything, and is simply surviving as best he can. The characters may help motivate him to try and make the best of his situation, or they may find it a stark reminder of what could happen to them if they don't get home.

The second-hand shop unfortunately proves to not have the item they are after either, but again it does have a few minor items that they can pick up. Once again, there is the chance that they may run into a Collector – if they do, they have little choice but to run.

Finally the characters arrive at the junkyard. A long search here finally unearths the part they need – but it also finds them a group of people who seem to know about their machine, and plan to destroy it! The characters are likely spotted, and a quick exit is called for.

Back at Leopoldo's, he sets about repairing the machine. Unfortunately it seems the characters have been followed, and the strange people from the junkyard attack. After repulsing their attack, the characters are finally able to sit themselves in the now-working machine. After a few moments they wake in their own beds with the feeling they've

just had the strangest dream... if only they could remember it.

A Few Notes for the Gamemaster

This adventure is written in a fairly linear manor. While it's certainly possible to skip some sections (Act II), or do things in a different order (Act IV) the default assumption is that it will be played through in the order written. That said, the intention isn't to railroad the characters – if they want to go off in a random direction, the best bet is for you to just run with it and (if possible) try to re-introduce the main plot thread later on.

Depending on how focused your group is (and how much time they spend talking to NPCs and each other), this adventure will probably take one or two sessions to complete.

The adventure does have several occasions where boxed text (well, more accurately italicized text) is provided to describe a location or what a particular NPC is saying. In general it's best if you read the boxed text ahead of time, then paraphrase the text into your own words during play (it makes the delivery seem much more natural).

Finally, the adventure is written for a generic modern city. It's recommended that you take a few minutes to set the adventure in a specific city of your choosing (perhaps even your home city). This will allow the players to be more grounded in where everything is, and fill in any extra details in their mind that you don't describe. The only essential element of the city is that it has a large airport nearby – even the harbour area from Act II can be easily replaced with another location.

Act I

Scene I – A Plane Ride

Read or paraphrase the following.

Your seat shakes, and you awaken with a start. After a few moments you remember where you are – on a plane, heading home after a long trip. You don't remember falling asleep, but obviously the monotony of the flight finally got to you. Now the plane is landing – the rough bumps as it hit the runway waking you. You're surprised the stewards didn't wake you before landing, but it's obviously too late to worry about that now. Several minutes pass as the plane taxis along the runway, pulling to a stop outside the airport terminal. The other passengers around you are all restless, ready to disembark. Finally the plane is connected to the terminal, and the stewards give you the all clear to leave.

As they are getting their belongings together and starting to leave the plane, the characters should start to get an idea that something is up. People seem to ignore them as they try to get any overhead luggage or get out of their seat into the crowded aisle, and the stewardess ignores them as they go past (while saying “thank you, goodbye” to everyone else).

Making their way over to the luggage collection, they all get bumped and jostled several times by people walking past. No one apologises for bumping into them, nor does anyone respond if they try to say something (complain, abuse, apologise, etc).

As if their day couldn't get any worse, when they finally get to the luggage collection area they discover that their luggage is missing. And if they were expecting someone to meet them at the airport, there is no sign of the person.

The characters might try to use a mobile or a public payphone when they realise their luggage is missing or the person they are expecting to meet hasn't arrived. Unfortunately the characters will be unsuccessful. Mobile phones will show “no signal”, while trying to use a payphone (even one that someone else was using moments ago) will just give silence on the other end.

If the characters don't already know each other, it's at this stage that they all realise they're in the same boat. And thankfully these other passengers all seem polite enough to respond when spoken to!

Heading to the customer service desk proves to be an exercise in frustration. The woman working behind the counter continues typing at her computer terminal, and doesn't look up as the characters start trying to talk to her. It's only by shouting or reaching over to tap her shoulder that she notices the characters.

When she does notice the characters she will apologise for not noticing them, but she will have a strange look on her face as if she is distracted. She will start to listen to the characters complain about their luggage, before mumbling something about them needing to fill out a form. Once she gets up to go get the form, she will seem to forget about the characters – looking slightly confused for a few moments before she goes over to pick up a pile of paperwork and carry it back to her terminal (where she starts typing again).

Repeated attempts to get her to notice them will always get the same reaction. She won't recognise them on repeated attempts to talk to her, and she will again get distracted and forget about the characters (perhaps starting to talk to another worker walking past, going off to get a cup of coffee, etc).

At this point, the players should make an Average (7) Awareness check. Those that pass notice that the

Personal Belongings

When someone becomes Forgotten, the personal belongings they were carrying (either with them in their pockets, or in a bag they were carrying) also become Forgotten. They don't have to physically be holding the bag they were carrying – simply having it nearby (within a few meters) is enough. So in this case, the characters all have their carry-on luggage with them. Unfortunately their check-in luggage hasn't carried across (and indeed, it is now missing).

world seems slightly washed out – the other characters all look normal, but the rest of the terminal (and the people and objects in it) look like someone's faded away all the colours. Any characters that failed the test will notice the same thing if another character comments on it. If none of that happens, they will automatically notice it during the next scene.

Scene II – Stop Drawing Attention!

It's likely that the characters will continue to try and get help about their luggage, or perhaps try to get other people to notice them. If that happens, read or paraphrase the following.

“Are you crazy!” you hear a voice call towards you frantically. Turning you see an old man, dressed in well-worn clothes that have definitely seen better days, rushing towards you. He seems to be waving his arms around in a panic. “Stop it! Stop it at once! You’ll call them here and kill us all!”

Assuming the characters respond with something along the lines of “you can see us?”, or “who will kill us?” continue with the following.

The man stops, looking at each of you briefly. He gets a sad look on her face – like he has just realised the person he has met only has a few days to live. “Oh, I see,” he says more quietly. He continues speaking much more gently. “I assume you’re new here then, and don’t know. Well, it can’t be helped. We were all new once. You need to learn the rules, and if you’re new here you’ll need to meet Laura and get registered. Lucky for you the Exchange is on tonight, so you can be sorted out quick smart. Follow me.”

If instead the characters give up on the customer service counter and just go outside to catch a taxi (or look around the airport, perhaps for someone who was supposed to pick them up), pick one of the characters and read or paraphrase the following.

As you are walking along, you (pointing to player) notice something odd on the ground. It’s more colourful than the surrounding objects, and stands out quite clearly. It seems to be a candy bar. As you move closer to look, you suddenly hear a man yell out. “Stop, that’s my candy bar! I saw it first! Hands off!”

The man is willing to leap for the candy bar if the character doesn't stop reaching for it, and will wrestle for it. After ownership of the candy bar is sorted out, the man will speak with the characters as detailed above (once he realises the characters are newly Forgotten, he is willing to give the characters the candy bar with the comment that they will probably need it more than him).

The man will introduce himself as **Cleveland**. If questioned, he is willing to answer the following.

Where are we? – “You haven't gone anywhere – you've just changed. We call ourselves the Forgotten, because it seems like the world just forgot we exist. It's best to just accept it, and try to get on with your new life. If you try to make too much of a fuss, the Collectors will find you.”

How do we get back to normal? – “You don't.”

What are the Collectors? – “Strange creatures – they look human, but they sure don't move like it. If they catch you, they take you away never to be seen again. If you see one, run the opposite direction and don't look back – if you're lucky you might escape.”

What is the Exchange? – “It's a weekly get-together. Market, social gathering, whatever you want to call it. Forgotten trade what they've found during the week, usually for food.”

How long have you been Forgotten? – “Ten years, give or take.”

Most other questions are answered with a non-committal response, or the reply that Laura will talk to them about it later.

Presumably the adventurers will follow Cleveland to the Exchange. If for some reason they decide not to join him, allow the characters to walk around for a while (they may even try to go home – they're unlikely to trigger any Collectors because of their newcomer immunity, but it will drive it home to them that Cleveland wasn't lying to them). At some point in their wanderings jump ahead to Act III.

Collectors and Newly Forgotten

Despite Cleveland's fears, newly Forgotten have a short semi-immunity to attracting Collectors. For the first hour after they realise something has happened (ie: they notice the world has become washed out), characters are considered to be automatically successful at Average (7) or less Fate rolls for attracting Collectors. For this adventure, that means that unless the characters attack someone or try to go into a restricted area, they are safe from Collectors for the short term.

Assuming the characters follow Cleveland, that immunity will expire while they are at the Exchange.

Scene III – Repent, Sinner!

Cleveland leads the characters away from the airport. As the sight of the main terminal disappears into the mist, the characters begin to realise that the mist has closed in on them. After walking for about 10 minutes, they start to hear the sound of water lapping – as if they are at the docks. Which is really bizarre, as the airport is over 30 kilometres away from the docks on the opposite side of the city.

But sure enough, the mists begin to recede and the characters realise that they are indeed on the docks. If they ask Cleveland about this, he responds.

“Yep, this is one of the few good things about being Forgotten. If you have a clear destination in mind of where you want to go in the city, getting there takes no time at all. No one knows why – it just works like that. But it only works if someone who has already been there leads the way. If you just get given an address, you've got to walk there the old fashioned way.”

The docks (at least this area of the docks) are dark and deserted – it doesn't seem like anyone else is about. As they follow Cleveland, from ahead they start to hear the sound of music being played along with the sound of a large gathering of people. A large old shed starts to loom out of the mists. Over the door hangs a single electric lantern, although it's

obvious that there is also light coming from inside. Unlike the rest of the structures around the docks, the appearance of the shed doesn't seem as washed out as everything else, although it isn't as "bright" as the characters or Cleveland either – it seems like it is half-way between the two states. (The building is "Overlooked" – see the description later in the adventure).

people into getting themselves killed. Steer well clear of them is my advice – a bunch of nutters the lot of them."

As the characters are taking this in, read or paraphrase the following:

A man suddenly steps out from next to another shed. His clothes are shabby and torn, like they have been worn a long time, although he seems otherwise clean. "Sinners!" he cries to the characters. "Don't make the stains on your soul any darker by joining the debauchery of this gathering! Follow me away from here, and I can help you overcome the sins that stop you from passing on to the rewards of the afterlife we deserve."

Cleveland spits at the ground in front of the man. "Get away from here. These people don't need to hear your rubbish – can't you see they need help to get set up. All you and your cronies do is brainwash people to their deaths. You disgust me."

The newcomer looks at Cleveland sadly. "Despite your continuing sins, it isn't too late for you to turn your life around either. You too can be saved." Cleveland just stares daggers at the man, and then walks past without a second glance.

The newcomer will keep trying to get the characters to follow him and leave the Exchange. He is very evasive on exactly what he is offering over saving their souls – he will say his name is Jarrod, but any request for details will be answered with "come with me and you'll find out", or "it's best not to talk about such things in the presence of those who don't want to save their soul" (looking at Cleveland).

If the characters follow the man, jump to Act III (the man will run away when the ambush occurs).

If the characters ignore the man and continue to follow Cleveland, they can ask about who the man is. "They call themselves 'The Saviors,'" he replies with distaste. "All they try to do is to brainwash

Act II

Scene I – Welcome

Entering the old shed, the characters find themselves in a market unlike any they have ever been in. Read or paraphrase the following:

You enter the large shed. The lighting level inside is dim, and seems to come from lots of individual light sources (electric and oil) instead of the lights in the shed, but even in the low light you can make out there are around 200 people in here. Most of them seem to be milling around a market-like area. Some people have areas on the floor they have claimed, with a rug or coat spread out with various random items on it, while others are walking from vendor to vendor carrying large bags on their backs that seem to have all manners of items in them. You even spot one vendor with what looks to be an old trailer that he is trading from – half of his trailer seems to be filled with cans of some kind, while the rest is filled with piles of clothes and other fabric items.

At the far end of the gathering you see an area that looks like it's a makeshift bar and dance area – a woman is playing a violin while people dance around to the music and others stand or lean against walls drinking something from an odd assortment of cups and bowls. The group seems generally happy – those close to the music are yelling and stamping as the violinist plays, while others further away seem to be talking.

The scene looks like a strange combination of a medieval gathering in a modern location with modern items.

Cleveland will lead the characters directly over to an office area by the side where a overweight man is leaning against the wall. Cleveland nods to the man, and then tells the characters to wait outside while he goes in to speak with Laura. The characters can't hear what's being said inside, and the man standing outside won't let them do any sort of eavesdropping.

As the characters are waiting (and presumably looking around further at the Exchange), read or paraphrase the following.

While you wait, looking around at the sights of the Exchange (at least, what you can see from where you are), a well-dressed man walks over to you. He has a large welcoming smile on his face.

“Ah, greetings my friends,” he says, reaching to shake everyone’s hands vigorously. “I gather you are new here. Quite a shock to the system, eh? Don’t you worry, everyone will take good care of you here and I’m sure our illustrious leader will set you up with somewhere to stay. My name is Wilbert, and it would be my honour to help you out in any way I can. I have a small stall over in the market. Once you’ve finished talking here perhaps you would like to drop by? I pride myself on offering good deals to people who are new, and I’m sure I can help you get a good start.”

A Hard (11) Awareness roll will allow the characters to notice the man standing guard briefly scowl in Wilbert’s direction as he speaks to the characters. Wilbert doesn’t seem to notice.

Wilbert will exchange further pleasantries (making sure to indicate roughly where his stall is), but won’t really stick around to chat with the characters. No sooner has Wilbert stepped away than Cleveland returns to tell them that Laura will see them now. Read or paraphrase the following:

The office you are shown into is small, and obviously hasn’t been used by anyone for a long time. Laura is a woman in her late thirties, obviously fit and with an air of authority around her that suggests people tend to do what she tells them to. She is dressed in a simple business suit that is a few years old, but has been kept neat and clean. As you enter she is sitting in an old office chair with a notebook on her lap, but she smiles and stands to shake your hands as you come in. “Please, let us sit down and talk,” she says, indicating a rug on the ground to the side. “I’m sure you have a lot of questions you want answered. I’ll try to fill you in as best I can.”

She sits down on the rug with you, and once you are settled begins. “I gather Cleveland has already told you a little about us, but let me start at the beginning. You are all now what we call ‘Forgotten’. For some reason all of us have fallen between the cracks in reality, and the world seems to think we

no longer exist. People will no longer see you, and if you try to track them down people who used to know you won't even recognise you any more. Even objects and the like don't really work for us any more – you need to find Forgotten objects (she motions to the rug and chair). This applies to food too – don't try to eat normal food or you'll just starve to death.

“There is a small upside to this all. From now on you won't age, nor will you get sick from any illnesses or infections. It's not really a big bonus, but most of us will take what we can get.

“Obviously it will take some time for you to get adjusted here, so for the first week we will provide somewhere for you to stay and food for you to eat. After the first week you should know enough to get by, so you will have to fend for yourself. A lot of people who have been here for a while are usually willing to take in new people if they pull their own weight, and I recommend you find someone in the week.

“There are two important things you need to know. First, if you need anything you either need to find it yourself, or trade for it. Money is useless here – it's all a barter system. Useful items like food and clothes or blankets are the most valuable, while purely pretty things aren't really worth a lot.

“Finally, beware the Collectors. We don't know what they are, but they are attracted to Forgotten who get themselves noticed by people in the real world. You'll know them when you see them – trust me. Try to make sure you don't get noticed, and you won't have any trouble from them.

“Now you've probably got a whole lot of questions, so why don't I let you ask them?”

No doubt the characters have lots of follow-up questions. Some obvious ones (and Laura's answers) are below. For any other question the gamemaster should just improvise as best they can from the background in the adventure.

So you're the leader? – “No, not really. I just help keep everything running smoothly, making sure that troublemakers are dealt with and ensuring newcomers are looked after in their first week so

they can learn the ropes. We don't really have a leader here.”

Collectors – “We don't know what the Collectors are, or where they come from. We do know they aren't human. As I said, they seem to be attracted to any Forgotten who gets themselves noticed in the real world. The more attention you draw, the greater the number of Collectors who will appear. You can't hurt or kill a Collector – if you see one, your only option is to run. If they catch you, they will take you away. No one who has been caught by a Collector has ever returned.”

Getting back to the real world – “It's not possible I'm afraid. Many people have spent years trying to find a way – they've all failed. It's best to accept that as soon as possible and try to make the best of it while you're here.”

Crime – “Just like the real world we won't tolerate criminals. Unfortunately we have to be more barbaric than the real world in how we deal with crimes, but as there are so few of us we don't really have a choice. Exile and death are our most extreme punishments, reserved for those who commit murder and the like. But stealing is also considered a major crime, and the penalties can be quite severe.”

What is the punishment for stealing? – “Depending on circumstances anywhere from a warning to losing a finger to losing a hand. Someone was even exiled in the past.”

Recognizing other people's property – “Most people mark their items with a symbol. In fact, I recommend you come up with a symbol this week. Manny, the guy you'll be staying with, can help you do that.”

Once the characters have asked all their questions, Laura will ask the characters for their details (name, where they used to live, where they used to work) – she will write these all in her notebook. If asked, she will say they are trying to figure out if there is any pattern to people becoming Forgotten.

Finally, Laura will give them a piece of paper with a name (Manny Thorne) and an address. “This is

where you'll be staying for the week," she says. She wishes the characters luck.

Scene II – Have I Got a Deal for You!

Back outside, the characters can now wander the Exchange. As they saw before, a lot of people here are trading goods. There's a real car boot sale feel to the market – anything and everything seems to be on offer here from the useful (food, camping gear) to the not-so-useful (kids toys).

The characters are free to browse (or trade) as they wish. The general value of goods is expressed in 'cans' – a can literally means one can of meal-type food (baked beans, soup, meat, etc – enough to [barely] survive on for a day). Things like chocolate bars and cans of unpopular foods are generally worth half a can.

A rough trade guide on common objects the characters might have is below. Vendors will generally give the full value of a trade item (so a character could trade in two AA batteries and get a can of food in return).

If the characters head over to Wilbert (he has one of the larger stalls in the market, and it is actually a stall with several large planks of wood sitting on boxes) he will greet them warmly and offer to help them out. If he sees them heading towards another vendor to trade, Wilbert will come over to them and

Item	Cost
Paper notebook	1 can
Novels, books, etc	¼ - ½ can
Warm jacket	7 cans
Gloves	3 cans
Blanket	10 cans
5 pens & pencils	1 can
Painkillers	1 can/tablet
Mobile phone/MP3 player	1 can
2 AA batteries	1 can
Camping stove (small, single)	20 cans
Gas can for stove	5 cans
Torch (with batteries)	7 cans

try to lead them over to his stall in a friendly and helpful manor (the vendor the characters were about to deal with will very quickly find someone else to trade with – alert characters may note the vendor even seems a little scared).

Unfortunately for the characters, Wilbert is specifically trying to rip the characters off while at the same time finding out exactly what they have on them. While the price of his goods (in cans) is the standard rate, he will offer half (or less) the value on items the characters use to trade with. All the while he will try to convince the characters that he is doing them a great deal.

Wilbert has pretty much anything the characters might want on his stall – food, torches, camping gear, warm clothes, blankets, etc. His stall is easily the best stocked in the market. If asked why he has so much, he will just say he spends all his time searching for Forgotten objects, and has a few people who help him out.

If Wilbert tries to really rip off the characters (getting them to trade a lot of items), a woman will step forward to stop them. Read or paraphrase the following.

Just as you are about to complete the trade with Wilbert, you hear a female voice behind you. "I wouldn't agree to that trade if I was you," she comments. "He's offering you less than half what your goods are really worth. Go to any of the other vendors here and you'll get a much better deal."

Wilbert scowls at the woman. Turning, you see a woman in her late teens, carrying a beaten up backpack and giving Wilbert a sweet innocent look. She turns to the characters. "Of course, if you want to be ripped off, Wilbert's your man."

Wilbert looks to the characters. "My friends, I assure you I am offering you a fair trade here. This woman is lying." The woman just shrugs.

If the characters go ahead with the trade, the woman will simply shake her head and walk off. Any characters who have a quick look around while the woman is talking to them will notice one or

two other people to the side (out of Wilbert's line of sight) nod in agreement with the woman.

If they catch up with the woman away from Wilbert, she will introduce herself as Karmen. Go to her pitch to the characters in Scene III. But if the characters instead keep looking around the Exchange (they can always track her down later before they leave), there are a few sights they can see:

The Bar

The area with the music and drink is run by a large and rough looking man called Mike – however when he finds out the characters are newcomers (which is fairly obvious), he will give them a hearty pat on the back and offer them all a free drink of his homebrewed beer. The beer isn't great, but everyone present seems to be enjoying it.

Additional beers will cost 1 can (and he only accepts cans of food). Mike also has home-made spirits, which cost 2 cans a shot (and will cause anyone drinking them to cough and splutter unless they are used to strong spirits).

The music is energetic, the dancing lively, and most of the people around the area seem friendly enough, but there still a sense of sadness in many of the people. They all know that they are outcasts from the real world.

If anyone asks about Wilbert, they will be slightly nervous and change the subject. It's obvious that most people don't want to cross Wilbert in any way, and no one will say anything bad about him if pressed.

Thief!

As the characters are walking between the vendors, they notice a young man grabbing a couple of cans of food from a vendors pile while he's not looking. As the young man starts to move off, the vendor spots him and yells out "stop, thief!" The young man is running in the direction of the characters – an Average (7) Agility roll will allow any of the characters to catch him if they want.

The man, once caught, will burst into tears and just give up. His name is Simon, and he has only been Forgotten for two weeks. He looks like he is in poor condition (dirty, hungry). The young man will be taken to Laura, who will speak with him privately for a few minutes before announcing to the small crowd gathered outside her office that the man will only be getting a warning. Observant characters might notice a few people grumble about this (something that Wilbert seems quietly pleased about).

A Test of Strength and Endurance

Any strong looking characters will be approached by a woman who asks if they're interested in taking part in a competition of strength and endurance – the winner will get a large supply of cans. The woman (Luticia) will be very complimentary of the character, and try to flatter them into taking part.

The competition is a physical challenge – all contestants will do five pushups, then five chin-ups, then five squats. The winner is the last one left doing this. People can be eliminated by simply stopping, or by being too slow. Entry is one can, while the winner gets all the cans (minus two that Luticia takes as her "fee").

A small crowd gathers as the competition starts, cheering and shouting encouragement at everyone (and groaning as various crowd favorites drop out). In addition to any characters, there are six others taking part.

Have every character taking part make one Strength roll and two Health rolls (adding any relevant Forte's), then add together the results of all three rolls. The winner of the contest is the person with the highest total. The six competitors (and their totals) are:

Daryl - 34; Angie - 31; Shawn - 26; Joseph - 25; Alex - 24; Toby - 23

Scene III – Karmen's Pitch

Once the characters are away from Wilbert, Karmen will introduce herself. Read or paraphrase the following:

"You're new here obviously. Wilbert isn't the nicest guy to deal with. He gets a lot of stuff, since he has a lot of people working for him, but you need to be careful in all your trades with him. He has a reputation for overcharging if he can get away with it, especially newcomers. And heaven help you if you need a rare item that only he has."

The woman holds out her hand. "My name's Karmen. And forgive me for asking this, but how long have you been here?"

Assuming the characters tell her it's only been a couple of hours, she gets visibly excited and asks them a simple question – "do you want to get home?"

Karmen will explain that she has a friend – Leopoldo Gibson – who has a way of getting home, but it only works on people who have been recently Forgotten. He has asked her to keep a lookout for newly Forgotten, and offers to take them to him. She has no idea how the machine works, but she is adamant that it will work. Characters get no sense of deceit from her – she seems to be telling the truth (or at least she believes she is).

If any characters ask around about Leopoldo, they will get told that he's a crazy man who lives somewhere on the edge of the city. He's been around forever, and tends to keep to himself (although there is a woman who seems to hang around his place a lot these days). But he's the person to go to if you want to get an electronic device modified in some way (for example, to get a laptop converted to use a hand crank for power).

Anyone asking about Karmen will learn she's been around about a year, and seems like a nice enough girl (although she's somewhat standoffish and isn't afraid to tell someone what she thinks). She seems to hang around Leopoldo a lot.

Act III

Scene I – Ambush

This scene occurs either after the characters have left the Exchange (presumably they are heading to the address they have been given by Laura where they can stay), or if the characters decide to wander around without going to the Exchange (they didn't follow Cleveland, or they decided to follow the mad man who promised to save their soul).

If Karmen didn't help the characters in the Exchange (they avoided dealing with Wilbert, or didn't get badly ripped off), or they decided not to take up her offer, she will jump into the fight in the first round and help the characters. If she is with them, the attack happens before they have travelled far enough for the mists to close in and make the trip shorter.

Have all the characters make an Average (7) Awareness check, then read or paraphrase the following. It is written assuming the characters went to the Exchange, and are going to the address they were given:

You have been walking for a short while, heading towards the address you were given. Unlike before, the mist hasn't closed in on you – instead it remains a short distance away. But in combination with the lack of many lights in this area, the distance you can see around you is greatly reduced.

To those who passed their Awareness check – You begin to notice the sound of footsteps nearby. It takes a few moments, but you realise that it sounds like several people are following you. They don't appear to be making any attempt at masking their footsteps, nor are they hurrying. They are simply walking at a pace to match you.

Having seen all the goods that the newcomers have with them (not to mention wanting to get back anything he traded to them – or revenge if the characters were warned about him and didn't trade), Wilbert has decided to have the group waylaid. So he sent his men (Victor and thugs – one per character) outside to watch for the characters as they left, and they have been following ever since.

(If the characters never went to the Exchange, Wilbert has the odd patrol out specifically looking for obvious newcomers, and they spot the characters as they are wandering around).

The men behind the characters are deliberately making a noise to (hopefully) unsettle the characters, and make them watch behind them more. This is a distraction – Victor (and one thug per three characters) has already moved ahead of them and is waiting in ambush.

Victor plans on killing the characters so that the characters can't identify them later (the penalty for stealing is severe).

If the characters start to run, they run into Victor and his help. If they stop and wait for whoever is following them, the other thugs will catch up (and Victor and his help will quietly move up behind them). Either way, read or paraphrase the following.

A group of men slowly become visible behind you. They are all large men, and all of them seem to be carrying basic clubs of some kind (wooden plank, a baseball bat, etc). You hear a noise ahead in the direction you were facing, and see that another group has appeared. One of the men is holding a knife, and grinning at you evilly. "End of the line lads," he says with a smirk. "Give us all your belongings and no one will get hurt."

The characters can try to talk their way out of the situation, but the thugs aren't interested. The characters have two options – fight or flight – and the situation will change depending on if they have Karmen with them already.

Fight (and Karmen is with them) – she will help out as best she can.

Fight (and Karmen isn't with them) – she will jump into the fight in the first round, having seen Wilbert organize to send his men after the characters and figuring they could use her help.

Flight (and Karmen is with them) – she will whisper that she thinks they can outrun the thugs, and that they should follow her.

Flight (and Karmen isn't with them) – as Victor is giving his final ultimatum to the characters, Karmen will suddenly attack him from behind, knocking him and at least one of the thugs to the ground. She will then shout for the characters to run and follow her, then set off (making sure the characters are following).

If the characters fight, as soon as half of his thugs are knocked down Victor will try to run away. If Victor goes down, the rest of the thugs will try to flee. Any surviving thugs will say that it was Victor's idea to attack the characters. If caught Victor will remain silent, preferring the punishment for stealing to what would happen if he crossed Wilbert.

If the characters run away following Karmen, they quickly lose the thugs in the mist. Karmen leads them through several narrow alleys that twist and turn – even without the mist it's obvious it would be hard for someone to follow the characters. After several minutes of running she will call for a stop and say they seem to have lost the thugs.

She will explain that she suspects Wilbert sent them after the characters – no one has ever been able to prove anything, but a few people suspect that he waylays newly Forgotten, stealing their belongings

The Ambushers

Victor – see NPCs

Thugs

Strength – 2d+2

Agility – 2d+0

Awareness – 2d+0

Will – 2d+1

Health – 2d+0

Fate – 0d+2

Brawling – 3d+0

Melee – 3d+0

Equipment

Armor – none

Club of some kind (piece of wood, baseball bat) – 2d+1 half-lethal

and then having his men dump the bodies (dead bodies seem to disappear after a while, so they are rarely found).

If she hasn't already given her pitch to the characters on helping them get back, she does so now. If she has but they said no, she will re-offer to help (suggesting they should at least meet Leopoldo before making up their mind). Assuming they agree (or if they have already agreed) she then continues leading them to see Leopoldo.

Scene II – A Way Home

Read or paraphrase the following.

Following Karmen you soon see the now-familiar sight of the mist closing in on you, obscuring anything more than a couple of meters away from you. After perhaps 10 minutes of walking, the mist begins to recede. While the dark makes it hard to see, you seem to be standing outside an old factory. The chain link fence around it is in poor repair, and from what little you can see the building inside doesn't appear to be any better.

Karmen leads you through a hole in the fence, through a half-destroyed door, and into the factory proper. Old machinery still litters the building here and there, along with the usual collection of papers and cans thrown or blown in over the years. Karmen leads you to a stairwell on the far side of the factory, and then down into the basement.

Rather out of place compared to the rest of the building, at the back of the dirty basement at the bottom of the stairs is a large metal door. And like yourselves this door seems solid and real, with strong colours that remind you just how washed out everything else looks. Karmen knocks on the door in an intricate pattern and after a few moments a panel slides across.

"Yes, who is it?" asks a screechy voice from inside. A goggled eye is placed to the open panel in the door, looking out.

Karmen rolls her eyes at the man not recognising her knock. "It's me," she replies. "And I've found some

Isn't This Too Easy?

Having the machine available to get the characters home to their normal world makes it rather easy (not to mention convenient) for them – but it's only because the adventure is written as a once-off. If the gamemaster is interested in using this adventure as the start of an ongoing campaign, the machine makes a lot of noise but in the end simply doesn't work (after all, Leopoldo has never tried it before – and just because he says it will work doesn't mean it has to!)

If you're trying to fit this adventure into an existing campaign that has a strong occult element, you can always remove the machine and have it be some sort of occult ritual instead – the characters just have to go out and try to find an obscure ingredient instead of the replacement part that they need to get here.

newcomers who only came through in the last few hours."

With a cry of glee the panel is shut, and within moments the door is flung open. "Come in, come in! Finally, this is fantastic! I was beginning to despair! This way, this way, we don't have a moment to lose."

The characters are let into a room which would put most second hand stores to shame – every square centimeter of the room seems to be covered in some sort of electronic or mechanical object (from calculators to mobile phones to old computers, microwaves, TVs... pretty much anything and everything). Most of them appear to be in various stages of deconstruction. The room is lit by several electric lights that have been haphazardly attached to the wall around the room (cables run around the walls linking the lights).

Leopoldo, despite (or perhaps because of) his strange appearance, seems to fit into his surroundings perfectly. He eagerly leads the characters through the mess, excitedly talking about how he is overjoyed that he will finally be able to test his machine. In a

second room at the back is a strange contraption. It has several seats around the base of a round metal plate that is raised above the ground. Coming off the base and forming a loose shell over the base and around the seats (so the characters will have to sit inside it) are pieces of metal, bits of electronics and other strange parts.

Leopoldo motions for the characters to put their gear in a large tray at the center of the machine, then to sit in the seats (which they can all squeeze into between the odd framework). If the characters question him about what is happening, he will answer the following (as he rushes around at some strange control panel, connecting wires, turning dials, etc):

Have you ever done this before? – “No, you’re the first Forgotten I’ve found who are still new enough.”

What do you mean new? – “New Forgotten seem to exist in an in-between state when they first arrive, and still have an attachment to the remembering world. And it’s a good thing too, otherwise they’d all be caught by Collectors. I believe that this attachment will allow them to be put back in the remembering world – to be Remembered if you like.”

How long do we have? – “I believe the window is six hours. It may be a bit longer, but any longer than 12 hours and I don’t believe it will work.”

Will it work? – “Oh yes, without a doubt.”

Does it matter if we’ve traded away some of our belongings? – “No, that’s fine. At least, I think that’s fine. Well, there’s only one way to find out!”

Should we remove any objects we’ve picked up here? – “What? Yes! Absolutely. We don’t want any additional Forgotten objects in there – they could disrupt the entire process!”

Who are you? – “Leopoldo Gibson, inventor extraordinaire! Perhaps you’ve heard of me? No, of course you haven’t. Never mind.”

How long have you been here? – “Oh, at least 40 years. Yes, at least 40.”

Are you sane/insane? – “Why limit your mind from its full potential?”

Any other questions will be brushed off with comments like “there isn’t time to talk about unimportant things like that”.

Once the characters are in the machine and ready to go, Leopoldo will move over to a breaker switch and throw it. The machine the characters are in will start to spin, and electricity will start to arc across the metal structure of the machine... in other words, it will look like the characters are about to be electrocuted!

Just as the arcing electricity seems to be at its height, there is a sudden explosion from below the machine. Leopoldo lets out a yell of frustration, while the electricity arcing around the characters suddenly disappears and the machine begins to slow to a stop. Before it has stopped totally Leopoldo slides under the moving base of the machine, where he starts moaning “no no no no no, my beautiful machine! All that work!”

Once the characters convince him to explain what happened, read or paraphrase the following:

“I was afraid this might happen. The motor on the base has overloaded and exploded. Before the machine can run again I will need a replacement – and I don’t have any here. You’re going to have to go out and look if you want any chance to get back.”

Leopoldo will give the characters three addresses for them to look (and give them a description of the part so they will know it when they see it). He can’t help look, as he has to stay here and get the machine ready for the replacement part. The three locations he wants them to look at are:

Sheffield Machine Supplies – a wholesaler of replacement electric parts for older machines.

Second Hand Secrets – a second-hand shop that has all manor of random bits and pieces, but especially a large number of old electronic parts.

Frank's Scrap – a large junkyard, full of all manor of items.

Sheffield Machine Supplies is the closest to where the characters currently are – their shop/warehouse is a 40 minutes walk. The second-hand shop and junkyard are both equidistant from the machine supplies warehouse (another 30 minutes walk to either of them from the warehouse), and only 10 minutes apart from each other.

The most logical path to search is the machine supply store, the second-hand store, then the junkyard (giving themselves the most time in the junkyard to find what they're after if the other two places strike out). Of course if the characters want to do them in a different order, that's fine. The part they are after (and some unexpected trouble) is at the junkyard. Unless the characters have a good in-character reason for knowing one or more of the places, they will have to walk to each location normally. On the other hand, once they have finished looking in all the places they can very quickly return to Leopoldo's workshop through the mists (since it is a place they have already visited).

Karmen has a separate list of locations to search, and won't be accompanying the characters. Leopoldo reminds the characters to be quick – the longer the delay, the less chance they will have at getting home.

Finding Forgotten Objects

Characters looking for Forgotten objects usually don't need to make an Awareness roll to spot the object since they stand out very obviously compared to everything else around them (the exception is if the Forgotten object is obscured in some way – perhaps hidden behind some other items). However they do need to make a Fate roll to see if they are sensitive to the Forgotten object. Usually this is only a simple roll (Very Easy (3) to Average (7)), but some especially rare objects may be hard for even Forgotten to find. A Forgotten object can be Forgotten for years before someone finally notices it.

Act IV

Scene I – The Warehouse

The warehouse for Sheffield Machine Supplies is in a light manufacturing area of the city. Other large sheds, buildings and warehouses are situated all around the area, although finding the appropriate business is quite easy.

The business building is, like many other buildings here, a huge shed with a small office area for dealing with the public and tradesman at the front. The shed has small windows at regular intervals at the very top of the walls (about 5 meters off the ground). The office building has a lot of windows at head height, but all of those windows have bars or mesh over them. A driveway runs from the front down the side to the back – at the back there is a large roller door and an additional access door.

Circling the building the characters will find no open windows or unlocked doors – if they want to get inside, they will have to break in. There are various ways they can try this – refer to the table for the options and difficulties.

The Collector column reflects how likely a Collector will be triggered if a random passerby sees the characters – it is late at night, and the area is fairly deserted, but there are regular security patrols passing through for various businesses around. The Fate roll is only required if the characters are noticed in their break-in attempt (it represents a normal person really noticing the Forgotten). If the characters make sure to keep a lookout, and hide if there is anyone around, they are unlikely to attract any attention unless they make a lot of suspicious noise.

Unfortunately for the characters, breaking into the building via either the doors or the office windows will trigger a silent alarm – unless the characters have the knowledge and tools to bypass the alarm, a security guard will arrive after 10 minutes. An obvious break-in (broken window, tools lying about, a forced door or the door left open, etc) will ensure they search the place carefully, and also call the incident in to their home base (who will call the police). Getting in without being obvious (like

Method	Difficulty	Collector?	Alarm?
Force front door	Hard (11) Strength	Easy (5)	Yes
Force back door	Challenging (9) Strength		Yes
Pick/jimmy front door	Challenging (9) Lockpicking	Easy (5)	Yes
Pick/jimmy back door	Average (7) Lockpicking		Yes
Break window (offices)	Hard (11) Strength (to remove bars/mesh)	Average (7)	Yes
Climb in shed windows	Automatic if characters come up with a reasonable plan to get up there	GMs decision based on the plan used	No

picking the lock then closing the door behind them) then successfully hiding when the security guard arrives means the guard will think it's a false alarm. If instead the guard manages to find them, all the characters must make a Challenging (9) Fate roll to avoid having a Collector arrive.

Once successfully inside, the characters can look for the required part. Looking on the shelving where suitable motors might be reveals that they have plenty in stock, but none of them are Forgotten. If the characters try to take one anyway, as soon as one of them isn't looking at the motor is just disappears from their hands (and even if they somehow managed to get it back to Leopoldo, he would tell them it wasn't suitable).

Looking around for obviously lost objects won't reveal a motor, but will turn up a few other items. A Very Easy (3) Fate roll will turn up a ballpoint pen that's fallen into a corner near the office, along with a few old receipts (no useful information, but paper is always handy to have and the backs of the pages are blank). An Easy (5) Fate roll will turn up an old beat-up torch that still has some battery life left. An Average (7) Fate roll will hit the jackpot – someone's meal from a fast-food place, complete with two burgers and large fries (no drink alas). Strangely enough the meal is still warm, but the promotional ads on the packaging are from a year or so ago.

(Characters may think that the mean being warm means the owner is still around – in fact is just means that the meal was warm when it became forgotten over a year ago, and has remained in that state until it was just found).

If at any stage one or more of the characters are spotted, have them all make the indicated Fate roll. If even one character fails the roll, a Collector arrives.

Scene II – The Second Hand Shop

The street that Second Hand Secrets is located in was once an important shopping street in the city... about 40 years ago. Unfortunately as the city has grown and the population distribution has changed, the street no longer gets a lot of shopping traffic. As a result almost all the shops along here look like they are in poor repair – their paint is faded, some have graffiti on them that hasn't been cleaned off, and more than a few are closed and boarded up. Most of the shops are two stories high – presumably either extra storerooms or a small flat occupying the second story.

As the characters are looking for the address of Secondhand Secrets have them all make an Easy (5) Fate check. Those who succeed notice that one of the old shops – an old jewelry store – seems to look slightly different to the others. The colors of the shop are slightly brighter than the rest of the shops, like it's almost Forgotten itself (it's similar to what the building where the Exchange was being held was like). If the characters decide to check the shop out, skip ahead to Scene III briefly.

It doesn't take long for the characters to find the store they want. Like the rest of the shops along this street the front is faded, but this one at least looks like the owner tries to keep it clean. Unlike most of the other stores, it also looks like this store occupies two shops – the owner has obviously bought the store next to

A Collector Arrives

If the characters are unlucky enough to trigger a Collector, it arrives within one minute. The characters will automatically spot it – the Collector makes no effort to hide. If the characters are inside, they will feel the Collector arriving outside.

Physically, the Collector is just under 7 feet tall, and very thin. It has a bald head with a slightly misshapen skull structure. It wears black sun glasses (even at night), black trousers and a black leather trench coat. When it moves, it not only seems to travel faster than it should given the rate it is walking, but any Forgotten who sees it move instinctively knows that it isn't human.

If the characters run, assume they get away. If the characters try to hide, the Collector will automatically find the nearest character. Make an opposed Agility roll (the Collector has 3d+1) – if the Collector wins, it grabs the character (who immediately and automatically falls unconscious) and then picks up and carries that character away. Unfortunately that character is now out of the adventure.

their original shop, and knocked through the wall to make the shop larger.

An Average (7) Awareness roll allows a character to notice that there is snoring coming from the second story – obviously someone lives in the flat above the shop.

The front door of the shop is locked solid (Challenging (9) Lockpicking to open it, no chance of being seen), but if the characters go along the alley that runs at the back of the shops they will find the back door much easier to open (Easy (5) Lockpicking or Strength roll to force the door).

The back door opens into a small store room (full of boxes and stock that isn't out in the store – no Forgotten items here), a small kitchenette, and stairs that lead up to the second level. Passing through

the curtain allows the characters to wander the main shop. The place is full of all sorts of second hand items – in addition to a huge collection of old electrical items (which take up one of the two shops) there is old furniture, clothes, books, cutlery and crockery, and even a small display of collectible spoons.

An Easy (5) Fate roll will find a small rubber dogs toy under one of the cabinets, while an Average (7) Fate roll will find an old luck charm that fallen behind a chair (no in-game effect, unless the gamemaster desires it). There is no sign of the part the characters need.

After the characters have been looking for a few minutes, they should all make an Awareness roll. Any who succeed at a Challenging (9) task will hear the sound of padding feet coming down the stairs from above – like a small dog.

If the characters think quickly and have the rubber dog toy, one of them can try making a Hard (11) Willpower roll – if they pass, they can distract the dog and ensure it doesn't make a noise. Otherwise the dog will start barking and growling as soon as it sees them. The characters will hear the sound of someone waking upstairs, and then loud footsteps as the owner starts coming down the stairs to deal with the intruders.

If the owner (a large lady in her early 50s, dressed in a faded ankle length nightie and carrying a shotgun) sees the characters (presumably as they try to escape, but perhaps if they try and hide), it is a Challenging (9) Fate roll to avoid a Collector appearing. The owner may fire the shotgun once at the characters if they aren't obviously escaping at the time, but her aim is terrible and she easily misses them.

Scene III – The Old Jewelry Store

The jewelry store has obviously seen much better days – the front windows have boards over most of them, and the paint on the front facade has flaked off to reveal bare wood and old brick. However the door, while closed, proves to be unlocked. Opening it and walking inside reveals an dusty and dirty front room, with bits of (normal) rubbish on the floor. A Challenging (9) Awareness roll as they enter will allow the characters to hear a faint bell sound on the upper floor, and then the sound of sudden movement.

If the characters move in and continue looking around the shop, after a few moments they will hear a bold “who’s there?” come from the stairs, and a bright light will shine down. Assuming they don’t take any threatening actions, a man in his early 40s will eventually emerge from the stairs, armed with a large lump of wood. He is dressed in a t-shirt and jeans that look like they’ve seen better days. The man seems a little unkempt (his hair is a mess, he hasn’t shaved in a week, and he could obviously use a wash).

The man introduces himself as Steve and if the characters seem like reasonable people (for example, they apologize for barging into his place) he invites them for a cup of tea. If they accept he will take them upstairs. In the main bedroom he has a few belongings – a large backpack, a couple of old blankets (obviously where he was sleeping), and a small set of bells that an observant character may see is connected to some fishing line that goes through the floor (it goes to the door below). Most impressively, in the room is a small single-burner camp stove. Steve lights the stove, puts a teabag into a small pot of water, and starts to boil the water. When it’s down he will pour the tea into small assorted containers he has, and offer them to everyone.

The man seems very lonely, and will happily talk with the characters. Some topics of conversation he is happy to talk about:

How long have you been here? – “I guess it’s been a couple of months now. I just woke up one morning and I’d lost everything. I had a wife,

A Forgotten Building?

Buildings are too big and obvious to become totally Forgotten, but in the right circumstances they can become Overlooked. This simply means that the average person doesn’t notice them any more, ignoring the place and leaving it alone. Vandals won’t even break in or damage the place – they just walk right on past. However anyone who is specifically looking for the place (ie: they have the address or a description of where it is) will find it after some looking – although often they will pass it a couple of times initially, then wonder how on earth they missed it when they finally find it.

Overlooked buildings tend to only last a year or two – someone will finally notice them again, and decide that they can do something with the property (renovate it, knock it down and rebuild, etc). Most Forgotten like Overlooked buildings – they are places where they can live with little fear of being noticed and triggering a Collector.

a mistress, three kids, a huge house, a great job earning buck loads of money – all gone.”

Why aren’t you at the Exchange? – “I only go there when I really need something. It just seems easier that way – they’re all a bunch of thieves, looking out for only themselves and trying to screw over everyone else. I can usually find all the food and other items I need.”

Wilbert/Trading - “Ugh, don’t remind me about Wilbert. He took me for a real ride at the first Exchange I went to. I learned quickly to rely on only my own finds, and to trade as little as possible. They’re all a bunch of crooks. I wouldn’t trust any of them.”

Laura/leadership of the Forgotten - “I guess Laura is ok – she seems honest enough. She used to be a cop I hear. Still, it’s not like she has any real power. She has to try and keep everyone happy enough so they are willing to work with her. If

she pissed off enough of them, she'd probably 'disappear' one night if you know what I mean."

Did you try to get home? – "Of course – it was all I could think about in the first week. But I soon realized it was impossible. Once you're here, you're stuck here forever. Hell, you don't even get old and die normally."

We have a way home – "Sure you do. Either you're lying, or whoever told you about it is lying. There's no escape, we're all stuck here forever... or until the Collectors come for us. Sometimes I think it would just be easier to get myself caught by a Collector, and get it over and done with."

The shop – "Isn't it great? I've heard places like this are called Overlooked – the normals don't usually come into them, so we're safe to stay in them. I've been here a few weeks now – had to chase away a few others who tried to move in." He looks at the characters sharply – "you're not trying to move in are you?"

I prefer coffee to tea – "Yeah, me too, but it seems like coffee almost never becomes Forgotten. It's very rare."

What do you do here? – "I normally go out first thing in the morning to find food and the like – I've got a few places I check out regularly, and I can normally get what I need in an hour or two. Other than that I just sit around here, or wander around the nearby area. There's not really much else to do really."

After talking with him for a while, it should become very obvious to the characters that Steve has simply given up – he is existing as best he can, but that's about it. Hopefully it's an example to the characters of why they need to find the part and get home quickly.

Steve is sorry to see them leave, but he won't try to stop them.

Scene IV – The Junkyard

The junkyard covers a large area, and from the outside obviously contains a large amount of stuff inside – it is obviously going to take a long time (not to mention a bit of luck) to search the place.

On the plus side, luck does seem to be on the characters side for getting into the place. While the gates are locked up and there is obviously a guard hut, the sound of the TV and loud snoring both come from the hut. In addition, the nearby dog kennels obviously haven't been used for years, suggesting that there doesn't appear to be a canine guard presence either.

The walls around the junkyard are tall, and topped with barbed wire, but it's obvious that many others before them have climbed in themselves, and after a short walk around the outside the characters will find a place where they can easily climb in.

Inside the junkyard is immense, and seems to be in only the roughest of order. Whether the characters stay together or split up, it takes at least an hour before the characters finally find the part they are looking for (if the characters all split up, have everyone make a Fate roll – the person with the highest result is the one to find the motor). Unless the characters specifically go to the guard hut and do something loud to wake the inhabitant, there is no chance they will be caught.

As the person who found the motor is carefully removing it from the pile, they suddenly overhear people talking. Read or paraphrase the following:

The motor isn't attached to anything (thankfully), but it is caught up on some of the surrounding items and it proves hard to untangle. Finally after several minutes of careful levering it is free! Just then, you hear voices speaking nearby.

"You're not getting second thoughts are you?" speaks a woman.

"No, no, it's not that," says the man – after a few moments you realise that it's the man who spoke to you outside the Exchange, who wanted to 'save you from your sins'.

The Attackers

Savior Cultists

Strength – 2d+1

Agility – 2d+0

Awareness – 2d+2

Will – 2d+0

Health – 2d+0

Fate – 1d+2

Brawling – 3d+0

Melee – 2d+0

Equipment

Armour – none

Club of some kind (piece of wood, baseball bat) – 2d+1 half-lethal

“You know as well as I do that this machine is an abomination. It must be destroyed. People need to atone for their sins, not escape them. This is the only way.” – the woman.

“But dealing with that devil for explosives? And killing people?” – the man.

“Better that they die now and their soul is at rest, then allow themselves to deny atonement. You know this is the truth. And besides – that man will get his true reward one day. Don’t worry about it Jarrod.” – the woman.

If the character(s) move to watch, they will see the man from outside the Exchange and a woman they don’t recognize speaking. It seems they are waiting for someone. After a short wait another person will arrive. If any of them survived from the attack on the characters, it will be one of the thugs who tried to ambush them (preferably Victor). Otherwise it will be someone they don’t recognize. Two packages will be exchanged, and the other man will then leave.

Wilbert is willing to deal with anyone (for a price), and in anything (for a price). In this case, the Saviors have made a deal with Wilbert to get some explosives (it’s not normally something he is willing to admit to having, but he figures no one will believe the Saviors if they say they got it from him). As should

be obvious from their discussion, the Saviors intend to attack and blow up Leopoldo and the machine – along with anyone else present.

Unless the characters are very careful in sneaking away, it is likely they will be spotted trying to escape. If the man from the Exchange sees the characters, he will yell out that they are the newcomers and obviously here as spies for Leopoldo. The Saviors will give chase, although the characters should be able to outrun them (and the mists will then take them back to Leopoldo’s).

If instead the characters try to ambush the Saviors, several more will come out of hiding and attack the characters (they didn’t trust Wilbert so had additional people stationed in hiding – there is one cultist for every character present). In this situation their priority is to get away with the explosives at all costs, and will try to run from the fight once the explosives have been carried away.

Act V

Scene I – Unwelcome Visitors

Unless the characters dealt with all the Saviors in the junkyard, they are close on the characters heels (although they may not know it yet). If they saw the characters, they quickly organise themselves for their attack and give chase. If not, they were planning on doing the attack almost immediately anyway.

Read or paraphrase the following:

You arrive back at Leopoldo's safely, and knock on the door. Karmen looks out the small opening to make sure it is you, then lets you in. "What took you so long?" she asks casually.

Leopoldo rushes out eagerly from the back room, covered in grease. He looks extremely happy when he sees the motor. "Abba! You have it! And not a moment too soon. I must fit this at once if you want to have any chance of getting back!"

Leopoldo will ignore anything the characters have to say about cultists planning to blow up his machine, and rush off to fit the motor. Karmen will listen to the characters warning, but there is little she can do – Leopoldo is too focused on his work to be interested in anything else. She says she will get him focused on the problem once the characters have gone.

After a short time while they wait for Leopoldo, everyone should make a Challenging (9) Awareness roll – those that succeed hear a sound outside the front. It should be obvious after a few moments that there are people outside. A quick glance out the viewport in the door will confirm that it is the Saviors from the yard, plus several others (one per character plus one for Karmen). They appear to be placing something against the metal door – the explosives!

Once the characters have had a chance to prepare themselves (there are plenty of items lying around that can be used as improvised weapons), the Saviors begin their attack by blowing in the large metal door. They then rush in, intent on killing all the sinners and destroying the machine. The cultists will fight

to the death – they believe that their sins will be forgiven even if they fail, so they have nothing to lose.

The cultists do have some more explosives left (intending to use it on the machine). If the fight is going badly for them, the one holding the explosives may attempt to trigger them in an attempt to blow everyone up. Unless the cultist is stopped, the explosion does 4d+1 half-lethal damage to everyone within 1 meter, 2d+1 half-lethal damage to everyone within 3 meters, and 1 point of non-lethal to everyone within 7 meters.

Scene II – Home

Assuming the characters win their fight, Leopoldo will emerge just after the fight is over looking unconcerned. "Oh, we had uninvited guests I see," will be his only comment to the bodies of the fallen cultists. He will also be unconcerned with any wounds Karmen or the characters have, although he will be genuinely sad if Karmen is dead. He will then look at the characters. "Well, it's time to go – the machine is all ready".

Once again he will lead them into the back room, and get them to sit in the machine with their belongings in the center of the machine. Read or paraphrase the following:

Again Leopoldo throws the breaker switch along the wall, and the hum of electricity begins to fill the air as the machine you are in starts to turn. Electricity starts arcing between the various metal parts of the frame surrounding you, and you can feel all the hairs on your body start to stand on end. The light from the arcing electricity is incredible – it seems to be getting brighter, and brighter, and brighter... You hear what sounds like a yell of triumph from off in the distance, but it's hard to make out over crackling.

You awaken, lying in your own bed. Its morning – you can tell that much from the light filtering into your bedroom. You have a strong feeling you've just had the strangest dream, a dream that was really important. But even as you try to remember the details it slips away. It must have been the long flight

home and arriving late last night – everything's a bit of a blur since the plane landed.

You get up ready to start a new day...

The End! The characters have no recollection of their time as Forgotten. As far as they know they just got home from the airport, and headed straight to bed. Any injuries the characters sustained while Forgotten are gone, but items they lost/damaged during the time are still lost/damaged – and the character has no idea how they got that way.

NPCs

Cleveland Elinor

“Keep your head down and don’t cause trouble, that’s my motto”

Strength – 2d+0
 Agility – 2d+1
 Awareness – 2d+1
 Willpower – 2d+0
 Health – 2d+2
 Fate – 2d+2

Brawling +0d
 Melee +0d
 Psychology +1d
 Scrounging +2d

Weapons:

Knife (+2 lethal)

Cleveland was roaming the streets long before he became Forgotten, and never really stopped once the change occurred. He is initially suspicious of strangers, but will help out newcomers if they seem obviously out of their depth. He remembers the dangerous days before Laura came, and hopes things never get that bad again. He is a simple man who is happy if he has a roof over his head at night and food in his belly.

Laura Mitchell

“I don’t really think that benefits the rest of the community”

Strength – 2d+2
 Agility – 2d+1
 Awareness – 3d+0
 Willpower – 2d+2
 Health – 2d+1
 Fate – 1d+2

Brawling +0d
 Diplomacy +0d
 Firearms +0d
 Leadership +2d
 Melee +0d
 Psychology +1d

Weapons:

Pistol (3d+1 lethal, 6 shots)
 Small knife (1d+1 lethal, hidden in shoe)

Laura was a police officer and single mother of one before she became Forgotten. With the help of others she has helped foster a sense of community within the Forgotten, and done what she can to reduce crime and the “might makes right” attitude that some people had before she arrived. She is especially keen to ensure that newcomers at least get a helping hand when they arrive, free of any ties or obligations to the person who helped them.

Unfortunately while Laura has some power, it is still very tenuous – she manages to maintain a semblance of order only because she plays various groups off against each other. Her largest concern presently is her once-ally Wilbert, who seems to be working to consolidate his own power base and who has a number of worrying rumours going around about his activities.

Wilbert Herrold*"Here my friend, let me help you"*

Strength – 2d+0
 Agility – 2d+2
 Awareness – 3d+0
 Willpower – 3d+0
 Health – 2d+0
 Fate – 2d+0

Diplomacy +1d
 Firearms +0d
 Leadership +1d
 Psychology +3d

Weapons:

Pistol (2d+1 lethal, 15 shots)

Wilbert came through around the same time Laura did, and quickly realised that backing her would allow him to gain power. He helped her to topple some of the more powerful Forgotten who had set themselves up as mini-rulers... but as he was doing so made sure to take some of their people and items for himself.

Wilbert initially portrays himself as a friendly man who will do anything he can to help you, but it's all an act. If there is a way he can screw you over without fear of reprisal, he will. Wilbert had been careful to remain below most people's radar in the early years, but now that he has built himself a strong power base he is now starting to make his presence felt. Because of his growing power base, few dare cross or speak against him.

Karmen Fryer*"I'm amazed someone with your brain power is even able to walk and speak"*

Strength – 2d+2
 Agility – 3d+1
 Awareness – 3d+0
 Willpower – 2d+0
 Health – 2d+0
 Fate – 2d+0

Brawling +1d
 Melee +0d
 Psychology +0d
 Running +2d
 Scrounging +1d
 Sleight of Hand +1d

Weapons:

Knife (1d+1 lethal)

Karmen has only been Forgotten for about a year, and despite putting on a tough face she desperately wants to go home (she was looking after her sick father at home before she became Forgotten, and with Karmen gone her father is now in a hospital).

She hooked up with Leopoldo early on as she figured he was the best way for her to find a way home (plus he reminds her of her father), but so far that goal is as distant as ever. But she has faith that one day he will find a way. In the mean time, she helps (and learns) as much as she can.

Victor Briggs

"Just give me all your stuff and I won't have to break you"

Strength – 3d+2
 Agility – 2d+1
 Awareness – 2d+1
 Willpower – 2d+0
 Health – 2d+2
 Fate – 1d+0

Brawling +1d
 Melee +1d
 Psychology (Intimidation) +1d

Weapons:

Knife (2d+1 lethal)

Victor was a small time criminal in the real world when he became Forgotten, and Wilbert quickly realised he could be a useful person to add to his organisation. Victor isn't exactly the brightest person, but he knows that working with Wilbert will ensure he always has a life of relative luxury compared to the other Forgotten.

Victor is one of the few people who knows exactly what Wilbert is capable of, and he will never cross or betray Wilbert in any way.

Leopoldo Gibson

"Of course it will work – I built it!"

Strength – 1d+2
 Agility – 2d+0
 Awareness – 4d+0
 Willpower – 1d+2
 Health – 1d+2
 Fate – 2d+2

Scrounging +3d
 Technician (mad science) +4d

Weapons:

None

Leopoldo is your typical mad scientist – totally lost in his work, and focused solely on completing his next invention. If it wasn't for people like Karmen and others, Leopoldo would probably starve through simply forgetting to eat. He views being Forgotten as something of a blessing (it means most people will leave him alone), although the lack of parts is sometimes a bother.

It's only since Karmen arrived that he's begun to seriously work on finding a way to get a Forgotten home (although he has researched the phenomenon for years, and likely knows more about the process than anyone in the city). Everything he discovers or theorises he writes down in a notebook – he has a back room in his lab which is absolutely full of all his ideas. Of course, finding anything again in there is another matter entirely.

Pre-generated Characters

Below are four pre-generated characters you can use if you are unfamiliar with creating EABA characters, or you simply want to save time. They have all been created with the Normal point range (80A/80S).

If you decide to have your players make their own characters, their Fate attribute must be at least 1d (and it is recommended that it is at least 1d+2). Combat skills have been compressed down – instead of individual skills like club, short blade, etc there is a single Melee skill.

Once your players have selected or created their character, before you begin play they should decide who (if anyone) is going to be meeting their characters at the airport when they arrive. If they created their own character, they should also detail what they have with them in their pockets and in their carry-on luggage.

Henry Leech, antiques dealer

“Are you crazy – do you know how old this is?”

Strength – 2d+0

Agility – 2d+1

Awareness – 2d+2

Will – 2d+1

Health – 2d+1

Fate – 2d

Mature age (35)

Pain tolerance

Forte (Keen eyesight – +1d AWR to notice things)

Personality (level 1 – obsessive over antiques)

Area Knowledge (antiques) +2d

Area Knowledge (business) +1d

Brawling +0d

Carousing +0d

Land vehicles +0d

Language (French) +1d

Language (German) +1d

Psychology +0d

Scrounging (antiques) +2d

Sleight of Hand +0d

Henry has had a love of antiques his entire life. His grandmother’s house was full of them and he spent most of his childhood at her place, listening to her stories about the items or reading up on them in books. He began trading in small items when he was a teenager (when other kids were doing paper runs or working other minor jobs to earn money). He started his own business properly when he was 19 and his grandmother passed away, leaving him the contents of her house. His business has been in the same small shop ever since. He has a reputation for being able to quickly track down specific antiques for his clients via his network of contacts and other dealers.

Possessions (carried): Leather briefcase (business papers, 3 pens, antiques catalogue, old auction catalogue, two chocolate bars), watch (plain), keys with small light on keychain

Aurora Starshine, new age storeowner

“Your aura is off color – try this herbal tea, I’m sure it will help.”

- Strength – 2d+0
- Agility – 2d+1
- Awareness – 2d+2
- Willpower – 2d+1
- Health – 2d+0
- Fate – 3d+0

Mature age (32)
 Forte (Talking about New Age topics – +1d WIL)
 Personality (level 1 – at home with any new age topics, ideas, etc)
 Personality (level 1 –always carries charms, etc)

- Area Knowledge (New Age) +2d
 Spec: Crystals +1d
- Area Knowledge (outdoor survival) +0d
- Brawling +0d
- Climbing +0d
- Diplomacy +0d
- Land Vehicles +0d
- Language (Navajo) +1d
- Psychology +2d
- Scrounging (New Age items) +1d
- Swimming +0d
- Tracking +0d
- Trade (small business) +0d

Aurora has owned her own small new age shop for several years, located in an older part of the city. The shop has a small flat above it, where she lives with her cat. The business has never made a huge profit, but she has built up enough regulars over the years that she makes a comfortable living. For two weeks every year she goes away on an outdoor wilderness retreat to get back in touch with nature (she has a friend who minds the store while she is away).

Possessions (carried): Bag (several books on new age topics, wool shawl, purse (usual assortment of cards), writing notebook, sketch pad, pen, pencil, keys), luck charms, crystals

Erwin Crom, baseball player

“What do you mean you don’t watch baseball?”

- Strength – 2d+2
- Agility – 3d+0
- Awareness – 2d+1
- Willpower – 2d+0
- Health – 2d+1
- Fate – 2d+0

Physical Prime (23)
 Forte (Keen eyesight – +1d AWR to notice things)
 Forte (Very fit – +1d HLT for endurance tasks)
 Forte (Good looking – +1d WIL)

- Area Knowledge (baseball) +0d
- Brawling +0d
- Bribery +0d
- Carousing +1d
- Land vehicles +0d
- Medicine +0d
- Melee +0d
- Running +1d
- Sport (baseball) +2d
- Throwing +0d

Erwin’s dream ever since he was a kid was to join a pro-baseball team, and he devoted all his free time training towards that dream. After years of hard work he was finally drafted by a national team – only to ruin his chance by engaging in too much partying after his first game and getting into minor trouble with the law. While he only got a fine, Erwin was taken off the active roster as the publicity around the “out of control rookie” was too great. He is biding his time, hoping to regain management favour and finally achieving his life-long goal.

Possessions (carried): Small backpack (baseball magazines, five protein bars, empty water bottle, extra jacket, baseball, pen), keys, mobile phone, MP3 player, wallet (usual assortment of cards)

Donn Simmons, manager

“This project can’t miss its deadline – everyone will have to stay back tonight to finish it.”

Strength – 2d+0

Agility – 2d+1

Awareness – 2d+1

Willpower – 3d+0

Health – 2d+0

Fate – 2d+2

Mature (39)

Forte (Likeable – +1d WIL)

Personality (level 1 – insecure about position)

Brawling +0d

Bribery +2d

Diplomacy +1d

Firearms +0d

Land Vehicles +0d

Law +0d

Leadership +0d

Psychology +2d

Stealth +1d

Trade (job) +2d

Donn is a middle manager for a large national company, where he has worked for several years. Despite his success (and great skills at motivating his workers), Donn is constantly worried that his job will be in jeopardy. This worry comes across when he has to deal with his supervisors (who won’t promote him because they can’t see past his lack of confidence). Donn feels trapped in his position, and has taken to going on paintball weekends to try and relieve his stress. Unfortunately for Donn his time away is beginning to cause problems at home.

Possessions (carried): Briefcase (work reports, 5 pens, 1 sandwich, tie, self motivation book), laptop (battery fully charged), keys, wallet (usual assortment of cards)

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