# OTHELLO
## EXAULT/SIN

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a sci-fi horror RPG
by
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"When devils will the blackest sins put on,
they do suggest at first with heavenly shows as i do now."
-Iago, *Othello*

**STN SYSTEM**

# THE EXAULTED

Something **MIRACULOUS** happened. No one knows how or why, but Humanity was granted a **GIFT**. Among the stars, with little hope left for our kind, the **EXAULTED** came to be. Humans with extraordinary powers that manifested seemingly at random.

We prospered with newfound energy and determination we hadn't known for centuries. We spread farther across the vastness of space, expanding at an ever-increasing pace. Nothing stood in our way. Not until **SIN**.

# THOSE WHO SIN

Just as suddenly as those with **EXAULT** came to be, **SIN** arrived to put us in check. First observed on the orbital research station **OTHELLO VII**, it was only seen in those with an **EXAULT** at first.

It was too much to hope that the station could contain the menace. Shortly after being discovered, it spread through **OTHELLO VII** like a plague. Those consumed by it were forever changed, twisted, and dark.

With untold horrors now loose in our universe, it is up to us to contain them: the **EXAULTED**, and everyone else. We can't let **SIN** leave the station. We need to know where it came from and how we can defeat it.

## ABOUT OTHELLO

OTHELLO is a role-playing game that places players aboard a secret research station that has been infected with SIN, a deadly force of unknown origin and power. Each player will create a character with a profession and EXAULT, a power beyond an average mortal.

To play OTHELLO, you'll need a stack of 2-sided tokens. Coins will do, but a particular type of token with black on one side and white on the other works best. You'll need a **Doyen**, or storyteller, and one of more players. Other than that, you'll need a piece of paper for your character and this booklet.

OTHELLO, at its core, is a narrative game. It is also just that, a game. The most important thing is to always make sure you're having fun. Please make sure to use proper RPG safety tools to ensure the maximum comfort and enjoyment of everyone involved. For more information check out http://bit.ly/ttrpgsafetytoolkit.

## CREATING A CHARACTER

Characters in OTHELLO have three core stats, an EXAULT, and a Profession. Optionally, they may take a SIN to increase one of your core stats. These stats are as follows:

BODY: Fortitude and physical activity
MIND: Intelligence and mental feats
SOUL: Resilience and recovery

Each player starts with six tokens to assign. Half, rounded up, should be set to white on each stat, while the rest are set to black. Stats may not start at more than three tokens, and must have at least one token. As the game progresses, no stat can increase past five. Players then fill in the dots on their character sheet to match how many tokens they assigned to each stat.

After assigning stats, each player should then choose an **EXAULT**. **EXAULT** are abilities that go beyond human limits. These will allow players to achieve success in areas they may not have been able to before.

**HALO**: Physical magic aligned with **BODY**
**PSY**: Mental magic aligned with **MIND**
**ETHOS**: Inherent magic aligned with **SOUL**

Last, every player should choose a Profession for their character. Professions are more of a narrative choice to pin down further what a character's skill set involves.

Navigator (Space Travel)
Scientist (THE POWER OF SCIENCE)
Solider (Combat)
Engineer (Repair)
Merchant (Trade)
Entertainer (Performance)
Test Subject (EXAULT)

Optionally, a player may also take a **SIN** and increase one of their stats by one, ignoring the starting restriction of three max. A character with **SIN** is both frighteningly powerful and cursed to the existence of spiraling in madness and despair. **SIN** can manifest itself in many ways, and it is up to the **Doyen** to decide how a player's **SIN** affects their everyday life.

## PLAYING THE GAME

The **Doyen's** job in **OTHELLO** is to tell a story and place the players in different, sometimes dangerous, situations. The players will perform actions to varying degrees of success or failure using their stat tokens to get through these situations. Up to three tokens may be used per action, each getting flipped to its opposite side once used. White tokens are for success. Black tokens are for failure. How many tokens flip will determine the outcome.

1 token: Success/Failure, **BUT**

2 tokens: Success/Failure

3 tokens: Success/Failure, **AND**

The keywords **BUT** and **AND** modify the resolution of an action. **BUT** changes an action by saying, "*You succeeded/failed, BUT the an opposite of the desired outcome also happened.*" **AND** varies an action by saying, "*You succeeded/failed, AND an extra something in line with the success/failure happened.*"

Sometimes the **Doyen** may require a contested check. Both the player and **Doyen** flip tokens, with the higher amount of successes winning. A tie creates a standoff.

## COMBAT

There may be times when a physical confrontation may be in order. Players may spend their actions, as usual to inflict wounds upon an opponent via successes. Failures count as a miss.

BUT: No wound/Miss + effect
Normal Success: 1 wound
Normal Failure: Miss
AND: 1 wound/MIss + effect

Players take wounds as failures to one of their stats, thus temporarily reducing the amount of tokens they have to use for that stat. If any stat is reduced to zero, it is corrupted. If all stats are reduced to zero, the player dies.

Combat initiative is decided by the amount tokens each player, and the **Doyen**, have success side up. Ties are decided by the **Doyen**.

# CORRUPTION

If any stat's value reach zero, then that stat has become **CORRUPTED**. A **CORRUPTED** stat's tokens always count as "Failure **AND**" and the stat must be cleansed through **EXAULT** or relevant treatment. Once cleansed the stat returns to having one success.

**BODY Cleanse**: Hospital
**MIND Cleanse**: Psychic
**SOUL Cleanse**: Meditation

# EXAULT

A player's **EXAULT** can manifest in many different ways. **HALO** generally displays just like it sounds, as a halo surrounds the character's head or body. **PSY** allows its wielder telekinetic or telepathic powers. **ETHOS** wildly varies based on the user's personality and individual character.

**EXAULT** is also the origin of **SIN**, corrupting its host slowly over time.

A player may use their character's **EXAULT** to gain a success in an stat where they otherwise might not have. Doing so starts to corrupt an opposing stat. Mechanically this works by flipping one white token from an **EXAULT's** opposing stat as outlined below.

# BODY FROM MIND

**MIND** FROM **SOUL**
**SOUL** FROM **BODY**

**EXAULT** also makes it harder for a character's corresponding stat to become corrupted. If an **EXAULT** stat's last token would flip over to a failure, it is flipped in the air like a coin.

## SIN LEVELS

Each time an **EXAULT** is used that requires tokens to be flipped, a player must also raise their character's **SIN Level** on their character sheet. Once this level reaches ten the player may increase a stat by one token and must take a new/additional **SIN**.

## THE DOYEN

The **Doyen** is the directing force in **OTHELLO.** Through the Doyen's narrative the players forge their path towards victory, or ultimate defeat. The **Doyen** also controls every SINform, non-player character (NPC), and the environment itself. To do this, they will often need successes and failures of their own. To accomplish these, the Doyen has their own set of five 2-sided tokens to use. Three of these start off white, with the remaining two as black.

## THE SETTING

Deep in the recesses of space lies the residential space station, **OTHELLO VII**. The station is home to upwards of 500 million people and contains level-upon levels of houses, shops, industry, entertainment, and more. Spacescrapers jut out from its ring-shaped megastructure like jagged teeth.

Little do **OTHELLO VII** residents know that the station's true nature is to research those with **EXAULT**. Deep below the most significant cities are laboratories dedicated to performing tests

on **EXAULTED**, trying to unlock the full potential of **EXAULT** and how to recreate its effects. Unfortunately, what they uncovered is **SIN**.

First encountered in the Dehlikyo labs, SIN has spread to every lab in **OTHELLO VII**. Currently, in lock-down, containment is the best plan the board of the station has. Reports of **SIN** in the general populace has started to leak, though, and the conspiracy theories are beginning to spread. It won't be long before there is full-blown panic, and those in the know fear that might lead to complete self-destruction of **OTHELLO VII**.

The players may be ex-test subjects, station staff, or just everyday people trying to make their way through life. Somehow they've been brought together and confronted with **SIN**, the station's bureaucracy, or the typical vices of humankind.

Alone among a population of half a million people, they find themselves even more alone as **OTHELLO VII** is removed from the rest of humanity in the greater universe. There's no help coming, and the station is ready to be consumed by **SIN**.

# APPENDIX

## SAMPLE EXAULT

### HALO

- A glow surrounds your hands, infusing your strikes with power.
- Your **HALO** extends around you, blocking incoming projectiles.
- Your **HALO** spreads beneath your fee and boosts your leap to cross a large gap.

### PSY

- You can hear her thoughts, dark and brooding. **SIN** has taken root in her.
- Gingerly you lift the cred grain from the teller, quickly scanning its balance to your account before gently setting it to rest.

### ETHOS

- Your anger burns bright, unleashing a wave of flames and concussive force in a radius around you.
- Steadying your breathing and clearing your mind, you're able to cleanse your friend's mind of its corruption.
- Under heavy attack from a **SIN** form, you manage to clear away an infested wound, regaining one success token.

## SAMPLE SIN

- Your heart has been replaced by a sentient mass that keeps you alive, yet is slowly consuming you from the inside.

- Your arm has been replaced by a writhing mass of black vines and pulsing blue pustules.
- Another sentience has taken residence in your mind, constantly whispering horrors to you.

# SINforms

SINforms are humans that have completely been corrupted by SIN. Horribly misshapen, they take on the darkest aspects of humanity and its vices. SINforms only live to create suffering and to spread SIN.

| GULA (Gluttony) | LUXURIA (Lust) | AVARITIA (Avarice) | TRISTITIA (Sorrow) |
|---|---|---|---|
| Wounds: 5 | Wounds 3 | Wounds: 4 | Wounds: 1 |
| Slow and bloated, GULA release toxic gasses as they move and devour anything in their path with unhinged jaws lined with serrated teeth. | The most human looking of all SINforms, LUXURIA are hypersexual and lure victims to them like venus flytraps. | These SINforms hoard anything of value, often armored in cred grains and precious metals, making AVARITIA tough to deal with. | Emaciated and downtrodden, just looking at a TRISTITIA is enough to shatter the resolve of a normal mortal. |
| IRA (Wrath) | ACEDIA (Apathy) | VANAGLORIA (Vanity) | SUPERBIA (Pride) |
| Wounds: 8 | Wounds: 1 | Wounds: 8 | Wounds: 10 |
| IRA are SINforms of raw killing power. Resembling beasts more than humans, they've changed to incorporate claws, sharp teeth, | The least dangerous of all the SINforms, ACEDIA, are more refuse than anything else. Barely moving, they're just dangerous | Similar to LUXURIA, VANAGLORIA are beautiful, yet not quite as human looking. They craft themselves into their own version of | Beings a pure malice, SUPERBIA are the most dangerous of the known SINforms. No longer remotely human, they resemble insects |

| strong jaws, and powerful legs and arms. | piles of **SIN** to be washed away. | beauty to the point of being horrific. | with multiple pedipalps and chitinous armor. |

# CHARACTER RECORD

NAME _____

AGE _____

EXAULT _____

PROFESSION _____

## BODY ☐ ☐ ☐ ☐ ☐

## MIND ☐ ☐ ☐ ☐ ☐

## SOUL ☐ ☐ ☐ ☐ ☐

## SIN

_____
_____
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## SIN LEVEL

☐ ☐ ☐ ☐ ☐

□ □ □ □ □