OTELLO EXAULT/SIN

OTHELLO EXAULT/SIN

a sci-fi horror RPG by Rob Kalajian

"When devils will the blackest sins put on, they do suggest at first with heavenly shows as i do now."
-lago, Othello



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 had not 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 cannot 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 <u>OTHELLO</u> 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 to their stats. 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.

Examples:

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 max restriction of three. A character with **SIN** is both frighteningly powerful and cursed to an existence of spiraling into 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. The number of tokens flipped 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** secretly 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: Hit Normal Failure: Miss

AND: I 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**.

Combat damage is determined by how a player attacks a foe, as well as what equipment they have. See Appendix

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 FROM BODY

EXAULT also makes it harder for a character's corresponding stat to fail. 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.

EXAULT. Deep below the most significant cities are laboratories dedicated to performing tests on **EXAULT**. trying to unlock the full potential of **EXAULT** and how to recreate its effects. Unfortunately, what they uncovered is **SIN**.

First encountered in the labs of New Dehlikyo, 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 will not 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 have 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 is no help coming, and the station is ready to be consumed by **SIN**.

APPENDIX A

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.

APPENDIX B

EQUIPMENT

Equipment in <u>OTHELLO</u> is is categorized by range and damage.

RANGE

Melee – Close quarter fighting, limited to the reach of a character

Missile – Ranged items, often projectiles

DAMAGE

Light -Deals 1 wound

Medium - Deals 2 wounds

Heavy - Deals 2 wounds and an additional effect

EXAMPLES

Range / Damage	Light	Medium	Heavy
Melee	Pipe	Knife	Shock Baton
Missile	Pistol	Rifle	Static Rifle

APPENDIX C

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)	melee/light ranged/light	Wounds: 5	Slow and bloated, GULA release toxic gasses as they move and devour anything in their path with unhinged jaws lined with serrated teeth.
LUXURIA (Lust)	melee/light ranged/light	Wounds: 3	LUXURIA (Lust) melee/light ranged/light Wounds 3 The most human looking of all SINforms, LUXURIA are hypersexual and lure victims to them like venus flytraps.

AVARITIA (Avarice)	melee/medium	Wounds: 4	These SINforms hoard anything of value, often armored in cred grains and precious metals, making AVARITIA tough to deal with.
TRISTITIA (Sorrow)	melee/light	Wounds: 1	Emaciated and downtrodden, just looking at a TRISTITIA is enough to shatter the resolve of a normal mortal.
IRA (Wrath)	melee/medium ranged/light	Wounds: 8	IRA are SINforms of raw killing power. Resembling beasts more than humans, they've changed to incorporate claws, sharp teeth, strong jaws, and powerful legs and arms.
ACEDIA (Apathy)	melee/light	Wounds: 1	The least dangerous of all the SINforms , ACEDIA , are more refuse than anything else. Barely moving, they're just dangerous

			piles of SIN to be washed away
VANAGLORIA (Vanity)	melee/heavy	Wounds: 8	Similar to LUXURIA, VANAGLORIA are beautiful, yet not quite as human looking. They craft themselves into their own version of beauty to the point of being horrific.
SUPERBIA (Pride)	melee/heavy ranged/medium	Wounds: 10	Beings a pure malice, SUPERBIA are the most dangerous of the known SINforms. No longer remotely human, they resemble insects with multiple pedipalps and chitinous armor.

CHARACTER RECORD

NAME _ AGE _ EXAULT PROFES	SION				
BODY	0	0 0	0 0		
MIND	0	0 0	0 0		
SOUL	0	0 0	0 0		
SIN					
SIN LEVEL					
0 (] []				
0 (ם כ				