COLLAPSE

a roleplaying game

BIO

NAME

ROLE

NOTES

(CC)URRENCY

XPERIENCE

VIGOR	BASE	MODS	TOTAL
Athletics			
Stealth			
Strength			
Thief			
Vehicle			

INFER	BASE	MODS	TOTAL
Medicine			
Nature			
Occult			
Religion			
Tech			

PERSO	BASE	MODS	TOTAL
Investigation			
Performance			
Persuasion			
Resistance			
Vibe			

LUCKY13

LIFE

INITIATIVE

CARD DRAW

INVENTORY

AVAILABLE SPACE

WARDROBE

SLOTS

MODS

COMBAT APPARATUS

DURABILITY

MODS

ENGRAM DECK

NULLS

ENGRAMS

MODS

HOT FIXES

1. Wardrobe ONLY boosts Skills. These boosts do not flow upwards to V/I/P and Derived Stats
2. Character Creation is 4d4 drop lowest or a 3,2,1 Array.

INTERCEPTED COMMUNICAE

This intercepted Evermire broadcast is presented as an in-world artifact. It sets the tone of Collapse's world before the rules begin.

Welcome to the FAMILY!

We at Evermire care about you and your journey with us. We understand the world has provided complications and proverbial wrenches in our modern society. We are dedicated to making you whole and fixing the world at the same time. We see you. How you may ask? Well through you and your cohort! You have been selected (amongst countless candidates) to be part of a class that we hope through guidance, training, and mentorship will develop into one of our elite units here at Evermire.

It is with this in mind we wanted to introduce you to Evermire and what you may expect during your time with us. Know full well that Collapse is imminent and this is why we have gathered our best and brightest (you). We believe in Robert Hooke when he said that we all stand on the shoulders of giants and today is no different. We stand where others fell, building on what came before, and we take this mission seriously. In our daily lives we have seen strife and unfairness that has led to the total deficiency of our relationships, our trade partners, our politics, our society, and our existence. That is why we are so self serious, regimented, and totalistic in our demeanor towards this mission.

This will not be easy. Avoiding Collapse will require hard decisions and trust in us Evermire. We will prepare you, train you, equip you, and house you while you become integrated in our FAMILY. Expect full compensation packages and signing bonuses to be distributed after the first 90 days of active duty. But know that soon after, you will be thrust into a world that requires deep insight, clever actions, and brutal decisions. The world is still a nasty place, but we hope that by you joining our resistance, we can change the way people think about and interact with this universe.

Thank you for answering the call, we pray that you are blessed and understand we will be with you every step of the way.

What Is Collapse?

Collapse is an Analog Futurism, skill-based TTRPG where your style shapes your strength and your identity is built through cards, choices, and aesthetic presence. You'll play a character navigating a crumbling, hyper-stylized world through fluid Scenes and player-driven decisions.

Characters are defined by their VIP stats, their Wardrobe, and a personal Engram Deck built from Base Cards, Modifiers, and Nulls. Your past, shaped through a LifeNexus, determines how factions see you. Your style and choices shape how you survive the pressure of Collapse.

Playing Collapse

Collapse blends several familiar modes of play into its own rhythm. You'll see roleplaying supported by opposed checks, flexible skill-driven character building, and narrative structure organized around focused Scenes. When combat happens, it uses dynamic exchanges, margin-based outcomes, and an ebb-and-flow of advantage that feels more tactical than traditional hit-point trading.

Your character is shaped through VIP stats, Skills, Wardrobe, Gear, and a personal Engram Deck. Cards represent bursts of effort, technique, instinct, or improvisation—sometimes reliable, sometimes volatile. As you draw, play, recycle, or burn cards, the feel is closer to balancing tempo, resources, and timing than simply using abilities on cooldown. Wardrobe and Gear act as signature elements of your style, reinforcing how you move through the world both mechanically and narratively.

Collapse is a collaborative sandbox. The world is co-authored by the GM and players, and the table's relationship is essential. Players are encouraged to introduce threads, personal history, and characters the GM can weave into the ongoing story. Not every NPC enters the world as someone important; their significance grows from how they're used, connected, or developed in play.

The game flows through Scenes—moments of problem-solving, danger, discovery, or consequence. The GM can end a Scene whenever it feels resolved, shifting focus to the next beat and keeping the pace centered on meaningful decisions rather than unnecessary details.

A Session of Collapse

Scenes: How the game is structured

The game of Collapse is structured around Scenes. Much like a television show or film, these Scenes will represent the experienced moments that players are responsible for. Outside of these Scenes, exposition (GM narration) represents the major driving factor throughout a session/adventure. Scenes are designed to give vignettes of action without needing to navigate/roll for/adjudicate every action in a game allowing for a "fast-forwarding" of events to ensure each game session is focused on PC and GM action and not minutiae.

A Game of Collapse Will Always Consist of

Cold-Open
This is presented by the GM. The cold open serves as a setup for the session(s) or adventure. This will be delivered as exposition from the GM. This is meant to provide a sense of the adventure to come or even briefly recap a previous connected adventure.

Connected Scene(s)
Scenes represent the parts that a PC will participate in. A large number of Scenes does not always equate to a longer game but it would allude to a more "pushed" narrative with many events occurring. The number of scenes can shrink or grow as PCs and GMs make decisions during a session. Scenes will be connected with exposition from the GM.

Post Credit Scene
This is presented by the GM. The post credit sequence can show/preview results from the actions PCs took during their adventure or allude to something in the future.

Character Creation

What You Need to Create

Your imagination and aesthetic instincts
Pencil & Scratch Paper
Character Sheet (External Doc: GM)
Gear Table (External Doc: GM)
Combat Apparatus Table (External Docu: GM)
Engrams Table (External Doc: GM)
Wardrobe Table (External Doc: GM)
Handbook (This)
Many Dice (d4-d20)

Meet: Vei
Vei isn't a soldier or a hero—she's a quiet tech-runner with eyes that don't blink and a coat that hums at the seams. She has skills that are for sale but no reputation. She has to start from the bottom in this world and that means being a contractor for one of the largest Megacorps in the system, [REDACTED]

PHASE 1_Build the World. Set the Meters

GM-Facing Overview

Collapse supports stories that unfold across a single block or span an entire globe.
Before characters exist, the table builds the shared world they were raised in. Before characters exist, the table collaboratively builds the world they inhabit. This phase establishes the global mood, faction pressures, and the narrative baseline your PCs were raised in.

How Events Change the World

Each Event pushes one of the global meters (Trust, Distrust, Surveillance, Collapse, or Carte Blanche).
These meters shape the overall tone, pressure, and behavior of factions in your campaign. Higher values make the world more hostile, paranoid, corrupt, or unstable. Lower values ease tension and open opportunities.

In short:
The higher the meter, the more the world leans into that theme—and the more it will show up in missions, NPC behavior, and faction choices.

You may use the scaffolding below or replace any Event with one of your own.

Worldbuilding happens in three phases, selected and presented by the GM.

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1. World Event (GM Chooses One)

A single global event that everyone on Earth remembers.
This event affected every character equally.
   •   Players do not choose their reaction.
   •   No rolls.
   •   The event applies universal effects (e.g., +1 Collapse, +1 Surveillance).

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2. National Events (GM Provides Three)

The GM provides three events that shaped the nation or megaregion.

Each player selects one of these events (by choice or roll)
and chooses how they responded:
   •   Support
   •   Neutral
   •   Resist

Each National Event lists unique outcomes that adjust the character's civic profile
(Record, Influence, Surveillance, Trust, Collapse).
No rolls are used at this tier.

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3. Regional Events (GM Provides Twelve)

The GM provides twelve events from the local region.

Each player selects three, forming the core of their personal history.

Regional Events use:
- Support / Neutral / Resist
- Active Opposition Roll (AO)
- Margin-based outcomes

This is where players learn Collapse's core dice system.

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Live Your Life

Player-Facing Summary

Your LifeNexus—your personal history inside Collapse—is built from:
- 1 World Event (automatic, no choice)
- 1 National Event (your chosen stance)
- 3 Regional Events (your personal turning points)

World Event

A global shift that shaped everyone. You had no ability to affect it.

National Event

A major event in your nation. You chose whether to
Support, Resist, or remain Neutral, gaining event-specific outcomes.

Regional Events

Personal and local moments. Each uses S/N/R + AO roll + Margin outcomes.

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Your LifeNexus

System-Facing Impact

Each event contributes tags and meter adjustments that define your place in the world.

Your LifeNexus may influence:

Record - criminal notoriety
Influence - public visibility & recognizeability
Surveillance / CarteBlance - how much a faction monitors your actions or how much leeway they provide you for your actions
Trust / Distruct - How much a factions trusts or distrusts you
Collapse Meter (psychological pressure) - How close you are to dying

These are narrative identity systems—not numeric bonuses—and may affect how NPCs, factions, or communities respond.

Use your LifeNexus to populate your BioCard and anchor your character inside the world the table just built.

You can build your own World/National/Regional Events to fit your campaign. You can take the scaffolding provided below and sheepdip them to your own wants.

World Events
GM, Choose 1. (Consult Players obviously)

The Missing
1% of the global population disappeared one day. No explanation. No Answers. They have never been found or detected. (Yes, this is stolen from that show, but what a cool premise)

Effect:
Global Surveillance +1

Broken Keystone
Many Keystone Species have gone extinct irrevocably changing the amount and types of food available.

Effect:
Global Collapse: +1

The Bifurcation:
Society has stratified into the haves and the have nots. Don't even think you could have ever had it. In fact, they don't even think about you, know about you, care about you. Those below them are just that. Literally and Philosophically below. Sure there are more of you, but they have the money, the weapons, the influence, the power, anything that matters in the world.

Effect:
Global Carte Blanche +1

Doubling
People around the world have been replaced with Automotons that look, act, and live normally. Their synthganic frames looking, bleeding, growing like a Human. Whether caused by illicit biotech, corporate identity experiments, predictive surveillance programs, or counterfeit genetic markets, no one agrees on what created the doubles. Some people have accepted the replacements around them, afraid, unsure of how to react, maybe even resolute. Others have decided to eliminate anyone perceived of perpetrating the incursion, often without trial.

Effect: Global Distrust +1

Brave New World
Media, Entertainment, Influencers, Government, Corporations, even Gangs heavily utilize content and media to inundate the world with experiences, goods, and services through grants, investment, threats, or violent take-over. There isn't much guaranteed in this world except that, "The Show MUST Go On!".

Effect: Global Trust +1

National Events

GM, Prepare 3. Players choose/vote/roll to decide 1 National Event.

AnarchoCaptialism

All major and established Government was toppled. Shareholders voted, fought, and vied for their MultiCon to represent the country on the world stage.

Support:
+1 Corp Trust

Neutral:
+1 Collapse

Resist:
+1 Corp Distrust

BIG Government

Most corporations were taken over by the Government. Either through imminent domain, legal loopholes, or military actions, the Government has it all.

Support:
+1 Gov Trust

Neutral:
+1 Collapse

Resist:
+1 Gov Distrust

Syndicate Dominance

Organized crime networks controlled essential infrastructure: ports, transit, markets, utilities. Whether through coercion or competence, syndicates became the primary providers of "order."

Support:
+1 Syndicate Trust

Neutral:
+1 Collapse

Resist:
+1 Syndicate Distrust

Law Enforcement Crackdown

Police, paramilitary agencies, and security bureaus were given unchecked power. Protests, dissent, and even basic rights were criminalized. Surveillance and enforcement became the defining cultural force.

Support:
+1 Law Enforcement Trust

Neutral:
+1 Collapse

Resist:
+1 Law Enforcement Distrust

Localism Era

Central authority fractured. Cities, districts, councils, militias, and neighborhood alliances maintained their own laws. Travel was restricted. Reputation and survival depended entirely on local loyalty.

Support:
+1 Local Power Trust

Neutral:
+1 Collapse

Resist:
+1 Local Power Distrust

Civil Mobilization

A long period of mass civilian activism, mutual-aid movements, and decentralized public governance. Communities replaced institutions. Social cohesion became more powerful than centralized authority.

Support:
+1 Civilian Trust

Neutral:
+1 Collapse

Resist:
+1 Civilian Distrust

METERS — WHAT THEY MEAN & HOW THEY SHAPE THE WORLD

Collapse uses five narrative Meters to track how the world reacts to the characters, and how the characters fit inside the world they helped build. These are not ability scores. They don't give bonuses. They are pressure indicators; social, political, and psychological.

Each Meter rises or falls based on Events (World/National/Regional), player actions, and faction responses.

Meters are permanent unless changed through fiction.

I. THE SOCIAL MATRIX

These two paired Meter sets define how factions judge you.

Trust & Distrust

What they represent:
How much a faction believes you, backs you, or will help you (Trust) vs. how much they suspect you, hate you, or want to see you fail (Distrust).

Surveillance & Carte Blanche

What they represent:
How much a faction tracks and reacts to you or gives you a blind eye

Surveillance = How much they watch you.
Carte Blanche = How much they ignore your actions because you're useful, harmless, or politically shielded.

Together with Trust/Distrust, these four form the Social Matrix—how factions treat you, how they intervene, and how much heat or slack you have in the world.

II. RECORD & INFLUENCE — YOUR PUBLIC FOOTPRINT

These describe who you are in the world, not how powerful you are.

Record

How close you are to being actively pursued by security forces of any kind.

Influence

How easily the world knows you, your face, your actions. You can be an influencer.

These two define the shape of your identity in the world.

III. COLLAPSE — THE DEATH METER

Collapse measures the psychological, physical, and existential strain the character has endured.
It is not HP. It's the shadow looming over your life, how close you are to breaking in a way that leaves out for good or kills you outright.

You gain Collapse through:
• Being Downed
• World, National, Regional Events
• Extreme Narrative Consequences

Players can't "heal" Collapse casually.
It's a lifelong track of everything you've survive and everything that's destroying you.

PHASE 2_CORE

Roll Your Core Stats (VIP)

Your Core Stats are built from three main buckets.

Vigor, Inference, or Personality. You may see it represented as VIGOR, INFER, and PERSO.

Vigor — Governs your HP and physical actions

Inference — Governs Engrams and mental faculties

Personality — Governs social presence and initiative

Default Method: Roll 4d6. Drop the lowest dice and assign the remaining three scores to your core stats:

Each number represents your 1 of the 3 Core Stats. No modifiers, just raw scores. Once VIP Core Stats are assigned, you will divide each Core Stat total across three sets of five skills.

Write your Core Stats down on a scratch sheet of paper

Example: Vei
Vei rolls 4d6 and gets 4, 3, 2, 1. She drops the 1 and assigns:
Vigor: 2
Inference: 4
Personality: 3
She's sharp and thoughtful, but not built for brawling. Let's see what she becomes.

Assign Your Skills

Assign Your Skills

Each Core Stat governs five Skills. You have a pool of points equal to your VIP value and may divide those points across its five skills however you choose. Each point = +1 to that Skill.

You may not assign more total points to a Skill Group than the stat provides.

Skill Groups
Vigor → Athletics, Strength, Stealth, Thief, Vehicle
Inference → Tech, Occult, Medicine, Investigation, Nature
Personality → Persuasion, Vibe, Religion, Performance, Resistance

These Skills are used in checks throughout the game.
- Sentient targets → Active Opposition Roll
- Non-sentient targets → Passive Challenge

Prepared Skills:
After assigning points, you may activate up to 6 Skills after each Full Rest. Activated Skills can use Lucky13 to add modifiers during checks. Unactivated skills roll unmodified.

Example: Vei:
She assigns her 2 Vigor points to
        Stealth (1)
        Vehicle (1)
Her 4 Inference points go to
        Tech (2)
        Occult (1)
        Investigation (1).
Her 3 Personality points go to
        Persuasion (2)
        Vibe (1).

PHASE 3_Factions

A faction can operate in any of six major categories, called Faction Operationality. How does the entity operate primarily.
- Corporate
- Governmental
- Law Enforcement
- Local Power
- Civilian
- Syndicate

These categories help the GM determine who reacts to your decisions, who notices your actions, and who gets involved when things go wrong. Obviously factions can be complex and multifaceted orgs but they will always identify primarily as one

Your relationships with these factions are tracked through the Faction Meters (Trust, Distrust, Surveillance, Carte Blanche, Influence, Record). These rise or fall based on your choices, Life Events, and roleplay.

High meters bring new opportunities and new problems; low meters can shut doors or attract unwanted scrutiny.

Regional Events
Gm Prepare 12. Players Choose 3. Players can Venn-Diagram.

Regional Events can be built from there Categories

1. Infrastructure Breakdown
2. Environmental Shift
3. Economic Shock
4. Public Health Emergency
5. Corporate Expansion / Megaproject
6. Surveillance / Security Overhaul
7. Protests & Social Upheaval
8. Governmental Crisis
9. Logistics / Transportation Collapse
10. Cultural / Social Flashpoint
11. Territorial / Border / Jurisdiction Conflict
12. Educational System Crisis
13. Energy Grid Transition / Failure
14. Technological Rollout / Digital Migration
15. Judicial / Legal Shock
16. Industrial / Agricultural Shift
17. Military / Defense Operation / Incident
18. Scientific / Research Event

1. Infrastructure Breakdown

The Overpass Fall

Event Explanation:
A major overpass collapsed during peak commute hours, severing key transit arteries and triggering a frantic multiday rescue operation. Governmental agencies issued conflicting statements as Local Power attempted to coordinate traffic control. Civilians mobilized quickly, forming volunteer lines to assist trapped commuters. The collapse exposed years of tension about infrastructure neglect.

SUPPORT
You stepped in alongside Local Power teams, helping direct panicked drivers away from unstable debris. Civilians saw your calm decision-making as a stabilizing force, and officials noted your readiness to assist. Dust and heat left you exhausted, but your presence reassured many.
→ Local Power Trust ↑
→ Civilian Influence ↑

NEUTRAL
You avoided the collapse zone entirely and focused on rerouting your own commute. Civilians interpreted this absence as a refusal to help during a community emergency. Governmental departments noticed your lack of check-ins and quietly flagged your non-engagement.
→ Civilian Trust ↓
→ Governmental Surveillance ↑
→ Record ↑

RESIST
You openly criticized Local Power for ignoring past inspection failures. Some Civilians applauded your courage, while others felt your outspokenness added unnecessary panic. Governmental offices quietly began monitoring your activity more closely.
→ Civilian Influence ↑
→ Governmental Surveillance ↑
→ Local Power Trust ↓

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2. Environmental Shift

The Blackwater Bloom

Event Explanation:
A toxic bloom spread across regional waterways, killing wildlife and contaminating wells. Governmental health advisories changed almost daily, while Corporate purification contractors insisted the situation was under control. Entire communities lost access to their usual water sources. The bloom became a flashpoint about environmental responsibility.

SUPPORT

You relayed Governmental advisories and helped coordinate safe water pickup points. Civilians looked to you as someone who managed fear with measured guidance. Governmental officials appreciated your efforts.
→ Governmental Trust ↑
→ Civilian Trust ↑

NEUTRAL
You ignored advisories and continued your routines. Civilians read this as careless disregard for safety. Corporate analysts flagged your behavior as unusually compliant-but-uninformed.
→ Civilian Trust ↓
→ Corporate Carte Blanche ↑

RESIST
You shared documents proving Corporate partners knew the danger earlier. Civilians elevated your voice as a needed whistleblower. Corporate surveillance expanded immediately.
→ Civilian Influence ↑
→ Corporate Surveillance ↑
→ Record ↑

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3. Economic Shock

The Wage Freeze

Event Explanation:
A sudden region-wide wage freeze destabilized households across multiple industries. Governmental agencies insisted the measure was temporary, while Corporate analysts warned of cascading secondary effects. Syndicate recruiters circulated offers for off-book labor. Community sentiment frayed as families scrambled to adapt.

SUPPORT
You echoed Governmental appeals for patience, sharing their messaging. Administrators appreciated your calming voice. Civilians took note of your consistency in a destabilizing moment.
→ Governmental Trust ↑
→ Civilian Trust ↑

NEUTRAL
You stayed quiet and chased whatever gig work you could find. Civilians interpreted this absence as self-interest. Syndicate actors took note of your vulnerability.
→ Civilian Trust ↓
→ Syndicate Influence ↑

RESIST

You funneled goods into Syndicate barter networks, supporting underground exchanges. Syndicate members began treating you as an ally. Governmental observers escalated surveillance.
→ Syndicate Trust ↑
→ Governmental Surveillance ↑
→ Record ↑

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4. Public Health Emergency

The Clinic Shortfall

Event Explanation:
A staffing collapse shuttered clinics and forced hospitals to operate at half capacity. Corporate distributors rerouted supplies to more profitable regions, intensifying shortages. Governmental lines stretched for blocks. Civilians debated whether the system had begun to collapse. Anxiety spread faster than information.

SUPPORT
You worked with neighbors to share limited medical supplies. Civilians appreciated your clarity during uncertainty. Governmental caseworkers recorded your cooperation positively.
→ Civilian Trust ↑
→ Governmental Influence ↑

NEUTRAL
You withdrew from community efforts and avoided conversation. Civilians interpreted this as refusing to help. Corporate logistics units flagged you as a passive, predictable consumer.
→ Civilian Trust ↓
→ Corporate Carte Blanche ↑
→ Record ↑

RESIST
You revealed evidence of Corporate diversion of medical shipments. Civilians saw you as a defender of public needs. Corporate tracking systems escalated monitoring.
→ Civilian Influence ↑
→ Corporate Surveillance ↑

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5. Corporate Expansion / Megaproject

The Skyline Arcology Plan

Event Explanation:

A proposed megastructure promised efficiency and jobs but required displacing thousands. Corporate leaders touted inevitability. Local Power negotiated relocation deals. Civilians argued whether the plan signaled progress or exploitation.

SUPPORT
You publicly endorsed the project. Corporate media handlers welcomed your alignment. Local Power appreciated your help moderating resistance.
→ Corporate Trust ↑
→ Local Power Trust ↑
→ Civilian Influence ↑

NEUTRAL
You quietly took a relocation payout. Civilians judged you as someone willing to abandon the neighborhood. Syndicate brokers flagged your pragmatism for future leverage.
→ Civilian Trust ↓
→ Syndicate Influence ↑

RESIST
You shared relocation intel with Syndicate defenders protecting vulnerable households. Syndicate actors rewarded your initiative. Corporate surveillance deepened immediately.
→ Syndicate Trust ↑
→ Corporate Surveillance ↑
→ Record ↑

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6. Surveillance / Security Overhaul

The Predictive Badge System

Event Explanation:
A new predictive ID badge system integrated biometrics with algorithmic risk scoring. Corporate technologists praised efficiency, Governmental agencies touted safety, and Law Enforcement gained unprecedented monitoring precision. Civilians feared misclassification.

SUPPORT
You calibrated early and encouraged others to adopt the system. Corporate analysts relaxed scrutiny over your account. Law Enforcement categorized you as compliant.
→ Corporate Carte Blanche ↑
→ Law Enforcement Trust ↑

NEUTRAL
You postponed badge calibration for days. Law Enforcement flagged your behavior pattern as suspicious. Governmental departments increased verification prompts.

→ Law Enforcement Surveillance ↑
→ Governmental Surveillance ↑
→ Record ↑

RESIST
You published evidence of bias in the predictive scoring. Civilians elevated your voice. Governmental monitors expanded scrutiny.
→ Civilian Influence ↑
→ Governmental Surveillance ↑
→ Corporate Trust ↓

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7. Protests & Social Upheaval

The Great State Sit-In

Event Explanation:
Student and labor groups occupied plazas and campuses demanding reforms. Local Power attempted negotiation. Governmental leaders condemned the movement. Law Enforcement mobilized to respond. Civilians watched anxiously as tensions escalated.

SUPPORT
You supplied the sit-in with essentials. Civilians supporting the movement valued your presence. Local Power saw your logistics help as meaningful.
→ Civilian Trust ↑
→ Local Power Influence ↑

NEUTRAL
You stayed silent, offering no opinion publicly or privately. Civilians interpreted your refusal as cowardice or passive opposition. Governmental monitors marked your indifference as suspicious.
→ Civilian Trust ↓
→ Governmental Surveillance ↑

RESIST
You helped evacuate endangered bystanders when tensions escalated. Governmental officials appreciated your composure. Activists felt betrayed by your involvement.
→ Governmental Trust ↑
→ Civilian Influence ↓
→ Local Power Trust ↓
→ Record ↓

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8. Governmental Crisis

The Budget Lockout

Event Explanation:
A political standoff froze essential services: utilities, permits, payroll, and public programs. Local Power struggled to maintain stability. Civilians felt abandoned as their needs went unmet.

SUPPORT
You argued for compromise and stability. Governmental staff appreciated your calming presence. Civilians noted your attempts to reassure the community.
→ Governmental Trust ↑
→ Civilian Trust ↑

NEUTRAL
You ignored the crisis and continued your routine. Civilians judged you as indifferent. Local Power flagged your residence as non-responsive to public bulletins.
→ Civilian Trust ↓
→ Local Power Surveillance ↑
→ Record ↑

RESIST
You exposed both factions' manipulation of budget figures. Civilians amplified your findings. Governmental monitors escalated tracking of your activity.
→ Civilian Influence ↑
→ Governmental Surveillance ↑

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9. Logistics / Transportation Collapse

The Railline Sabotages

Event Explanation:
Coordinated disruptions shut down freight lines across the region. Corporate operators blamed Syndicate interference. Law Enforcement launched wide investigations. Civilians experienced shortages across basic supplies.

SUPPORT
You helped Corporate teams stabilize stockyards. Corporate officials valued your contribution. Civilians saw you as trying to keep essential goods flowing.
→ Corporate Trust ↑
→ Civilian Influence ↑

NEUTRAL

You stayed out of the situation and traveled far to find essentials. Civilians viewed this as self-interested disengagement. Law Enforcement flagged your unusual travel as anomaly-pattern behavior.
→ Civilian Trust ↓
→ Law Enforcement Surveillance ↑

RESIST
You uncovered signs of Corporate rival sabotage and quietly shared them with Law Enforcement. Analysts respected your insight. Corporate entities added your ID to elevated scrutiny lists.
→ Law Enforcement Trust ↑
→ Corporate Surveillance ↑
→ Record ↑

10. Cultural / Social Flashpoint

The Museum Seizure

Event Explanation:
Governmental agents abruptly seized a major museum's collection after allegations of mismanagement and illicit acquisitions. Civilians erupted into debates—some believed the seizure protected cultural heritage, others saw it as political overreach. Syndicate collectors offered discreet "preservation services," complicating the situation. Confusion deepened as pieces vanished before they could be cataloged.

SUPPORT
You publicly backed the Governmental seizure as necessary for preserving cultural assets. Officials appreciated your alignment during a tense period. Civilians noted your measured approach in heated discussions.
→ Governmental Trust ↑
→ Civilian Influence ↑

NEUTRAL
You avoided the controversy but purchased a cheap "heritage" item from an anonymous seller. Civilians whispered that you benefitted from the chaos. Syndicate actors identified you as someone open to off-record exchanges.
→ Civilian Trust ↓
→ Syndicate Influence ↑
→ Record ↑

RESIST
You helped Syndicate preservationists secure vulnerable pieces before the Government could lock them away. Syndicate intermediaries valued your eagerness. Governmental oversight units escalated monitoring of your movements.
→ Syndicate Trust ↑
→ Governmental Surveillance ↑
→ Record ↑

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11. Territorial / Border Conflict

The Resource Line Redraw

Event Explanation:
A sudden mineral discovery forced a redraw of long-standing district boundaries. Local Power and Corporate mining interests clashed over who controlled the resource zone. Law Enforcement erected new checkpoints and documentation standards. Civilians were thrust into new jurisdictions overnight, generating confusion and resentment.

SUPPORT
You accepted the new borders and advocated for a smooth transition. Local Power appreciated your cooperation. Civilians valued your clear-headed explanations during the shift.
→ Local Power Trust ↑
→ Civilian Trust ↑

NEUTRAL
You continued using outdated routes and documents. Law Enforcement flagged your irregular movements as suspicious. Corporate surveyors noted your presence near contested areas and added you to a review list.
→ Law Enforcement Surveillance ↑
→ Corporate Surveillance ↑

RESIST
You forged temporary transit passes for neighbors trapped in bureaucratic limbo. Corporate officials tolerated your interference since it eased tensions around their sites. Local Power, however, saw your actions as undermining their authority.
→ Corporate Carte Blanche ↑
→ Local Power Trust ↓
→ Record ↑

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12. Educational System Crisis

The State Credential Purge

Event Explanation:
A major data failure invalidated thousands of professional and academic credentials. Governmental offices scrambled to restore records. Corporate HR pipelines froze hiring and advancement. Civilians panicked as their qualifications vanished from official databases. Syndicates stepped in, selling forged replacements to the desperate.

SUPPORT
You helped neighbors compile whatever documentation they still had, offering structure amidst chaos. Civilians appreciated your level-headed assistance. Local Power noted your reliability.
→ Civilian Trust ↑

→ Local Power Trust ↑

NEUTRAL
You stayed detached and resold outdated certification materials at inflated prices. Civilians saw this as taking advantage of their vulnerability. Corporate automation flagged your transactions as anomalous.
→ Civilian Trust ↓
→ Corporate Surveillance ↑
→ Record ↑

RESIST
You uncovered evidence that Corporate data syncing caused the corruption weeks before the purge. Civilians praised your transparency. Governmental systems intensified background checks on you.
→ Civilian Influence ↑
→ Governmental Surveillance ↑

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13. Energy Grid Transition / Failure

The Grid Sync Catastrophe

Event Explanation:
A regional grid synchronization attempt failed catastrophically, causing rolling blackouts and dangerous voltage surges. Corporate energy providers blamed outdated Local Power infrastructure, while Governmental spokespeople urged calm. Civilians struggled to preserve food and maintain essential medical devices.

SUPPORT
You offered your home as a temporary diagnostic node for Corporate engineers. Corporate teams appreciated your cooperation under stress. Civilians saw you helping stabilize the district.
→ Corporate Trust ↑
→ Civilian Influence ↑

NEUTRAL
You minimized exposure by staying inside and focusing on your own needs. Civilians saw this as ignoring shared hardship. Local Power flagged your absence from emergency bulletins.
→ Civilian Trust ↓
→ Local Power Surveillance ↑

RESIST
You identified firmware inconsistencies and shared them with Civilian watchdog groups. Your insight earned local admiration. Corporate monitoring systems escalated scrutiny.
→ Civilian Influence ↑
→ Corporate Surveillance ↑

→ Record ↑

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14. Technological Rollout / Digital Migration

The Deep-ID Merge

Event Explanation:
A sweeping migration merged all identity records into a unified biometric Deep-ID system. Corporate partners promised convenience, Governmental agencies promised efficiency, and Law Enforcement integrated Deep-ID into risk analysis almost immediately. Many Civilians doubted the system's accuracy and longevity.

SUPPORT
You helped neighbors navigate the new Deep-ID requirements. Governmental administrators appreciated your stabilizing presence. Corporate identity systems relaxed their scrutiny of your profile.
→ Governmental Trust ↑
→ Corporate Carte Blanche ↑

NEUTRAL
You delayed enrollment until the system forced a bulk update. Verification mismatches prompted repeated Law Enforcement prompts. Civilians saw your struggles as a sign of deeper instability.
→ Law Enforcement Surveillance ↑
→ Civilian Influence ↓
→ Record ↑

RESIST
You used a Syndicate encryption patch to partially disrupt your Deep-ID profile. Syndicate operators respected your boldness. Governmental departments intensified their tracking efforts.
→ Syndicate Carte Blanche ↑
→ Governmental Surveillance ↑

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15. Judicial / Legal Shock

The Public Defender Walkout

Event Explanation:
Overwhelmed by crushing caseloads, public defenders staged a walkout, leaving thousands without representation. Governmental leaders attempted to downplay the crisis while Civilians organized mutual-aid groups. Law Enforcement faced scrutiny over ongoing detentions. The region felt legally abandoned.

SUPPORT
You assisted reform groups in organizing resources for those suddenly without counsel. Civilians appreciated your dedication to fairness. Governmental actors noted your stabilizing influence.
→ Civilian Trust ↑
→ Governmental Influence ↑

NEUTRAL
You avoided comment and missed a scheduled documentation check. Law Enforcement assumed the lapse was intentional, flagging you for passive monitoring. Corporate HR systems quietly lowered your reliability index.
→ Law Enforcement Surveillance ↑
→ Corporate Trust ↓
→ Record ↑

RESIST
You documented institutional failures and released a summary that spread quickly. Civilians celebrated your willingness to tell hard truths. Law Enforcement took your publication as a challenge to their legitimacy.
→ Civilian Influence ↑
→ Law Enforcement Trust ↓

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16. Industrial / Agricultural Shift

The Harvest Collapse

Event Explanation:
A devastating blight destroyed a majority of the region's crops. Corporate agro-firms promoted synthetic imports as a solution, while Governmental agencies issued ration schedules. Civilians panicked as prices spiked. Syndicate groups capitalized on the chaos with underground food distribution channels.

SUPPORT
You helped enforce ration guidelines and explained them clearly to neighbors. Governmental staff appreciated your cooperation. Civilians valued your fairness during scarcity.
→ Governmental Trust ↑
→ Civilian Influence ↑

NEUTRAL
You stockpiled early, worsening shortages for others. Civilians judged your hoarding harshly. Syndicate scouts noted your resource access for future leverage.
→ Civilian Trust ↓
→ Syndicate Influence ↑

RESIST

You facilitated Syndicate food drops to underserved districts. Syndicate groups relied on your coordination. Corporate agro-monitors flagged your profile for scrutiny.
→ Syndicate Trust ↑
→ Corporate Surveillance ↑
→ Record ↑

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17. Military / Defense Incident

The Live-Fire Breach

Event Explanation:
A live-fire military training exercise malfunctioned, sending munitions into residential sectors. Governmental messaging was chaotic, Civilians panicked, and Law Enforcement erected barricades. The incident became a symbol of institutional negligence.

SUPPORT
You guided frightened residents away from unstable debris. Civilians appreciated your composure. Governmental responders acknowledged how you prevented further injuries during their slow mobilization.
→ Civilian Influence ↑
→ Governmental Trust ↑

NEUTRAL
You stayed far from the chaos. Civilians viewed your absence as indifference. Law Enforcement flagged your avoidance patterns in movement logs.
→ Civilian Trust ↓
→ Law Enforcement Surveillance ↑

RESIST
You circulated a petition demanding accountability from the involved military unit. Civilians rallied behind your insistence on transparency. Governmental oversight divisions increased monitoring.
→ Civilian Influence ↑
→ Governmental Surveillance ↑
→ Record ↑

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18. Scientific / Research Event

The Nullwave Release

Event Explanation:

A containment malfunction at a research lab released a low-frequency "Nullwave" pulse through several districts. Corporate scientists downplayed its effects, though Civilians reported migraines and unsettling dreams. Governmental reassurances were vague and unconvincing. Rumors spread about deeper experimental projects.

SUPPORT
You shared route maps and grounded neighbors with clear explanations of official guidance. Civilians valued your clarity. Corporate teams appreciated how you minimized panic.
→ Civilian Trust ↑
→ Corporate Influence ↑

NEUTRAL
You ignored advisories and remained near the affected zone. Civilians saw this as reckless. Governmental analysts flagged your disregard for protective guidance.
→ Civilian Trust ↓
→ Governmental Surveillance ↑

RESIST
You released early Governmental briefings predicting Nullwave instability. Civilians uplifted your revelations. Corporate research teams escalated monitoring of your activity.
→ Civilian Influence ↑
→ Corporate Surveillance ↑
→ Record ↑

PHASE 4_Wardrobe & Derived Stats
Wardrobe: Your Statement Pieces and You

Wardrobe is the core skill-raising mechanic in Collapse. What you wear really matters. If you invest in a high quality piece of wardrobe you can expect to be recognized for your style and expense. Don't be surprised if people can suss out what type of work you do (build) based on how you dress. It may spark a conversation or alienate you.

Don't fret, to start you will be dressed in everyday clothes giving you a measly +1 but over the course of your adventure you will have the opportunity to buy more and better clothing to boost your build.

Wardrobe is just one of the mechanics that helps round out your character

You have 3 Wardrobe slots to customize and complete your final build and look
These 3 pieces of Wardrobe represent the statement pieces from your overall outfit. You do not have to design every piece of clothing or be descriptive enough to fully or adequately clothe your character through these 3 slots alone. We can all assume you have clothing on (or as can be described) but it is through these statement pieces that others recognize or notice you, especially NPCs.

Each wardrobe piece has a Style Tag (e.g., Muted, Scientific). Style Tags represent the skill that will be boosted when you add it to your Wardrobe.

You can stack multiples of the same tag (e.g., 3x Muted (Standard) = +1*3 Stealth). There is no limit to how you stack, to focus your bonuses or spread them out to reinforce a range of skills is up to you. You can wear all wardrobe slots with the same tag (e.g., all Muted) to stack multiple +Xs to the same skill. Collapse doesn't restrict how Style Tags are distributed—your fashion is your function.

Wardrobe has a Quality Level
(Standard by default)
The Quality Level determines the numeric bonus it grants:
+ 0 = Subpar
+ 1 = Standard
+ 2 = Premium
+ 3 =Luxury
+ 4 = Designer

Reminder: Wardrobe affects your skills (Strength, Occult, Persuasion, etc.), not your stats (VIP).

Example: Vei's Wardrobe
She picks wardrobe tags that reinforce her Inference build:
Scientific (Tech) Piece
Celestial (Occult) Piece
Tailored (Performance) Piece

Wardrobe can also be slotted with Modifier Slots. Like Engrams and CA's, Wardrobe can be modified to increase, add, or change effects.

Skill	Tag	Subpar	Standard	Premium	Luxury	Designer
Athletics	Form Fitting	0	+1	+2	+3	+4
Strength	Bulky	0	+1	+2	+3	+4
Stealth	Muted	0	+1	+2	+3	+4
Thief	Sleek	0	+1	+2	+3	+4
Vehicle	Branded	0	+1	+2	+3	+4
Medicine	Medical	0	+1	+2	+3	+4
Nature	Natural	0	+1	+2	+3	+4
Occult	Celestial	0	+1	+2	+3	+4
Religion	Religious	0	+1	+2	+3	+4
Tech	Scientific	0	+1	+2	+3	+4
Investigation	Vintage	0	+1	+2	+3	+4
Performance	Tailored	0	+1	+2	+3	+4
Persuasion	Revealing	0	+1	+2	+3	+4
Resistance	Layered	0	+1	+2	+3	+4
Vibe	Vibrant	0	+1	+2	+3	+4

Calculate Derived Stats

Once your VIP stats are assigned and your skills distributed, you can now calculate the following derived scores:

These values are used to determine how much damage you can take, how quickly you act, how powerful your Engram deck can be, and how fast you cycle through abilities in combat.

Derived Scores also include the Wardrobe buffs you receive in total V/I/P Stats.

You		Example: Vei
Life = Vigor + 8 + Wardrobe Mods		Life: 2 (Vigor) + 8 = 10
Initiative = Personality + 8 + Wardrobe Mods		Initiative: 4 (Personality) + 8 = 12
Engram Capacity = Inference + 8 + Wardrobe Mods		Engram Capacity: 3 (Inference) + 8 = 11
Movement = Vigor *2		Vigor (2) *2 = 4m Mvmt
Hand Draw = 5 cards		Hand Draw = 5 Cards

PHASE 5_How you Fight
Choose Your Combat Apparatus (CA)

Each Combat Apparatus (CA) enables the use of Engrams and provides additional passive bonuses.
    Think of them as weapons you might use in other TTRPGS and games. In this case your weapon usually does damage but a few of them explicitly restore health.

You may carry multiple CAs, but can only equip one at a time.

CA Basics:

Each CA has a range classification
MR = Melee Range
CR = Close Range
FR = Far Range

You set your Preferred Range with each CA
For Example
MR = -2 Modifier to Roll
CR = -4 Modifier to Roll
FR (Preferred Range) = 0 Modifier to Roll

Each CA, like Wardrobe and Engrams can include Modification Slots which enhance your CA.

Each CA also has a distinct Dttack or Durability Attack. After the effect is applied the player must roll a Durability Dice.
(PENDING)

Durability Dice represents your CA's durability, maybe the ammo runs out or maybe your metal bat shatters as you hit a target.

Combat Apparatus have Durability Dice based on their quality (Standard is 1d6)
Combat Apparatus have Damage Dice based on their quality (Standard is 1d6)

At the end of each combat and scene and you use a CA (to play an Engram), roll its durability dice (or at GM discretion):

Rolling your relevant Durability Dice:
On a 1, the CA is Disabled
You cannot use Modifiers from your deck
You can't use Engram Modifiers or Lucky13 to enhance Rolls until repaired.
You still retain access to Base Cards and Role Abilities

Repairing a CA:
Use a Field Repair Engram
Apply a relevant Gear item (e.g., Duct Tape)
Attempt a creative Skill Check (GM adjudicated)
Access a designated repair location, barter, or favor

Example: Vei: She selects the *ByeFromAhFa*, a Far Range sniper-lens neural rifle with a +2 bonus to card draw. Though slow to load, it lets her access more Engrams—fitting her sharp, high-Inference play-style. She loads a 1-cost Engram, Hinder, her choice as her go-to fallback, emphasizing precision over brute force.

Combat Apparatus Table		
Weapon		Dttack (Durability Roll Attack)
Range	Name	
Melee Range	Knife	
Melee Range	Metal Bat	
Melee Range	Shotgun	
Melee Range	Medkit	
Close Range	Handgun	
Close Range	Revolver	
Close Range	SteroidGun	
Far Range	Rifle	
Far Range	Compound Bow	
Far Range	MedDrone	
	Modifiers	
Card Draw	Card Play / Turn	
Actions / Turn	HP Mod	
Skills Mod	Initiative Mod	
Item Slot Mod	Engram Mod	

Choose Fighting Style

Your fighting style determines how often you hit or how often you are hit. Each fighting style is paired with dice that represent your standard Attack and Defense Rolls.

Available Fighting Styles:

Balanced Fighter: D10 Attack & D8 Defend
Balanced Defender: D8 Attack & D10 Defend
Berserker: D12 Attack & D6 Defend
Turtle: D12 Defend & D6 Attack

You can master 1 Fighting Style to start.
As you develop, you may adopt new fighting styles that can be adopted and used in combat.

When multiple fighting styles are learned. One is always "equipped" or ready - basically think of it as your natural stance. You can change your style but without making a conscious decision you default to this Fighting Style

Switching a Fighting Style counts as your Main Action.

PHASE 6_Resource Economy
Prepare Your Lucky13

Lucky13 is 1 of the 2 resource pools available to you for modifying skill checks. Your Engram Deck is the other

Lucky13 has nothing to do with luck but rather represents an amount of effort you can exert before needing to Full Rest to recharge your skills. It seem unfathomable that you would be able to hack 100 different terminals before needing to rest your eyes, fingers, brain. I mean, could you imagine, what are you, some kind of hero?

You get 13 skill activations per Full Rest. Think of them like charges. These allow you to apply your skill modifiers during checks.

To Modify a Skill Roll, you must spend 1 charge from your Lucky13 pool
You may split the Lucky13 charges across up to 6 skills.
You may reassign Lucky13 allocations after any Full Rest.

If you use a skill, with skill points and assigned Lucky13 charges but you do not wish to enhance the roll, you roll 1d6 only (no modifier).

If you use a skill, with skill points and 0 assigned Lucky13 charges, you roll 1d6 only (no modifier).
     If you wish to apply a Modifier to a roll with 0 remaining Lucky13, you can Overdrive

If you attempt a check with 0 skill points assigned, you roll 1d6 - 3.

Example: Vei's Load-out She gives 5 charges to Tech, 3 to Stealth, 3 to Occult, and 2 to Persuasion. That's her Lucky13—once spent, gone until her next rest.

Build Your Engram Deck

Deck Summary:
- 26 Base Cards + Mods + Nulls
- 10 Rare, 20 Uncommon, unlimited Common
- Mod Capacity = Inference + 8
- Base cards are 0-cost skills
- Mods have cost + rarity
- Nulls count toward Engram Deck total

Like Lucky13 Engrams represent another energy pool available to you in a given day. Base Engrams represent the energy from the skills you use in the world. Engram Modifications (Mods) represent your ability to manipulate how that energy is expressed in the world, like L13 but usually more powerful and varied effects.

Base Engrams have no cost

Modifications have both a point cost (Engram Mod Capacity) and a rarity.
    The more points an Engram Mod costs, the more powerful it is
    The more rare an Engram Mod, the more powerful it is
        You can only hold certain numbers of rarified Engram Mods

Mods can assist in Roleplaying and Combat. How you build your deck and apportion your mods, is up to you.

These individuals cards will be built into your "Engram Deck" a.k.a Engrams.

Mod Capacity = Inference + 8 + Wardrobe

Engrams are Categorized in a few ways:

By Engram Type - Basehand vs Modifiers
    Base Engrams represent the core or verb of your actions while modifiers represent the flavor or adverbs of your total action. Some are straight actions while others triggers effects and rolls.

By Engram Cost & Rarity
    Each Engram Modifier has a cost and rarity, the more powerful the modifier the higher the Engram cost and rarity.

Rarity can be:
Common, Uncommon, or Rare

Engram Rarity
Engram Decks can contain the following:
10 Rare Cards
20 Uncommon Cards
Unlimited Common Cards

Fill your deck up, which will include:
Base Cards (26)
Mods (up to your Capacity)
Your Mod Cards' total Engram Costs cannot exceed your Capacity
Nulls (from the GM)
Nulls will be given to you for the duration of the campaign or sessions. The base amount of Nulls can increase and decrease according to your play, the GM, and the actions of others. You will never be truly rid of Nulls, you can either manage them or succumb to them,

You have access to you full deck anytime during Roleplay (at will).

You must shuffle your deck and draw up for Combat (Turn Based)

You must play a base card to initiate any action whether in Roleplay or Combat

Cards are primarily used during your turn BUT you can activate any card as a reaction by burning 1 point of Lucky13. Mods still require their Base Card when used as a reaction.

Use Modifier Engrams (Mods for short) to modify your results.
All Modifiers require Line of Sight unless explicitly stated otherwise.
All Modifiers affect the zone you are in unless they are Zone breakers.

Used and Burned Engrams and Modifiers go into Null Space (unavailable until your next Full Rest).

You will also receive Null Cards from the GM to add to your deck.
Each Null is shuffled directly into your deck and counts toward your total card count.
For example, if your deck contains 26 Base Cards and 12 Mods, and you receive 5 Nulls, your total deck now contains 43 cards.

Nulls don't replace or remove cards, they simply expand your deck and reduce the odds of drawing something useful.

In game, Nulls represent a failure of technology, a failure of your mind, a denial from your gods, maybe stress, interference, or mental fog. etc. Who knows what Null may mean to you and your character. Null Cards may be assigned by the GM, they are blanks, cards that do nothing when drawn. You can't plan around them. Most players start with just a few. They are part of a player's Engram Deck and can appear in the hand like any other card.

Base Cards
Athletics
Strength
Stealth
Thief
Vehicle
Medicine
Nature
Occult
Religion
Tech
Investigation
Performance
Persuasion
Resistance
Vibe

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
1	Wing-It	Self	Roll 1d4	Add to Result	Common	
1	Bunker	Self		Receive the Bunkered Status Effect at End of Turn	Common	
1	Push/Pull	Target Ally		Move Friendly Target (10m)	Common	
1	Taunt	Target CE		Target creature receives the Taunted Status Effect	Common	
1	Study	Any		Learn Stats of Target	Common	
1	Guardien Angel	Target Ally		Add +2 HP to Target HP	Common	
1	Haste	Target Ally		Target Gains 2 Initiative	Common	
1	Fade Away	Self		Prevent Attacks of Opportunity During Your Turn	Common	
2	Silence	Target Ally		Prevent Attacks of Opportunity During Target Turn	Common	
1	Slow	Target CE		Target Loses 2 Initiative	Common	
2	Double Up	Self		2X Effect	Uncommon	

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
3	Breaker	Self		3X Effect	Rare	
1	Overclocked	Self		2X Effect - Lose 2 Life	Uncommon	
1	Spread	Self		Split The Effect	Common	
1	Modded Up	Self		Add +1 Modifier Roll	Uncommon	
1	Curse	Target CE		Remove -1 Modifier from Target Roll	Common	
1	Reviver	Target Ally		Revive downed Target	Commoin	
1	Bless	Target Ally		Target receives +1 on Modifier roll	Common	
1	Primal	Self	Add Null to top of Deck; Roll 1d4	Modify Effect by X Result	Uncommon	
1	Swap	Target Ally		Swap Gear from Target PC and Yourself	Common	
1	Recycle	Self		Add card from Null Space back into your deck. Shuffle your Deck.	UnCommon	

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
1	Pickpocket	Target CE	Roll Active Opposition Roll vs Target	On Success; you receive Gear from your target. On Failure, you receive nothing	Common	
1	CA Support	Target Ally		Fix Target CA. You must be in the same zone as the target.	Common	
1	Field Repair	Self		Fix Target CA. You must be in the same zone as the target.	Common	
1	Scramble	Self		Return Hand to Deck, Reshuffle Deck. Draw to Hand	Uncommon	
2	Warp	Target Ally		Transfer Gear to Target in Target Zone	Common	
2	Viral	Target CE		Target creature receives the Poisoned Status Effect	Uncommon	
2	Shocking	Target CE		Target creature receives the Paralyzed Status Effect	Uncommon	

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
2	Afar	Target Ally		Send Effect to Target Zone	Uncommon	
2	Glitch	Target CE	Roll Twice	Take Lower Roll	Uncommon	
2	Try Again	Target Ally	Roll Twice	Take Higher Roll	Uncommon	
2	Chill	Target CE	Active Opposition Roll,	on fail, Target is Chilled	Uncommon	
2	Distract	Target CE	Roll 1d6	On Result, Target rolls xd4. If any of their dice Ace, they are Distracted	Uncommon	
2	Vampire	Target CE	Roll 1d4	Target Takes Damage, You Heal	Uncommon	
2	Clear	Target CE		Discard target Passive Engram	Common	
3	Intercept	Target Ally		Target receives the Guarded Status Effect. You become their Guardian	Rare	
2	Marked	Target CE		Mark a Target	Uncommon	
1	Sadist	Self	Add +1 Null Card to the Top of your Deck	Add +4 Final Damage	Uncommon	

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
2	Zone Heal	Target Ally	Roll 1d12	Heal Allies with result of 1d12 Roll.	Uncommon	
3	Obstruct	Target Ally		Create temporary cover to hide your target. If your target moves, they are no longer hidden.	Uncommon	
4	Add it Up	Self	Roll Twice and Add Results		Uncommon	
3	Recycle+	Self		Add card from Null Space back into your hand.	Uncommon	
4	Vampire+	Target CE	Roll 1d8	Target Takes Damage, You Heal	Rare	
4	Eject	Any		Move Target to a new Zone	Rare	
4	Punish	Target CE		Add Additional Null Card to top of Target Deck	Uncommon	
4	Ruin	Target CE		Burn top card from Target Deck	Rare	

Engram Cost	Name	Targeting Restrictors	Extra Actions	Effect	Type	Notes
5	Hack	Target CE	Active Opposition Roll vs Target. on Success Roll 1d4.	Control Target for # of Turns	Rare	
5	Teleport	Target Ally		Swap Positions with Target Ally	Rare	
5	Pickle	Target CE		Swap Positions with Target CE	Rare	

Gear

Gear choices define your immediate utility, survivability, and style. Gear is what you expect, you can find, buy, steal Gear across your game.

Each PC starts with 6 inventory slots

From the Gear Table, choose two 1 Unit items.
        Choosing two Unit 1 items leaves you with 4 open slots.

Gear is single-use unless otherwise specified.

Gear items have a Unit rating (i.e. 1,2,3,etc.) which determines how many slots they occupy
Wardrobe & CA's = 1 space
Narrative items do not take up space

Example: Vei's Kit: Vei selects two Unit 1 Gear items to support her infiltration and survivability:

Duct Tape — Allows her to repair a Disabled weapon for the remainder of combat, ensuring she can stay armed during long engagements.
Stim - Heals her for +4 Life
Both items use 2 of her 6 available inventory slots.

Collapse Gear Table

Units	Name	Effect
1	**Caffeine**	**Athletics Roll +1**
1	Stim	Life +2
1	Defib	Revive Downed Target
1	Creds	Money
1	Pocket Ace	Draw +1 Card

Units	Name	Effect
1	Something Convincing	Persuasion Roll +1
1	Kreotene	Strength Roll +1
1	Neg	Stealth +1
1	Air Freshner	Vehicle Roll +1
1	Fingerprint Powder	Invesitgation +1
1	Prescription	Medicine Roll +1
1	A Nice Stick	Nature +1
1	Void Sigil	Occult +1
1	Saint's Pendant	Religion +1
1	Overclocker	Tech +1
1	Anesthesia	Resistance +1
1	Incense	Vibe Roll +1
1	Alcohol	Performance Roll +1
1	Antiobios	Remove Status Effect
1	NanoCamo	Become Hidden
1	Duct Tape	Repair Broken Weapon for remainder of Combat
1	Boost	Add 1d4 to roll
1	Stacker	Add 6 Viv
3	Smoke Bombs	Attacker ReRolls
3	Caffeine+	Athletics Roll +2
3	Stim+	Life +4

Units	Name	Effect
3	Pocket Ace+	Draw +2 Card
3	Something Convincing+	Persuasion Roll +2
3	Kreotene+	Strength Roll +2
3	Neg+	Stealth +2
3	Air Freshner+	Vehicle Roll +2
3	Fingerprint Powder+	Invesitgation +2
3	Prescription+	Medicine Roll +2
3	A Nice Stick+	Nature +2
3	Void Sigil+	Occult +2
3	Saint's Pendant+	Religion +2
3	Overclocker+	Tech +2
3	Anesthesia+	Resistance +2
3	Incense+	Vibe Roll +2
3	Alcohol+	Performance Roll +2
4	Warp	Change Zones
3	Duct Tape+	Repair Broken Weapon - Restore Durability Dice
4	Antiobios+	Remove Zone Party Status Effects
4	NanoCamo+	Party in Zone is Hidden
5	Defib+	Revive All Downed Party members in Zone

PHASE 7_Identity
Finalize Your Name & Bio Cards

Your GM will use your Identity to shape the world around you. This will include LifeNexus events and actions throughout the game.

Bio Cards

These are roleplay-oriented cards that define your character's identity and narrative hooks. What you reveal and keep to yourself is up to you. Think of these as handouts for other PCs or the GM. There are some obvious things that you won't always be able to hide (notable features like hair for example) but many aspects about yourself can be revealed organically in game as you wish or maybe it is something you never share but have as a grounding aspect of your persons. BioCards can change as your character changes

Card 1: Age, Lifestyle Tier (Squalor/Low/Standard/Opulent)
Card 2: Languages Spoken, Notable Features
Card 3: Known Alliances
Card 4: Known Enemies

These cards don't have mechanical impact, but they shape interactions, faction ties, and roleplay choices. Your GM should use this information to help build the world you inhabit.

Good wellsprings of information will be deriving things from your LifeNexus

Example: Vei's Bio

Card 1: Human, Age 28, Standard Lifestyle
Card 2: Speaks 3 dialects, has cybernetic irises
Card 3: Known to hack quietly for the Lowlight Syndicate
Card 4: Hunted by a scrapped corporate memory broker

Submit Your Dossier

Your Dossier is how you pitch yourself to the world around you. Depending on your choice that Role will provide bespoke abilities that are usable once per Full Rest.

Fighter

> It is always about pushing. Whether that is the situation, yourself, your body, or the world around you, you are a Fighter at heart. Not someone who backs aways or gives up. For better or for worse.
>
> "Clench"
> You can do an additional Push Check.

Chirurgeon

> You have a way with helping others. Maybe you're blessed, maybe cursed, or maybe you've studied just enough corpses that when you bring others back they seem to avoid the worst effects.
>
> "Back from the Brink"
> Prevent a PC from rolling on the Collapse Table when they are Revived

Specter

> You do your best work from the shadows, whether that is metaphorical or literal is up to you but you prefer to have your results known not you.
>
> "Hitman"
> When hidden your attack automatically 2X effect.

Fixer

> You help others be prepared by being prepared. Even in the worst of situations you can always find a way to scrounge up some resources to get the job done.
>
> "Up my Sleeve"
> When you Overdrive, ignore the damage roll.

Face

> Look, you just have a face people like or at least don't want to punch. So take advantage of it while it lasts.

"Ta Da"
You have a "Ganbare! Level 3" to use on yourself at will.

Hermit

You are used to downtime. Being alone also means not doing much. You are actually great at doing nothing and it is something you benefit from. Even the smallest amount of nothing

"MicroSleep"
Short Rest at will.

Ante Up

Your GM will periodically ask you to Ante Up. This will usually happen at the beginning of a session but can happen as deemed narratively necessary by the GM. Should the session traverse long periods of time, you will probably be expected to ante up several times. This simulates the passage of time and the cost associated with eating, drinking, and lodging in the world, anything not explicitly accounted for during the game. If you cannot pay your Ante (let alone the costs in world), the GM will introduce a consequence appropriate to your debt.

Collapse uses "CCs" (pronounced see-sees) as currency.

Default starting credits: 200 CCs

Risk the Roll
Instead of taking the default 200cc starting credits, players may choose to "Risk the Roll" for a randomized starting amount.

Roll 6d6, sum the total, then multiply by 10 to determine your starting cc total (range: 40cc to 400cc).
Fun, right!

Lifestyle Tiers

Lifestyle Tiers determine your living costs and influence narrative and mechanical elements. This does not replace in game costs (like food, lodging, items, etc.) but rather helps to calculate downtime and errant lifestyle costs that may not be explicitly captured. Lifestyle covers the grind of daily survival. Specific items, pleasures, or vices must still be purchased, especially in game.

If unable to pay your Ante, you risk debt and consequences from creditors. Those who will take your cc, your items, or your life

Tier	Weekly Ante	Monthly Total	Description
Subpar	12 cc	50 cc	You sleep where no one else will. Food is ration paste. Power flickers.
Standard	25 cc	100 cc	Shared housing, working utilities, ramen diet.
Premium	50 cc	200 cc	Private pod, clinic access, clean food.
Luxury	100 cc	400 cc	Corporate housing, insurance, "safe" district.
Designer	200 cc	800 cc	Sponsored life; automated comfort.

Scale	cc Range	Real-World Feel	Narrative Meaning
1–5 cc	pocket change	snack / transport	daily entropy
10–25 cc	small wage	week of survival	baseline ante
50–200 cc	payday	a month of comfort	mission reward
400–600 cc	windfall	several months	rare job or high-tier Gear
1 000 + cc	fortune	corporate money	world-altering score

Example: Vei's Ante Up: Vei chooses to Risk the Roll and gets 250 CCs, enough for a few nights in standard lodging or careful budgeting at a higher tier.

Character Creation Checklist

Ensure your character includes all of the following elements before beginning play:

PHASE 1 — Worldbuilding
- World Event
- National Event

PHASE 2 — Core Stats
- VIP (Vigor, Inference, Personality)
- Skill Assignment

PHASE 3 — Factions
- Faction Categorization
- LifeNexus

PHASE 4 — Wardrobe & Derived Stats
- Wardrobe Pieces (3)
- Derived Stats (Life, Initiative, Engram Capacity, Movement)

PHASE 5 — Combat Apparatus
- CA Selection
- Preferred Range
- Durability/Damage Die
- CA Mod Slots

PHASE 6 — Engrams & Deckbuilding
- Base Cards (26)
- Mod Cards (within Capacity)
- Null Cards (Number assigned by GM)

PHASE 7 — Identity
- Bio Cards
- Dossier (Role)
- Lifestyle Tier
- Starting CC (Standard or Risk the Roll)
- Ante Up

Collapse is about survival, style, and sacrifice. Your character is ready—step into the world and see what breaks first.

The Roleplay "System": Dice Rolls, Checks, and Game Mechanics

Checks

      Collapse relies heavily on the 1d6 and 1d12

      Checks will be similar to what you encounter in TTRPGs with the GM asking you to roll for a requisite check related to some action you are choosing to accomplish.

      Collapse utilizes two types of check systems in Roleplay
      Active Opposition Rolls
      Passive Challenge DC Checks (Roll)

      Each type of check system is mutually exclusive and used independently of another.

When will each system be used:

      Active Opposition
      Any check where the target has agency, awareness, or reactive capability. This covers all "alive," "sentient," or otherwise active opposition situations — from NPCs and creatures to AI, traps, or systems that can adapt/respond.

      Passive Challenge
      Any check where there is no active, reactive opposition. This covers "dead," "non-sentient," or otherwise passive obstacle situations — from inanimate objects to environmental hazards or fixed puzzles.

Active Opposition Rolls (Check)

Collapse relies on Active Opposition Rolls when possible. This is to increase the amount of randomization throughout the game but attempts to represent a more realistic world. In many games, your target "takes" a hit or "sits there" to be intimidated. In Collapse they might be dynamically blocking or mentally preparing, giving a greater sense that the NPCs are living, skilled, and flexible interactions. Collapse does not assume you or others in the world operate at your max capacity and capabilities at all times. Some days you may have the yips and some days you're firing on all cylinders. Same for the world around you.

Depending on the capabilities of a creature or NPC, they will utilize a dice appropriate to oppose your check,
i.e. 1d4 = Weaker
i.e. 1d20 = Stronger

Basic Opposition Roll:
1d6 + Skill Modifier (+Ganbare! (optional))

Active Opposition Rolls generate Margin, which determines the strength of the outcome

Active Opposition Rolls Table

Dice	Difficulty Level	Average Roll	Example Use Cases
d4	**Effortless Opposition**	2.5	Weak AI, distracted guard, unlocked drone
d6	**Trivial Opposition**	3.5	Trained worker, corporate clerk, common lock
d8	**Routine Opposition**	4.5	Enforcer, tight patrol, hardened door
d10	**Tested Opposition**	5.5	Elite patrol, reactive system, professional handler
d12	**Challenging Opposition**	6.5	Alert AI, corpsec operative, active monitoring
d20	**Severe Opposition**	10.5	Glitched system, wild algorithm, cursed automation
2d10	**Legendary Opposition**	11.0	Sentient system, world-tier rival, final gatekeeper
2d12	**Mythic Opposition**	13.0	Precursor mind, Null-touched agent, unshackled corporate entity
2d20	**Cosmic Opposition**	21.0	Unknown dimensional force, glitch entity, Null-origin system

Determine Roleplay Margin of Success
The Margin is the difference between the two rolls and helps illustrate your results.

Scaled Margin Conversion
After you find your Raw Margin, add your total bonuses (L13 + Mod rolls) if applicable
Divide by 2.
       If not a whole number, roll an addition d6
       On 1-3: Round Down
       On 4-6: Round Up

This preserves small advantages without predictable rounding.

Margin of Success	Result Tier
1–2	*Barely Succeeds*
3–5	*Solid Success*
6–8	*Strong Success*
9–11	*Exceptional Success*
12	*Flawless Success / Style Point*

Passive Challenge DC Checks (Roll)

Collapse uses Passive Challenge Checks when there is no logic to allow for an Opposition Roll. A door will not fight back when being pushed open.

Passive Challenges use a fixed DC number set by the GM

Passive Challenge DC Checks

DC	Difficulty Level	Example Use Cases
0	**Automatic**	Walking across a lit hallway, holding a stable object, noticing the obvious
2	**Effortless**	Light jog, recalling well-known info, bypassing minor clutter
4	**Trivial**	Simple recall, minor lift, easy climb
6	**Simple**	Basic terminal search, vaulting, routine persuasion
8	**Routine**	Moderate climb, maintaining balance, concealing something under scrutiny
10	**Tested**	Complex leap, technical diagnostics, staying hidden in tense moment
12	**Challenging**	Rewiring old tech, bluffing under pressure, close-quarters search evasion
14	**Difficult**	Sprinting through flame, stabilizing critical system, acting under fire
16	**Severe**	Running while lifting another, piloting through a collapse, overriding active lockdown
18	**Extreme**	One-handed ledge grab, flawless mimicry, decoding real-time system data
20	**Legendary**	Remembering erased data, resisting Null intrusion, interfacing with unknown relic
22	**Mythic**	Surviving Null implosion, rewriting memory-reality loop, guiding a vessel blindfolded
24	**Cosmic**	Breaching time-locked vaults, nullifying an orbital cannon via code injection
30	**Unreal**	Folding space manually, severing tethered AI conscience
35	**Nullbound**	Holding two realities open simultaneously
40	**Collapse**	Rewriting the nature of the world, permanently altering the grid or Null

Set-Rolls

Set-Rolls are used primarily in the case of Status Effects. These rolls represent a mix of Active Opposition and Passive Challenge.

For example, If you are Bound or Paralyzed - the quality of that effect is determined by the entity causing that effect (Active Opposition), but once the effect is applied, it remains consistent until broken (Passive Challenge).

When applied, a Set-Roll rolls the appropriate dice, that "sets" that Passive Challenge Rating.
This Passive Challenge Rating is hidden, unless shared.

Set-Rolls always use 1d12 and do not generate Margin

Saves

When something has a chance to affect your Character negatively, the GM may ask you to make a Save to avoid or reduce negative effects. Saves are reactive checks used to reduce, avoid, or mitigate harmful effects

A Save roll has similar math to a Lucky13 roll

1d6 + Mods + Ganbare! (optional) = Result

If the GM asks for a Save with a skill you do not have any skill points in, use the relevant V / I / P score and half that value rounded up.

Using Lucky13 during a Save does not burn a Lucky13 charge

GMs can also ask for general Stat saves (V / I / P)

Example: Vei is walking down a hallway, triggering a trap, they have but a brief moment to avoid it. The GM calls for an Athletics Save. Vei does not have any skill points in Athletics and therefore must use a modifier that is half of their Vigor stat (2), which means they have a modifier of 1. With a final roll of 1d6 + 1 + Ganbare = Final Roll Result

Combat Apparatus (CA) Durability Rolls

At the end of any Combat or Scene in which a CA is used (Engram activated), the player rolls their CA's durability dice.

Rolling a 1 means the CA is Disabled until replaced or repaired
You cannot use Modifiers from your deck
You cannot use L13 to Modify Rolls
You still retain access to Base Cards and Role Abilities

Lucky13

Lucky13 represents 13 charges players assign across up to 6 skills between Full Rests.

Lucky13 charges are consumed when activating a skill, granting you that Skills' modifiers on Checks.

If you use a skill, with skill points and assigned Lucky13 charges but you do not wish to enhance the roll (use the charge), you roll 1d6 only (no modifier).

If a player has skill points in a skill but no remaining Lucky13 charges, they roll a flat 1d6, skilled characters don't forget what they know, but they do run out of steam.

If a player has zero skill, any skill check will incur a -3 penalty, a hard floor representing unfamiliarity, incompetence, or dangerous guesswork.

You should not be good at everything and these restraints will hopefully encourage you to build a team that shares skills or at least predisposed to a particular style of skill check resolution. Maybe you build a team that can handle any check across the players in your party or you are always going to break down the door to enter a room. You are encouraged to be good at a few things instead of mediocre at many things.

Overdrive: a Mechanic

Reflects narrative moments of overexertion, last-ditch pushes, or emotional outbursts.

A PC may spend 1d4 HP to activate a skill with 0 remaining Lucky13. This allows the player to apply their full skill modifier to a check despite having no L13 remaining in that skill.

This can be done at-will, unless otherwise specified by a GM ability, trait, or narrative condition.

Acing: "Step-Down Aces": A Dice Roll

If you roll the highest value on your dice, you roll an "Ace" and get to roll again.

BUT Instead of rolling the same dice again, you roll the next smallest dice size and add its result.

If you Ace again, continue the process of "stepping down" until Ace rolls stop or you exhaust the lowest dice size 1d4

Example:

Roll 1d10, the Result = 10, you rolled an "Ace", you roll again but 1 dice smaller, a 1d8, the Result = 8, you roll another "Ace", keep rolling. You roll 1d6, the Result = 2. Tally totals and adjudicate results. 10+8+2 = 20

Viv (Temporary HP)

Viv represents short bursts of redirected kinetic energy, instinct, adrenaline, or momentum captured during combat.

Viv Rules
- Viv stacks and can exceed your Max HP.
- Viv is always lost first when you take damage.
- Viv does not reduce Radiation, Corrosive, or Psychic Effects.
- Viv is cleared immediately at the end of combat, a scene, or GM discretion

Viv is earned energy, not rest-based healing.

Push Check

A PC may Push a failed check to reroll, accepting the result of the second roll.

A Push Check can only be done once per rest - per player.

After the Push roll is completed. Players will roll 1d12 on the Push Table and accept the results.

d12	Result Name	Effect
1	DOMS	-1 Vigor Checks
2	Sleight of Hand	Burn 1 Engram from Hand
3	Slow Roller	-2 to Initiative
4	Grey-Out	-1 Personality Checks
5	RFK'D	-1 Inference Checks
6	Phew	Nothing Happens…yet
7	Skill Fracture	Reduce the skill used for this roll to 0 until next Rest.
8	Jackey	-1 Hand Draw
9	DOMS	-1 Vigor Checks
10	RFK'D	-1 Inference Checks
11	Grey-Out	-1 Personality Checks
12	Ouch!	-1d4 to Life

Ganbare!_The Support Mechanic in Collapse

What is Ganbare! ?

    Ganbare! is a support action used to encourage, empower, or emotionally reinforce another player's action in the moment. It reflects a moment of empathy, shared resolve, or team instinct, and always comes at a cost to the supporter.

    Ganbare! costs Lucky13

    Ganbare! must be declared before the target's roll is made.

    Players may not Ganbare! themselves.

    A PC can give Ganbare! once per combat round.
    A PC can give Ganbare! once per Check

    Multiple PC's can give Ganbare! once per combat round (stacking)
    Multiple PC's can give Ganbare! once per Check (stacking)

    Ganbare! costs Lucky13
    Tiered Spend Options

    Spend 1 Lucky13 → Target gains +1 to their roll
    Spend 2 Lucky13 → Target may Reroll the Check
    Spend 3 Lucky13 → Target may roll twice and keep the better result.

    This gives players a spectrum of meaningful support options, allowing them to weigh tactical risk against personal cost.

Sayonara_Player-Triggered Narrative Death

What is Sayonara?

Sayonara is the ultimate act of sacrifice, a conscious choice by a PC to guarantee success in a decisive moment, knowing it will cost them their existence. It is not a punishment or GM fiat; it is a player-driven decision to end their character's story in a way that defines the scene.

When Can You Declare It?

Must be declared once the PC has exhausted all possible avenues to pass a check and cannot be forced by the GM or other players.

Effect

The declared action automatically succeeds, overriding all rolls, resistance, and conditions. Success is total, if the action could partially fail under normal rules, it instead achieves its maximum intended effect within narrative reason.

The PC immediately enters Narrative Death state; no revival mechanics apply.

Narrative Resolution

The GM and player collaborate to describe the character's final moments. This moment should be cinematic, thematically resonant, and impactful to the scene. The PC may perform one final piece of spoken narration, free action, or symbolic gesture before the death occurs.

Restrictions & Notes

Permanent: The PC is removed from play. Any return must be via a new character or special GM-approved plot device outside normal rules.

May only be declared once per character's lifetime.

Cannot be used to circumvent ongoing costs (e.g., Lifestyle Tier, Ante Up, Collapse Roll) unless narratively justified.

If declared in combat, resolve the effect before any remaining combat actions that round.

If declared during a Duel, the PC's final play ends the Duel immediately.

Example – "One Last Shot"

Nyra is cornered by a squad of enforcers, her allies trapped behind a closing bulkhead. The GM calls for a contested check to override the bulkhead's lock before it seals forever. Nyra flexes their muscles as the door's pistons begin to engage. Teammates give her some Ganbare! and give Nyra a boost of encouragement. Nyra consumes Kreotene (+1 strength) and steps into the door frame. Gripping the door, they feel the pressure settle into their palms as they begin to lift. She strains against the weight of the door as the metal groans throughout the room. Even with all of her might, she can not lift the door enough for her team to escape (Failed roll). She repositions herself, her teammates Ganbare! again and Nyra tries again (Push). Still, Nyra fails. The fatigue of her muscles creep through her body but she can't let her team down. She makes eye contact with her team. Looking each square in the eye. Solemnly, Nyra says, "Sayonara" and begins one final heave as she strains all of her muscle and might against the weight of the bulkhead. Almost miraculously, she lifts it enough for her team to scramble out. As the last one escapes, Nyra's muscle rend and tear from her body, she falls to the ground, bleeding, in pain, but she knows she did what she had to. Her team gets to survive. As her mind numbs from the pain, her blurry vision begins to flick and fade and she collapse's into the arms of her squad mate.

Gear, Inventory, and Crafting

Gear items have size, called Units, which consume Inventory Space, and are single-use unless noted otherwise.

Gear represents what you have on your persons to help you be prepared for your adventures. Gear can have many effects on your character and the world around you.

You have a limited amount of Inventory Space available. New Characters begin with enough space to hold up to 6 Units worth of Gear.

Wardrobe & CA and their associated Mods take 1 slot

If you are over encumbered (Total Units of Gear > Inventory Space) you will face negative penalties narratively and mechanically. You will always place at the bottom of your initiative order and the GM can create narrative effects resulting from your greediness.

Combat
Transferring Gear and credits require an action

Roleplay
Players may transfer Gear and credits freely outside of combat.

Crafting
Gear can be combined to craft new modified and powerful single use Gear items that are custom for your PC
With a high enough skill level, certain players can craft their own specialized Gear
Most of the time, this Gear must be specially ordered and created by an outside vendor

Loadouts

Loadouts represent equipment and Gear that can help you on your adventure provided by the GM in game. These items can vary is usage from Narrative Items to CC's, Gear, etc.

Loadouts will be made and provided by the GM.

Loadouts can be a combination of Gear and Narrative Items. All Narrative Items consume 0 Inventory.

Narrative Items given as part of a Loadout usually are "consumed" at the end of the mission, unless the GM specifies otherwise.

Null Cards

In game, Nulls represent a failure of technology, a failure of your mind, a denial from your gods, maybe stress, interference, or mental fog. etc. Who knows what Null may mean to you and your character. Null Cards may be assigned by the GM, they are blanks—cards that do nothing when drawn. You can't plan around them. Most players start with just a few. They are part of a player's Engram Deck and can appear in the hand like any other card.

How Null Cards Work

Drawn Normally: Null cards are drawn into a player's hand during turn-based draws.
Held in Hand: They take up space and offer no action or effect.
Player-Controlled: Nulls are not automatically burned—they remain in hand until intentionally burned. Nulls can not be used as a reaction and must be discarded.

Burning = Discarding

Burning Null Cards

Reminder: Burned cards remain in Null Space until Rest.

In Combat - Null cards may be burned as a Minor Action.

Rest & Recovery

Resting will be an important part of reseting and/or preparing your character.

Resting restores: Lucky13 charges, Burned (discarded) Engrams, and HP.

Full Rests and Short Rest have different restoration mechanics.

If you are not in a secure place - Full Rests can be disrupted if the GM elects to roll on the Rest Event Roll Table

Roll 1d12	Result	Save	Details
1	Attack!	N/A	Rest effects are lost
2	Nothing Happens	N/A	You rest
3	Minor Disturbance	General Stat Save	Roll 1d4. Subtract result from Lucky13. Roll 1d4. Subtract result from HP.
4	Nothing Happens	N/A	You rest
5	Nothing Happens	N/A	You rest
6	Minor Disturbance	General Stat Save	Roll 1d4. Subtract result from Lucky13. Burn 1 non-Null Card from your hand.
7	Nightmares	General Stat Save	Roll 1d4. Subtract result from Lucky13
8	Nothing Happens	N/A	You rest
9	Major Disturbance	Skill Save	Roll 1d6. Subtract result from Lucky13. Roll 1d6. Subtract result from Engrams
10	Nothing Happens	N/A	You rest
11	Nightmares	General Stat Save	Roll 1d4. Subtract result from Skills
12	Refreshed	N/A	Roll an additional Short Rest and add the result even if you are "maxed out".

Short Rest

Your rest is short lived as you stop to drink or eat something. You may sit for a short period but will probably lean against something to not get too comfortable. Probably a good time to check your telecom or rifle through your gear.

Pick 1:
1. Roll 1d6. Add the resultant value back to your Lucky13
2. Roll 1d6. Add the resultant value back to your Engrams
    Engrams returned are randomly drawn from a shuffled Null Space (discard) pile. This includes Null Cards if drawn.
3. Roll 1d6. Add the result back to your HP

Full Rest

You are done for the day and ready for a real rest. You are ready for a full meal. Maybe finding a place to eat or making something yourself. You get a chance to take off your gear, give it a check, make adjustments or repairs as needed. You have a decent amount of downtime before the next leg begins.

Restore all Lucky13
Restore all Engrams (and Null Cards)
Restore all HP

Engram Deck Editing

Players may only edit their Engram decks during rests or times deemed appropriate by the GM (i.e. downtime).

Turn-Based Actions / Combat

Time

Combat is not broken down into chunks of time. Combat happens as it is narratively described. Similar to how a fight sequence would play out in a film or TV Show.

The amount of time in combat is arbitrary and can take mere seconds or hours of time per encounter.

Initiative Order

Initiative in combat is determined by rolling 1d6 and adding your Initiative Modifier.

Initiative ties are resolved by:

Higher Personality (PERSO) skill goes first.

Players act before NPCs/CEs.

Players with ties decide order among themselves.

Reminder: If you are over encumbered you will always place at the bottom of initiative regardless of athletics skill level. Should multiple members be over encumbered, players can decide the resulting order.

Movement

Core Scale
Table scale: 1 inch = 5 feet (approx. 1.5 meters)
Each point of Vigor = 10 ft of movement per turn

1 Vigor = 2 inches
Example: Vigor 3 = 6″ per turn (30 ft)

Examples:
Vigor 4 → 8″ per turn
Vigor 5 → 10″ per turn
Vigor 6 → 12″ per turn

Movement Formula
Total Movement (in inches) = 2 × Vigor
Minimum baseline: even Vigor 1 moves 2″ (10 ft)
High Vigor: Vigor 6 = 12″ (60 ft)

Zone Movement (Cinematic Mode)

Zone Type	Approx. Size	Movement Cost
Small (room, hallway)	15–20 ft (3–4″)	1 Move
Medium (platform, rooftop)	30–40 ft (6–8″)	1–2 Moves
Large (street, warehouse)	50–60 ft (10–12″)	2 Moves

Moving zone-to-zone: costs 1 Main Action
Controlled Zone: moving in/out triggers Attack of Opportunity (AoO)

Movement Types

Type	Cost	Description
Standard Move	1 Action	Move up to 2″ × Vigor
Dash	2 Actions	Move 4″ × Vigor (or 2 Zones)

Engagement & Range Integration

Range Band	Table Distance	Description
Melee	0–2″	Adjacent, melee-only attacks
Close	2–7″	Standard combat zone
Far	7–12″	Rifles, ranged CAs
Extreme	12″+	Scoped fire, drones, off-table (Special Use Case)

Range Bands in Collapse represent threat reach, not arm length.
A Melee Band includes all distances where a person can close the gap and strike in one motion — lunge, tackle, stab, rush, or grapple. In real-world close-quarters encounters, this threat zone naturally extends far beyond arm's reach.

The table distances exist only to position miniatures relative to one another.
They are not literal measurements of weapon length or physical contact range.

Melee is the immediate danger zone — any distance where a character can reach or rush an opponent in a single motion.

GM Guidelines
Each Move Action should look like cinematic repositioning.
Encourage film-like movement, not grid counting.
Limit AoOs to one per CE per turn.

Zone Movement vs Grid Movement

Collapse uses two scales of movement depending on the tactical situation:

Zones (Abstract Movement)
Zones represent the combat tracked portions of a larger spaces—rooms, rooftops, alleys, mall wings, etc.
Changing Zones uses cinematic repositioning:
- 1 Main Action = move to an adjacent Zone
- Distances between Zones are abstracted (no inch measurement needed)

Grid Movement (Within a Zone)
Inside of a Zone is a map/grid, where measurements apply
This allows precise repositioning, cover placement, and distance-based effects when needed.
- Total movement per turn = 2 × Vigor inches
- Zone changes always override inches; no measurement is required to transfer from 1 Zone to another Zone.

In short:
Inches matter inside a Zone. Zones matter between areas.

Zone Control

Zone Control determines who commands the space and who triggers Attacks of Opportunity (AoO).

How Zone Control is Determined
- Count Friendly units vs Hostile units in the Zone.
- Majority = Control (AoO)
- Tie = Contested (no AoO).
- Minority = No Control (Can be Attacked)

Effects of Zone Control
- Leaving a Zone controlled by an enemy triggers one Attack of Opportunity against you.
- Entering a Zone does not trigger AoO—only leaving.
- AoOs are limited to one per character per turn.

Zone Control is fluid—whenever the number of combatants changes, control adjusts automatically.

Attack of Opportunity (AoO)

Triggered Attacks When Crossing Someone's Preferred Range

An Attack of Opportunity (AoO) represents a fast, opportunistic strike triggered when someone tries to slip out of the space you actively watch over. It makes positioning matter without turning the game into a grid-counting exercise.

AoOs keep Zones dynamic and remind players:
if you run through someone's Preferred Range, they get a swing. If they do, you get a swing.

When AoOs Trigger

A creature provokes an AoO when they move into or out of another creature's Preferred Range.
A creature's Preferred Range depends on their equipped Combat Apparatus:
- MR → threatens immediate adjacency
- CR → threatens close distance
- FR → threatens mid- to far-distance transitions

If the mover's path crosses the attacker's Preferred Range band, the attacker may make an AoO.

This applies whether:
- the mover is leaving a Zone
- the mover is passing through a Zone
- or the mover is repositioning during combat

AoOs are always tied to spatial transitions.

When AoOs Do Not Trigger

No AoO is triggered if:
- The mover stays entirely outside your Preferred Range
- The mover enters your Zone but doesn't cross your range band
- The mover is in a neutral Zone (equal friendlies and hostiles)
- The mover uses a Minor Action to Disengage
- The attacker is unable to react (Stunned, Distracted, etc.)

How an AoO Works

An AoO is a fast strike — not a full Duel or Combat Strike

Roll:
- Attacker rolls their Attack Die (from Fighting Style).
- Defender rolls their Defense Die (from Fighting Style).
- No Lucky13 or Modifiers

If the attacker wins:
Deal 1 Damage Die (always one die, no Margin scaling).

If the defender wins or ties:
No damage. The mover continues freely.

Limits
To keep combat quick and cinematic:
- Each creature may perform 1 AoO per round
- A creature can provoke multiple AoOs if they cross multiple Preferred Ranges
- AoOs never burn Engrams unless a Reaction Engram says so

Combat Order of Operations:

During your turn you can:

Free Actions:
       Speak Briefly

Use 1 Minor Action + Move Action:
       Draw 1 Card
       Use 1 Item
       Burn 1 Card
       Roleplay Action (Disengage)

Use 1 Major Action:
       Dash Move Action
       Play 1 Base Card + Mods (Unlimited)
       Equip/UnEquip CA
       Transfer Gear in Zone
       Bunker
       Change Zones (with Status Effect) (may prompt Attack of Opportunity)
       Change Fighting Style

Attacking, Defending, and Duels!:

Combat

Overview
All combat in Collapse runs on Active Opposition Rolls.
Both attacker and defender roll simultaneously using their chosen Fighting Style Dice.
Combat is not a slow exchange of hit points. It's the conversion and redirection of kinetic and cognitive energy.

1. Opposed Roll
Both sides roll their respective dice.

If the Attack Roll > Defense Roll, the attack lands.
If the Defense Roll > Attack Roll, the defense dominates.

If tied, a Duel! is forced

2. Determine Damage - Margin of Success
The Margin is the difference between the two rolls and modifies your results.

Scaled Margin Conversion
After you find your Raw Margin, add your total bonuses (L13 + Mod rolls).
Divide by 2.
   If not a whole number, roll an addition d6
   On 1-3: Round Down
   On 4-6: Round Up

This preserves small advantages without predictable rounding.

3A. Attack Resolution
If the attacker wins:
Roll a number of Damage Dice equal to your Margin Band.
Use your CA Die (determined by quality).
     Check for Acing
Apply total as damage to the target.

3B. Defense Resolution
If the defender wins by 1-2, they receive no damage.
If the defender wins by 3 or more, you capture the kinetic energy of the missed attack as Viv, temporary HP.
Roll a number of Viv Dice equal to your Margin Band.
Use you CA Die (determined by quality)
     Check for Acing

Add the total to your temporary HP (Viv).
     Viv dissipates at the end of combat.

Margin	Dice Modifier
1-2	1
3-5	2
6-8	3
9-11	4
11-13	5

Duels!

The attacker can initiate a Duel!, if they wish to continue the combat with their target (you can not switch targets in a Duel!). They must formally challenge their target to a Duel!. Should their target accept, a Duel! is initiated.

During Combat, if an Active Opposition roll ties, they become locked in a Duel!, this occurs automatically.

A Duel! goes like this:

> Each duelist rolls 1d12
> > You do not have to play a Base Engram to Duel!
> > Players can use Lucky13 and received Ganbare to add modifiers to rolls. This is treated as standard usage
> > Players can not use Gear or Engram Modifiers
> > Players can discard Engrams to receive a modifier to their roll equal to the Engram Modifier Cost
>
> Higher Rolls win = 1 Damage
> > If there is a tie, reroll until there isn't
> > Duelists Keep Track of their respective Wins and Losses
>
> I Yield!
> > When a duelist exclaims "I Yield!", the Duel! is over
> > Yields must be triggered before a duel roll
> > The one who Yields! accepts an additional loss

While not required every time, this mechanic adds drama and escalation to otherwise linear engagements.

Reminder: At the end of combat/scene, if you used your CA (used an Engram), you must roll a durability dice that is equal to the quality of your CA. If you roll a 1, your CA is Disabled

Environmental Effects & Damage

The world of Collapse is full of traps, pitfalls, heights, and extreme environments for your character to explore.

Name	Effect	
Fall Damage	Base Damage 1d4	Larger Falls = greater damage stacking i.e. 3d4
Psychic Effect	Add Null Cards added to Engram Deck	Larger Psychic Effects = more Nulls
Radiation Effect	Reduce Total Max Health	Larger Radiation Effects = more health reduction
Heat Effects	Burn 1 Lucky13 to avoid effect or 1d4 damage	Greater Heat Effects = more Burn requirements and Damage
Cold Effects	Burn 1 Lucky13 to avoid effect or receive Initiative -4	Greater Cold Effects = more Burn requirements and Initiative Reduction
Corrosive Effects	Roll Durability more for every CA use	Larger Corrosion Effects = more Durability Rolls required
Physical Damage	Base Damage 1d4	Contains all types: Bludgeoning, Piercing, Crushing, etc.

Status Effects

Status Effects are the temporary glitches, boons, and mental static that twist how you move, think, or fight.

A status effect last for 1 Full turn of Combat or a few minutes in Roleplay.
These effects can be modified with Modifier Engrams

COLLAPSE STATUS EFFECTS TABLE		
Name	Effect	Save
Downed	You are out of the fight.	None. Must Be Revived. Roll on Collapse Table
Hindered	You are delayed, you lose all actions.	Burn 1 Card from Hand
Bound	On Fail, Minor Actions	Set Roll
Paralyzed	If you fail, you Lose Major Actions	Set Roll
Parry-ed	On Success, Target's Next Damage Received this turn is 2X	Active Opposition Roll
Taunted	You must attack the creature that taunted you, or skip your turn fuming	Set Roll
Distracted	**Lose Main Actions**	**Set Roll**
Bunkered	Receive 1/2 damage from all attacks	None. Can not move AT ALL.
Poisoned	On Fail, Receive 1d4 Damage	Set Roll
Marked	On Fail, you are marked. Target's Next Damage Received this turn is 2X	Set Roll
Nullified	Can not use Modifier Engrams - all rolls are deskilled rolls unless Lucky13 is used	Set Roll
Chilled	on Fail, 1/2 Movement Speed	Set Roll

Downed, Dying, & Reviving

You can die in two ways.

1. Combat Death
2. Narrative Death.

Combat Death

Being downed in combat (0 HP) means you are unable to take any actions until you are revived. There is an engram and an item for reviving, and even a narrative mechanism for revival should you be downed during combat.

Engram - Heal
Item - Reviver
Narrative Revive - Medicine check by GM, Life = 1

If you die, sorry, you can re-roll a new character - or the same character if you liked them.

Every time a character survives from being downed, they must roll on the Collapse Roll Table (1d12) and take a permanent debuff for the remainder of your character's existence.

There are currently three difficulties of Collapse.

I Want to Live. - Debuffs for players who like to play one character for a longer time

I Want to Suffer - Inbetween

I Want to Die - Debuffs for players who like to play a tougher game with increased chance of player loss

Narrative Death

Narrative Death is something a bit more scripted and permanent. If your GM decides it is time for you to join GAIA, then it must be so. Obviously this should be done for narrative effect at the table and for the greater whole of the game. If it is for spite, then you should probably find a new table because that GM sucks.

I Want to Live

Roll 1d12	Result	Details
1	Nothing Happens	Weird, Dying isn't so bad!
2	Tremors	Before you play a card, roll 1d12. If you roll a 1, you fail your action.
3	User - Error	Roll Twice each Durability Roll
4	Brain-bleed	Permanent -1 debuff from total L13 available
5	Anemic	Permanent -1 debuff to Life
6	Nothing Happens	Weird, Dying isn't so bad!
7	Numb	Permanent -1 debuff to Initiative
8	Nothing Happens	Weird, Dying isn't so bad!
9	Just A Little Worse	-1 to any roll result with a Modifier
10	Scattered	Permanent -1 debuff to Card Draw
11	Long Term Medicine	Your Ante Up is permanently increased by 1 Lifestyle level
12	Nothing Happens	Weird, Dying isn't so bad!

I Want to Suffer

Roll 1d12	Result	Details
1	Pain Ghost	First hit you take each combat deals +1 additional damage.
2	Tremors	Before you play a card, roll 1d12. If you roll a 1, you fail your action.
3	User - Error	Roll Twice each Durability Roll
4	Brain-bleed	Permanent -1 debuff from total L13 available
5	Anemic	Permanent -1 debuff to Life
6	Soul Lag	Start each combat with –1 Initiative and –1 Engram Draw.
7	Numb	Permanent -1 debuff to Initiative
8	Data Parasite	CA Durability –1 die step (d6→d4, etc.).
9	Lion's Heart	You can not use MR CA's
10	Scattered	Permanent -1 debuff to Card Draw
11	Long Term Medicine	Your Ante Up is permanently increased by 1 Lifestyle level
12	Just A Little Worse	-1 to any roll result with a Modifier

I Want to Die

Roll 1d12	Result	Details
1	W A T !	You actually died
2	Tremors	Before you play a card, roll 1d12. If you roll a 1, you fail your action.
3	Brain-bleed	Permanent -2 debuff from total L13 available
4	Numb	Permanent -2 debuff to Initiative
5	Anemic	Permanent -3 debuff to Life
6	Deskilled	Permanent -3 debuff to Engrams
7	Busted Back	Permanent -2 debuff to Inventory
8	Bad Vision	You can not use FR or MR CA's
9	Lion's Heart	You can not use MR CA's
10	Scattered	Permanent -1 debuff to Card Draw
11	Long Term Medicine	Your Ante Up is permanently increased by 1 Lifestyle level
12	Ticking Time Bomb	Next time you are downed it is instant permanent death. Oh, and you know.

Narrative Terms

Narrative terms will be used throughout the game to describe the state of something without assigning a strict hit point value or armor status. The GM will use Narrative terms to signify something the PCs should know e.g. you approach a hardened undamaged door, implying the door you approached is visibly secured - hopefully telling you not to just jiggle the handle. The PC can also ask for the narrative terms of an object.

Damage

Undamaged - At full health
Fair - Has received some damage but otherwise fine.
Damaged - Damaged - less effective
Knackered - Obviously on its last leg

Condition

Subpar - Cheaper / Weaker
Standard - As expected
Hardened - Reinforced / Armored - Defending from abuse
Fortified - Heavily Reinforced / Heavily Armored - Expecting abuse

Character Advancement (Early Stages - Not Fully Implemented)

For this version of Collapse, the Advancement system is intentionally undercooked.

Collapse is already dense with moving parts—Engrams, Wardrobe, CAs, Lucky13, and Faction Meters—so Advancement is the one area we've left intentionally loose. The goal is to give you tools, examples, and a sense of scale without locking the game into a rigid leveling structure before we have player data.

Right now, Advancement works like this:
- It exists.
- It matters.
- But it is deliberately framework, not formula.

You'll find a list of upgrades arranged from "expensive and rare" down to "cheap and common." That list is your menu. It shows the kinds of improvements characters can earn over time, and the relative weight of those improvements, but it does not enforce prices, XP thresholds, or progression rails.

In this version:
- There is no leveling system.
- There are no guaranteed upgrades at set intervals.
- Advancement comes from play, downtime, CCs, and what the fiction makes possible.

The GM decides when upgrades become available, what they cost, who can perform the work, and what complications might arise. Collapse is a world of scarcity, favors, and negotiation—advancement reflects that.

Future editions may introduce a more formal system once we have enough real-world tables breaking, bending, and stress-testing Collapse. For now, Advancement is a flexible scaffolding meant to empower your table, not limit it.

Treat it as guidance, not gospel.
Make it yours.
Break it if you need to.

Players can advance 7 elements of their character. This advancement costs usually both CCs and XP.

Auto Attack Upgrade

Can equip higher cost engrams as their auto-attack

Skills increase
These are the most valuable increases and advancements you can receive. Do not be surprised if the sticker price of this procedure shocks you.

Mod slots
These modifications are custom made augments to your gear. Some of these advancements are standard and reasonable in price but pushing augments always pushes up the costs of each subsequent upgrade.
    CA Mods
    Wardrobe Mod
    Engram Mod

Card Draw increases
These augments help you deliver more complex and interesting strikes in combat.

Inventory slot increases
These increases help you carry more and utilize more of the economy in Collapse.

Advancement Cost (Example Values)

		First Cost	Next Added Cost Formula	XP Cost
Skills Increase		100000		50000
Auto-Attack Upgrade		50000		25000
Mod Slots				
	CA	15000		7500
	Wardrobe	10000		5000
	Engram	5000		2500

		First Cost	Next Added Cost Formula	XP Cost
Card Draw		2500	6250	2500
Inventory Slot				500

Tier 1 — High-End / Premium Upgrades (extremely expensive)

These are major changes to your character's capabilities.

• Unlock a New CA Trait

Add a unique passive or reactive feature to your Combat Apparatus.
(Examples: ricochet patterning, biofeedback targeting, nullwave harmonics)

• Add a New Wardrobe Modifier Slot

A tailoring-level rebuild. Allows special modifiers to hook into your clothing.

Tier 2 — Significant Upgrades (expensive)

• Increase CA Durability Die Quality

• Increase CA Damage Die Quality

• Add a Mod Slot to Your CA

Extra rails, extra ports, multidrive channels

Tier 3 — Practical Power Boosts (mid-cost)

• +1 Wardrobe Quality (Standard → Premium)

Better stitching, reinforced fibers, functional elegance.

• +1 Skill Point

Coaching, practice, corporate microcourses.

• Learn an Additional Fighting Style

Training time with an expert or a bruiser.

• Gain +1 Inventory Slot

Better packs, pockets, or wearable rigs.

Cards, Concepts, and Line Items

Players will have various Cards that are built into Decks representing different elements of their character which is finished off with the Line Items from your Character Sheet.

Engrams

Engrams are Collapse's version of spells or powers. Each Engram has a cost (Engram Cost) and performs a specific action in Roleplay or Combat: the verb associated with your action. These individuals cards will be built into your "Engram Deck" a.k.a Engrams.

Engram Decks are shuffled to increase RNG Mechanics. If you draw poorly, Mulligans are at the discretion of the GM and by player request.

Engram Card / Deck Editing

Players may only edit their Engram decks during rests or times deemed appropriate by the GM (i.e. downtime). Duplicate cards are allowed and effects stack

To Start, Player Characters can Draw 5 Engrams as their hand total. You will be able to hold more Engrams (cards) through equipment

A PC will hide or reveal their Engram hand depending on their visibility status. This applies to Roleplaying and Turn-Based Actions like Combat

If a PC is "hidden" (via stealth or circumstance), a PC can hide their hand from the GM.
If a PC is "seen" the players must reveal (open) their hand to the GM when prompted.

Null Cards

Null Cards are additional cards added to your Engram Deck that have no function, ability, or purpose. Mechanically they "pollute" your Engram Deck by reducing the chances of drawing Engram cards versus a Null Card.

In game Nulls represent a failure of technology, a failure of your mind, a denial from your gods, etc. Who knows what Null may mean to you and your character.

Gear

Each piece of Gear has a Unit and performs a specific action. Those actions can be varied and various Each piece of Gear is single use.

BioCards

BioCards represent the personal information of your character. Each card contains various details and can be handed out, revealed, or hidden from other Players.

Combat Apparatus

Your Combat Apparatus is what you use to activate your Engrams. Without your CA, you are unable to tap into more powerful Engrams. Your CA determines the range and damage die used when playing Engrams. All CA's have durability and damage represented by their Quality Dice.

> i.e. 1d4 = Less Durable & Less Damaging
> i.e. 1d20 = More Durable & More Damaging

Null Space

Null Space is where your Engrams and Null Cards are placed once they are played or burned. Think of this as your discard pile or graveyard. Played Engrams are burned and moved to Null Space until you rest.

Durability Dice

Durability Dice is a way to capture and represents the normal wear and tear of your Combat Apparatus. Whether that is the ability to reliably fire or operate; Durability Dice help track CA degradation, worth, and value.

Base cards

Base Cards are the "core actions" you must play to start any Engram effect. The system starts with a fixed twenty-six Base cards. They don't have an Engram cost and don't contribute to the capacity calculation, but they do occupy slots in the deck for drawing.

Mods

Mods modify, enhance, or alter your Base Card effects. Mods are played alongside Base Cards and cannot be used alone. Each Mod has an Engram cost. When a player adds a Mod to their deck they decide how many copies they want; the total Mod cost for the deck is the sum of each card's cost multiplied by its quantity. You compare that total against the character's Capacity (derived from VIP). Mods are counted in the overall deck size but they do not replace any of the twenty-six Base cards.

Nulls

Nulls have no cost and aren't limited by Capacity. They don't reduce the Base-card requirement; they just inflate the total number of cards in the deck, making it harder to draw something useful. When the GM assigns a Null, it should be added to the deck without affecting the Base or Mod totals.

Deck size

There's no upper bound on the number of cards in the deck, provided the Mod cost stays within the character's Capacity and the Base cards remain at twenty-six. As you add Mods and receive Nulls, the deck simply grows larger.

Deck Availability

In roleplay you have full access to your deck; in combat you draw a limited hand.

Capacity

Your Capacity (derived from VIP) limits how many Mod Cards you can include in your deck.

Status Effects

Status Effects are short-term conditions applied during scenes or combat that alter your VIP stats, movement, rolls, or available actions.

Margin

Most rolls use active opposition, and the difference between results (Margin) determines the strength of the outcome.

Push Check

Push Checks allow a character to force momentum, escalate a situation, or attempt a high-risk, high-reward action.

Active Opposition Roll

Most challenges in Collapse use Active Opposition Rolls where both sides roll dice and compare results.

Lucky13

Lucky13 represents your character's personal effort and grit. It fuels certain rolls, abilities, or risk-taking actions.

Range Categories

Range determines how successfully you can target in a Scene or combat round. Line of Sight determines if you can target

Faction

A Faction represents an organization, group, or power structure your character tracks or is tracked by. It influences how NPCs see you, the resources you can access, and the kinds of conflicts or alliances you may encounter in the world.

Wardrobe

Wardrobe is what your character wears, their style, silhouette, and aesthetic identity. In Collapse, Wardrobe is mechanical: it modifies your VIP, affects Skills, and can shape how you are perceived in social or factional situations.

VIP (Stats)

VIP stands for Vigor, Inference, and Personality, the three core stats that define your character's physical ability, mental acuity, and social presence. VIP determines your Skills, your Mod Capacity, and several Derived Stats used throughout gameplay.

Skills

Skills are your character's learned abilities, aptitudes, and proficiencies. They determine your bonuses on checks and help define what your character is good at — physically, mentally, socially, and technically.

LifeNexus

Your LifeNexus captures your character's history. Where they came from, what shaped them, and key events from their past. It helps inform roleplay and gives the GM material to weave into the narrative.

Derived Stats

Derived Stats are calculated from your VIP and Wardrobe. They include things like Movement, HP, Initiative, and other values used during Scenes and combat.

Saves

Saves are defensive rolls made against hazards, effects, or environmental dangers when no active opponent is present.

Short Rest

A brief pause between scenes to catch your breath. Choose one pool to refresh (Lucky13, HP, or Engrams) and restore it a small amount.

Full Rest

Extended downtime at the end of a long day. Restore all Lucky13, all Engrams (and Null Cards) from Null Space, and all HP.

Combat

Combat is turn-based, with characters moving and performing actions in a structured order.

Initiative

Initiative determines the order characters act in during combat.

Line of Sight

Line of Sight determines whether you can target something directly, based on visibility and environmental obstructions.

Environment

Terrain, cover, elevation, and hazards can affect rolls, movement, and visibility during Scenes.

Hand

Your Hand is the set of Engrams you currently hold in combat. (Base + Mods + Nulls)

Burn

Playing a card sends it to Null Space until a rest.

Zones

Zones are the abstracted "bubble" used during combat. The Zone requires measured movement but the space between Zones is abstracted.

Viv

Viv is temporary HP. It represents short bursts of instinct, adrenaline, and reactive energy. Viv disappears at the end of combat or a scene.

Overdrive

Overdrive lets you apply a Skill Modifier when you have no Lucky13 left. Doing so costs 1d4 HP. It's a last-ditch push when you're out of resources.

Ganbare!

Ganbare! is Collapse's support mechanic. It allows allies to give each other small boosts encouragement, assistance, or teamwork.

Set Roll

A Set Roll is a fixed-difficulty roll against a specific number instead of an opposed roll. Status Effects often use Set Rolls to determine what you need to beat lest you overcome or succumb to them.

Sayonara

Sayonara is Collapse's cinematic final-death mechanic. A narrative and mechanical endpoint representing permanent character death. It is not a "downed" state; it is the end of the character's story.

Downed

Downed is the state where your character has been reduced to 0 HP.

Attacks of Opportunity (AoO)

An Attack of Opportunity is a free attack triggered when a character leaves the Preferred Range Band of someone within a Controlled Zone owned by the Attacker. AoOs can occur outside the attacker's normal turn.

Controlled Zone

Controlled Zone is determined by the quantity of Targets vs Friendlys in a zone. Whoever has more, controls the zone and gains Attacks of Opportunity

Roles

Roles represent broad archetypes or specializations. Some Engrams, Gear, and abilities are restricted by Role. Roles help shape how your character approaches challenges.

HP (Life)

HP represents your character's physical health and ability to withstand harm. When HP reaches 0 you become Downed.

Actions

Main Action — your primary action on your turn (attack, use an Engram, etc.)
Minor Action — small supporting actions (draw a card, reposition, reload, etc.)
Free Action — quick, non-impactful actions that require no meaningful effort.

Duel

A Duel is a focused one-on-one Active Opposition Roll between two characters.

Modifiers

Modifiers are the bonuses or penalties you apply to rolls or results based on your Skills, VIP, Gear, Wardrobe, CA or Status Effects.

Passive Challenge

A Passive Challenge is a static difficulty the GM sets when there is no active opponent. Instead of a Duel or opposed roll, you must meet or beat a Target Number using your Skills, VIP, and Modifiers.

Collapse Meter

Collapse Meter is your psychological pressure track — how close you are to breaking or dying for good.

Trust & Distrust

Trust & Distrust is how much a Faction trusts or hates you.

Surveillance & Carte Blanche

Surveillance is how much a Faction monitors your actions. Carte Blanche is how much a Faction ignores your actions.

Record & Influence

Record is how wanted your are. How much heat you have coming down on you. Influence is how well known you are and how you can use that.

Style Tag

A Style Tag is a keyword on a Wardrobe piece. Each Style Tag grants a bonus to a specific Skill when that piece is worn.

CCs

CCs ("see-sees") are Collapse's currency. You use CCs to pay Lifestyle costs, buy gear, and handle most in-world transactions.

Lifestyle Tier

Lifestyle Tier describes your cost of living (your Ante). It sets your baseline CC drain between sessions and colors how you're expected to live in the world.

Ante

The amount you pay the maintain your Lifestyle Tier

Preferred Range Band

The optimal distance at which your CA or Engram functions. Moving out of an enemy's Preferred Range Band inside a Controlled Zone can trigger an Attack of Opportunity.

GAME MASTER REFERENCE MATERIAL

GM Deck
      GM Deck is used for Combat / Turn Based Scenarios

      30 Card Deck
            5 Nulls
            15 Base Cards
            10 Mod Cards

      GM is 5 Card Draw

      GM Draws 1 Card at the END of CE Turn

      If Gm Hand = 5 Cards. GM Does not draw

      GM can play multiple Engram cards like a PC would play multiple modifiers

GM DECK (BETA) — OFFICIAL RULES TEXT

The GM Deck is the Collapse equivalent of an enemy "ability engine."
It gives the GM a predictable-but-random toolkit so Combat Encounters (CEs) feel dynamic, dangerous, and fair.

The GM Deck is only used during Combat or other Turn-Based scenarios.

———

Deck Composition (30 Cards Total)

The standard GM Deck contains:
-     5 Nulls

Dead draws that represent hesitation, environmental chaos, or tactical error.
-     15 Base Cards

These are CE "verbs"—movement, strikes, pushes, zone changes, suppressive fire, etc.
-     10 Mod Cards

These are CE "adverbs"—range tweaks, status effects, multi-target actions, etc.

This ratio ensures the GM's turn economy stays volatile but readable.

GM Decks scale with danger.
Higher-tier CEs may add more Mods or fewer Nulls.

———

GM Hand Rules
- • The GM has a hand size of 5 cards.
- • At the end of every CE Turn, the GM draws 1 card.
- • If the GM is already holding 5 cards, they do not draw.

This keeps the GM's options limited and prevents oppressive spike turns.

———

Playing GM Cards

The GM plays cards exactly like a PC plays Base Cards + Modifiers:
- • A CE may play 1 Base Card as its primary action on its turn.
- • The GM may attach any number of Mod Cards to that Base Card

(as long as the Mod satisfies that Base Card's tag requirement, if any).

This mirrors player card flow, so players can intuit how CE turns work.

———

Null Cards (GM Deck Version)

When the GM draws a Null Card:
- • It enters the GM's hand like any other card.
- • If played, a Null Card does nothing.
- • If held, it simply takes up space.

This simulates "stall turns," equipment failures, interference, or shifting environment.

GM Nulls are not burned or discarded until the GM chooses to discard them (usually at Rest or Encounter End).

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Using the GM Deck Fairly

The GM Deck is not a punishment system.

It exists to:
- Standardize GM turn complexity
- Prevent "infinite action" CEs
- Add chaos without overwhelming the table
- Give PCs readable, learnable enemy patterns

When a CE plays a big turn, it's because the GM had Mod combos available—just like a player.

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Deck Refresh

The GM reshuffles the entire GM Deck when:
1. The deck runs out
2. A new Encounter starts
3. A major scene/phase shift happens (GM call)

———

Optional: Scaling Difficulty

GMs may modify deck composition by:
- Adding more Mods → tougher
- Adding more Nulls → safer
- Changing hand size (3–6)

- Giving Elite or Boss CEs custom Base Cards

Keep scaling minimal—GM Decks can easily become overwhelming if overtuned.

CE Creation_Combat Entity Creation

Combat Entity (CE) Creation — Core Rules

Collapse v1.x — System Reference Language

Combat Entities (CEs) represent enemies, hazards, machines, animals, drones, or adversarial characters. This system is designed so that CEs are fast to build, easy to scale, and capable of exhibiting varied behaviors that remain within predictable tactical boundaries.

A CE stat block is composed of the following elements:
1. Base Form
2. VIP Scores (Vigor, Inference, Personality)
3. Engrams
4. Optional Variant Templates (Chrome Dipped, Juiced, Psionic, etc.)
5. Special or Passive Engrams (for high-tier CEs)

Each piece is modular and can be used alone or layered onto any CE.

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1. CE Base Form

Every CE begins with a Base Form drawn from the CE Table. A Base Form provides:
- Health (HP)
- Attack Dice
- Defense Dice
- Lucky13 charges
- Base Strength Die (CE Strength)
- X Factor (approximate threat weight)

This represents the CE as it exists in the world before any personality, mutation, or behavior is applied.

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2. VIP Scores for CEs

CEs use simplified VIP stats. They do not allocate skill points; instead, VIP defines mobility, tactical complexity, and initiative priority.

V — Movement

How fast the CE moves in Collapse's zone-based movement system.
Movement per Action = 2″ × V

V represents physical speed, not intelligence.

I — Engram Capacity (Mods per Turn)

I determines two things:
1.   How many Engrams the CE may possess
•   If I = 0 → CE has no Engrams
•   If I = 1–2 → CE gains Engram #1 and Engram #2
•   If I = 3–4 → CE gains Engram #1, Engram #2, a Passive Engram, and a Special Engram
(Passive + Special are placed manually by the GM)
2.   How many Engrams (mods) the CE can play per turn
•   The CE may play up to I Engrams each turn
•   CEs do not draw from a deck; they simply have their Engrams available at all times
3.   Engram Cost Limit
•   A CE may only receive Engrams with Engram Cost ≤ I
•   This ensures low-intelligence or simple creatures cannot access high-cost, high-complexity abilities

P — Initiative Modifier

P adds directly to the CE's initiative roll each combat round.
Higher Personality (P) indicates faster reaction time, pattern reading, and combat priority.

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3. CE Engram Assignment

CEs may receive two standard Engrams:

- Engram #1 — chosen directly by the GM
- Engram #2 — generated randomly using the CE Engram Pool system (below)

High-tier CEs (I ≥ 3) also receive:
- Passive Engram (persistent environmental or zone effect)
- Special Engram (signature ability)

The GM manually selects both of these for narrative fit.

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4. Engram #1 (Mandatory if I ≥ 1)

Engram #1 is chosen manually. It should reflect:
- The CE's physicality
- Its faction or training
- Its tactical role
- The expected difficulty of the encounter
- The CE's Inference limit (Engram Cost ≤ I)

Examples:
- Auto Drone (I = 2) may receive Afar, Marked, Shocking, Hack, Scramble, etc.
- BodyBorg (I = 3) can receive more complex Engrams such as Obstruct, Warp, Push/Pull, etc.

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5. Engram #2 (Random Variant Engram)

Engram #2 creates variety among CEs of the same type.
It is always assigned randomly from a GM-curated Engram Pool.

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CE Engram Pool System

This system produces predictable, bounded randomness while giving CEs personality.

Step 1 — GM Creates an Engram Pool

Choose a pool size:
- 4-Engram Pool → simple, predictable
- 6-Engram Pool → recommended baseline
- 8–12 Engrams → diverse, dynamic encounters
- 20 Engrams → high-entropy ecosystem; used for elites or bosses

Engrams included must satisfy:
- Engram Cost ≤ the highest CE Inference in the encounter, or use separate pools per CE I band
- Must be Mods only
- Must be usable by creatures (e.g., no "Fix Target CA" for animals)

Step 2 — Assign the Appropriate Die

Pool Size	Die
4	1d4
6	1d6
8	1d8
10	1d10
12	1d12
20	1d20

Step 3 — Roll for Engram #2

Roll once per CE requiring a second Engram.

If the Engram's Cost exceeds the CE's I:
→ Re-roll until valid.

If the Engram is physically incompatible (e.g., Warp on a mounted turret):
→ Re-roll.

Whatever Engram is rolled becomes permanently attached to that CE.

Result

Two CEs of the same stat block become tactically distinct:
- One Enforcer might have Shocking
- Another might have Marked
- Another might have Scramble

This makes encounters memorable without requiring bespoke stat blocks.

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6. Variant Templates (Optional Layer)

Templates such as Chrome Dipped, Juiced, or Psionic may be applied to any CE to change:
- Base HP multiplier
- Initiative modifier
- Additional Lucky13
- Fixed Engram assignment
- Passive effects
- Zone effects
- Recovery or regeneration behaviors

Templates DO NOT change:
- CE 1 limit
- CE Engram cost limit
- CE Attack or Defense dice (unless explicitly stated)

Templates are layered after the CE's base stats and before Engram #2 assignment.

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7. High-Tier CEs: Passive & Special Engrams

CEs with Inference ≥ 3 gain two GM-placed abilities:

Passive Engram

A persistent effect applied at zone or encounter scale.

Special Engram

A signature move unique to that CE.

These should:
- Define the CE's identity
- Support the narrative role
- Avoid accidental encounter imbalance

_____

8. CE Creation Summary
1. Choose Base Form
2. Assign VIP (V, I, P)
3. If I = 0 → No Engrams
4. Assign Engram #1 manually
5. Build Engram Pool (4–20 Engrams)
6. Roll for Engram #2 (Cost ≤ I)
7. If I ≥ 3 → Add Passive + Special
8. Optionally apply Variant Template
9. Finalize the CE

This system gives CEs tactical flavor, keeps difficulty predictable, and maintains the fast-play character of Collapse.