

Conflux

May 18th, 2013

**Stress**

staple binding along here

Each page is a memory/event packet with a separate trigger.

Conflux/May 18th, 2013

Open two hours into game

staple binding along here

This conference is exciting, and you're having a blast. However, it's still pretty tiring. The effort of keeping going and dealing with all these people is somewhat stressful.

Conflux/May 18th, 2013

Open when you interact with badge number 000 for at least three minutes

staple binding along here

You recognize this woman, but you're not sure why.

staple along here

**Open two hours  
into game**

fold:  
back:  
here:

staple along here

**Open when you  
interact with badge  
number 000 for at  
least three minutes**

fold:  
back:  
here:

Conflux/May 18th, 2013

Open if you interact with badge number 000 a second time, for at least three minutes

staple binding along here

Your continued interaction with Sofia has triggered some kind of flashback. During the flashback, you are not aware of what is going on around you. Stand still, eyes glazed, and unresponsive to outside stimuli, for two minutes. (You are effectively Knocked Out, even though you have not collapsed.)

Conflux/May 18th, 2013

Open if you interact with badge number 000

staple binding along here

You feel a strange compulsion to take control of this elemental. You issue a command to him, appropriate to the current situation. If there are no immediately relevant commands, ask him to make you a sandwich. The compulsion passes after you have made this command. Obviously, this involuntary break in your self-control is stressful. Roleplay accordingly.

Conflux/May 18th, 2013

Open if you hear anyone suggest forceful or dangerously fast retaping

staple binding along here

Hell no! There mere suggestion of such a thing is stressful. You should object loudly and immediately.

staple along here

**Open if you  
interact with badge  
number 000 a  
second time, for at  
least three minutes**

fold:  
back:  
here:

staple along here

**Open if you  
interact with badge  
number 000**

fold:  
back:  
here:

staple along here

**Open if you hear  
anyone suggest  
forceful or  
dangerously fast  
retaping**

fold:  
back:  
here:

Conflux/May 18th, 2013

Open if you are knocked out or wounded

staple binding along here

That was a stressful event. You didn't expect this conference to be so violent and dangerous!

Conflux/May 18th, 2013

Open if you have had a flashback and also have experienced at least two events described in this membook as "stressful"

staple binding along here

That was the last straw. The excess stress at this event has gotten to you. You are extremely anxious and jittery for the remainder of the conference. Your fear of Sofia will cause you to flee from any room she enters. Further, you think that elementals will obey your every command. Roleplay accordingly.

Conflux/May 18th, 2013

Open if someone succeeds in retaping you

staple binding along here

Well, they've succeeded in retaping you, but there are some unintended side effects. You will follow orders, and be generally obedient to your new supervisor, but you are also now permanently insane and psychotic. While you are obedient, you will do everything you can think of to be annoying that doesn't directly undermine your orders.. Further, you should also take every opportunity to screw up everything for everybody. If you can find a way to cause a war or destroy the world, go for it. Any ongoing or future consequences of stressful events have no further effect on your mental status.

staple along here

Open if you are  
knocked out or  
wounded

fold:  
back:  
here:

staple along here

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had a flashback  
and also have  
experienced at  
least two events  
described in this  
membook as  
“stressful”

fold:  
back:  
here:

staple along here

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here:

Conflux/May 18th, 2013

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Conflux/May 18th, 2013

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3. staple here

Conflux / May 18th, 2013

Trigger: *C Packet*

1.  
fold  
back  
here

2. fold back here

staple along here

Open if you have  
had a flashback  
and also have  
experienced at  
least two events  
described in this  
membook as  
“stressful”

fold:  
back:  
here:

staple along here

Open if someone  
succeeds in  
retaping you

fold:  
back:  
here:

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**C Packet:**

From your conversation, you've made some deductions about what Katherine is working on. The device she is developing is an electromagnet that is capable of attracting elementals. It is a very potent device and, with a strong enough power source, it might even be able to pull them in over vast distances. You suspect it is designed to be hooked up to the Conduit.

3. staple here

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Trigger: *E Packet*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Z Packet*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *W Packet*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Open if you receive item number 543 from a human.*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

Conflux / May 18th, 2013

Trigger: *Open if you see item number 543 and the first letter of the item is "A"*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Open if you see item number 543 and the first letter of the item is "E"*

1.  
fold:  
back:  
here:

2. fold back here

Conflux / May 18th, 2013

**Z Packet:**

Your have a massive migraine from the vast amount of audio-visual stimuli that was just blasted at you. This procedure is painful and interacts in a very confusing fashion with your prior Azi training, leaving you in a persistent daze. Your previous connection to your supervisor has been severed, and your new supervisor is now Sofia Alexandrov. The re-training forces you to obey Sofia's commands unless they are suicidal or the action is extremely contrary to your character's persona. You can still act independently (including telling others what happened to you) unless Sofia orders you not to. Your new training has taught you how to enslave elementals by focusing your thoughts into a complicated pattern. **See a GM to get the Enslavement (Azi) ability.**

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**Open if you receive item number 543 from a human.:**

This substance is **extremely** important to elementals — up until now, you thought that the Quintessence were the only beings capable of creating it. You are very curious as to how humans came by this substance. Can they create more? If they can, it is critical that you protect this source and keep it out of the hands of the other elementals. A steady supply of this substance is worth signing a treaty over.

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**Open if you see item number 543 and the first letter of the item is "E":**

This Elementium looks just like Amaranth, the substance the Quintessence produce! But Elementium seems to be artificially manufactured. If humans are able to artificially manufacture this substance and provide it to elementals, the ramifications would be **massive**. You need to get to the bottom of this and find out exactly what is going on **right now**.

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**E Packet:**

You feel yourself drawn towards the strange torus. Initially the effect is quite subtle, but all of a sudden you are shot forward with alarming intensity. You then find yourself **inside** the strange device, staring back at yourself. When Katherine disables the device, you rapidly retreat to your physical body, but the experience is still extremely disorienting. Your CR is reduced by 1 for the next three minutes. Roleplay accordingly.

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**W Packet:**

This substance tastes like ambrosia. It somehow reminds you of a distant home, and you feel empowered by this connection. For the next 10 minutes, your CR is increased by 1. You also feel a positive connection towards the person who gave this to you.

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**Open if you see item number 543 and the first letter of the item is "A":**

This substance is Elementium! But it appears to be naturally produced as part of some biological process, instead of the synthetic approach you use to create Elementium. Where did it come from, how is it made, and what purpose does it serve? You are very curious to find out the answers to these questions.

3. staple here

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Trigger: *Open if you give away or lose an Elemental Essence.*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Open when you see badge number 999*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

Conflux / May 18th, 2013

Trigger: *Open if you lose an Elemental Essence.*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

Conflux / May 18th, 2013

Trigger: *Open when you see badge number 999*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Open if you hear a bell*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

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Trigger: *Open if Ember dies.*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

Conflux / May 18th, 2013

Trigger: *Q packet*

1.  
fold:  
back:  
here:

2. fold back here

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**Open when you see badge number 999 :**

Why, this is Katherine Strauss! You are filled with admiration, and suddenly feel very nervous approaching her. Roleplay accordingly.

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**Open when you see badge number 999 :**

This must be Benedetta's friend Percy. they seems very friendly and approachable. Roleplay accordingly.

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**Open if Ember dies.:**

You are overwhelmed with rage and sadness. You determine you must find out whoever killed your sister and make sure they die a painful death.

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**Q packet:**

That was a... fascinating story. You can probably verify it by scanning Patrick with your Tricorder (999). If he's just lost it, you should probably find Brandon or someone else for help. Otherwise, he'll register as an unknown elemental type, which has probably gotten "stuck" in Patrick's nervous system. In that case, you can certainly separate the elemental from Patrick by using your electromagnet on him for two minutes.

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**Open if you give away or lose an Elemental Essence.:**

That was painful! You have a -1CR for 10 minutes. If you were not warned about the procedure beforehand, you are likely quite angry at whoever took your essence. *This mempacket triggers again if you lose another essence.*

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**Open if you lose an Elemental Essence.:**

That was very painful. If you were not willing to have your essence removed, you are probably angry at whoever took your essence. *This mempacket triggers again if you lose another essence.*

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**Open if you hear a bell:**

The bell presents a tugging at the elemental core of Vitality. (There isn't a real sound in-game.) Whatever caused that tugging may be able to get Vitality unstuck from Patrick.



3. staple here

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Trigger: *Open if you get  
Vitality “unstuck”*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

Conflux / May 18th, 2013

Trigger: *Open if you are  
within 4 ZoC of the  
Conduit when it is opened*

1.  
fold:  
back:  
here:

2. fold back here

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***Open if you get Vitality “unstuck”:***

Vitality is elated by this development. He flies around the room, a bright swirling white ball, streaking as he moves. This is obvious to everyone in the area. For one minute, your thoughts are your own. Then Vitality comes back to you, joining with you again. He’s afraid of being alone, and afraid of what the other elementals might do if they catch him here.

At this point, you may choose to send Vitality back home through the Conduit at any time that it is open, though he will be somewhat unhappy about leaving if his goals are incomplete. Note that if you choose to do so, you lose all abilities that require Vitality’s presence, your CR drops to 2, and you are now as vulnerable to enslavement as any Cit.

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***Open if you are within 4 ZoC of the Conduit when it is opened:***

If Vitality is still “stuck” to Patrick, the warping of the conduit causes a strange sensation. You feel slightly lightheaded for the next five minutes. After that time, open (Memory/Event Packet for Open if you get Vitality “unstuck”).

If Vitality has already gotten “unstuck” or been sent home, ignore this mempacket.

Conflux / May 18th, 2013

K packet

Trigger: *K packet*

Conflux / May 18th, 2013

*K packet*

***K packet:***

Congratulations, learning so much about humans has granted you a special ability to help you protect these fascinating creatures!

