

CC Events Overview



Event Style

Collective events are treated often as freeform. While many have set plotlines and rails to follow, how each agent elects to engage the event or the moments within is entirely up to the individual. Oftentimes, events are given multiple potential outcomes and many ways to solve the problems presented. Members are encouraged to explore those possibilities as well as stay true to their characters' methods of operation.

On this page, we are going to go over some of the key mechanics that Coldwall employs to create engaging event environments as well as walk through the stats that will build your character sheet.



LIFE & DEATH

All members begin with a baseline of ten (10) total hit points. This number can go up or down depending on your 'Endurance'. Endurance is directly added or subtracted to your starting 10 HP. (eg. +4 Endurance would leave you with 14 HP, -4 would leave you with 6 HP.)

The severity of the wounds received during an event are entirely to the discretion of the member. By general rule of thumb, the lower the HP the more serious your wounds.

If your character drops to or below 0 HP, they are considered 'incapacitated'. The severity of that destruction is to player discretion. We shall never force nor ask a member to kill their character. By general rule, 0 HP is considered unconscious.



Stress

The stress mechanic is a second 'health' mechanic that tracks a character's ability to cope with instances of high mental pressure. Unlike HP that starts at ten, stress starts at zero. If certain stat checks during an event are not met a character may be asked to take a point in stress. These points add up and remain until the end of an event, or are removed by certain situational factors.

Your stress capacity, e.g. your ability to handle mental pressure, starts at three (3). This number can go up or down depending on your 'Volition'. For every two points in Volition in either direction, you add or subtract one point of stress max from your character. (eg. +4 Volition would leave you with 5 stress capacity, -4 would leave you with 1.)

When you have accumulated enough stress points to go past your capacity, your character 'breaks'. The results of this break vary from event to event. It is left to DM discretion in most instances, though often comes down to a follow up roll to determine a result.

It is very important to note that 'breaking', while often accompanied by stat hits or RP prompts, are never direct RP restrictions. We will never tell you how to play your character or how they react to particular events. The stress mechanic is designed to add flavor, and give you a chance to push your character to bizarre or frightening places, but please note the extent of your reaction to stress is left to your discretion.



Stats

During Coldwall events, there are a number of stats that can be called for. These stats cover a wide breadth of situations and can be used in unique or creative ways limited only to the imagination of the DM and the players. Here we will list the stats themselves, as well as a very brief description of each. If you'd like more information, there is a link provided at the

very bottom of this section that will take you to in depth descriptions of each stat, where they come into play, and the sorts of characters that stat applies to.

Please note that stats marked with **[Offense]** or **[Defense]** means that they can be used respectively when any Offense or Defense roll is called for.

Physique

Athletics: Performing coordinated and taxing physical tasks.

Endurance: Withstanding long term physical stress/damage.

Immunity: Tolerance of chemical influences like drugs/alcohol, as well as toxic/poisonous substances.

Pain Threshold [Defense]: Withstanding short term physical stress/damage.

Force [Offense]: Application of brute strength.

Motorics

Coordination [Offense]: Using ranged weaponry or throwing/catching something.

Perception: Based on the five senses.

Reaction [Defense]: Reflexes of any kind.

Covert: Moving silently, keeping a low profile, blending with shadow.

Sleight of Hand: Pickpocketing and lock picking.

Intellect

Encyclopedia: Knowledge of facts across many topics.

Engineering: Working with machines to create or destroy.

Logic: Deduction of a situation, analytics, investigation, conceptualization.

Medicine: Knowledge of the body and how to treat ailments.

Spellcraft [Offense/Defense]: Using magics of any kind.

Psyche

Empathy: Sense someone's emotions or motives.

Perform: Put on a show either emotional or physical.

Shivers: Sensing the feel of a room or crowd; street smarts.

Suggestion: Persuasion and diplomacy.

Volition: Your morale in the face of stress.



Talents

Each sector in the Collective is divided into two subsections that offer diversity to the role as well as different approaches to situations. These subsections are afforded their own 'talents' which are special abilities unique to that position. There is the Active, the Passive, and the Rogue. They also all come with a flat stat bonus as well.

Active - An ability that can be used during events at player discretion.

Passive - An ability that is always in play, or triggers automatically when certain parameters are met.

Rogue - What happens when you roll an unmodified natural 20.

*If you are New Blood of the Collective, the following talents do not yet apply to you.
They come into play when you pick your sector.*



THE HAND

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BRUISER

Stat Bonus

+1 Pain Threshold, +1 Force

Active - "Indomitable"

Bruisers can continue the fight even when others would have fallen to their wounds. A Bruiser can elect to mitigate all damage from an incoming attack or source. [**Two Charges**]

Passive - "Enrage"

The Bruiser feels at home in the thick of combat. As the pain intensifies, so too does their fury. Upon reaching half HP, they gain +3 to Pain Threshold and +3 to Force that lasts until the end of that combat encounter. Once activated, can only activate again if the Bruiser is healed above and then drops below half HP once more.

Rogue - "Bloodlust"

A Bruiser lives for spilling blood, so much that they pull strength from their slaughter. When they roll a natural 20, their Passive effect activates regardless of their current HP. If already under the effect of their passive, the bonus doubles.

JUGGERNAUT

Stat Bonus

+1 Pain Threshold, +1 Endurance

Active - "Bulwark"

The Juggernaut is a guardian as well as a combatant. They can elect to intercept an attack intended upon a friendly and prevent all of the damage that would have been dealt to them.

[**Two Charges**]

Passive - "Bastion"

The Juggernaut is a wall of steel, muscle, and aggression. All damage they take is reduced by

1. Also, if any damage would drop them to 0 HP or less, they are brought to 1 HP instead.

This effect can only happen once per event.

Rogue - "Aegis"

A Juggernaut is always willing and eager to place themselves between their allies and the many dangers of the world. When they roll a natural 20, they mitigate half of all damage to all allies that round.



THE KNIFE

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BLOODLETTER

Stat Bonus

+1 Main Offense Stat, +1 Covert

Active - "Eviscerate"

A Bloodletter hosts an unnatural ability to exploit the weaknesses of their foes. They can elect to immediately obtain max kills or deal max damage to a boss, and increase it by 50%, rounding up. [Two Charges]

Passive - "Mortal Wounds"

The Bloodletter's first strike is often their last, delivering a killing blow before their foe can react. For the first Offense roll in every combat encounter, the Bloodletter adds their Covert stat to their Offense roll.

Rogue - "Death Sentence"

To a Bloodletter, the smallest opening can spell a lethal end to their foes. When they roll a natural 20 in combat, the effect of the roll is doubled in terms of damage and kills.

EXTERMINATOR

Stat Bonus

+1 Main Offense Stat, +1 Reaction

Active - "Killing Floor"

The Exterminators are known for leaving behind them a wake of corpses. They can elect to immediately obtain max kills or deal max damage to a boss. [Two Charges - Both charges recharged on a natural 20]

Passive - "Blade Flurry"

As a fight progresses, an Exterminator grows in lethality. Each successful hit or kill on a foe increases their Main Offense Stat by +2 to a maximum +4 until there are no more enemies in sight, at which point it resets.

Rogue - "Blade Rush"

An Exterminator rarely stops at a single strike, their slaughter ending only when there is nothing left to kill. When they roll a natural 20, they gain a flat +3 to their Main Offense Stat for the next three rolls of that stat.



THE FACE

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INQUISITOR

Stat Bonus

+1 Suggestion, +1 Volition

Active - "Scour"

The Inquisitor can manipulate the mind, easily grounding it in reality. They can either steal a stress point from an ally, or add one stress to themselves. [**Three Charges**]

Passive - "Thrive in Madness"

The Inquisitor feels at home in the grips of madness. Every Stress point the Inquisitor takes increases their Main Offense Stat by +1, up to +6. This bonus stacks and can push you past the typical +6 max.

Rogue - "Awoken"

The Inquisitor comes alive when others would have fallen to the stress of the mind. When they roll a natural 20, they can set their current stress to anything they wish it to be, between zero and their max.

BEGUILER

Stat Bonus

+1 Suggestion, +1 Perform

Active - "Particular"

The Beguiler gets what they want, when they want it, how they want it. The Beguiler can spend an active to 'save' a roll they've made, and use that saved roll on a single other roll at any point in the event. This saved roll can not proc a Rogue. [**Two Charges**]

Passive - "Allure"

The Beguiler's presence alone can make someone more willing to follow and obey. Anyone rolling Perform or Suggestion when in the direct presence of a Beguiler gains a +4 to the roll.

Rogue - "Idol"

A Beguiler's attention can assure others strive for greater things than they might otherwise attain. When they roll a natural 20, the second highest roll taking place is applied to every other roll taking place at the same time.



THE GOODS

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HUSTLER

Stat Bonus

+1 Shivers, +1 Suggestion

Active - "Tricks of the Trade"

Hustlers get it done, but how they do so is only known by those in the trade. They can immediately succeed any roll, but can only target themselves. [**Two Charges**]

Passive - "Master of None"

The Hustler is pretty good at most things, and the rest they can fake convincingly. A Hustler can choose anyone at the event and steal their passive, but they can not change it for the remainder of the event.

Rogue - "Double or Nothing"

The Hustler goes for it all with Lady Luck as their mistress. When they roll a natural 20, the next two rolls they make are doubled after all bonuses are applied.

SMUGGLER

Stat Bonus

+1 Shivers, +1 Medicine

Active - "Treat Yourself"

Smugglers have what you need when you need it. They can select an ally's roll to apply a +5 to it, or immediately heal them for 3 HP. [**Three Charges**]

Passive - "Overclock"

Smugglers can push others beyond their limitations, in healthy ways or otherwise. When they use their Active on someone, their target gets a single charge of their active back. If

they've not used a charge yet, they get a temporary bonus charge of their Active that can't be replenished after use.

Rogue - "Supply and Demand"

If there is a need, the Smuggler can fill it especially if they can turn a profit. When they roll a natural 20, they can choose to either give everyone at the event, including themselves, a +5 to their next roll or heal everyone for 3 HP. Either way, they give everyone at the event a single charge of their active back.



THE SNEAK

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PHANTOM

Stat Bonus

+1 Covert, +1 Reaction

Active - "Hallucinations"

A Phantom in action has the unnatural talent of being everywhere they are not expected to be and moving in ways the body simply should not. They can elect to immediately succeed a Covert or Athletics roll thrice per event. [**Three Charges**]

Passive - "Revenant"

If anyone rolls Covert at the same time as the Phantom, the Phantom gets a +2 to the Covert roll which stacks on any existing bonuses.

Rogue - "Shadow Embrace"

Phantoms do not simply move through shadows, they are one with them. When they roll a natural 20, they get a +2 to their Covert and Reaction that lasts the entire event. Can stack indefinitely.

OPERATIVE

Stat Bonus

+1 Covert, +1 Sleight of Hand

Active - "Favoritism"

Operatives leave nothing to chance, preferring to rig the game from the start. They can choose to reroll any undesired outcome. [**Four Charges**]

Passive - "Advantageous"

Any opening is useful, even ones that normally would hold no benefit. If an ally rolls a 20 or above, the Operative immediately gets +3 to their current roll that stacks with any other bonuses.

Rogue - "All For One"

Operatives perform best when they are one with the crowd. When they roll a natural 20, they gain +2 per player character at the event on their next roll.



THE WHISPER

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PROXY

Stat Bonus

+1 Logic, +1 Encyclopedia

Active - "Deduction"

There are few who can process a situation faster and with more accuracy than a Proxy. They can elect to roll Encyclopedia and add their roll to an ally's roll. [**Three Charges**]

Passive - "Hyperfixation"

When a Proxy focuses in on something, they examine it to every minute detail. Whenever they roll any stat from one of the four main branches (Physique, Motorics, Intellect, Psyche), every successive roll from that branch receives a flat +2 (up to +6 max) that resets once another branch is rolled.

Rogue - "Enlightenment"

Through the Proxy, those around seem to achieve things beyond what their senses would permit. When they roll a natural 20, they can immediately give an ally their own natural 20, granting their Rogue as well.

OUTRIDER

Stat Bonus

+1 Logic, +1 Perception

Active - "Cartography"

Knowing the land is just the beginning. An Outrider knows the best approach to nearly every situation. They can select a stat and anyone rolling the stat at the time the active is used gets a +3 to that stat. [**Three Charges**]

Passive - "Trailblazing"

An Outrider learns from experience, making fewer mistakes each time. If an outrider rolls the same stat more than once in a row, every successive roll of that stat gains a +2 that resets once another stat is rolled, or you are at a +10 (whichever comes first).

Rogue - "Pathfinder"

If the trail is too difficult, find another. The Outrider leads the way with this philosophy. When they roll a natural 20, they grant everyone else a reroll taking place at the same time.

