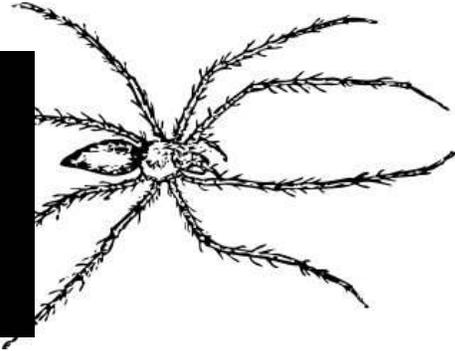


LACUNA

Basic Rules



Heart Rate

One of the most important parts of the *Lacuna* rules is your Agent's Heart Rate. Within Blue City, as an Agent's Heart Rate increases, so does his competence [redacted]. Each time an Agent rolls dice, the total is added to his Heart Rate, recorded on the right-hand side of the Agent Record Sheet.

AAAAAttribute Checks

There are three Attributes in *Lacuna*: **Force**, **Instinct**, and **Access**. All attribute checks in *Lacuna* are made with a variable number of d6s, a total of eleven or more being a success.

The number of dice rolled is determined by an Agent's current Heart Rate:

Resting Heart Rate: When below his Target Heart Rate, an Agent rolls a number of dice equal to the relevant Attribute being tested.

Target Heart Rate: Within his target Heart Rate range, for any Force Or Instinct rolls, the Agent may roll any number of dice. Access rolls are made as normal.

Maximum Heart Rate: Any Force or Instinct actions performed once the Agent exceeds his Maximum Heart Rate are considered 'Risky' and can potentially inflict physical or mental trauma.



Talents

Following an unsuccessful roll, should an Agent have a Talent appropriate to the situation, he may use it to roll a further d6 and add this to the current total. [redacted].

Talent List

- | Force | Instinct | Access |
|--|---|--|
| <ul style="list-style-type: none"> • Aggression: Kill, destroy, damage. • Athletics: Movement; chase and escape • Strategy: Incapacitate, subdue, capture, process | <ul style="list-style-type: none"> • Communication: Interrogation, persuasion, and subterfuge • Intuition: Sensing an ambush or general "wrongness"; following hunches • Investigation: Search crime scenes, analyze evidence | <ul style="list-style-type: none"> • Intelligence: Retrieval of information from Control • Logistics: Acquisition of weapons and other equipment from Control • Navigation: Information about a Zone's color, ejecting from missions |

Techniques

Techniques may be used when desired to gain the benefits listed.

Standard Techniques

- **Meditation***: The Agent may spend a Commendation Point to subtract 1d6 from her Heart Rate.
- **Training**: The Agent subtracts 10 bpm from his Resting Heart Rate.
- **Achievement**: The Agent starts with at least 1 Commendation Point before each mission.
- **Endurance**: The Agent may extend his Target Heart Rate by 5 bpm in either direction.

Technique Trees

Assets

(require that the Agent spends a Commendation Point)

- **Bulletproof**: The Agent may ignore 1 point of Force attribute loss.
- **ESP**: The Agent may ignore 1 point of Instinct attribute loss.
- **Armed**: The Agent has a +0 weapon in her possession (each Commendation Point adds a +1 Force bonus).
- **Driver**: The Agent has access to a sleek, black four-door sedan (treat as a +1 Force piece of equipment).
- **Caller**: The Agent can communicate with distant Agents and with Control without an Access roll. This does not require that the Agent spend Commendation Points.

Skills

(require that the Agent spends a Commendation Point)

- **Writer**: The Agent can understand written material in Blue City.
- **Doctor***: The Agent can restore one lost attribute die (himself or others).
- **Thief**: The Agent can gain access to restricted areas in Blue City.
- **Judge**: The Agent can detect falsehoods when questioning a suspect.
- **Spy**: The Agent can disguise or hide herself from Personalities.

Cover

(does not require Commendation Points)

- **Identity**: The Agent has a cover identity in Blue City.
- **Documents**: The Agent carries official-looking identification.
- **Credit**: The Agent can acquire provisions and equipment using his Mentor as a reference.
- **Contact**: The Agent has access to a friendly contact known to the Agent's Mentor.
- **Safe-House**: The Agent has access to a safe, secret location set up by his Mentor.

* To use this Technique, the Agent (and the target, if helping someone else) must be in a relatively safe and quiet location, undisturbed for a certain length of time.

Commendation Points

Commendation Points are used to activate certain types of Techniques. One CP is awarded whenever an Agent rolls a six on any die. Certain circumstances allow Agents to begin missions with a number of CPs.

~~Wine Level Clearance~~

Please disregard this section.

