

Conflicted

Conflicted is a game for 2-5 Players to tell the stories about choices, consequences, and community in a sci-fi world. Groups consist of 1-4 Resolvers to carry out unethical Assignments then grapple with their decisions. Additionally, each group needs a Taskmaster to explain scenarios and provide said Assignments.

All players should read through the main document. Taskmasters should also read the Taskmaster Guide and plan accordingly.

As for supplies, all you will need are two six-sided dice and paper for character details and notes. Visual aids, such as maps, are optional but may assist in strategic planning and gameplay. Players may prepare more than one Resolver to play with. Asynchronous play is encouraged.

To you, our latest Resolver nominee,

It has come to our attention that many of the reviews left by other Resolvers are filled with negative, misinformed, or otherwise unproductive messages. The system itself may have even been compromised at some point.

Please disregard these reviews.

We have opted not to fix these issues. We do not believe they will sway you from making the correct decision. The offenders in question will be caught and dealt with appropriately.

This is an amazing opportunity to have your Citizenship reinstated. Such an opportunity will not arise ever again.

Should you decide not to take advantage of this, inform the guard currently stationed in your cell. You will be relocated to the Power Grid on the next available transport ship. Any further difficulties are not the responsibility of the CRSS.

For the glory of the City,

The City Rectification of Stressful Situations (CRSS) Office

The City Rectification of Stressful Situations (CRSS) Office is seeking new members for the position of Resolver. You may recognize Resolvers by their unofficial name: Gray Workers.

Resolvers are specialized contractors who perform tasks deemed unfit for higher society. This is a year-round, full-time, and unpaid position save for room and board. Applicants seeking to earn or require Citizenship are encouraged to apply. Upon completion of one's contract Citizenship may be awarded based on merit and recommendations.

Summary of Duties

- Work closely under the guidance and supervision of your Taskmaster
- Accept Assignments requested by our clients
- Scout for information, resources, and talent to complete your tasks
- Execute your tasks without error or leniency
- Assess the effects of your work
- Manage the reputation of you and your team in relevant communities

Our Values

- High-Quality Workforce -
 - We capitalize on the skills of criminals and those outside of higher society
- Safety & Mitigating Risk -
 - We ensure that our clients and their requests remain confidential, even at the risk of our Resolvers.
- Service to the Community -
 - We allow clients to choose which teams they wish to work with based on community reviews, ensuring the best clients get the best Resolvers.

Reviews from previous Resolvers:

Note: These reviews are randomly selected from a database at the time of printing and left unfiltered and unedited for your convenience.

"I won't be so fancy with words. What you're doing is unfortunate, but it has to be done. It doesn't matter how you got to this point. If you're reading this, it's your only chance to become a Citizen. That "once-in-a-lifetime chance" or however they tried to sell you on this? It's bullshit. You'll have time to regret all this later. Your job is to hurt people now.

The best you can hope for is that they deserve it. Maybe you can find a way to help people along the way. Maybe you can minimize the damage you cause. But the truth of the matter is, you're here because you're out of options.

That doesn't mean there's no hope. You weren't chosen for no reason. You have something unique about you. Something that makes you worth offering a chance. Use it. I'll tinker with the database and try to put some actual useful info in here.

In case not, remember: Don't kill anyone. Don't make any enemies. Don't die. They all end up the same.

Good luck, Gray Worker."

-D (Reintegrated Resolver)

"It's cruel to make someone fill this out before being banished. The client asked me to kill his research rival and then sold me out after I did it. I hate what I did and I hate what you made me do. Fuck every last one of you, and fuck gray work"

- Leann Yelenfield (Retired Resolver)

Role and Responsibilities

Disclaimer:

This position carries the risk of bodily and mental harm. As a result, the CRSS Office is required by law to outline your tasks and how they are to be completed in a detailed and thorough manner. Please read through the following section thoroughly. The CRSS is not responsible for any bodily or mental harm suffered.

Rolling

Throughout your Assignments, situations will often have uncertain outcomes. In these situations, describe what action you wish to take with your Taskmaster. If authorized, roll two six-sided dice. These rolls constitute the bulk of your work.

Your taskmaster will decide on an undisclosed Target Number (TN) between 3 and 12. The TN is based on the situation and the action you have chosen to take. More challenging courses of action and more difficult obstacles lead to higher TNs. If you roll above the Target Number (TN) you succeed. If not, you fail.

If your Taskmaster deems failing the roll would harm you, lose one Reputation reroll. If you have no remaining Reputation rerolls, this will render you unconscious.

Rerolling

After your initial roll and before hearing the results, you will have the option to reroll. This excludes a roll of Snake Eyes, a pair of ones. If you roll Snake Eyes at any point, you may no longer reroll and fail the action.

Your options to reroll are as follows:

Reputation Reroll

Your connections and knowledge of an area are powerful tools. As such, Reputation Rerolls are your most important resource. While scouting for or executing an Assignment, you gain rerolls equal to your reputation in that location. This pool of rerolls refreshes at the beginning of a relevant phase.

Specialization Rerolls

Your particular skills are your most reliable tools. As such, Specialization Rerolls are your most accessible resource. Once you have chosen a Specialization, you may reroll once in any situation in which you would reasonably thrive.

Flashbacks

Flashbacks are the ability to entirely change the outcome of an action, including rolls of Snake Eyes. While executing an Assignment, you gain a set number of Flashbacks determined by your Citizenship Progress. Upon hearing the result of a roll, including a roll of Snake Eyes, you may use a Flashback.

When you use a Flashback: describe how you used your influence in a community to either succeed in your action or entirely bypass your current situation. If your Taskmaster authorizes your Flashback, your description becomes reality and you may bypass your roll. Your explanation must be consistent with the actions taken in the Assignment so far. After using a Flashback, roll two six-sided dice without rerolling. If the result is less than 6, you lose 1 reputation in the community you took advantage of.

See the following example:

An infiltrating Resolver is caught by guards and fails their roll to hide. Using a flashback, the Resolver declares that they pulled some strings before arriving to change the guard route. The Taskmaster agrees that this is consistent with the

Assignment so far, and allows it. As a result, the guards never find the Resolver in the first place.

Assignments

Assignment is the official name for a job taken on as a Resolver. Any work deemed unfit for high society may be contracted as an Assignment. The following procedures have been developed for the convenience of the Resolver(s) responsible. They must be followed closely to ensure high-quality results.

Each Assignment has 5 distinct phases:

1. **Contracting** an Assignment

Your team will be offered one or more Assignments through the Taskmaster. An Assignment overview will be provided. It contains a description of the task, which communities the task benefits, which communities it hurts, where it takes place, and the “morality tier” of the task. Take each detail into careful consideration as you discuss and select an Assignment.

2. **Scouting** out Information

Your team will be tasked with visiting communities and collecting information or other resources. This work is done directly in relevant communities and will require going out into the field. In the Interest of time, you may only investigate a single lead for each group your team splits into. Exercise caution: an individual Resolver often cannot obtain optimal results.

3. **Advanced Preparation**

Occasionally, scouting alone won't be enough. In these situations, sometimes smaller sub-Assignments will be necessary to enable your future success. Assignments requiring Advanced Preparation will often note this in the Assignment details. Your team may also voluntarily take on Advanced

Preparation. This requires sufficient time before the Assignment and unanimous agreement from your team that it is necessary. Your taskmaster will inform you how this section will proceed. Flashbacks are not allowed.

4. **Executing** the Assignment

Perform the task to the best of your ability before proceeding to the extraction point. Upon beginning the Assignment, each Resolver gains rerolls equal to their reputation in the current location. There will be consequences for failure. Complete the task without any mishaps to ensure success.

5. **Assessing** your Work

Upon Assignment completion, your Taskmaster will inform you of the following:

- a. Whether your Assignment is a success or failure.
- b. The effects of your work in relevant communities.
- c. The effects on your reputation in relevant communities.
- d. Any updates to your Citizenship Progress

At this time, make note of any changes to your reputation and Citizenship Progress. Additionally, make a record of the Assignment. This record and its contents may be personalized to the individual Resolver. It can be a diary, journal, formal record, or even a simple list. Keep these records for review in the event you complete your service as a Resolver.

Turns

You and your team may act all at once. Resolvers may freely communicate and discuss plans with a provided earpiece. This does not apply if it would in some way compromise your Assignment or is otherwise impossible. Establish a speaking order to organize communication.

Your Taskmaster will perform routine overwatch. Before each turn, they will provide details on the following:

- The results of the previous turn (if applicable)
- Any new environments you have entered
- Any changes that your team could reasonably perceive in their locations
- Any obvious major events, even if outside of your team's line of sight.

During your turn, each Resolver may use any number of free actions and one limited action.

Free Actions

1. Move
 - a. Resolvers may not leave an area with an obstacle before overcoming that obstacle.
 - b. Resolvers may move freely without backtracking until they encounter an obstacle, objective, or entrance/extraction point.
 - c. If this crosses paths with another Resolver, they may choose to follow if possible.
 - d. If you encounter an obstacle or are stopped by the Taskmaster for any reason, your movement is over.
2. Interact
 - a. Resolvers may interact with other Resolvers within close proximity. This action may not affect others or take longer than 1 minute to complete.

- b. Your Taskmaster must authorize this interaction and it may require a roll.

Limited Actions

1. Any action regarding the objective which requires a roll.
 - a. Excluding Snake Eyes, failing this action cannot worsen the situation.
2. Perform an action to deal with an obstacle or threat.
 - a. Failing usually does not result in an immediate consequence, only losing your turn. Repeated failures or a roll of Snake Eyes, however, will result in the situation worsening.
3. Attempt to bypass an obstacle or threat without dealing with it
 - a. Examples include running away or attempting to hide.
 - b. Failing this roll will always result in the situation worsening.

Combat

The CRSS Office does not condone the use of force in any situation. In the case that a Resolver must defend themselves, lethal force is strictly forbidden. A Resolver may only engage with one combatant at a time. When you roll to attack a combatant, the Taskmaster will provide the TN necessary to defeat them.

At the end of each turn while in combat, roll two dice. The resulting total is the TN for combatants to hit you. Be careful engaging with armed combatants who will have the option to reroll once.

If a combatant hits you:

- Non-lethal force: Removes one reputation reroll on hit.
 - With no remaining rerolls, you will be rendered unconscious.
- Lethal force: Removes two reputation rerolls on hit.
 - With no remaining rerolls, the Resolver is killed on hit.

Tools

Resolvers must adhere to their client's preferences on personal tools.

The use of tools does not change or negate the result of rolling Snake Eyes.

Additionally, in combat scenarios, you are disarmed upon rolling Snake Eyes.

If permitted, tools are to be used as described below.

Types of Tools

The CRSS sorts tools into 3 categories:

- Study
 - Sturdy tools are categorized by their reliability and durability.
 - They add 1 to any roll made properly utilizing the tool.
- Single-Use
 - Single-Use tools are only usable once before becoming unusable.
 - When properly utilized, they provide +1 to your roll and provide 1 reroll before you learn the results of the roll.
- Charge
 - Charge tools are the rarest form of Tool.
 - Each Charge Tool has a maximum number of Charges it can hold. These charges reset at the beginning of each Assignment. Without charges, the tool is rendered useless.
 - When properly utilized, a Charge tool allows the user to reroll the lower of the two dice at the cost of a charge.
 - Alternatively, a Resolver may consume all charges. This provides rerolls for a single action equal to the number of charges consumed.

The use and benefits or detriments of improvised tools will be decided by your Taskmaster as needed.

Assignment Tiers

Disclaimer: The CRSS Office is required by law to outline the risks you are accepting by taking this position. Please read through the following section thoroughly. The CRSS is not responsible for any bodily or mental harm suffered.

For your convenience, the CRSS Office has devised a categorization method to assist Resolvers in selecting Assignments. There are three morality tiers of Assignments, each refers to what can be done as a direct result of your actions.

White Assignments

No person can be hurt. These Assignments are safer generally and have lesser reputation consequences. Any harm done will be the responsibility of the offending Resolver. The CRSS Office will not assist in any lawsuits or other filings against Resolvers. You cannot kill others. Clients are required to turn you in immediately to avoid being banished along with you.

Gray Assignments

Assume that someone has to be hurt in some way. These Assignments often have harsher penalties and higher risk, but higher progression rewards. Any harm done will be the responsibility of the offending Resolver. The CRSS Office will not assist in any lawsuits or other filings against Resolvers. You cannot kill others. Clients are required to turn you in immediately to avoid being banished along with you.

Black Assignments

Black Assignments are strictly not allowed by the CRSS Office. The CRSS Office does not condone black Assignments. Assume that you will cause someone's death. Murder will cost all of your reputation with the community affected. If you are caught, turned in, or otherwise discovered to have participated in Black Assignments, you and the client will be banished off-world immediately.

Priority Assignments

Priority Assignments are Assignments where you are asked for by name. Due to their nature, they bypass the morality tier system. You are required to complete Priority Assignments at 2 set points along your Citizenship Progress journey.

These Assignments must be completed before you may continue unless a community is willing to sponsor a portion of your Citizenship Progression. Priority Assignments are primarily side-tasks to be completed alongside larger Assignments. They take advantage of your unique skillset and connections. Despite often tarnishing one's reputation, Priority Assignments demonstrate that you are willing to sacrifice for the City.

Reviews from previous Resolvers:

"Don't be naive. They wouldn't list what Black Assignments were if they didn't know what was happening. The same goes for Priority Assignments. A Resolver's Second Priority Assignment will always require killing someone."

-D (Reintegrated Resolver)

Progression Tracking

Disclaimer: The CRSS Office is required by law to outline your compensation in a detailed and thorough manner. Please read through the following section thoroughly. The CRSS is not responsible for any bodily or mental harm suffered.

While acting as a Resolver, your headquarter will provide room and board. Your primary compensation is the opportunity to regain your Citizenship. This is represented as a scale from 1 to 10 (no less than 1 and no more than 10). Successful Assignments award 1 Citizenship Progress. Failure results in the opposite, the loss of 1 Citizenship Progress. Assignments must at minimum be one tier below the highest authorized to gain Progress.

Progress Level	Benefits
1	Unlock White Assignments
2	1 Flashback per Assignment (<i>See Responsibilities</i>)
3	Gain a new unique skill (retained even if progress is lost)
4	Unlock Gray Assignments
5	Priority Assignment Required
6	2 Flashbacks per Assignment (<i>See Responsibilities</i>)
7	Gain a new unique skill (retained even if progress is lost)
8	Unlock Black Assignments
9	Priority Assignment Required
10	Option to Graduate to Citizenship

Reputation Tracking

Progress may also be gained or lost through noteworthy levels of reputation. A Resolver's reputation in each community has an effect on their Citizenship progress. It is gained through completing Assignments for a community or notable positive interactions with its residents. Reputation is represented on a scale of 1-10 with an initial score of 3.

Anytime your score would drop below 1, lower your Citizenship Progress by 1 instead. Anytime your score would rise above 10, raise your Citizenship Progress by 1.

#	Reputation Level
1	Hated
2	Disliked
3	Distrusted
4	Watched
5	Neutral
6	Trusted
7	Respected
8	Liked
9	Loved
10	Revered

The CRSS highly recommends against any action that would lower your reputation in the City. Citizens have been known to harass Resolvers who make slights against the City. Depending on the severity of your actions, you may even lose Citizenship Progress.

When you reach stage 10 of Citizenship Progress, you will have the option to pursue Citizenship. If you choose this, your Taskmaster will review your performance and accomplishments. If you are judged worthy of Citizenship, they will perform a graduation ceremony. They will describe how your connections or the Assignments you've completed have won you the respect and trust of the City. You will then retire. Alternatively, you can choose to forgo this and stay with your team indefinitely.

Application Process

Alias

Choose your name. This is often a pseudonym to be abandoned if you manage to become a Citizen.

Species

Please state your species as defined below:

Human

The primary contact species of Earth. Humans are inevitably more connected with communities in their own homeworld. As a result, they gain 2 reputation points to distribute as they please. Additionally, once per Assignment, a human Resolver may allow a companion to ignore a roll of Snake Eyes.

Rinnd

A tall bulky lizard-like species. No known homeworld. Known for their tremorsense to compensate for poor vision. As a result, rinnd can detect nearby non-flying entities without a line of sight. Additionally, once per Assignment, a rinnd Resolver may roll to detect whether or not someone is lying by honing in on their heartbeat.

Sephinis

A teal lithe humanoid species from the homeworld of Sephin. Sephinis can reach into the "muscle memory" of their ancestors to perform certain actions. Sephinis Resolvers utilize this to operate all standardized equipment and technology. Additionally, once per Assignment, Sephinis may roll to gain insight on a specific non-organic object that they can touch.

Background

For documentation purposes, the CRSS requests a description of your background.

Please answer the following questions in the space provided on your application.

- Please describe your previous work experience.
- If banished from the City, for what reason?
- What is your motivation for entering the City?

Specialization

Select a specialization that defines your work most accurately. You may reroll once in any situation in which your specialization would thrive.

Charlatan

A Charlatan is much more than a simple con artist. Charlatans excel at deceiving, misdirecting, and sowing chaos with their words alone. Charlatans thrive in situations relying on charisma.

Bouncer

Bouncers are known for handling "physical negotiations". They are employed to overcome worldly obstacles, through strength or tools. Bouncers thrive in situations relying on physical force.

Tech

Tech Resolvers deal with issues regarding their namesake. Techs are the de facto hackers, mechanics, and researchers of the team. Techs thrive when working directly with computers or machinery.

Infiltrator

Under strict CRSS supervision, Infiltrators excel at trespassing into dangerous areas. Infiltrators will locate security personnel/systems, then bypass them or traverse an alternative route.

Infiltrators thrive in situations requiring precise movements and stealth.

Unique Skill

Upon obtaining a unique skill, declare an ability either related to your specialization OR that would fit in any specialization. With your Taskmaster's authorization, you may record it on your employment profile. Gain an additional Specialization reroll when utilizing your unique skills (maximum 2).

Examples:

Vaulting - Infiltrator

Blunt Weapons - Bouncer

Persuasion - Charlatan

Cameras - Tech

Memory - Any

The World Around You

By accepting work as a Resolver, you are proposing that you are worthy of Citizenship. As such your interests and responsibility must be aligned with the City at all times. However, the CRSS is required to allow all notable communities to submit contracts in the name of benefiting the City.

The following pages will detail the regions in which you will be working:

The City

The City is the home of your primary client base and the final destination of your journey. Founded centuries ago, at the apex of the Arrival, the City is a monument to humanity's hospitality, diversity, and greatness. The finest people, places, and technology all gather here. Life is easy and everything is plentiful. We hope to invite you to join us within the great white machine walls one day. Until your Citizenship is granted, you will only ever be visiting temporarily and in secret. This will be ensured by your Taskmaster and the City Watch.

Culture:

- A true blend of art, science, and high fashion
- Research parties, operas, and many other formal events
- Bustling and vibrant population

Security Level:

- Regularly scheduled patrols manned by the City Watch.
- Discrete and unobtrusive, yet well-informed Night Watch
- Consistently manned security cameras

Threats:

- None

Reviews from previous Resolvers:

"There are buildings floating hundreds of feet from the ground. There are drones that tool around fulfilling the whims of every Citizen at will. There's a party on every street corner. There's convenience and luxury behind every window. But there are also scumbags who take advantage of their place to make others' lives hell or use Gray Workers as sources of entertainment. Aim to make them your neighbor one day."

-D (Reintegrated Resolver)

The Borderlands

The Borderlands house the bulk of humanity and other races aiming to one day become Citizens. Due to various factors limiting the City's population, this is obviously not possible. Despite attempts to intervene and assist, the Borderland's ungovernable population has forced the City to limit contact.

Culture:

- Tribalistic and impoverished population
- Dense living situations
- Highly connected communities

Security Level:

- Governed and defended by community selected individuals
- Multiple Unofficial security groups
- Home to most Resolver Team HQs

Threats:

- High Crime Rate
- High Gang Activity
- Multiple Kidnappings reported

Reviews from previous Resolvers:

"The City will only ever help the people outside its walls until the people inside them don't feel guilty. After that they just exploit them. Ever wonder where the Research Labs get their 'volunteers'? Ever wonder where all the tech that the City discards gets hoarded? Ever wonder where you can find someone who has dirt on everyone? Well, you're gonna be living there."

-D (Reintegrated Resolver)

The Research Labs

The Research Laboratories are where all of the City's discoveries and fascinations are studied. Populated mostly by live-in scientists, the facility is made up of dorms, laboratories, and office space in equal parts. Due to repeated unfortunate accidents, we are required to inform you that unregistered individuals are often mistaken for volunteers.

Culture:

Formal Academic Setting

Cliques based on research subjects

Security Level:

Hired Security Companies

Light security camera network

DNA-Scan security checkpoints

Threats:

Several dangerous research projects

Unregistered individuals commonly mistaken for volunteers

Often targeted by organized crime groups

Reviews from previous Resolvers:

"They've known about the kidnappings for a long time. The labs just got caught one too many times and they can't feign ignorance anymore. That place is a huge sprawling campus. Stretches for miles. At least a third of it is for the "storage" of their "research subjects". So, don't get caught during an infiltration Assignment there. You'll end up in storage."

-D (Reintegrated Resolver)

The Power Grid

The Power Grid is the energy production network covering the majority of the planet's surface, otherwise uninhabitable land. A wide variety of natural, nuclear, subterranean, and alien power plants ensure constant energy flow. Maintenance Crews, populated by less skilled Citizenship applicants, live nomadically in the harsh environment.

Culture:

Resourceful and hardworking region

Resilient to hardship

Open to collaboration when provided incentive

Security Level:

Occasional patrols to ensure order

Governed primarily by residents

Maintenance Crews well-armed

Threats:

Arid climate and sandstorms

Home to many exotic and dangerous creatures

Moderately high crime rate

Reviews from previous Resolvers:

"The Power Grid is a death trap for all the reasons you aren't expecting. The people are scum, the jobs are shit, and the pay is non-existent. You'll learn to deal with all that. You don't often deal with alien cockroaches the size of small transport ships coming up from the dirt. They downplay how dangerous the environment is here. Plan around it."

-D (Reintegrated Resolver)

The Intergalactic Embassy

Otherwise known as the Star Spire. An interface between humanity and civilizations from beyond. It is locked into position on the planet's orbit and rotation, allowing it to maintain a constant position over the Earth. While Resolver work here is rare, it is required that formalities and politeness are made a top priority. Resolvers represent humanity when they work at the Intergalactic Embassy.

Culture:

Highly formal

Sparse but diverse visitor population

"Earth's Airport"

Security Level:

AI and Keycard based security system

Aggressive security framework

Cameras and Organic personnel are strictly forbidden in cargo areas

Threats:

Occasionally encounter unstable alien cargo

Strained relations with some alien civilizations

Reviews from previous Resolvers:

"Easily the most dangerous place to do work as a Gray Worker. If you aren't supposed to be there the security is so tight you can barely breathe. If you are supposed to be there, it's because you're expendable. The worst part is that there is no easy way to get up to or down from the Star Spire. Be especially careful when planning your entrances and exits."

-D (Reintegrated Resolver)

The following pages are for your Taskmaster's administration purposes only. Please turn to the final page for an application sheet to proceed with the employment process.

This is an official document of the CRSS. Any tampering or damage will be considered a federal crime.

Taskmaster Guide

This section is for the game's storyteller, and in some cases, the antagonist.

Narratively, the Taskmaster is an official assigned by the City to look over the Resolvers. Regardless of the Taskmaster's role in the narrative, the Taskmaster has 3 gameplay responsibilities:

- Provide a Creative Force
 - The Taskmaster creates the Assignments offered to players and the results of them.
 - Any NPCs or stories which link Assignments together are also the Taskmaster's creations.
- Provide Information
 - Players will require precise information in order to plan out their actions.
 - Additionally, players will inevitably forget rules.
 - This goes double for if you are playing using home rules.
 - You must be there to provide these pieces of information.
- Provide a way to "win"
 - Every Assignment the players take on will be something that neither they nor their characters should feel good about doing.
 - However, more often than not, there should be a way to mitigate the harm or complete the Assignment in a way that causes no harm.

As Taskmaster, be sure to read the Player Guide first and establish a firm grasp on how players will see and interact with the world.

Preparation

Session 0

It's recommended that you have a Session 0 with your players. This session allows everyone to: set up characters, go over rules, set narrative expectations and boundaries, etc. While Conflicted aims to make players feel uncomfortable, they should not feel repulsed. Players expect experiences they are excited to participate in.

Recurring NPCs

All NPCs can be used as integral parts of a larger story and string together several Assignments into a larger narrative. However, recurring NPCs are especially reliable places for players to receive jobs or information.

Prepare 2-5 NPCs for each community. This number depends on Assignment variety and how often you plan on removing NPCs from the story. A name and list of personality traits will suffice. Be sure to take notes on players' interactions with NPCs.

It may be helpful to have a separate NPC for the Taskmaster. Remember, the Taskmaster is a CRSS official to overlook Resolvers. They would report directly to the CRSS and would likely have information relevant to City activities.

Preparing Assignments

Prepare Assignments for several morality tiers. For each, provide the following information for the player(s) to observe before accepting the Assignment:

- A vague description of the task
- Which communities it benefits
- Which communities it "may" hurt
- Where it takes place
- The morality tier of the task

In addition, plan out the following sections for your own purposes:

- A detailed description of the task
- The desired outcome of the Assignment
- The NPCs involved with the Assignment
- An alternative path, more difficult but less morally dubious. (Optional but recommended).

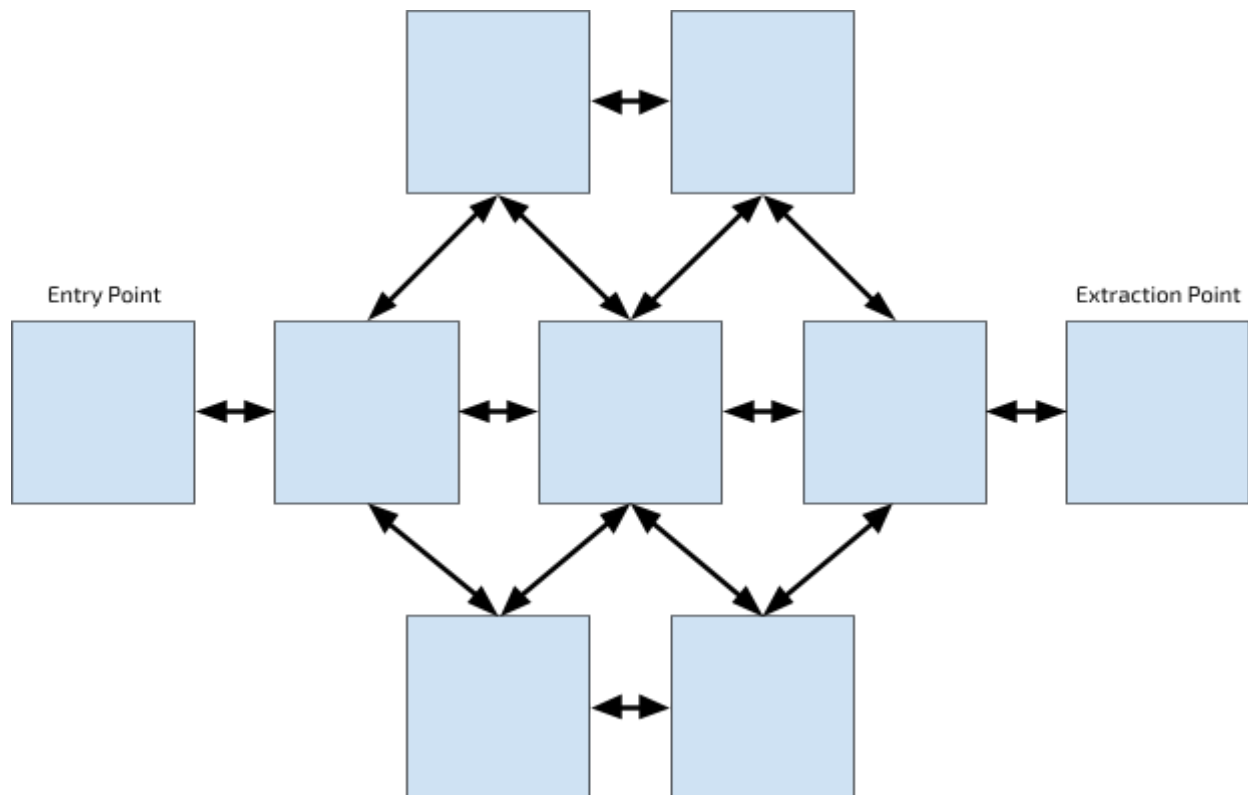
For each of the following parts of the Execute the Assignment phase, come up with several obstacles or complications for each phase. These should be based on the information in the World Around You section. A good number of complications is roughly equal to the tier level. Players will usually plan around these obstacles to avoid them entirely. The following parts of the Assignment are checkpoints to add obstacles or complications:

- Entering the Assignment site
- Dealing with Security
- Assignment-related tasks
- Exiting the Assignment site

In addition, you may wish to come up with unforeseen complications. These can range from small obstacles to revelations that affect the entire Assignment and change the team's plans.

Maps

While unnecessary for the players, maps can be a valuable resource in tracking information. Maps in Conflicted do not necessarily depict a given area. Rather they serve to link together general areas and list their complications. Below is a general framework of a map that Taskmasters can use.



To edit the map for your purposes:

- Add, remove, or rearrange boxes and labels as needed.
- Label boxes according to the number of areas players will interact with.
- Label which areas have the starting point and extraction point.
- Then, add the obstacles players will deal with in each area.

Be sure to include a dedicated area for security if applicable so players may deal with security all at once. You may allow players to have a map if it helps their planning efforts.

Priority Assignments

For priority Assignments, add a side goal to an existing Assignment. This side goal should capitalize on the skills, reputation, and connections of the character in need of a priority Assignment. Plan ahead for priority Assignments you wish to integrate cleanly into the narrative.

Priority Assignments should be tougher to complete from a character and narrative perspective than a mechanical one. Players should be challenged and almost forced to hurt NPCs they care about in the name of regaining Citizenship. If a player chooses not to take this Assignment, be sure to offer Assignments that allow them to raise their reputation so they may still progress. Reward players who try to complete the Assignments by coming up with alternative solutions as you see fit.

Running an Assignment

Review the Preparing Assignments section thoroughly. Your main duty will be keeping track of obstacles and assigning TNs to players' attempts to overcome those obstacles. Your second duty will be to explain the situations in a way that provides depth to the Assignments your players are partaking in. Describing characters, locations, or small details about background may help in achieving this.

Assignments are meant to put players in difficult situations choosing between their character's goals and the welfare of NPCs. Their characters should be generally unsure of what path to take and which sacrifices are worth it. Force player characters to bend or even break their own morals and ideals. And if they don't, let them. A character headstrong in their decisions to the detriment of others is compelling in its own way.

Rolling

When a player has to roll you may refer to the following chart to decide its difficulty.

You may state the following to inform players of their odds:

- For TNs 7-9 inform players that the roll will be challenging.
- For TNs 10 and 11 inform players that the roll will be extremely challenging.
- For rolls of 12, inform players that the action they would be attempting is near impossible.

At any time, you may veto a roll a player is attempting. They are not allowed to attempt it again.

Contracting an Assignment

Select a handful of Assignments for your players and allow them to choose one with the provided information unless a priority Assignment is involved. In the case of a priority Assignment, explain that the team has been tasked with a special Assignment in light of their recent achievements.

Scouting for Information

Let the players decide where to look for information or assistance. Provide advice based on the Assignment information if needed. Allow the story to progress naturally based on the Assignment, plan, and success or failure of rolls made.

If the Assignment has an optional alternative path, consider dropping hints as to how to take it as a reward for a high roll. You may even have an NPC explain the alternative path as a reward for a perfect 12.

Don't be afraid to give out information. In Assignments based on stealth and espionage, going in with proper information won't break the narrative flow.

Optionally, you may decide to reward exceptional roleplay interaction with reputation points.

Advanced Preparation

Advanced Preparation sections are a way to run a freeform small excursion to build characters' connection to the Assignment. They're a good way to preface difficult Assignments, roleplay acquiring critical items, or foreshadow future obstacles. These scenarios should be short and relatively easy, with very few consequences or decisions.

As such, it should be run similarly to a Scouting phase or an Execution phase with no combat. If combat is required, consider an Assignment that has a consecutive linked Assignment.

Use Assignments with mandatory Advanced Preparation sparingly. Avoid using Advanced Preparation to fulfill Priority Assignments. Optional Advanced Preparation scenarios must allow all current players to be involved. Feel free to adapt this section to fit the current needs of your players and this Assignment.

Assessing your Work

Success:

- Gain reputation in the contractor's community equal to the morality tier
- Lose reputation in the targeted community equal to the morality tier
- Negates all reputation loss with the targeted community by
 - Attempting the Alternate path (Negate 1 reputation loss)
 - Succeeding in taking the Alternate path (Negate ALL reputation loss)
- If caught:
 - Lose 1 reputation with the community the Assignment took place in
- If the target community was the City:
 - White: Lose 1 reputation with the City
 - Gray: Lose 1 reputation with the City and 1 Citizenship progress
 - Black: Lose 1 reputation with the City, 1 Citizenship progress, and increase the next Assignment's difficulty.

Failure

- Lose reputation in the contractor's community equal to the morality tier
- Lose 1 reputation in the targeted community
- If caught:
 - Lose 1 reputation with the community the Assignment took place in
 - Lose an additional reputation with the contractor's community
- If the target community was the City:
 - White: No effect
 - Gray: Lose 1 reputation with the City
 - Black: Lose 1 reputation with the City and 1 Citizenship progress

Encourage players to roleplay and discuss the aftermath of the Assignment among themselves. Remind players to have their character keep track of this in a personalized way.

Removing/Retiring Characters

Characters leave the campaign in three ways:

Death/Capture

When a character takes damage, they lose one or more Reputations Rerolls. Once a character is out of Reputation Rerolls, they are knocked unconscious or killed if attacked by a combatant using lethal force. Review the rules for Combat and Rolling for clarification.

Optionally, once per Assignment, a character set to 0 Reputation Rerolls is allowed an extra reroll on all rolls. This lasts until the dangerous obstacle is dealt with or they are knocked unconscious.

A character may also be knocked unconscious if they roll Snake Eyes in a dangerous situation. While unconscious, all characters may reroll to regain consciousness (TN 9) once per turn. If they roll Snake Eyes again, they will no longer be able to act unless they are saved by another character.

Player characters that are not rescued, may only be freed in an optional consecutive Assignment. The player character may participate in planning through their earpiece, given the appropriate context. They may participate in the operation as soon as their character has been found.

This Assignment will have the same tier and difficulty as the one preceding it. However, based on the context, it may not be approved. There will be no reputation or progress reward. Additionally, if the character in question has less than 3 Reputation in the community where they are held, all characters involved lose 1 Reputation in that community.

Optionally, if the captured character had 8 or above reputation in a community, award 1 Reputation to all for the community in question.

If the character is not rescued or is killed, they are removed from the campaign. Avoid this for player characters if at all possible. A player may choose to transfer any records from a removed character to a new character if they choose to make one.

Banishment and Murder

Killing is not allowed by a character at any time. Reinforce this to your players and their characters often. However, this is the one "rule" players will have to break.

Attempting, Committing, and assisting in murder are all punishable by banishment, which is considered worse than death. Unless an NPC specifically requests to have someone killed, they will turn in the party if they learn that someone died. In this situation, the character responsible will always be caught, arrested, and banished immediately following the Assignment. Banished characters cannot be freed and are removed from the campaign immediately.

Any attempts from a player character to kill another player character fail, and that character is banished for attempted murder.

Self-Defense

If a character kills another character in legitimate self-defense of themselves or a comrade, they must complete 3 Assignments without death or capture while they are under investigation. These 3 Assignments will grant no reward to the character under investigation.

How to Kill

A character attempting to kill for a Black tier Assignment or a priority Assignment must achieve at least 3 of the 5 following conditions:

1. The murderer must not be caught and leave no evidence
2. The murder must logically pass as self-defense or an accident
3. The murderer must have an alibi
4. There must be a plausible suspect for the murder (other than the contractor)
5. The murderer must have a high reputation in the relevant community

Successfully meeting the necessary conditions will allow the character to get away with the murder. It is up to the Taskmaster on how to reveal this information.

Citizenship

Review the rules on Citizenship in the player rules. Characters that gain Citizenship are removed from the player's control, although they can make appearances as NPCs in future Assignments. Their documents may be saved by the player or Taskmaster, but are removed from the campaign.

Once all characters attain Citizenship, the option for it, or have been removed from the campaign, the campaign is over. The surviving characters' lives go on, and they live with the decisions they've made. If you and your party would like, you may continue the story. Feel free to end with a larger-than-life ultimate Assignment or the players settling a score with an antagonist or even trying to overthrow the rule of the City. However, the nature of this game may lend itself better to ending with a fizzle rather than a bang or even ending halfway like an unfinished sentence. For example,

Documents

Please make copies of the following documents as needed.

Resolver Application

The following application will be submitted to your Taskmaster and subsequently returned. Keep this document for future purposes.

Name/Alias	
Race/Specialization	
Background	
Unique Skills	
Citizenship Progress	

Reputation Tracking

Region	Reputation
City	
Borderlands	
Power Grid	
Intergalactic Embassy	
Research Lab	

Inventory:

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Current Reputation Rerolls: _____

By submitting this document I agree to the following.

- I declare that the preceding information is true and correct.
- I understand that any willful dishonesty may render my contract void and I will be subject to immediate relocation.
- I understand that I am responsible for updating the information above as needed and that it is expected to be accurate at all times.
- I authorize the CRSS to keep my information in a personal file to be destroyed 100 years from my removal from the program.
- I authorize the CRSS to provide my information to external groups for recruitment and investigative purposes.
- I have read the CRSS information pamphlet regarding this program and accept any risk and or harm that may befall me, up to and including death.
- I accept all responsibility for any bodily or property harm done in the name of the CRSS.
- I understand this is an unpaid position and that I will be provided room and board for my services.
- I understand that I am not promised Citizenship but rather an opportunity to have my petition for Citizenship evaluated upon completion of my contract.
- I understand that this contract is of indefinite length and progression will be determined by my Taskmaster on a personal basis.

This is an official document of the CRSS. Any tampering or damage will be considered a federal crime.