FRACTURED
THE UNNAMED
GAME CO.

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Game by Gilbert S.

Layout by Ceridwen A.

Special Thanks to our Play-testers:

David S. @StollComics

Jordan T. @ZoneFighterJ

John

Julia

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Introduction

Fractured is a Tabletop RPG where you play individuals who have undergone a process that splits their work and home self called Duoing. When a person takes the elevator down to what is called the Duo Floor, the implanted device kicks on suppressing all memories outside of work. When the person leaves for the day the device suppresses any of the memories of their work keeping a clean separation. Companies argue this will limit distractions and protect them from corporate espionage. Opponents of this will argue that a split self is a slave and their work personality has noway to lodge complaints of labor violations. Either way Duo Employees, as of now, are here to stay.

To Play:

- Number of People: 2-5 (One person must be the Office Master and the rest are players)
- Time: 2-4 hours
- Venue: Works digitally via video or voice chat or in person at a table
- Materials: Players may want a notepad and pen (the more generic the better) to taking notes, the Office Master needs to have read this entire book, but players should know as little about the game and rules as possible.
- Optional Materials: If in person, printing out clues and lore may be helpful. If playing online or using a tablet/laptop/phone at the table you can use images downloaded with the PDF. The Office Master may find a print out of the map helpful.
- Content Warnings: Pain, mental health, death, murder, cosmic horror, intense feelings of dread and despair, loss of control, torture, capitalism.

Creating Characters

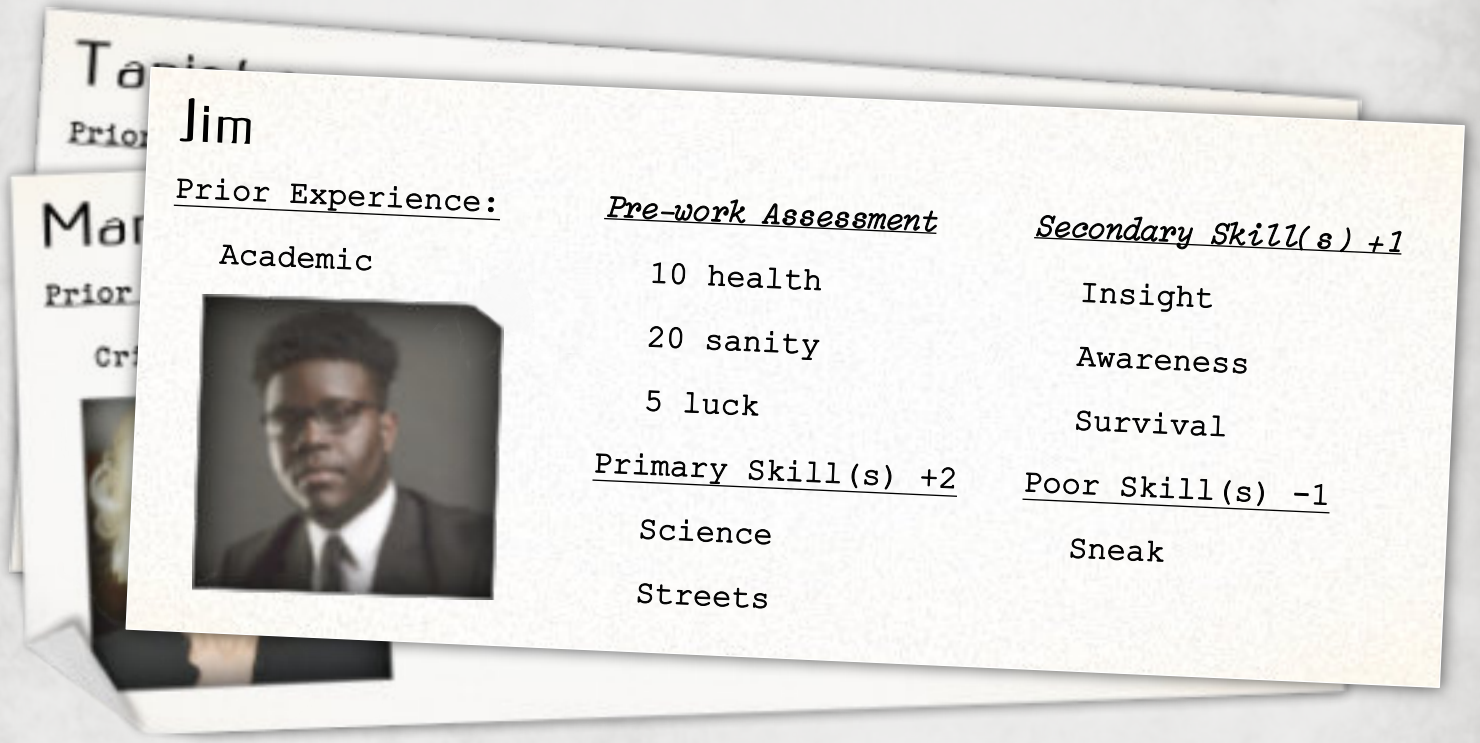
Fractured is a mystery game at its core, so players are not aware of how character creation works. You play Duo Employees who don't remember who they are and how they arrived. Their minds never leave work. They enter the elevator to go home but reawaken coming back down the elevator to start work. That is why this game's dice system and character creation are not shared with the players. The GM will roll for the player's skills, or players can roll and report their numbers without knowing why. However the characters are generated, As the players act they will uncover talents or weaknesses that they have. "Add a +1 to your roll to sneak past Human Resources."

To start, roll a D6 for the background or let the player decide their background. We think letting players know their background will give them a foundation on building their characters. They may understand what they are but not what they do. After the background has been decided, share with the player's their health and sanity scores.

For the skill you may either let the players roll or you may roll for them. Each character has 1 skill they do poorly, 3 skills they do well and 2 skills they do exceptionally well.

Sample Character

- Jim is an Academic. He rolls a 4 from group 3 gaining a -1 skill to Sneak.
- He rolls a 3 and 5 in group 1 getting a +2 in Science and Streets.
- Finally he rolls a 3, 5, 1 for groups 2,4 and 5.
- He gets a +1 skill in Insight, Awareness and Survival.



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Work Mini Game

The players enter a room with a single screen with 10 numbers ranging from 1-10. The screen has a single keyboard that only reacts if a player touches the keys physically. The players must delete numbers from the list to get the total down to 25 or under. Depending on which number is deleted the players may take damage. In the case of a high number 9 or 10 they gain a physical or sanity condition. We recommend rolling for the condition and let the player decide if they prefer to take a physical or sanity condition. Allow the player to make choices about Health Conditions and Sanity Conditions when possible. For example, allow them to chose which sense they lose, or what they become obsessed with. When the office master assigns a condition, you should pick something related to the action that triggered the condition, or that relates to the lore.

For example, Jim takes a Sanity Condition of Paranoia after pushing a button, and he then becomes paranoid that all the numbers in the building are watching him.

When you introduce the job it's best to not explain the consequences. The players should be given a bottle of pills to help with the effects but it should do nothing to stop the pain. Conditions and health reset at the start of each workday, but sanity does not. Announce this to the players at the start of each new work day so they can update their statistics.

Remove 0-2 No Damage

Remove 3-6 D4 health/sanity

Remove 7-8 D4 sanity/health

Remove 9-10 D4 sanity and health and roll a condition

Health Conditions

1. Loss of Senses
2. Fall Unconscious
3. Migraine
4. Severe Pain
5. Partial Paralysis
6. Internal Bleeding

Sanity Conditions

1. Obsession
2. Memory Loss
3. Panic/ Fear
4. Paranoia
5. Brain Fog
6. Hallucinations

If the players decide to not do the work they receive a demerit. If the players take three Demerits they are taken to the Tranquility Room. If they complete their task each day, at the end of the week the characters are given a Jello Party.

If anytime during the week the players achieve a 0 daily, Mia the floor supervisor will award them a medal with the founder's face to wear around their neck.

Work Number Strings

53 =	1	9	10	2	8	3	2	10	7	1
66 =	7	5	3	7	8	8	6	9	3	10
46 =	3	9	8	6	2	8	5	1	2	2
55 =	3	2	8	4	9	4	6	6	3	10
59 =	3	8	6	3	6	9	2	2	10	10
56 =	3	9	7	2	6	10	1	5	10	3
57 =	9	3	1	9	4	10	8	3	5	5
59 =	10	4	1	2	6	8	7	10	10	1
71 =	5	9	7	10	1	10	10	9	4	6
57 =	10	5	10	2	3	8	2	2	9	6

LAYOUT SAMPLE

The Divisions

Iniquitous Analytics aka IA (Core Theme - Pain)

This room is about 40ft x 20ft. On one wall there is a massive screen that shows a string of green numbers on a black background. The total of the numbers takes up the rest of the screen. In front of the screen is a desk that has an old, clunky keyboard. The chord goes into the wall. There are three drawers in the desk. One holds a bottle of pills. The other drawers are empty. There are no chairs. The green glow of the numbers with the blue fluorescent lights above bathe the room in beige.

Weekly Hours - 5 to 15 Salary - $250k

This department decides the fate of small communities and areas to control population. When players delete numbers they are reducing the numbers in a specific populations. The higher the number the more pivotal or important the individual is the community. By reducing these numbers to 25 the community are a lot easier to control according to Jackson.

Data Restructuring aka DS (Core theme - Apathy)

This room is about 20ft x 20ft. Inside, a half dozen workers are sitting at desks with old, bubble-type computers. Shapes appear on the screens casting a green glow on their faces, showing intense discomfort and emotion as they begin using the keys of a keyboard to alter the shape. After expert clicking for a few minutes, they convert the shape into a perfect square. The closer the shape gets to a square, the more relaxed their expressions become until they are completely blank and the shape is perfect. The perfect shape fades and a new shape appears.

Weekly Hours - 40 Salary - $65k

Data Restructuring refines world data and news so it's palatable for average people. Manipulates data so it loses meaning. A block appears on a screen that elicits an initial reaction of heightened emotion. The Block is massaged and changed trying to make it a perfect square. The user does this until they have no feeling towards it, a numbness.

Visual Refinement aka VR (Core theme - Distraction)

This room is about 20ft x 20ft. The office has some beanbag chairs in one corner and a few tables with chairs. On one wall is a screen that displays color swatches, and below it is a keyboard with one button for each color in the swatch. The handful of workers vocalize pleasure or displeasure as one of them clicks to remove a color, winnowing it down to the best color. The audience responses escalate into a moan of delight that ends in a sigh of contentment.

Weekly Hours - 40 Salary - $24k

The world's desires are controlled by Visual Refinement. They create new trends and viral sensations. The user is given a set color patches on a screen, they eliminate patches one at a time. They want to keep the patches that elicit the greatest feeling of ecstasy until only one exists. This last patch should make the user feel as if they have just reached a high level arousal and ecstasy.

4) The Cow - Choose 1 or Roll

1. The Cow appears to be different colors every time you look at it.
2. The Cow moos and keels over dead.
3. The Cow releases a noxious gas, players must leave or take a Condition.
4. The Cow attempts to eat the players.
5. The Cow ages rapidly with one grass and becomes young with the other.
6. A worker is milking The Cow and screams "She is not ready" and forces the players from the room.

Destruction of company property will be met with a demerit, that includes The Cow.

5) The Exam Room - Choose 2 and Roll

1. A video of a surgeon working on a patient doing some weird occult procedures, the site of it causes Sanity Damage.
2. Candies in a bowl, if you eat it, restore sanity to full.
3. Pills swallow them and restore health.
4. Pictures of autopsies of workers who died at their desks.
5. A paper on the long term effect of psychic fields and lasting impacts on health.
6. Medical records of the players, revealing information about who they are outside.

6) Stairs

Hidden behind a statue in the room is a staircase. As the players climb down they take sanity or health damage. 4 or 5 rolls is recommended. At the bottom is one 6 possible ending, choose 1 or roll.

1. Run into The Under and your Sanity slips. If players sign the contract with their blood or speak the word "itoat et," they are spared.
2. You find yourself watching the Tranquility Room from a two sided mirror.
3. You find a cave opening. After winding through it, you discover the cave entrance in the side of a mountain, somewhere in the Rockies.
4. The players remember nothing and wake up at orientation, the very beginning of the game.
5. You find a room with an elevator door on the opposite side from the staircase. The only other thing in the room is a large, sturdy cage. Inside the cage is a bench, a sink, a toilet, and The Founder. He is thin, dirty, disheveled, unshaven, and wearing the tattered remains of a suit. It's clear he has been caged for years. He tries everything to get the characters to release him. If they do, their last moment is filled with the overwhelming dread and knowledge that they have made a mistake, then all goes dark. If they decline, they must go up the stairs or up the elevator, and go back to work.
6. You end up in the office of the supervisor of the Second Floor, welcoming you to the 2nd level of the Duo Floor, but this time they remember everything.

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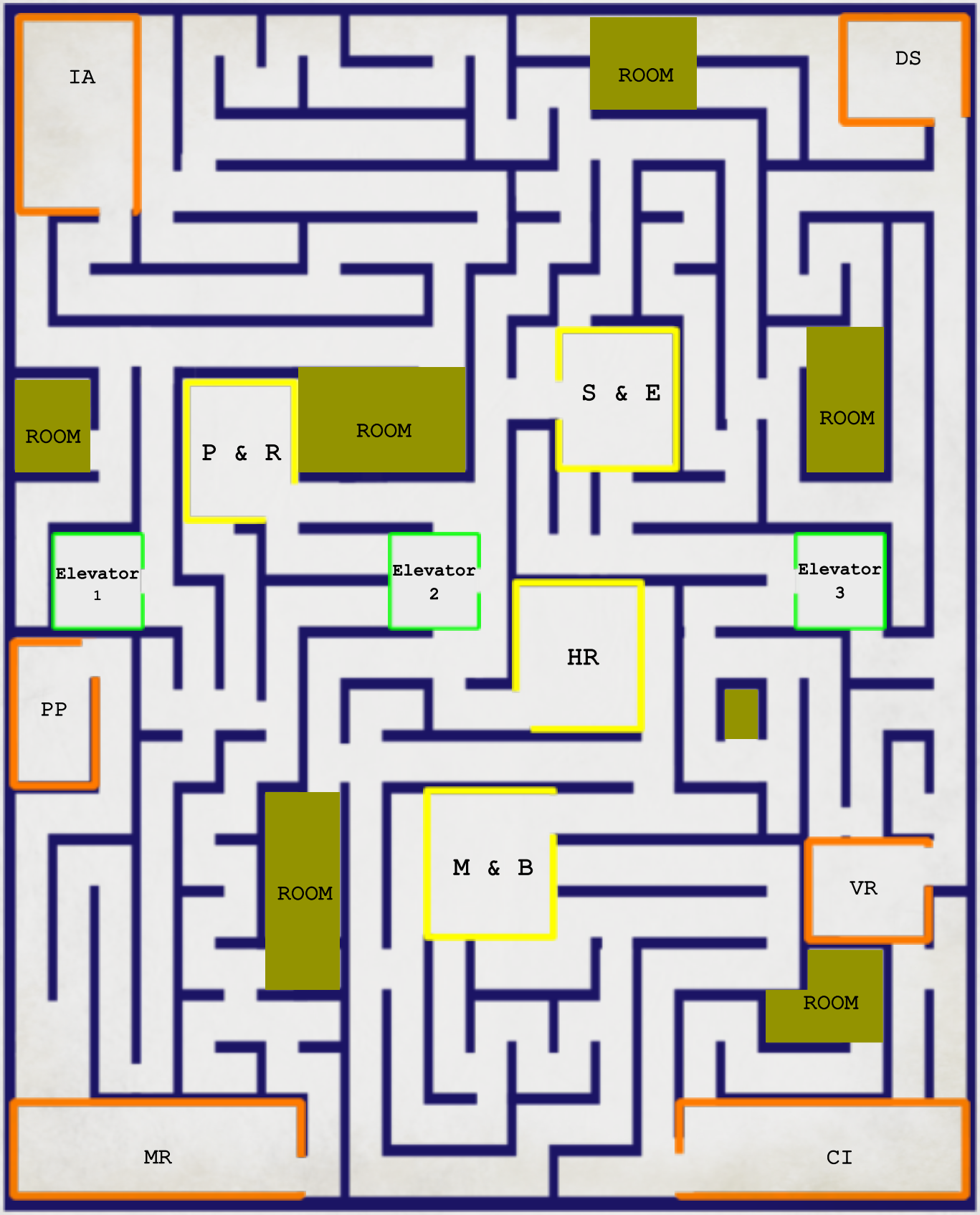
Main Map



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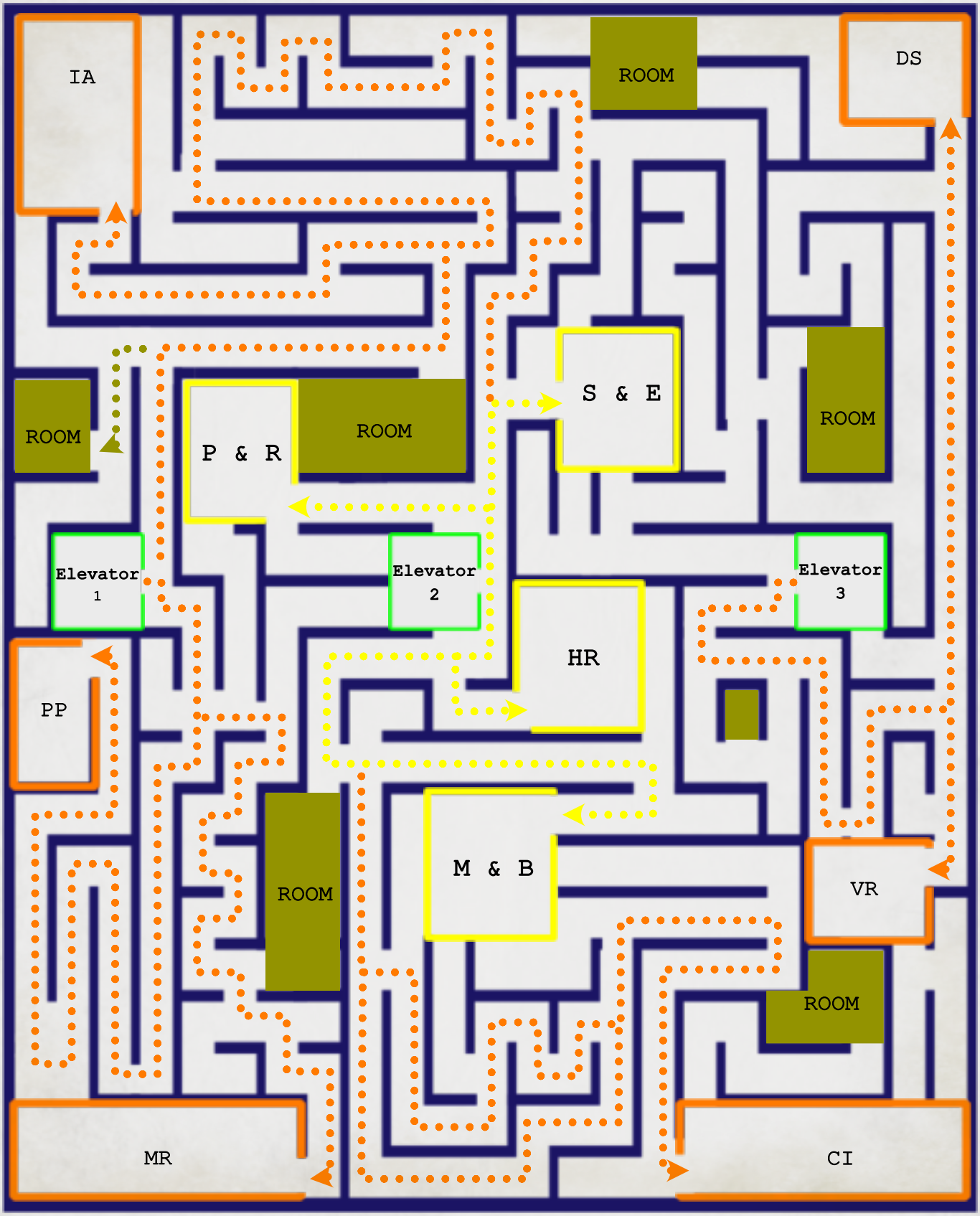
Path Map



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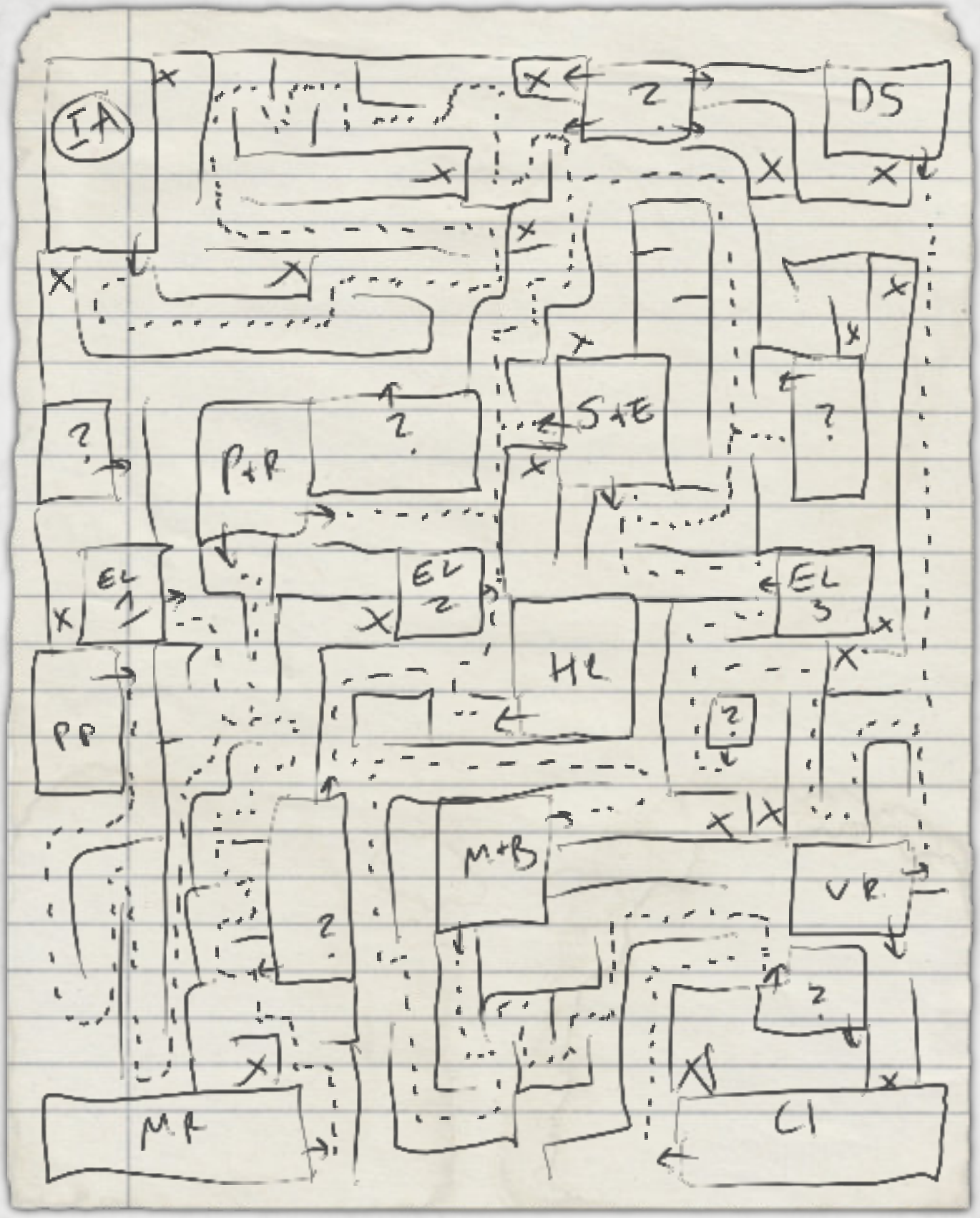
Findable Map



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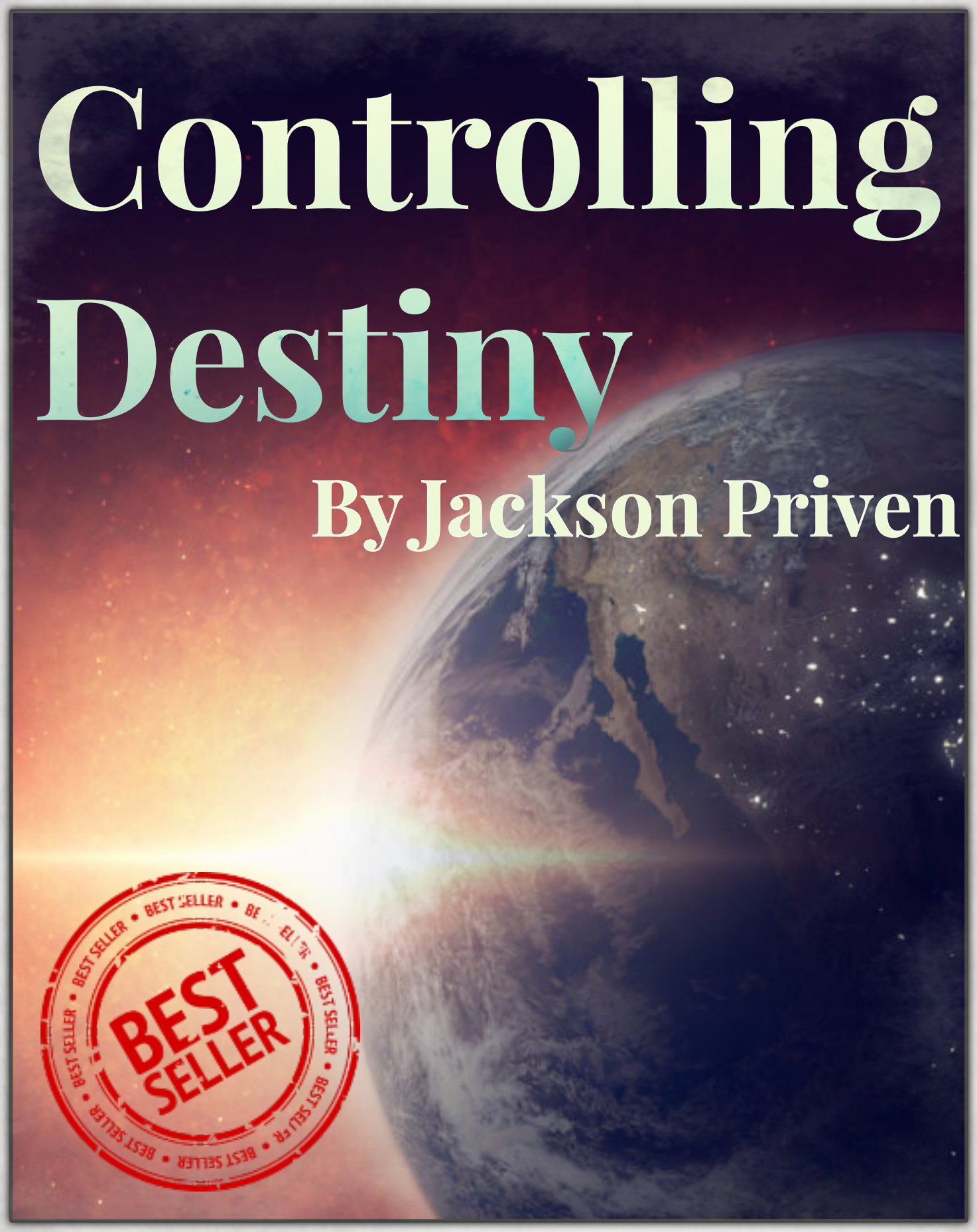
Controlling Destiny

By Jackson Priven



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By Jackson Priven

Special thanks to my loving spouse and dedicated workers.

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Introduction

Chapter 1 - Iniquitous Analytics

Through the careful culling of any population, the fate of that community can be steered towards the destiny of your choosing. In this chapter we explore how to identify pillars of communities, and how to remove them to maintain control over their fate.

Chapter 2 - Data Restructuring

Ignorance is bliss, and in this chapter we explore how to encourage a healthy disinterest in truth. By creating information with so little discernible meaning, people can be easily guided towards any goal.

Chapter 3 - Visual Refinement

Bread and Circuses - as long as there have been populations, there has been a need to distract them from issues. This chapter explores how to use trends and pop-culture to keep people from noticing and acting upon their suffering.

Chapter 4 - Causation Interpretation

A nervous person is a submissive person. Detailing how to keep people on their toes, this chapter explains how randomizing fluctuations in financial security can keep people in line. Revolution requires confidence.

Chapter 5 - Managerial Restrainment

This chapter explains how you must segment a population in order to control it. Keeping like-minds together helps prevent the spread of insidious ideas about change, and allows groups to see each other as "others" in order to keep them from noticing your guiding hand.

Chapter 6 - Prescience Prevention

When controlling the course of destiny, it is important to crush any thoughts of hope, and replace them with fear! By making your undesired futures terrifying, you ensure that individuals and communities stay on your carefully crafted path.

Chapter 7 - Harmonics & Acquiescence

It is an unfortunate reality that, despite our best efforts, some people will always turn away from our path. In this chapter we review methods of correcting the thoughts of dissidents through the proven methods of Dr. Ludovico.

Appendix