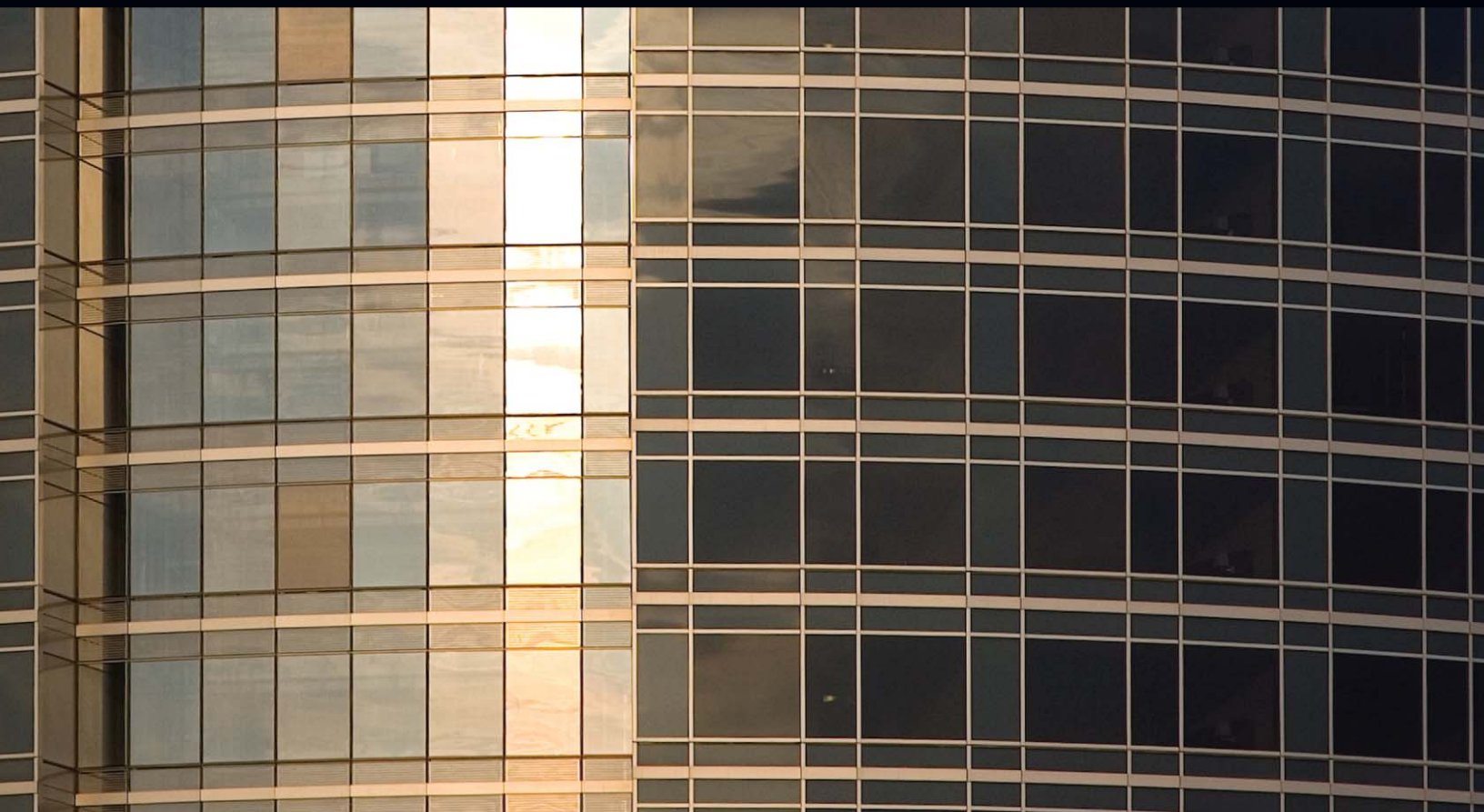




GLASS & STEEL
CAMPAIGN & SYSTEM GUIDE
PRERELEASE FIRST DRAFT



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GLASS AND STEEL

INTRODUCTION

“You are at the office. One of you will not make it out alive.”

— Card 0

It looks and sounds like any other day at the office, but every nerve in your body is on edge, telling you something is terribly wrong. With a tremendous crash, your worst fears are realized. An explosion blasts through the building. Survival is only the beginning, in the smoke and chaos, as events take a turn for the surreal: After making your way through the darkness, you find yourself back at what looks and sounds like... any other day at the office...

Glass and Steel is a game of survival, sacrifice, and a struggle against the inevitable. You must fight against your environment and stay alive while searching for clues and trying to find your way out of the cycle. *[Rewrite. “Environment” is a dreadfully generic word]*

ROLE - PLAYING AND GLASS & STEEL

If you are familiar with the conventions of roleplaying, you may wish to skip this part, or, for more entertainment value, read through it and vocally disagree.

WHAT IS ROLEPLAYING

[The basic “What is RP” bit goes here. We all know this one.]

TERMS USED IN ROLEPLAYING

[The basic “What’s a ‘GM’? What’s a ‘PC’?” bit goes here. Those of us that don’t know this one, fill in the others. I’ll wait.]

STYLE AND DISTINCTIONS

[Include bits here like lack of character advancement, and anything off the P19 that I lousily fudged.]

USING THE GUIDE

The Campaign and System Guide is divided into three parts:

The first part is the Player’s Guide. The Player’s Guide covers everything that a player would need to know in order to get up to speed on the background and setting of the story, create a character, and deal with any in-game conflicts that may arise.

Second is the GM's Manual. The GM's Manual contains further information about GM duties, added backstory, stylistic tips, and information on arbitrating conflicts. The players need never consult the GM's Manual.

The last part consists of forms—for the players and for the GM—that will help keep information about game progress, player statistics, inventory, and other essentials close at hand.

W H A T Y O U ' L L N E E D

[The mechanic for this game is still up in the air, so this section may change as it becomes better solidified.]

Aside from this book, a knowledgeable GM and eager players, there are a few other pieces of “hardware” you'll want to have on hand before sitting down to a game of *Glass and Steel*.

- *Dice.* In *G&S*, Situations of chance and conflict are resolved using rolls of the dice. Players should have between five and ten [???] 10-sided dice (also known as “d10”s) available for play. These dice are commonly available where roleplaying-game supplies are sold. Players may share dice among themselves if there are not enough available.
- *Forms.* Paperwork, paperwork, paperwork. In order to keep track of your character's premise, progress, and possessions, you'll want to have copies of the forms in the last section of this Guide. GMs should estimate the number of copies needed before the game, and have plenty on-hand for any extra NPCs that may come about.
- *Stationery.* Even after character creation, your characters will be evolving throughout the game, so be sure to have a pencil handy to mark changes.

GLASS & STEEL PLAYER'S GUIDE

SOMETHING ISN'T RIGHT

You snap back to the world—and find yourself sitting at your desk in your cubicle on the fifth floor of the State Commerce Building, with piles of half-sorted paper surrounding you. The fluorescent buzz of your surroundings filters back in. The dulcet tones of office phones ring in the distance. You clear your head, and look down at the papers you were shuffling. *Something doesn't feel right.* You place your hand on the pile of papers, trying to recall whose desk it needs to cross next. *How did I get here? I don't even remember driving in today.*

You peek over the wall at your friend and fellow cube-jockey—he stares up, looking about as dazed and bewildered as you feel. A blast of premonition rushes through your head— *Something terrible is about to happen.* A gentle wave of realization washes over you—*The windows! Get away from the windows!*

CRASH

The hush of the office is shattered by a violent explosion. Window glass bursts inward in thousands of deadly shards and the floor thrusts upward. Thick smoke chokes the room as the building continues to rumble and sway. Blood, fire, smoke, chaos. You make your way down the smoke-billowing stairwell as pieces of cement and steel crumble down around you. The crush of frantic bodies presses against you. You stumble... your throat constricts and your vision fades to black...

REWIND

You snap back to the world—and find yourself sitting at your desk in your cubicle on the fifth floor of the State Commerce Building, with piles of half-sorted paper surrounding you.

PLAYING THE GAME

This section assumes that you are familiar with RPG terminology and basic workings. For more information, read the relevant sections in the Introduction of this book.

YOUR CHARACTER

Before you speak the first line or roll the first die, you must first create your character. In *Glass and Steel*, each player (person at the table) represents and controls one character. Your first step in playing the game is to define your character—their personal qualities and abilities as well as their personality and background.

You will require a character sheet, one of the forms in the back of this book. You can copy one from the book, download and print a copy from the Internet, or, if the

situation requires it, you can copy down the relevant information. The Character Sheet is the way to keep track of your character's current state and advancement, as well as keep a reminder of the more ephemeral "color" points of your character, such as personality, background, motivations, and appearance.