

AT THE BRINK OF THE ABYSS



NOTES

DIRECTOR PRINCIPLES

- Be a fan of the other players
- Address the characters
- Address the players
- Ask questions and build on the answers
- Express consequences by way of the fiction first

THE ABYSS

FALLOUT

TIER I

- 1-3:** An enemy acts against the group
- 4/5:** A friend needs urgent help
- 6:** Omens loom in the mundane world

TIER II

1-3: An enemy is embraced by the abyss
4/5: Agents of the abyss stalk a friend
6: An obligation causes trouble for the group

TIER III

- 1-3: The abyss advances its agenda
- 4/5: A friend succumbs to the abyss
- 6: An important place falls to the abyss

NAMES

Aquila, Libra, Corvus, Topaz, Sapphire, Caspian,
Scorpio, Taurus, Crux, Aquarius, Gemini, Virgo,
Lyra, Capricorn, Cygnus, Drake, Canis, Hydra,
Auriga, Leo, Sagitta, Carina, Cetus, Lynx, Wren,
Hawk, Osprey, Faun, Spinel, Minnow, Lumina,
Diamond, Charybdis, Castor, Talc, Oryxian,
Silver, Tourmaline, Raven, Stella

By finding clever approaches, or appealing to the hearts of their foes, even mundane characters may be able to act with standard effect against supernatural threats.

Transcended protagonists can achieve moments of total triumph, redeeming their foes, and making the world meaningfully better.

Reserve the brightest triumphs, and most sweeping successes for situations where the protagonists work together.