

IMPACT

INTRODUCTION

Somewhere out on the edge of existence, that's where you were. One of a hundred stasis pods, lined up in neat rows in the cargo bay.

Destination: Some far-flung colony that was promising a better life.

You don't know what happened to the ship. Maybe you'll never know. Maybe the story will fade away into the vast emptiness of space, nothing but frozen debris orbiting some distant moon. All you knew was an alarm breaking through your chemical slumber, a series of mechanical cracks, and then the feeling of weightlessness.

Your pod was blasted away from the ship and, by sheer chance, drifted into the atmosphere of the nearest planet. It must've looked like a shooting star, burning up and fragmenting as it fell to ground. It's a miracle you survived.

Will you survive for much longer?

Welcome to Impact, a game of survival. You're trapped on a completely foreign world. The only thing you know for sure is that it's hostile.

Step 1: Select your character or create your own.

Step 2: Select three items, either randomly or of your choosing.

Step 3: Lay down your map.

Step 4: Hope that you live to see the end.

HOW TO PLAY

Impact is a heavily customisable experience but generally there are two ways to play, ‘tabletop’ or ‘solo.’

Traditional

Tabletop is more reminiscent of a DnD-style group adventure, requiring at least two people. One person will be playing as the ‘Game Master.’ It is their responsibility to lay out the map of the game and control the events that happen throughout, reading from the GM section of this guidebook. The GM can either choose the endings to events from the book or create their own.

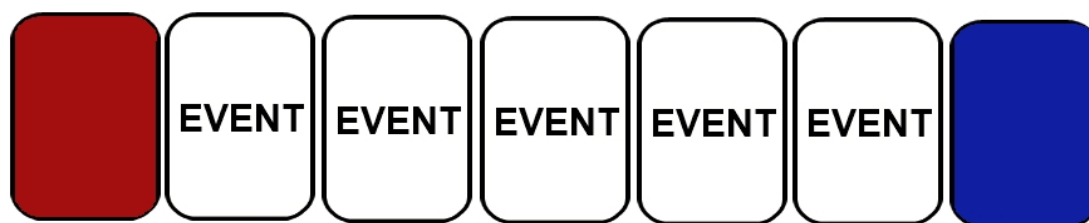
Solo

Solo is built for either one player or multiple players looking for a shorter, simpler experience. There’s no Game Master involved, the players randomly select event cards just like item cards and play for as long as they wish.

Begin by drawing a biome card (Red). Each biome has a number of events. Shuffle a number of that biome’s event cards and place them. Below are two examples of how to place the cards:

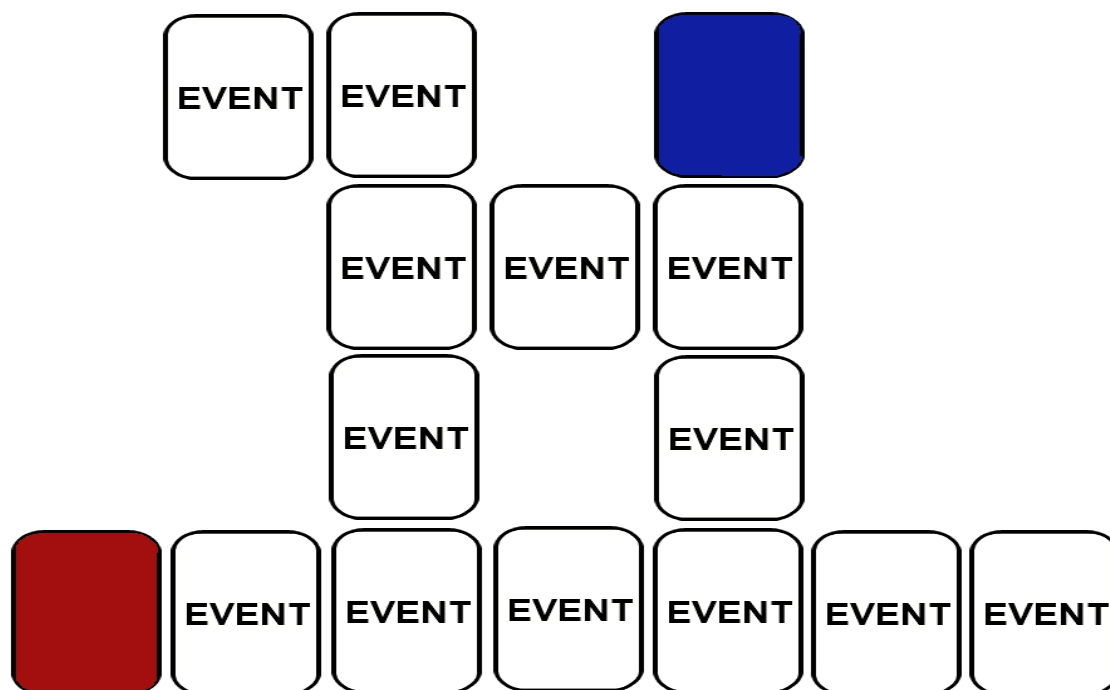
Linear

Place five event cards in a row and a finale card (Blue) at the end, player advances through them one by one.



Adventure

Place many cards down in a branching map, with a finale card at the end of one of the branches. Depending on the size, this could involve multiple biomes.



With each event, the player has a set time to write a 'reaction.' Whoever's controlling the game can then create their own outcome to the event or select one from the GM book. Some outcomes can have lasting effects (Injuries, new equipment, etc.) that the player can include in later events, leading to a sense of progression that builds to the finale card. There are multiple finales, all with their own positive or negative endings.

NAME : THEODORE "THEO" HAWLEY**CAREER : EX-SOLDIER****PICTURE****HEALTH : /15****EFFECTS**

1. _____
2. _____
3. _____
4. _____

GENDER : MALE**HAIR : BLACK****HEIGHT : 187cm****EYES : GREEN****WEIGHT : 75kg****AGE : 52****GENERAL DESCRIPTION :**

Broad, muscular build

Regulation buzzcut hairstyle

STORY : *Raised on a military academy planet, I was literally born to fight. The Minotian Civil War was raging when I came of service age, so I was trained to drop right into the harsh terrain of Minos IV, do my job, and be back out before the other side even knew I was there.*

I've survived 18 military campaigns across all corners of the galaxy. I'd be making it 19 now if they hadn't enforced a mandatory age of retirement. I won't lie, I've felt a little useless since I got booted. It turns out peace isn't quite as fulfilling as they say it is.

I hear that the Outer Colonies are always in need of someone who knows how to use a gun. I can think of worse ways to spend retirement.

ITEMS

1. _____
2. _____
3. _____
4. _____
5. _____

Notes : _____

NAME: "Pariah"

CAREER: Assassin

PICTURE

HEALTH: /15

EFFECTS

1. _____
2. _____
3. _____
4. _____

GENDER: FEMALE

HAIR: BLACK

HEIGHT: 175CM

EYES: BROWN

WEIGHT: 61KG

AGE: UNKNOWN

GENERAL DESCRIPTION:

APPEARANCE VARIABLE DUE TO
DISGUISES

STORY: *There's not a lot to say about me so let's keep it short. Yes, I kill people that need to be killed. No, I don't ask why. The pay's good and it comes easy to me.*

When someone hears that Pariah is after them, they tend to do one of two things. They fight or they run. They end up dead either way, one just takes longer. Some of them run really far, right to the edge of the galaxy to hide out on some backwater colony town.

Losing a year or two in a stasis pod normally isn't worth it but I'm getting paid big bucks for this one. We're talking 'Live like a queen in the Vegas Quadrant for the next five years' money. Who could say no to that?

ITEMS

1. _____
2. _____
3. _____
4. _____
5. _____

Notes: _____

NAME : KRINCAREER : TEST SUBJECT**PICTURE**

HEALTH: /15

EFFECTS

1. _____
2. _____
3. _____
4. _____

GENDER: MALE

HAIR: BLONDE

HEIGHT: 165CM

EYES: BROWN

WEIGHT: 52KG

AGE: 23

GENERAL DESCRIPTION:
SHOCKINGLY THIN
SHAVED HEAD
TATTOOED

STORY: THEY TOLD ME I WAS
GOING TO BE A HUMAN
FIREWALL. THEY WERE RIGHT.
THEY WERE RIGHT. THEY WERE
RIGHT. THEY WERE RIGHT.
THEY WERE RIGHT. THEY WERE
RIGHT. THEY WERE RIGHT.
THEY WERE RIGHT.

I THINK.

HARD TO TELL.

ITEMS

1. _____
2. _____
3. _____
4. _____
5. _____

Notes: _____

NAME: Ade KareliaCAREER: Pilot

PICTURE

HEALTH: /15

EFFECTS

1. _____
2. _____
3. _____
4. _____

GENDER: NON-BINARY HAIR: RED

HEIGHT: 160CM EYES: BROWN/WHITE

WEIGHT: 72KG AGE: 31

GENERAL DESCRIPTION:
VISIBLE CYBERNETIC IMPLANTS
STOCKY BUILD

STORY: *I know what you're thinking. If I'm a pilot, what am I doing climbing into a stasis pod to get around? Hahaha, it's hilarious. Well, let's just say that some of the things I piloted weren't exactly "legal." Cybertech doesn't come cheap and you have what to have to do stay on top in a competitive field.*

Long story short, things got a little tricky and now I owe quite a lot of money to people who would have no qualms about hiring a Repo Man to rip the implants out of my head. Fun, fun, fun. So yeah, stasis pod. I need somewhere to hide out and where's better than at the literal end of human civilisation?

ITEMS

1. _____
2. _____
3. _____
4. _____
5. _____

Notes: _____

ITEMS

After choosing characters, you're to select three items to take with you on your journey. Maybe it's a treasured memento that you clung to in your stasis pod. Maybe it's a useful tool that you salvaged from the wreckage around the site of your crash landing.

Just like with characters, we hope that you use the setting of Impact to let your imagination run wild and come up with any number of items. However, below are some examples that you can feel free to choose from, three items for each of the sample characters you saw earlier in this guidebook.

Theodore “Theo” Hawley

Pistol – A standard-issue military handgun that Theo has carried with him for 20 years and modified heavily.

Canteen – A cutting-edge version of the classic water canteens used by soldiers and explorers of the old world. This device filters impure liquids to create perfectly potable drinking water.

Tags – Though traditional dog tags haven't been used by militaries in centuries, replaced by minor cybernetic tracking devices, graduates of academy planets are still presented with these metal tags as a keepsake and a reminder of the military legacy that they're carrying on.

Pariah

Polly – Don't let the name fool you, Polly is what Pariah calls her favourite weapon. A sniper rifle that can break into two-dozen easily-concealable pieces, Polly is the perfect gun for an assassin on the go. Pariah can assemble it in 30 seconds with her eyes closed.

Disguise kit – A small case of make-ups, paints, and prosthetics. Most of the universe has adopted technology to counteract cybernetic and holographic disguises, making Pariah's old-fashioned practical effects even more useful.

Rebreather – This device allows its wearer to breathe in hostile environments, such as underwater or in the presence of toxic gases.

Krin

Magic box – A small remote control device. Krin doesn't remember how he got it, all he knows is that pushing a button causes his head to tingle and nearby electronics to break.

Knife – Krin found this tucked into one of his boots. It looks pretty old but as sharp as the day it was made. In the wilderness, a knife can be the most important tool there is.

Identity bracelet – On Krin's wrist is a plastic band with the words 'Project Krin #187' embossed on it. He reasoned that Project can't be a name and a number can't be a name so he must be Krin, of course.

Ade Karelia

Cyborg eye – Worth every penny. Ade's right eye is an advanced bionic replacement with a variety of features.

BAIS – The Butler Artificial Intelligence System is a basic computer program that comes free with some of Ade's enhancements. It's no chess grandmaster but it can help out in a pinch and, at the least, offers some company.

Event Cards

With your character and their items selected, all that's left to do is play. Below, you'll find the four biomes of the game and examples of the events you may encounter in

Desert – Billions and billions of grains of sand and not a single sign of life.

Oasis – In the wavering distance, you catch a glimpse of fresh water. It's what you've been craving more than anything else and it's so close.

Visitors – The last few nights, the skies have been filled with mysterious lights and inhuman silhouettes. Could it be that someone has arrived to rescue you?

Tomb – You come across a crude structure made of stone, with a carved door and steps leading down into darkness. With another oppressive night already settling on you, sleeping in a long-abandoned tomb doesn't seem like such a bad idea.

Jungle – A place where the air is thick enough to choke you and danger hides behind every tree.

Waterfall – The jungle comes to a sudden, thundering end as a colossal waterfall appears before you. The only way left to go is down.

Fever – There's something in the water and now it's in your blood. Modern medicine means nothing out here. If you want your health back, you must fight for it.

Footprints – You find tracks through the undergrowth. Human tracks. There's someone else out here and you must find them.

Ruins – A civilisation once stood here. Now there's nothing but rubble and ghosts.

Survivor – You hear a message being broadcast from a nearby radio tower. A human voice, requesting help. Whatever happened here, they lived through it. They're either very smart or truly insane.

Minefield – You bring your foot down and hear a chilling click. You've stepped on a mine, fallen for a long-forgotten trap.

Life – Amidst a small mountain of rubble, you find a large tree flourishing. Its flowers are beautiful, shimmering blues and purples. You pick one of the oddly-shaped fruits that hang in clusters from its branches.

Tundra – Endless miles of ice and stone. The living have no place here.

Wolves – They have caught your scent. Pray that they don't catch you too. Run, hide, or fight, do whatever it takes to survive.

Quake – While crossing a treacherous icefield, the mountains on the horizon start to quiver. The ground shakes, ice cracking under your feet.

Climb – Before you is a wall of unforgiving rock, sky-scraper high. There's no way around it. Try not to look down.

FOR GAME MASTERS

Welcome to your section, GM. You've got the most important part to play in Impact. You're not one of the survivors, scrabbling from event to event. You're the one making them scrabble. Your first job is to guide the players through selecting characters and items, then to place the event cards. It's up to you how to do that but feel free to follow the diagrams that appeared earlier in this guide.

After that, it's time for the game. You set how long the players have to write their reactions and you choose the endings. You also have to keep the players in line. If, for example, one character wants to kill another, you have to decide if you'll allow it and what the effect will be. It's a heavy burden but an exciting one.

Your players all start with 15 health points. For every event where they don't find food, they lose one. They can also lose them by being injured during an event. If you're a truly unforgiving DM, your players can die, their journey forever unfinished.

Below are examples of how you can choose to end events but pre-written endings can only go so far. If you want to put your own stamp on the game and truly reward or punish your players, feel free to end things any way you want. Keep in mind that you can also have the players write a second reaction to the events of the ending, so it doesn't always have to be a closed book.

Desert

Oasis -

A. The players arrive at the oasis and fall to their knees at the water's edge, drinking deep. Before they've drank their full, however, there's a rumbling from the water. A creature bursts from the water with a screech and takes a bite out of one of the players before they can escape its reach. The creature retreats back into the water and the players flee. Remove three health points from the player of your choice.

B. As the players approach the oasis, it shimmers and disappears. The players are forced to watch as the thing they've longed for is proved to be nothing but an illusion.

Visitors -

A. As the players look up at the night sky, a mysterious light overwhelms them. They come back to consciousness on the ground with no memory of the last 3 days.

B. One of the lights veers at an odd angle and the players spot some kind of pod falling to the ground. They approach the landing site, where a small vessel of unknown design lies open, spilling out small, odd-looking pellets. The players determine that the pellets are food, providing all the nourishment of a full meal in a tiny package. Provide all players with the pellets, they never need to worry about food again.

Tomb -

A. The tomb offers no surprises, it simply provides the players with a much-needed good nights sleep and they leave in the morning, feeling rejuvenated. All players recover two points of health.

B. The players' slumber is disturbed by banging and rattling noises. A great gust of wind forces them out into the night before they can fully collect themselves and the doors of the tomb slam behind them. Take an item away from one or two players of your choice.

Jungle

Waterfall -

A. The players painstakingly make their way down the waterfall, searching for safe hand and footholds in the slippery cliff-side. Their patience is rewarded, they find an oasis of crystal-clear water and lush vegetation to feed on at the base of the waterfall. They spend the night there. All players recover five points of health.

B. The players rush down the waterfall and quickly slip and fall, landing at the base a lot quicker and rougher than they had planned. Remove five health points from all players.

Fever -

A. The players limp their way to a source of fresh water and then collapse. The following few days are a prickly, torturous blur but they do pass. On the fourth day, the players awaken with clearer heads but weaker bodies, with no choice but to carry on through the jungle. Remove three health points from all players.

B. In a desperate attempt to stave off the disease, the players find a few nearby plants that they hope will act as medicine. Miraculously, it works but the plants also cause an intense psychedelic trip. The players must spend the next event high and hallucinating.

Footprints -

A. The players follow the prints and fall straight into a trap. A large, seemingly intelligent creature has planted the prints and now emerges from the trees. The players must write a quick reaction for if they flee or fight. The DM decides if they succeed or not.

B. The players follow the prints and find a rusted, fallen robot. It's a scouting droid used by several intergalactic mining corporations. It shut down a long time ago but it proves that someone is out there and they can be contacted. The players feel elated and they strip the old droid for parts, finding a laser weapon. Provide the player of your choice with a modified laser pistol.

Ruins

Survivor -

A. The players trace the message to its source, prepared for a fight. Instead, they find a skeleton propped up against a radio that's been broadcasting the same emergency signal for decades. One can only survive for so long. They scavenge what they can from the location, finding some preserved food and a weapon. Give the player of your choice a high-powered sniper rifle.

B. The survivor launches an attack on the players, driven almost feral by trauma and isolation. He gets a few good hits in before the players are forced to kill him. Remove 2 health points from 1-3 players of your choice.

Minefield -

A. The players spend a few minutes panicking with no plan. They raise their foot, expecting an explosion. Nothing. The mines have long since succumbed to decay and are no longer active. The players breathe a sigh of relief and carry on their way.

B. The players improvise, replacing the weight on the mines with loose rocks and debris. It's a tense, painstaking process but it works.

Life -

A. The players eat from the fruit and wake up the next morning feeling rejuvenated. More so than they should. They are stronger, faster, their senses heightened. This may come at a cost but right now, they feel too good to care. Give the players an easy ride for the next two events. For the event after that, add the caveat that they're in crippling pain.

B. The players don't trust these strange, fluorescent fruits. They open one up and leave it on the ground to observe. Over the next few hours, the juices burn through the ground like acid. A narrow escape from certain death.

Tundra

Wolves -

A. The players desperately look for a hiding place and thankfully find it in a tiny hollow of compacted ice. They spend a sleepless night with a weapon pointed at the hollow's entrance, flinching at every distant howl.

B. The players refuse to run and instead face the wolves down, trying to ward them off with loud noises and lights. The stand-off lasts for some time but the wolves eventually wander away, bored.

Quake -

A. The players do not react in time and fall into the icy depths. The sudden shock is like having limbs turned to concrete. It's an almost superhuman effort to escape the water but the players do, clawing their way back onto the ice. Remove 4 health points from all players.

B. As the ice fractures under their feet, something emerges from underneath and the players find themselves on the back of a great whale-like animal. The animal is of such size that it seems not to notice the players' presence as it cuts through the landscape. For the next event, the players are still on the animals back, with all the consequences that entails.

Climb -

A. The players spend most of the day climbing up the cliff, their bodies aching and their minds numbed. Close to the top, one player falls and would've kept on falling if a small ledge didn't catch them with a horrific crunch. Remove 10 points from the player of your choice.

B. The players walk the length of the cliff to look for a safer way and eventually find a less steep route with some natural hand and footholds. The path becomes narrower as it rises, until the players are squeezed between two walls and having to fight for every step. Just as it becomes unbearable, the path opens up. They have survived and made it to the other side.

ENDINGS

Every journey must end somewhere. Every story has a finale. This is yours. Will you (or your players) make it out of the nightmare and off the planet? As always, you can create your own endings so the ones that appear below are just examples or things to build off of. Maybe some characters don't even want to leave the planet and stay behind instead!

We recommend that once an ending is over, the players have one last writing session to capture their characters reactions and say goodbye to the story they've helped bring to life.

The Rescue

The players have run out of supplies and find themselves wandering aimlessly until they can't wander any more. They begin to ponder giving up when a bright light appears above them in the sky. A sleek spaceship sets down nearby and the players stumble towards it as an entryway opens up. Someone was out there tracking your stasis pod and they've finally found you. You're rescued. It's over.

The Fortress

The players find an abandoned base of some kind. There's no clues as to who the occupant was but they left behind decades-worth of preserved food and supplies. The players have grown tired of wandering and this safe haven seems inviting. They decide to make the base their home, maybe for a month or maybe forever. In time, the idea of escaping the planet may come to seem like a crazy pipe dream.

The Wreck

While trekking through a particularly inhospitable area, the players find the rusting remains of a small spaceship. The crew of five are nothing but skeletons in rags. The players spend months converting the ship, patching it together with anything they can find. It's not going to win any industry awards but hopefully it can get them to the nearest space-station in one piece. Hopefully.