

# Fevered Pace

by Mendel Schmiedekamp, January 31st, 2012

In the near future, speed of body and speed of mind have become more than an edge, they have become the key to survival. To make something of yourself you have no choice but to go into debt, to leverage your worth, your life, and your soul for the next day. And that's why you keep moving forward. Always running to something, from something. Because if you ever stop, you'll meet a fate worse than death, and your loved ones will soon follow.

## Playing Fevered Pace

Fevered Pace is a game about speed and debt in a cyperpunk future. For a typical character a fight could take a handful of seconds with dozens of strikes and counter-strikes occurring at blurring speeds. From a character's perspective, the consequences to a deadly blow or a rapid combination of electronic attacks could be unnoticed until they take a breath from the dizzying speed.

## Hit and Kill Percents

When characters try to accomplish something in Fevered Pace they accumulate two tallies each second to affect their target. The first of these is the Hit Percent (H%), which is the likelihood of their attempts having any impact at all. The second is the Kill Percent (K%), which is the degree of impact of a successful attempt.

At the end of each second, a player rolls percentile die, two 10-sided dice, where one is the tens digit, and one is the ones digit, and 10's are counted as zeros. If this roll is equal or less than the H% then the attempt had an impact. The player will then add the new K% to any current K% for accomplishing this goal, and roll another percentile die. If this second die is underneath the total K%, then the goal has been accomplished. In either case the tallies of H% and K% for that second are zeroed out for the next second, only the sum of the successful K% remains.

One of the most common such goals is killing or subduing a foe, but this can include persuading someone to help, breaking an electronic lock, or finding the files hidden in someone's office. What makes each of these different is the ways in which H% and K% can be added (see Blinks below).

If H% exceeds 100, any extra is applied to the K%. If the K% ever exceeds 100, the extra becomes Overkill. Overkill is usually just that, but it occasionally makes a difference. For example, if your enemy has a jump-starter, which can bring someone back from the brink of death, overkill can make it less likely that he will suddenly come back to life.

## Blinks and Maneuvers

Blinks represent the number of actions you can take of a certain type in one second. Blinks are spent to use maneuvers, quick actions which exploit a particular area. During a second, everyone involved goes around spending blinks on maneuvers, going around to each of the characters and threats (see Missions) spending in turn.

- Cognition - used to Plan, Comms, and thinking intensive actions - measures your speed of thought and comprehension.
  - C → Plan: can now pass and still spend blinks later
  - C → Comm: send and receive message
- Reflex - used to Evade and other instinctive actions - measures the speed of your instincts and unconscious reactions.
  - R → Evade: -10 H% to a skill use
- Mobility - used to Move, Heft, and other actions involving strength and movement - measures the bulk speed of your body and its parts.

- M → Move: move 5 meters
- M → Heft: add 1 range (5 meters) to a thrown weapon
- Perception - used to Notice, Examine, and other actions involving the senses - measures the speed of your senses and recognition.
  - P → Examine: focus perceptions on one target
  - P → Notice: observe events near you
- Dexterity - used to Draw, Throw, and other actions involving fine control - measures the accurate speed of your body and its parts.
  - D → Draw: change what gear you are holding/ using

Some maneuvers are not based on a specific blink category. The most general is:

- Any Blink → Act: perform a simple action of this type

Skills provide a base level of H% and K% for their related goals. They also have an associated blink category, which provides the following maneuver:

- Any Blink → Skill: use a skill based on this blink, or +10 H%, or +5 K%

Lastly, during a second blinks are spent on all sides. Passing is what happens when you don't want or cannot spend any more blinks.

- No Blinks → Pass: you can't spend blinks any more. Once all participants pass, the second ends.

## Blink Debt and Crashing

Sometimes the blinks you have are not enough, when you need more you have the option of going into debt. Blink debt involved trading the potential to use another category of blinks to gain more uses of a particular blink right now. This could be as simple as falling into a solid stance to better aim your gun (Mobility Debt for Dexterity), clearing your mind so you can dodge faster (Cognition Debt for Reflex). The debt relationships are:

- Cognition uses Reflex and Perception Debt
- Reflex uses Mobility and Cognition Debt
- Mobility uses Dexterity and Reflex Debt
- Perception uses Cognition and Dexterity Debt
- Dexterity uses Perception and Mobility Debt

You may as much as double your available blinks of a given category for the second by going into blink debt, to a minimum of 1 if you would normally have no blinks of that type.

Once you have blink debt, it must be paid before you can use the indebted type of blinks. In essence, you have to shake off the trance or get back moving again to adequately think or move again. The next maneuver using the indebted category costs an additional number of blinks of that type equal to the category's debt.

If you can't afford to pay the extra cost, the only option left is to crash. When you crash you spend a second recovering from massive blink debt, and remove all the debt from one category. During that second you cannot make any maneuvers except to pass.

## Slow Blinks

Not everything in Fevered Pace can happen in the blink of an eye over a handful of seconds. Conversations may take minutes, searching a city might take hours or even days, and designing a new AI assistant could take even more time. Blinks can also be used for broader maneuvers over these intervals. Note, these intervals are very distinct, so it is entirely possible to have a second's scale fight in the midst of a minute's scale sneak, in the midst of an hour's scale search. In each case, the blinks spent at each scale are independent.

- Minutes - conversations, sneaking into a secure facility, vehicle chases, searching a factory, first aid.
- Hours - impressing party guests, setting up an electronic back door, searching a district, doing repairs, surgery.
- Days - construction, relationship maintenance, reverse engineering, searching a city or countryside, recovering from injury or other ailments.
- More - inventing something new (weeks), raising children (months).

Slow blinks may not be put into debt, however, you may spend one blink of a category you have zero blinks in, but as the only blink you may spend this interval.

## Creating a Character

1. Describe four debts your character has, and at least one love related to each debt. (see Debt below)
2. Determine your starting funds. (see Funds below)
3. Take two free blinks. (see Blinks below)
4. Set your initial Constitution to 30%, as long as your personal K% is less than or equal to your Constitution you don't need to roll under it at the end of the second. As your body becomes more optimized and focused by blinks and other augments, your Constitution goes down, as you simply have less physical redundancy to fall back on.
5. Spend your funds on Blinks, Skills, Augments, Equipment, and Connections.
6. Choose your character's name.

## Debts

- Each character starts with four debts, at magnitudes 4, 3, 2, and 1.
- Loan - you owe someone money. This debt increases your starting funds.
  - Repayment: Making money (job)
  - Crash: Loss of Rep → Repossession ( 1DK / magnitude) → Legal or Extra-Legal Attention (trouble) → Incarceration or Violence (trouble)
- Duty - you have a responsibility to an organization. This debt increases your starting funds.
  - Repayment: Doing your job or helping old comrades (job)
  - Crash: Loss of Rep → Estrangement → Suspicion → Wrath (trouble) → Enmity (trouble)
- Disease - you have a demanding illness, addiction, or insanity.
  - Repayment: Finding help / cure (job), Coping with stress (trouble)
  - Crash: Loss of Rep → Condition Degrades (-1 Blink)

- Promise - you are obligated to a mentor, family member, friend, lover, or dependant.
  - Repayment: Helping with a problem (job), Keeping them out of danger (trouble)
  - Crash: One of: Distrust, Separation, or Conflict → After all three the relationship ends and this debt becomes a disease
- Karma - you are saddled by an injustice, whether revenging something done to you or seeking redemption for your own acts.
  - Repayment: Balancing the Scales (job)
  - Crash: Guilt → Loss of Rep → This debt becomes a disease
- Hold - someone has a power over you, whether favors owed, blackmail, or even a hostage.
  - Repayment: Doing dirty work or paying them off (job)
  - Crash: Direct threats → Threats carried out (trouble) → They do their worse

For each of your debts choose one person who you love whose life is involved in that particular debt, whether a loan cosigner, a confidant about your disease, or a lover who is affected by your quest for revenge. These are your loves. At least one of these should be another player's character.

## Funds

Funds are listed in 10,000 increments, called DK. You start with 20 DK, plus 2 DK for each magnitude of Loan and Duty debts you took while creating your character. Subsequent changes in those types of debts have no effect on your funds. You will spend your funds to build your character from the lists below.

## Blinks

- Natural Blinks - even unmodified humans can be quick, you gain 2 blinks for free.
- Augment Blinks - each additional Blink costs 2DK and 2% Constitution. These represent cybernetic and bio-genetic enhancements meant to make your body and mind operate faster and better.

## Skills

Skills are generally broad areas of knowledge and ability, but must be confined to one blink category. You may choose your skills to be any cyberpunk appropriate expertise. The levels of skills are:

- Associate (level 1) [20 H%, 5 K%] - 1 DK
- Baccalaureate (level 2) [40 H%, 10 K%] - 2 DK
- Master (level 3) [60 H%, 15 K%] - 3 DK
- Doctor (level 4) [80 H%, 20 K%] - 4 DK
- Language (after native tongue) - 1 DK

## Cognition Augments

- Comms - 1 DK - Secure communication, otherwise can only make one comms action per second. Uses either subvocal or neural interface.
- Link - 2 DK - includes comms, but also allows secure data access to the grid and to remote virtual and physical agents.
- Physical Agent - 2 DK + added capabilities - can have armor, weapons, blinks, and skills. Weapons, armor, and skills at full cost, blinks at half cost (1 DK / blink). Giving a physical agent a mission costs 1 C, as does changing the mission. Each blink used by a physical agent incurs one reflex or cognition debt. Physical agents may acquire K% as combatants and have no constitution. For + 1 DK, the agent may be flight capable, moving up to its mobility. Physical agents can have some augments for their blinks, and already possess the Link augment.
- Virtual Agent - 0 DK + added capabilities - can have skills and blinks (the later at half cost). Giving a virtual agent a mission costs 1 C, as does changing the mission. Virtual agents acquire K% from computer related action, and the outcome could be destruction of the agent, location of the operator, or the capacity to spy on the operator. Virtual Mobility = travel through networks, Virtual Dexterity = search speed, and Virtual Reflexes = defenses. Since these are software they are always considered to have Links.
- Ripper - 5 DK - gives:
  - 2C → Copy: Make new instance of any virtual agent you own.
  - 2C → Spoof: Allow a duplicate virtual agent to enter a network with at least one copy of it.
- Coder - 5 DK - gives:
  - 2-3C → Tweak: Give an agent a blink of any kind. This costs 2 for a virtual agent, 3 for a physical one.
- Translator - 5 DK - gives:
  - C → Translate: Convert a comms to a different language.
- Memory - 1 DK / 5 units - one unit stores a sensory snapshot (taking the snapshot costs 1 cognition), to later notice and examine that second. Databases can also be stored, rated by size, costs varying based on utility and sensitivity of the information.
- Predictor - 5 DK -
  - D + P + C → Predict: +20 H%, you may only do this once per second per target.
  - M + R + C → Avoid: -20 H%, you may only do this once per attacker per second..
- Cognitive Queue - 3 DK - when you crash any blink type you may additionally remove all cognition debt.

## Mobility Augments

- Swimmer - 2 DK - move normally underwater. (Otherwise, move at 1 meter / blink.)
- Climber - 2 DK - hands move as effectively as legs, so climb at normal rate. (Otherwise, move at 1 meter / blink.) - 2% Constitution.
- Jumper - 3 DK / 2 meters of Jumping - ascend up to purchased number of meters when you move. -1 % Constituion / meter.

- Speed - 3 DK / +5 meters - gain bonus on all move blinks spent on a straight line move, 1 / second. -1 % Constitution / meter added.
- Thruster - 2 DK, requires Jumper - You may jump without returning to the ground or other purchase, such as a ledge. - 2% Constitution.

Jumper and Thruster can be used to provide flight, or at least slow a fall. During a fall, each second you will fall 5 meters, plus the twice number of meters you fell last turn (which can be reduced by the Jumper and Thruster combo). Thus to properly fly, you must have at least 6 meters of Jumper and Thrusters. When you hit the ground, you take K% equal to the distance you would fall this second.

## Perception Augments

- Sensor - 1 DK / type and mode(Examine or Notice) -

Type	Modes	Description
Visual Microscope	Examine Only	microscale
Electron Microscope	Examine Only	nanoscale
Chemical (narrow)	Either	Detects specific types of chemical (toxins, perfumes, etc.) Costs 5 DK / mode, all chemical types
Chemical (broad)	Either	
Audio (class)	Either	Classes: subsonic, hypersonic, normal
Seismic	Either	Ground Vibrations
Vision	Either	normal vision
Night Vision	Either	light-enhanced
Telescopic	Examine Only	distance-enhanced
Infra-red	Either	detects heat
Ultra-violet	Either	dark light
Radio	Either	broad frequency scanning
Hard Radiation	Either	Gamma rays and other harmful radiation sources
Laser	Either	Active sensing with infra-red lasers
Sonar	Either	Active sensing with ultrasonics
Radar	Either	Active sensing with radio
EM Field	Either	Detect electricity and metals
Gravitic	Either	Detect proximate masses

- Targeting - 3 DK - The first time each second you examine a target, you gain +5 H%.
- Perception Queue - 3 DK - when you crash any blink type you may additionally remove all perception debt.

## Medical Augments

- Jump-Starter - each use causes K% to increase by 1/10th, (1 DK / 10% chance of revival)
- Repair - (5 DK / repair %) C → reduce K% by repair %. For +2 DK, this occurs automatically once per second, even if bankrupt.
- Braincase - (1 DK / 20% protection) 1% protection lost / minute. Alternatively, may allow consciousness, using links, comms, and sensors, and may restart body later. You lose 1%/second of consciousness. If all protection is lost brain death occurs. (Insurance Loan - if you are reduced to a braincase, you may rebuild up to your augment cost. This counts as an additional personal loan for this amount. The cost of this insurance is part of the braincase cost.)

Note: Overkill reduces protection and revival %'s.

## Tools

- Non-integrated Tool - 0 DK - gives: Skill maneuver in cases where the skill requires the tools to perform correctly.
- Integrated Tool - 1 DK - gives above and +10 K%, +5 K% per additional DK.

## Weapons and Armor

Weapons modify their associated skill, generally by increasing K% or increasing range.

- Melee Weapon - 1 DK = +10 K%, +5 K% / additional DK.
- Missile Weapon - 1 DK = +5 K% range 1, +5 K% or +2 range / additional DK.
- Armor -5 K% / second per DK
- Non-integrated items - 5 less DK cost (min 0), imposes persistent debt equal to DK cost (Melee - reflex debt, Missile - Mobility Debt, and Armor - Dexterity Debt).

Note: 1 range = 5 meters, each range you are short (of closest point during the second) imposes a -10 H% .

## Vehicles

Most vehicles are self-piloting. But if you want a vehicle to do more than one basic piloting action a second, you need to do one of the following:

- Manual Control - Spend Dexterity Blinks as Mobility Blinks for the Vehicle.
- Linked Control (requires a link) - Spend Cognition Blinks as Mobility Blinks for the Vehicle.
- Agent Control - purchase a virtual agent to control the vehicle, as a linked control.

Most basic vehicles are 0 DK, such as cars, motorcycles, small boats, and snowmobiles. Special movement modes (flying, submersible, or amphibious), large size, and luxury features each add +1 DK. Adding weapons, armor, or built-in tools costs their integrated price.

## Connections

- Basic Connection - 0 DK - 0 H%, 10 K%, each DK adds 20H% or 10 K%. The H% is their willingness to help in a given interval, and the K% indicates the effectiveness of their help in an area of their expertise.
- Helping out a connection (its own job or trouble) increases the H% by +20 H% for each magnitude of the mission undertaken.

## Missions

Missions are the core of playing Fevered Pace. Characters take on difficult and often dangerous situations in order to pay down their debt and help their loved ones. One special player, the Ledger, will handle these missions and negotiate their outcomes on the debts and loves of the characters.

## Being the Ledger

As the Ledger, you provide opportunities to the other players, chances for their characters to overcome their debts and prove themselves to those they love. But as the ledger you must make sure that the characters earn these chances at redemption, and if the characters come up short, you provide the consequences of that failure. You play the harsh threats and obstacles, the foolish loved ones, and the strange and deadly world on the cusp of becoming something new.

- Never give, what can be earned.
- Cheer for the characters and their players.
- Carry out the logical consequences, but don't be vindictive.
- Offer help, but with a price.

It is not necessary for the same player to always be the ledger. If you all want to make characters feel free to take turns creating and running missions.

## Debts at Stake

The core of a mission are the debts that drive the characters to take it on. As the Ledger, for each mission choose one of each character's debts. Those debts will shape the mission and the reasons why these people are risking life and limb to accomplish them. Look under the repayment section for these debts and choose a job or trouble which will form part of the mission.

For the purpose of this mission you will have a budget with which to purchase threats and obstacles (see below) to represent the various jobs and troubles. To determine your budget total, add up the magnitude of all the debts you picked and multiply it by five.

Jobs are assignments from a client, a specific series of tasks which must be accomplished, with the potential for unexpected complications to add extra tasks and other problems. Meanwhile, troubles are the complications of real-life interfering with the mission, a series of problems which will strike the character or someone important to the character.

As the Ledger you will weave these together into the overall mission. Be careful not to over-plan. Describe the basic jobs and an idea of any troubles. Set-up a few important threats and obstacles (see below). But keep parts of the mission open, to react to the ideas and actions of the other players. As part of this, only spend your budget on a threat or obstacle when it appears to the characters. Even if you have pre-built a big threat for the endgame, don't purchase it until it appears.

## Threats

Threats are active problems in completing a mission, essentially simple characters in their own right. Threats use a template (see below), costing between 1 and 5 budget. Multiple threats may emerge simultaneously, but they all must be purchased separately.

General Threat Template:

1. 3 Blinks, 1 Bachelor Skill, 2 Associate Skills, 1 DK of augments and equipment
2. 5 Blinks, 1 Master Skill, 2 Bachelor Skills, 3 DK of augments and equipment
3. 7 Blinks, 1 Doctorate Skill, 2 Master Skills, 6 DK of augments and equipment
4. 9 Blinks, 2 Doctorate Skills, 1 Master Skill, 10 DK of augments and equipment
5. 10 Blinks, 3 Doctorate Skills, 15 DK of augments and equipment

Here are some example threats:

- Covert Operative

1. Reflex 1, Perception 1, Dexterity 1 / Stealth (Bac, D), Guns (Assoc, D), Tradecraft (Assoc, P) / Cheap Integrated Pistol (1 range, +5 K%)
  2. Reflex 1, Perception 2, Dexterity 2 / Stealth (Mas, D), Guns (Bac, D), Tradecraft (Bac, P) / Decent Integrated Pistol (2 range, +5 K%), Comms, Nightvision (Notice)
  3. Reflex 2, Perception 2, Dexterity 3 / Stealth (Doc, D), Guns (Mas, D), Tradecraft (Mas, P) / Good Integrated Pistol (2 range, +10 K%), Comms, Nightvision (Notice), Infrared (Notice), Radio (Notice)
  4. Reflex 2, Perception 3, Dexterity 4 / Stealth (Doc, D), Guns (Doc, D), Tradecraft (Mas, P) / Integrated Machine Gun (3 range, +15 K%), Comms, Armor (-5 K%), Nightvision (Notice), Infrared (Notice), Radio (Notice)
  5. Reflex 3, Perception 3, Dexterity 4 / Stealth (Doc, D), Guns (Doc, D), Tradecraft (Doc, P) / Integrated Heavy Machine Gun (3 range, +25 K%), Comms, Armor (-10 K%), Nightvision (Notice), Infrared (Notice), Radio (Notice), Sonar (Notice), Radar (Notice)
- Killer
    1. Reflex 1, Mobility 1, Dexterity 1 / Blades (Bac, M), Guns (Assoc, D), Torture (Assoc, D) / Cheap Integrated Knife (+10 K%), Cheap Non-integrated Pistol (1 range, +5 K%, 1 M debt when used)
    2. Reflex 1, Mobility 2, Dexterity 1 / Blades (Mas, M), Guns (Bac, D), Torture (Bac, D) / Decent Integrated Knife (+15 K%), Cheap Integrated Pistol (1 range, +5 K%)
    3. Reflex 2, Mobility 3, Dexterity 2 / Blades (Doc, M), Guns (Mas, D), Torture (Mas, D) / Integrated Sword (+20 K%), Good Integrated Pistol (2 range, +10 K%)
    4. Reflex 2, Mobility 4, Dexterity 3 / Blades (Doc, M), Guns (Doc, D), Torture (Mas, D) / Superior Integrated Sword (+30 K%), Integrated Machine Gun (3 range, +15 K%)
    5. Reflex 3, Mobility 4, Dexterity 3 / Blades (Doc, M), Guns (Doc, D), Torture (Doc, D) / Superior Integrated Sword (+30 K%), Integrated Heavy Machine Gun (3 range, +25 K%), Speed (+5 meters on all moves)
  - Law Enforcement
    1. Reflex 1, Perception 1, Dexterity 1 / Subdue (Bac, D), Guns (Assoc, D), Investigation (Assoc, P) / Cheap Integrated Pistol (1 range, +5 K%)
    2. Reflex 1, Perception 2, Dexterity 1 / Subdue (Mas, D), Guns (Bac, D), Investigation (Bac, P) / Integrated Stun Baton (+10 K%), Decent Integrated Pistol (2 range, +5 K%), Comms
    3. Reflex 2, Perception 3, Dexterity 2 / Subdue (Doc, D), Guns (Mas, D), Investigation (Mas, P) / Integrated Stun Baton (+10 K%), Good Integrated Pistol (2 range, +10 K%), Comms, Armor (-5 K%)
    4. Reflex 2, Perception 4, Dexterity 3 / Subdue (Doc, D), Guns (Doc, D), Investigation (Mas, P) / Improved Integrated Stun Baton (+15 K%), Excellent Integrated Pistol (3 range, +10 K%), Comms, Armor (-10 K%), Nightvision (Notice)
    5. Reflex 3, Perception 4, Dexterity 3 / Subdue (Doc, D), Guns (Doc, D), Investigation (Doc, P) / Superior Integrated Stun Baton (+20 K%), Integrated Machine Gun (3 range, +15 K%), Comms, Armor (-15 K%), Nightvision (Notice), Audio (Notice and Examine)
  - Security Guard (often an obstacle too)
    1. Reflex 1, Perception 1, Dexterity 1 / Physical Security (Bac, P), Guns (Assoc, D), Investigation (Assoc, P) / Cheap Integrated Pistol (1 range, +5 K%)
    2. Reflex 2, Perception 2, Dexterity 1 / Physical Security (Mas, P), Guns (Bac, D), Investigation (Bac, P) / Decent Integrated Pistol (2 range, +5 K%), Comms, Nightvision (Notice)

3. Reflex 2, Perception 3, Dexterity 2 / Physical Security (Doc, P), Guns (Mas, D), Investigation (Mas, P) / Good Integrated Pistol (2 range, +10 K%), Comms, Armor (-5 K%), Nightvision (Notice)
  4. Reflex 3, Perception 4, Dexterity 2 / Physical Security (Doc, P), Guns (Doc, D), Investigation (Mas, P) / Integrated Machine Gun (3 range, +15 K%), Comms, Armor (-10 K%), Nightvision (Notice), Infrared (Notice)
  5. Reflex 3, Perception 4, Dexterity 3 / Physical Security (Doc, P), Guns (Doc, D), Investigation (Doc, P) / Integrated Heavy Machine Gun (3 range, +25 K%), Comms, Armor (-20 K%), Nightvision (Notice), Infrared (Notice), Sonar or Radar (Notice), Radio (Notice)
- Self-Aware Network Security, a Virtual Agent (often an obstacle too)
    1. Cognition 1, Reflex 1, Perception 1 / Network Security (Bac, C), Data Retrieval (Assoc, P), Investigation (Assoc, P) / Link, Virtual Agent (watch-dog): Perception 1.
    2. Cognition 2, Reflex 1, Perception 2 / Network Security (Mas, C), Data Retrieval (Bac, P), Investigation (Bac, P) / Link, Virtual Agent (basic guard-dog): Reflex 1, Perception 1, Network Security (A).
    3. Cognition 3, Reflex 2, Perception 2 / Network Security (Doc, C), Data Retrieval (Mas, P), Investigation (Mas, P) / Link, Ripper, Virtual Agent (watch-dog): Perception 1.
    4. Cognition 4, Reflex 2, Perception 3 / Network Security (Doc, C), Data Retrieval (Doc, P), Investigation (Mas, P) / Link, Ripper, Virtual Agent (advanced guard-dog): Perception 1; Virtual Agent (advanced guard-dog): Reflex 1, Perception 2, Network Security (B).
    5. Cognition 4, Reflex 2, Perception 4 / Network Security (Doc, C), Data Retrieval (Doc, P), Investigation (Doc, P) / Link, Ripper, Coder, Virtual Agent (advanced guard-dog): Reflex 1, Perception 2, Network Security (B).

Threats do not require being defeated or killed, instead a clever character may bypass a threat, by finding a way around them, bribing them, or otherwise negating the threat they pose. This requires overcoming a free default obstacle (see below), and the Ledger may spend budget to make that obstacle more difficult.

## Obstacles

Obstacles are meant to be barriers to some place, event, or prize. A threat can also be an obstacle, such as a Covert Operative trailing your character (an obstacle to being unwatched) or a Security Guard on patrol. However, the obstacle features are purchased separately. The default obstacle costs 1 budget and requires an unmodified kill of the appropriate type (a hacking kill to break a firewall, a weapons or security kill to bypass a secured door). More difficult or dangerous obstacles are purchased by spending budget on one or more of the following:

- Tricky (1-2 budget) - each attempt to affect this obstacle gets a -10 H%, for 2 budget they get -20 H%.
- Tough (1-2 budget) - each attempt to affect this obstacle gets a -5 K%, for 2 budget they get -10K%.
- Hazard (1-3 budget) - during each interval the obstacle makes some offensive attempt against each character working to overcome it, as a Bachelor level skill. This is as a Master skill for 2 budget, and a Doctorate skill for 3 budget.
- Persistent (1-2 budget) - after every interval the obstacle reduces its K% by 5. For 2 budget the obstacle will do this even if killed, and when the K% falls below 0 it is restored.

Here are some example obstacles:

- Bribing a Loyal Guard (2 budget) - Default, Tricky (1), or +1 budget if the guard is already a threat.
- Electrified Fence (3 budget) - Default, Hazard (2)
- Being Tailed (2 budget) - Default, Persistent (1)
- Heavily Patrolled Area (4 budget) - Default, Tricky (1), Persistent (2)
- Weak Network Security (1 budget) - Default
- Mediocre Network Security (2 budget) - Default, Tough (1)
- Strong Network Security (3 budget) - Default, Tricky (1), Tough (1)
- Top of the Line Network Security (5 budget) - Default, Tricky (2), Tough (1), Persistent (1)
- Bar Fight (3 budget) - Default, Tricky (1), Hazard (1)
- Searching for Well-hidden Target (4 budget) - Default, Tricky (1), Tough (2)

## Repayment and Crashing

If a character succeed at their part of the mission, by dealing with the job or trouble based on their debt, that character gains +10K% to the chosen debt. Also let each player (including the Ledger) choose another player's character who was particularly impressive, and give that character another +5K%. Then each player rolls the K%. Any successful Kill rolls reduce the debt by one magnitude and clear the tally of K% for that debt.

If a character failed their part of the mission, then the debt's status escalates to the next crash step (with the according consequences), and the Ledger assigns an additional magnitude of debt to that character. This can be to the debt in question, a different debt, or an entirely new debt.

In either case, after the mission, the characters get a breather and funds of DK equal to the total magnitude of the debts for the completed mission. These funds are to be split up and spent as the players and their characters decide.

## Mortality

Sometimes a character will die. Even low personal K% can potentially kill a character. Such is the dangerous and unpredictable world of Fevered Pace. But death doesn't end the story. When a character dies, the player distributes her debts among her loved ones. Then the player chooses one of those loved ones to create as a new character, building on the debts and loves of the deceased one and adding new debts and loves.

# Fevered Pace: Character Sheet

Name: \_\_\_\_\_

Player: \_\_\_\_\_

## Debts

Debt	Type	Magnitude	Status
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____
_____	_____	○○○○○○○	K% _____

## Loves

Name	Relationship	Details
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Blinks

	Used	Blink Debt	
Cognition	<input type="text"/>	<input type="text"/>	R & P
Reflex	<input type="text"/>	<input type="text"/>	M & C
Mobility	<input type="text"/>	<input type="text"/>	D & R
Perception	<input type="text"/>	<input type="text"/>	C & D
Dexterity	<input type="text"/>	<input type="text"/>	P & M

## Slow Blinks

Used:	Minute	Hour	Day	More
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Standard Maneuvers

- ? -> Skill: use a skill, or +10 H%, or +5 K%
- ? -> Act: perform a simple action of this type
- C -> Plan: can now pass and still spend blinks later
- C -> Comm: send and receive message
- R -> Evade: -10 H% to a skill use
- M -> Move: move 5 meters
- M -> Heft: add 1 range to thrown weapon
- P -> Examine: focus perceptions on one target
- P -> Notice: observe events near you
- D -> Draw: change what gear you are holding/ using
- 0 -> Pass: can't spend blinks anymore

## Special Maneuvers

- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_
- \_\_\_\_\_ -> \_\_\_\_\_

## Skills

_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%
_____	A/B/M/D	_____	H%	_____	K%

## Augments and Gear

Funds: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Vitals

Constitution % \_\_\_\_\_ Personal K% \_\_\_\_\_ Overkill% \_\_\_\_\_