

OTHERSCAPE



ACTION DATABASE

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WHAT IS THIS REFERENCE GUIDE AND WHO IS IT FOR?

The *:Otherscape* role-playing game uses an open game system that supports any action players can imagine and makes it easy and simple for players and the MC to translate these actions into game elements like tags and statuses.

The core rules of the game are presented in **Chapter 2: //Play** of the *Metro:Otherscape corebook* and explain how to make rolls, use Effects, deliver Consequences, and mitigate them to resolve the outcome of any conceivable action player characters can take in the world of mythic cyberpunk.

The *Action Database* is a supplement to the core rules: an encyclopedic collection of suggestions for typical *:Otherscape* actions and how to use the game to resolve them. It can be used by players and MCs alike for inspiration for actions and Consequences, or as a quick reference on how to resolve specific actions and situations during the game.

If you ever feel stuck for your next action as a player or for Consequences as the MC, the *Action Database* is here for you. If your group is coming from more rules-heavy role-playing games, this will help you bridge the gap to *:Otherscape*'s open system.

The *Action Database* is not required to play the game nor does it limit play; it is not a rulebook. You can use the core rules to create any outcome, without ever referring to the *Action Database*. This may be your group's preferred way to play *:Otherscape*, especially if you're used to narrative games.

CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.

PRONOUN USE

Where the third person is required, this book refers to characters and players as 'they' and to the MC as 'she'. This is an arbitrary division for the sake of readability; characters, players, and MCs may be of any or no gender.

:OTHERSCAPE

ACTION DATABASE



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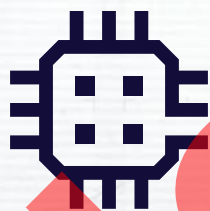
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DATABASE: LOADING...>>

With its open-ended tag-based rules, *:Otherscape* allows you to simulate and resolve any imaginable action that players could want to take in a scene. From hacking a simple lock to piloting drones, from brewing potions to summoning spirits, from driving a getaway car to shooting rockets at a giant spider tank – all actions of a mythic cyberpunk series can be resolved using the same rules.

The following Action Database is provided as suggestions on how to handle the most common actions in the universe of *:Otherscape* using the rules. Each entry is an action or a narrow category of actions that can be resolved in a similar way, suggesting how the action's **outcome** should be determined – as a **narrative**, **quick**, or **tracked** outcome – although the MC may always apply their cinematic considerations to override these recommendations.

Many actions offer both a quick and a tracked resolution option, with the tracked option reserved for scenes that show the action step-by-step, blow-by-blow, or play-by-play (e.g., a tense hacking heist in VR) and the quick option for when the MC wants to keep the game and story moving, for instance, making an entire firefight play out with a single roll.

Each entry also lists:

- Suggestions for the kinds of tags and statuses that would positively or negatively affect the action's **Power**
- Suggestions for which **Effects** to choose in order to best translate your action's outcome into game rules, the tags and statuses most likely to be created (or removed) as a result of this action, and any related **Limits**
 - » Suggestions for **Extra Feats** appropriate to the action, which can also be used as suggestions for a **greater degree of success** when using a quick outcome
- Suggestions for likely **Consequences** that might result from a miss or a mixed hit

The recommended suggestions in this document are for handling cyberpunk actions in the published :Otherscape setting, but things could be different in your game. Perhaps Harnessing works differently in your series, or your PC practices an unusual type of Esoterica that unleashes a different kind of Consequences. Use the Action Database as a baseline and mix and match Effects and Consequences as appropriate to your game.

UNIVERSALLY RELEVANT TAGS AND STATUSES

Almost every action requires you to pay attention to what you're doing and be able to perceive your surroundings. For this reason, tags and statuses like *darkness*, *heavy fog*, *loud crowd*, *distracted*, *in-pain*, etc. can negatively affect most actions. Likewise, stamina statuses like *tired*, *winded*, or *exhausted* or mental statuses like *light-headed* or *distressed* can affect any action that requires effort or focus. Motivating or empowering feelings, such as *save my brother* or *hates the corporations*, can boost a wide variety of actions, if the MC *deems* determination and conviction as playing a part in the success of the action.



GENERAL CONSEQUENCES

The Consequences below can be used most of the time with actions from the relevant sections, in addition to those noted for each action type. They are summed up here for ease of access.



COMBAT CONSEQUENCES

- The target counterattacks (*injured*).
- You harm allies, innocents, or something valuable to you.
- You are forced into an inconvenient or dangerous position (*exposed*).
- You run out of ammo.
- You lose your aim, your preparedness, or your cool (remove status).
- You get *distracted* or *surprised*; you fall *prone* or get *knocked-back*.
- Your enemies get a chance to prepare or set something up.
- You get *frustrated*, *panicked*, or otherwise emotional.

CYBERSPACE CONSEQUENCES

- You are discovered, or your activity raises suspicion, increasing the *alarm* level.
- The target is alerted to your presence (*tagged*).
- You attract ICs or enemy hackers.
- ICs counterattack (*glitched*, *taken-over*, *tagged*).
- Your *system overloads* or overheats (*overheated*).
- You are attacked by a hidden countermeasure (*glitched* or burn tags).
- The target responds by loading additional protections (*firewalled*).
- You suffer from burnout (*mentally-tired*).
- Access to other connected devices or subdomains is denied.
- The connection is overloading (*disconnected*).

EXPLORATION & SURVIVAL CONSEQUENCES

- You run into a barrier (add story tags), stumble on an obstacle (*off-balance*), or get hurt by a hazard (*injured*, *burnt*, *poisoned*, etc.).
- You get *lost* or are forced to backtrack (remove *traverse*).
 - You're spotted, and optionally *marked*.
 - Your activity raises suspicion, increasing the *alarm* level.
 - You maneuver through an open area (*exposed*).
 - Equipment gets damaged or lost (burn a tag).
 - You are exhausted (*winded*, *tired*).

MYTHOS CONSEQUENCES

- Your Source is sapped, your powers wane, or you exhaust your magical resources such as ingredients (burn a tag or *drained*).
- Your Source powers run rampant.

- There are undesired side-effects, such as an explosion (*injured, cursed*).
- Your use of this Source attracts Source hunters.
- Your use of this Source is noticed by an interested party.
- Your use of this Source is an anathema to the Mythos within it (burn a tag).
- You disrupt helpful magic effects on yourself, your target, or nearby (burn a tag).
- You leave a Mythic scar on the area (*cursed*).

SOCIAL CONSEQUENCES

- It's gonna cost you (*broke*).
- You harm your reputation (*bad rap*).
- You get *nervous, embarrassed*, or otherwise emotionally compromised.
- You insult them or otherwise make them decide to cut the connection, at least for now.
- An enemy learns about your actions.
- The target changes their mind (reduce *convinced*).
- The target behaves in an unexpected way.

SPYCRAFT CONSEQUENCES

- You are discovered, or your activity raises suspicion, increasing the *alarm* level.
- Someone becomes *suspicious* or decides to approach and investigate.
- A piece of intel or blackmail becomes irrelevant or out of date (burn a tag).
- You draw attention from the enemy organization (*marked*).
- The information you get is *vague* or part-true, part-false.
- You trigger a trap or countermeasures (*injured, poisoned, tagged*, etc.).

TECH & GEAR CONSEQUENCES

- You push the machine too far (*wrecked*).
- The device is damaged (*malfunctioning, glitchy, depowered*).
- The drone or vehicle spins out of control (*off-balance*).
- A piece of gear or a mechanical system gets damaged (burn a tag).
- You lose track of time or of your environment (*distracted*).

TIME MATTERS

The actions listed in this document vary in how long they take to perform, from near-instantaneous combat attacks to business or travel actions that could span days. Actions taken by PCs must match in scope to the scene in which they are taken; a PC cannot go on a journey across the world during a combat scene that lasts under a minute.

Furthermore, the very passing of time can trigger other events around the PCs. For example, searching a crime scene could take a good chunk of time and while the PCs are searching, others may notice them there, the gang of perpetrators could be on the move, or a different problem can arise for the PCs on the other side of town.

The outcome of the action also affects its timing: an exceptionally well-performed negotiation could be completed quicker than usual, while a botched negotiation could burn precious daylight, often for naught. To represent this, the MC can always feature time itself as a Challenge in the scene. When establishing or re-establishing a scene, the MC can make Threats related to time, such as, "You've spent a lot of time climbing the side of the KOCMOC complex; your synchronized watches are counting down nervously." – and then deliver Consequences if the crew ignores it.

When delivering Consequences for any action, the MC can say the action took long enough for more trouble to unfold, and then present these troubles to the players. For example, as Consequences, a PC drone graveyard tinkerer working on building an assassin drone could find themselves blackmailed by a stray vagabond who's noticed their unusual and illegal project and wants something in return for their silence. If there is a progress Limit (*Metro:Otherscape*, page 106) in the scene that is measuring the passage of time, such as a ticking time bomb or an ongoing ritual, the MC may, as Consequence, add statuses to that Limit to represent the climactic moment drawing nearer and nearer.



COMBAT

Armed and violent conflict is an everyday part of the dystopian future of *:Otherscape*, especially for mercenaries engaged in the arms race for Sources and tech such as your crew. Whether it's an alley knife fight, a battle with military-grade tank bots, or a clash of monstrous Conjurations, your characters will encounter armed resistance in most jobs and must know how to defend themselves. Even when Harnessed into cyberspace, warriors and gunslingers use physical combat actions to hack, as explained under **Harnessing** (page 38).

COMMON COMBAT STATUSES

WINNING A FIGHT

The Limit **hurt-or-subdue** tracks defeating a PC or a Challenge by killing them, injuring them, restraining them, or otherwise physically overpowering them. It includes all physical harm statuses such as **injured**, **wounded**, **burned**, **crushed**, **shot**, etc., but also subdual statuses such as **restrained**, **knocked-out**, and so on.

The generic statuses **injured** and **wounded** indicate any injury or wound. For flavor and cinematic flair, they should usually be rephrased to indicate the specific injury or wound inflicted, such as **broken-arm** or **gunshot-wound**.

Wreck tracks defeating a PC or Challenge with a mechanical body, such as a drone or a vehicle.

TACTICS

Statuses can represent a character's current situation or position on the battlefield, be it favorable, unfavorable, or favorable for some and unfavorable for others.

- A character can be **exposed**, **surrounded**, or **cornered**, which is positive for attacks against them and negative for mitigating attacks against them.

- A character can secure an **advantageous-position** which is positive for mitigating attacks against them and for attacks they perform, while being negative for attacks against them and mitigating attacks they perform.
- A character can position themselves **behind-cover** or be **hunkered-down**, to boost their mitigation against attacks.
- A character can be **prone**, which may be favorable for mitigating ranged attacks or unfavorable for mitigating attacks in close-quarters.

Challenges gain positive tactical statuses as Consequences; if a player wants to take action to create one for their PC, see Moving Around the Battlefield (page 21). The MC may also interject to give, remove, or expire an appropriate tactical status according to what happens in the fiction. However, not all tactical aspects require a status – only the most pertinent one should be reflected in a status.

BATTLEGROUND AWARENESS

A character could **get distracted**, either because their attention is dispersed or because they are too focused on something; they can also become **blinded**, **blindsided**, **shell-shocked**, **stunned**, etc. Such statuses hinder a character's ability to notice enemies sneaking by or sneaking up on the character, as well as most attack mitigation reactions.

STAMINA

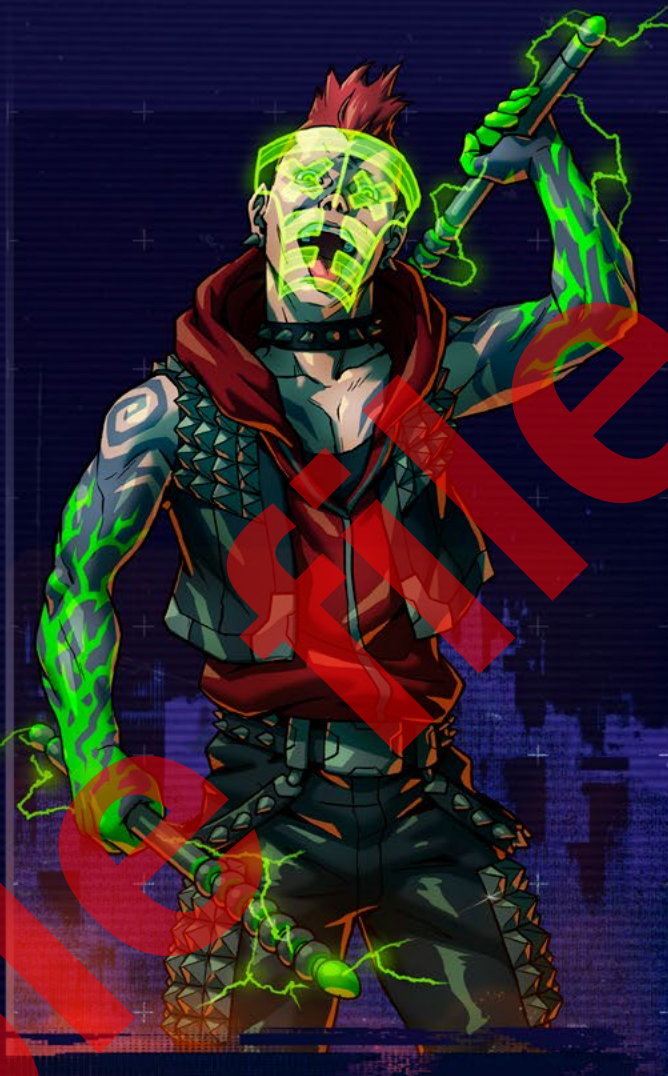
When someone is physically overextended, they can become **tired**, **winded**, **exhausted**, or similar. The MC may count stamina statuses against their **hurt-or-subdue** Limit for simplicity, or separate them into a different Limit, which is usually equal to their **hurt-or-subdue** Limit.

MORALE

High morale, battle frenzy, fear, and demoralization can all affect a character's performance in battle. Statuses such as **momentum**, **raging**, **scared**, or **demoralized** are common factors in combat actions.

POISON

The **poisoned** status becomes incapacitating when its tier equals the victim's **hurt-or-subdue** Limit and lethal or permanently transformative when it exceeds that Limit. A PC can use Combat Defense (page 22) to avoid being **poisoned** in the first place and they may also attempt to resist the poison, see Mental and Physical Resilience and Recovery (page 46). The poison is neutralized if the status is fully removed, see Treating Injuries and Other Conditions (page 47) or Healing with Mythos Powers (page 51).



When a PC is **poisoned**, the poison becomes a Challenge. The MC can pose a Threat using the poison ("The poison spreads in your body.") The frequency of this Threat can range from every time the scene is re-established to once every downtime, depending on the effects of the poison. If the Threat remains unaddressed, even during another PC's spotlight, the MC can deliver Consequences such as increasing the tier of the **poisoned** status or shutting down body and mental functions by burning tags.

When a PC inflicts **poisoned**, the poison can be considered a secondary character controlled by the PC, not unlike a spirit or a drone sent on a mission. Depending on the narrative situation, the poison may continue to affect the Challenge at intervals decided by the MC (every minute, every hour, etc.). Whenever an interval arrives, the PC gets an interjecting spotlight and can take action as the poison to increase its tier. See Triggering Story Tags Out Of Turn (*Metro:Otherscape*, page 111) for a similar mechanism. If you're using the Death Spiral Mode (*Metro:Otherscape*, page 109), the target's **poisoned** status is a positive status in such a roll.

DIRECT ATTACKS

AREA ATTACKS ATTACK

Fire a missile or a rocket • Bombard • Shower with a hail of bullets • Cleave with a mighty weapon • Infuse an area with evil spirits • Blanket area with magical frost

You deliver an attack to an entire area. Targets in the area are hit selectively or indiscriminately, depending on the nature of your attack. If there are defensive tags shared by most of the targets, they apply to this roll; otherwise, targets mitigate this attack individually (**Resisted Area of Effect or Multiple Targets**, *Metro:Otherscape* page 121).

This action always has a target Scale; see Hand-to-Hand Attacks and Ranged Attacks for attacking single targets.

POWER

+ attack rate or speed • large melee weapon • explosive ammo • command of terrain • brute force • destructive attitude • hazardous materials • targets in a choke point

— targets are spread out • cover or hiding spots • slow-firing weapon or slow projectile • detrimental weather conditions

SUCCESS

ATTACK Inflict a harmful status such as *wounded*, *slashed*, *bleeding*, *burned*, *electrocuted*, *dissolved*, or *corrupted*, usually applied to the Limit *hurt-or-subdue*, *wreck*, or similar.

EXTRA FEATS

- Create a mess or cause *chaos*.
- Disperse the targets around.
- Remove obstacles or hiding places.
- Create a pile of rubble or debris.
- Cause the target to retreat in a certain direction.

CONSEQUENCES

- » You are caught in the area of effect.
- » You harm allies, innocents, or something valuable to you.
- » The targets counterattack (*injured*).
- » You overexert your resources (burn a tag).
- » Your attack obscures your senses (creates *smoke cloud*) or creates an unintended hazard (such as *pooled acid*).

HAND-TO-HAND ATTACKS ATTACK

Punch • Kick • Bash • Stab • Slash • Thrust • Bite • Impale • Run over • Touch with harmful substance • Touch with magical effect

You strike at close range in order to harm. Apply Scale to attack multiple targets or a larger target. To attack an area, see Area Attacks (page 12).

POWER

+ weapons • weapon skills • touch-based abilities • specific maneuvers • strength or speed • empowered or excessive energy • target's weak spots or vulnerabilities

— wounds or pain • physical restriction • unstable ground • target's armor, shielding, or dexterity • target's natural resistances

SUCCESS

ATTACK Inflict a harmful status such as *wounded*, *slashed*, *bleeding*, *burned*, *electrocuted*, *dissolved*, or *corrupted*, usually applied to the Limit *hurt-or-subdue*, *wreck*, or similar.

EXTRA FEATS

- Cause pain.
- Push them back.
- Block their path.
- Keep them focused on you.
- Draw someone else's attention.
- Draw an item out of a pouch.
- Maneuver around or away from them.

CONSEQUENCES

- » The target counterattacks (*injured*).
- » You lose balance (*off-balance*).
- » You expose yourself (*exposed*).
- » You exert yourself (*winded*).
- » You lose your weapon (burn a tag).

HOMING RANGED ATTACKS

See Ranged Attacks (page 13). Tags that describe homing weapons such as *guided missiles*, *smart ammunition*, or *bewitched arrows* can simply be used to increase the Power of a Ranged Attack action and therefore the chances of a hit. Locking on with a guided weapon before making a ranged attack can also be reflected as Preparing an Attack (page 20).

Alternatively, the MC may choose to represent launching a homing projectile as a Chase (page 42) where upon maxing out *catch* the target is hit and then takes a harmful status of the MC's choice or is narratively eliminated, decommissioned, etc.

MULTIPLE ATTACKS

Your rate of attack or ability to attack multiple times in quick succession should be represented by a tag or several tags such as *rapid fire* or *many-armed goddess*. Multiple attack tags can add to the Power of Hand-to-Hand Attacks (page 12) or Ranged Attacks (page 13), as long as you attack in a fashion that utilizes your rate of attack. If you're attacking multiple opponents by Scaling an attack action, multiple attack tags can help to offset the Power loss from Scaling. Additionally, you may be able to use multiple attack tags to unleash Area Attacks (page 12) at an entire area.

PRECISION ATTACKS

Called shot • Accurate slice • Aim for a weak point • Stunt shot

If you take a called shot to maximize damage, see Preparing an Attack (page 20) before making an Hand-to-Hand Attack (page 12) or Ranged Attack (page 13).

If you take a called shot to impair a target's specific ability or their equipment, see Impairing Attacks (page 16) or Disarming and Sundering Gear (page 15).

If you take a called shot as a stunt, see Trick Shots (page 17).

RANGED ATTACKS ATTACK

Shoot with a firearm or a cold ranged weapon
• Blast with a magical bolt • Throw or hurl a projectile

You shoot, throw, launch, or otherwise propel a harmful projectile, object, energy, or substance at range. Apply Scale to fire at multiple targets or a larger target. To attack an area, see Area Attacks (page 12).

POWER

+ weapons, weapon skills • specialized ammo • aiming or great accuracy • manual dexterity • ideal conditions for a clear shot • empowered or excessive energy • target's weak spots or vulnerabilities

- wounds or pain • physical restriction • weapon faults • extreme range • poor vision or visibility • environmental interference, such as shooting through water or unstable ground • target's armor, cover, shielding, or dexterity • target's natural resistances

SUCCESS

ATTACK Inflict a harmful status such as *wounded*, *pierced*, *bleeding*, *burned*, *electrocuted*, *dissolved*, or *corrupted*, usually applied to the Limit *hurt-or-subdue*, *wreck*, or similar.

EXTRA FEATS

- Cause them greater pain.
- Strike fear into them.
- Keep them pinned down.
- Keep them focused on you.
- Create a distraction.
- Stay hidden.
- Misdirect the source of the attack.
- Quickly reload.

CONSEQUENCES

- » You lose sight of your target.
- » The target closes in to within melee range.
- » The target shoots back at you (*injured*).
- » You hit an unintended target.
- » Your weapon jams, you run out of ammo, or your magical power is exhausted (burn a tag).
- » You lose your *aim*.
- » You expose yourself to harm (*exposed*).