

Existential Crises

Whenever an **UNNATURAL** attribute is used, any **3** rolled does not count as part of the total. Instead, it is placed on card **3**. If multiple **3**s are rolled, then all of them are placed on card **3**, before any are removed for being duplicates. Dice are removed from the card at the end of any scene.

If, during a scene, there are 4 or more dice on card **3**, the **UNNATURAL** has provoked a defensive response from Reality. This response is an immediate breakdown of objective reality followed by a shift of matter and energy. The scene stops immediately. No actions may be taken after the dice that cause the cataclysm hit the table. No exceptions. All characters present in the scene find themselves transported some distance away, and not as a group. There may be a period of missing time, which could measure between minutes and days, and a sense of uncertainty as to what just happened. There is a discontinuity in reality at the time and place of the event. Card 441 has some suggestions for situations the characters find themselves in afterwards.

Agents of the **UNNATURAL** (and people who can manifest powers of the **UNNATURAL**) have **3** - and only **3** - Existential Crisis boxes. When the third box is crossed off, the character or agent suffers the doom listed for that **UNNATURAL** power. Witnesses to the discontinuity might have just enough time to see the doom occur before being the discontinuity puts them somewhere else.

Mundane individuals may suffer derangement as a result of witnessing the discontinuity. They must make an Intellect roll against a difficulty equal to the sum of the dice on card **3**. Naturally, this total must be a multiple of **3** and will be at least 12. If they fail, they suffer a Mental Crisis. They cannot push their luck on this roll.

If an agent of the **UNNATURAL** suffers the doom for that power, it is typically neutralised and poses no further threat. When the **UNNATURAL** itself triggers a discontinuity, it is

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harm by the Reality's attempts to fight it. This has no meaningful impact on the UNNATURAL itself, but may cause the UNNATURAL to abandon that particular agenda for the time being. In this way, ordinary people who survive such a discontinuity with their wits intact are often given a short reprieve from the attentions of the UNNATURAL.

In this way, remaining in a place where the UNNATURAL is at work is dangerous, even when you are not the target of the UNNATURAL's activities. Because of the very real danger posed by Existential Crises, agents often back away rather than risk causing a discontinuity if they can. If they are being challenged, or are otherwise in danger, they have little to lose.