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## Player Roles

There are three basic scenarios where the characters may become involved with the **UNNATURAL**. Which you choose to depends a lot on what kind of game you want to play.

- The first level is that of 'Bystanders'. These are ordinary people caught up in the **UNNATURAL**. They may band together for mutual support, but have no backing and must rely on their own resources. After survival, their next greatest concern is trying to live a normal life. The player characters may already know one another, or just happen to all be at the place where a brush with the **UNNATURAL** occurs. Authorities they deal with may be disbelieving of them or positively exploitative. The GM can even run a game where none of the players know exactly what they're getting into, and have to think on their feet from the moment the first strange things happens to them. Player characters at this level have no defence except their own resourcefulness, and may suffer a high rate of attrition. The main theme is survival.
- The second level is that of 'Investigators'. These individuals form part of a coherent response to the arrival of the **UNNATURAL**. They are tasked with finding out what they can about it and combating it as best they can. They may have the support of governmental agencies. After survival, their next greatest concern is gaining knowledge of the **UNNATURAL** that can be used to combat it. They typically either already have an interest in unusual phenomena or have been drafted into the organisation based on their skills. Their dealings with the general public may be cordial or filled with distrust. Player characters at this level have some tools to help them deal with the **UNNATURAL**, and some behind-the-scenes allies to help fill in the gaps in their knowledge. The main theme is containment.

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- The third level is that of 'Administrators'. These are government officials in charge of organising the response to the **UNNATURAL**. They may never encounter it directly, but will respond to **UNNATURAL** events in their jurisdiction and dispatch investigators to gather more information or curb the incursion. After survival, their next greatest concern is protecting their country and its people from the **UNNATURAL**. They have to mollify a suspicious public while keeping the investigators they place in harm's way on their side. Player characters at this level have many resources at their disposal but all of them come with restrictions and responsibilities. The main theme is politics.

Ironically, although higher level characters have more resources, the characters in the first level are the only ones with a realistic chance of being able to fulfil their 'next greatest concern'.

In all cases, the characters do not exist in a vacuum. They will have a home, a job, friends and family and all four may play an important role in their day to day lives. Part of the dramatic tension in the game is the character balancing their 'real' lives against the dangers of the **UNNATURAL**. Friends and relatives of the characters are not simply victims, waiting for the GM to take an interest in them, but part of what keeps the players characters going in a difficult world.