

# The Facility

by  
David Cleaver

*You can remember dying, but now there's somebody talking to you. They are saying something about getting another chance at life. Apparently there is some sort of 'catch', but why not? You've got unfinished business...*

## Preparation

The Facility is a game for 2-4 players. One player will be the GM and the others will take on the role of reincarnating souls. Print out a copy of the character sheet found at [http://www.kevinallenjr.com/reverseengineer/Jack\\_Aidley.pdf](http://www.kevinallenjr.com/reverseengineer/Jack_Aidley.pdf) for each player. Each player will need approximately 15-20 six-sided dice and two small glass-bead markers. The GM will need about three six-sided dice, they should be distinct from the player's dice.

## Characters

The Facility offers souls the chance to reincarnate in bodies that they provide. Each player plays one of these reincarnated souls. The 'catch' is that the bodies you reincarnate into only live for one day. You can get a new body, but each time you reincarnate you get a little weaker. Eventually souls suffer from Burn Out and can not be reincarnated again.

## Legacy

A soul's Legacy is the mark that they made on the world. For your soul's Legacy write down one thing that your soul accomplished in their life.

## Energy Pool

A soul's energy pool measures their power in the world and in the story. A starting character begins with 10 dice in their energy pool.

## Dreams

A soul's Dreams are the unfinished business that they have from their previous life. Write down one dream on the sheet. Your soul's dream should propel them to act. This is the single thought that drives your soul to accept the reincarnation deal despite the risks.

## Final Pieces

Be sure to write down a name for your soul and the name of the mortal body that they are inhabiting. The mortal bodies are typically numbered by series, then a run number, then the model number. So your mortal name might be 117-23-1. When you record the name of your soul, leave the model number off. You can record this in Life Cycle, starting at 1. You should place one glass-bead marker on Childhood. This is your life path marker. Also place a marker on the 8 at the bottom of the sheet. This marker tracks how many dice your Energy Pool will start with in the next life.

## Scenes

Scenes should be framed by the GM centering around the moments in life listed on the character sheet. So the first scene is during the childhood of the mortal body. Scenes progress in order through each stage. The body dies after old-age and the next scene is framed as the childhood of the next body. Your

life path marker should be used to record your progress through the stages of life.

## **Conflict**

When your character enters into conflict, you first announce the goals of your character. After that you may select any number of dice from your Energy Pool. In addition, the GM will assign you 1-2 bonus dice. If you can narrate in how your Legacy applies to the current conflict you will also be awarded an additional bonus die.

Roll your pool of dice. Any ones in the roll, result in the character accomplishing their goal. The player may narrate how the character succeeds. Remove any ones that were rolled in the player's Energy Pool dice. Place the removed dice into the character's Karma. If no ones were rolled, then the character fails to accomplish their goal and the GM gets to narrate how the character fails.

## **Death**

When a mortal body reaches the end of it's short life, the soul reincarnates into a new body. Your Energy Pool starts with the number of dice indicated by your marker's location on the numbers at the bottom of the sheet plus the Karma that you acquired in your previous life. Move your marker one number to the left. If you are on the last number already, then you simply remove the marker. You will only get dice from Karma, if you reincarnate again. Also, increase your Life Cycle by one and place your life path marker back on Childhood.

## **Burn Out**

A soul suffers Burn Out when they would reincarnate with no dice in their Energy Pool. The player may narrate what happens to the soul, when Burn Out occurs.

## **Achieving your Dreams**

When a soul achieves their dreams, the player should likewise narrate what happens to the soul.

## **Acknowledgments**

This game was written for the 2006 Reverse Engineering Challenge. Thank you to Jack Aidley for the thought provoking sheet. Special thanks to Alexander Cherry, Adam Dray, and Darcy Burgess for helping me to brainstorm through ideas. Also thanks to everyone who told me that I could and should get my game submitted. Last but certainly not least, I need to thank my wife, Kylene, without whose support this game would never have been written.