



THEY CAME FROM BENEATH THE SEA!



DIRECTOR'S SCREEN



ENHANCEMENTS

ENHANCEMENT	SUCCESSSES	CIRCUMSTANCE EXAMPLE	EQUIPMENT EXAMPLE
Trivial	1	Right place, right time	Seriously, have you tried this coffee?
Notable	2	It's part of your job	You read a book about this exact situation
Significant	3	You planned and prepared for this	The perfect tool for the job
Powerful	4	Ideal testing conditions	The latest McGuffintron 3X
Major	5	Your entire life has led to this moment	The Spear of Destiny

DIRECTORIAL CONTROL EXAMPLES

- The power pack on the alien device suddenly runs out.
- Sirens are heard in the distance as the police arrive on the scene.
- The first sequence of numbers randomly punched in to stop the missile launch happens to be the right one.
- A character under the control of the Director is suddenly revealed to have been the love child of a human and an alien.
- The damaged car engine suddenly turns over, allowing the character to escape.
- Reading the headline of a newspaper from a park bench reveals a vital clue.
- The aliens suddenly develop a weakness to an Earth disease, like the common cold.
- A previously-silent extra develops the capacity to speak; they were just staying quiet the whole time.
- The evil computer develops a logic fault, unable to reconcile an obscure (and previously unmentioned) bit of its programming with the current situation.
- The character starts to sing, lulling the alien to sleep.

STUNTS

Yes, your character does her own stunts. But in this case, a Stunt is more than just making someone who looks and dresses like you dive through a window. In **TCfBtS!**, Stunts allow you to spend those extra successes to make your character's situation a little better. Stunts come in three basic forms.

- A *complicated Stunt* allows you to make a Complication for another character, making their lives more *exciting*. How many successes you spend on the Stunt determines the level of the Complication.
- An *enhanced Stunt* creates an Enhancement that you can use for your character's next action. Again, the number of successes you spend on the Stunt indicates how many successes the Enhancement gives you. It's like giving yourself some successes for later.
- Finally, a *difficult Stunt* makes it harder for others to accomplish actions directed at you. The successes you devote to this Stunt add to the Difficulty for characters to take actions against you.

COMPLICATIONS

Complications, like Enhancements and Difficulty, are rated from trivial (1) to major (5). The following are example Complications. They can either be compounded in their severity (the below-mentioned social setback might be long-term ostracism if the Complication is 3 or higher) or taken separately.

- The acting character takes damage equal to the Complication's rating.
- The character gains an appropriate Condition.
- The character suffers a social setback or embarrassment.
- The character suffers a movement penalty or setback.
- A monster or other antagonist is alerted to the acting character's whereabouts.
- A monster or other antagonist arrives at the scene.

DAMAGE RATINGS

If you make a successful attack roll, buying off the Difficulty gives you a damage rating of 1. The damage rating can increase through the purchase of the Increase Damage Stunt. Other forms of damage, like fire, poison, and radiation, come with their own set damage ratings. Weapons that are particularly effective, like alien technology, well-crafted items, or other special implements, can be considered Enhancements. The pearl-handled pistol your father gave you before his death might be a +1 Enhancement, while the PX5 Disintegrator stolen from an alien base could be a +3 Enhancement.

SCALE

RANK	DEFINITION	EXAMPLES
1 (Standard)	Baseline. Competent and skilled human or creature, or common equipment.	Person at work, dog, knife.
2 (Formidable)	Talented, more powerful, or customized for the task.	Chess grandmaster, elephant, gun.
3 (Impressive)	Designed to excel at the task.	Chess-playing supercomputer, cheetah, anti-personnel gun.
4 (Awesome)	Streamlined design for improved performance.	Chess-playing supercomputer that can learn, a blue whale, anti-tank launcher.
5 (Incredible)	Operating on a grander plane, with greater power, size, or speed as a side benefit.	Chess-playing alien computer, a mutated blue whale that can walk on land, a missile.
6 (Astonishing)	Operating on a grander plane, and very good at it to boot.	Chess-playing alien supercomputer grandmaster, a mutated blue whale that can walk on land with a hunger for human flesh, a missile with a nuclear warhead.

MOVEMENT AND RANGE

RANGE	DESCRIPTION	TYPICAL DISTANCE	COMBAT ATTRIBUTE	WEAPONS
Close	In range to trade blows blunt objects, blades, or fists.	0-2 yards/meters	Might	Unarmed combat, melee weapons, pistol
Short	Close-quarter distance for close shooting and thrown weapons.	3-30 yards/meters	Dexterity	Thrown, pistol, rifle, bow
Medium	Long distance aiming and shooting with a firearm or bow. Maximum pistol range.	31-100 yards/meters.	Cunning	Thrown, pistol, rifle, bow
Long	Range to plan and execute long-range sniping (compensating for wind, etc.)	Over 100 yards/meters to max effective range, ~1000 yards/meters	Resolve	Rifle, some bows, light artillery
Extreme	Range of heavy military weapons that need to compensate for curvature of the Earth.	By weapon (typically over 1000 yards/meters to weapon max)	Intellect	Missiles, naval railguns, heavy artillery
Out of Range	Beyond maximum weapon range.	Beyond maximum weapon range.	n/a	n/a

SUCCESSFUL ROLLS

LEFTOVER SUCCESSES	DEGREE OF SUCCESS
0	Normal: You did what needed to be done. It's nothing special.
1	Competent: You showed particular expertise or luck in pulling it off.
2	Well Done: You performed particularly well, and others recognize your talent or fortune.
3	Amazing: Witnesses stand in awe of your accomplishment.
4+	Sublime: Stories will be spread. Statues might be erected. Everyone will remember where they were on that day

THE COMBAT ROLL

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- Decide on one or more attacks or actions you'd like to take.
- Based on those actions, form a dice pool (lowest of all actions desired if it's a mixed action).
- If you declared an attack, the Difficulty is usually 1. However, your target(s) may have made a difficult Stunt (p. 84) to increase the Difficulty.
- Roll your dice pool and tally successes as normal.
- Use successes to buy off the Difficulty of the actions you want to perform.
- If the attack is successful, use remaining successes to purchase Stunts, and determine final damage rating.
- If the attack is successful, the target decides to accept or resist the damage, and any Injuries or Conditions are applied.

DAMAGE EXAMPLES

THREAT	DAMAGE RATING	TAGS
Alcohol	1	Non-Lethal
Arctic Water (Immersed)	3	Continuous (Rounds), Deadly
Cobra Venom	5	Deadly
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Interior of a Burning House	3-4+	Continuous (Minute)
Knock Out Gas	3	Continuous (Round), Non-Lethal
Nuclear Reactor Leak	5	Continuous (Minute), Deadly
Mustard Gas	5	Continuous (Rounds), Deadly
Tranquilizer Dart	4	Non-Lethal

EARNING EXPERIENCE

EVENT	EXPERIENCE COST	RECIPIENT
The character's player attends the game.	1	Solo
A player achieves their short-term Aspiration for their character	1	Solo
All players achieve their short-term Aspirations in the same session	1	Group
A player achieves their long-term Aspiration for their character (all players must achieve their long-term Aspirations before a player can earn this experience again)	2	Solo
The players spend half the Writer's Pool in a single scene (the amount spent must be greater than 1)	1	Group
The characters reach a story milestone	1	Group
The characters complete a group story	3	Group



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DIRECTOR'S SCREEN

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DIRECTOR'S SCREEN

COMBAT STUNTS

If you have leftover successes after buying off the Difficulty of your target, you can use them to buy Stunts. Any Stunt your Director allows is valid, but these example Stunts represent common actions that can occur in the heat of combat. Each Stunt has its success cost listed as well.

INCREASE DAMAGE (VARIABLE)

You find a sensitive spot, which inflicts more damage. Each success increases the attack's damage rating by +1.

BLIND (1 SUCCESS)

You throw something into your opponent's eyes. Your opponent has +1 Difficulty on their next action.

DISARM (2 OR 3 SUCCESSES)

You knock, twist, or pull your opponent's weapon or other item out of their hand. You can spend an additional success (total of 3) to knock the weapon or item to short range.

FEINT (VARIABLE)

Your attack forces your opponent to make a false move, putting them in a precarious position. For every success spent on Feint, you generate one level of Enhancement on you or your ally's next attack against this opponent.

KNOCKDOWN/TRIP (1 SUCCESS)

You push or kick your opponent, knocking them prone.

PIN DOWN (VARIABLE)

You use your ammunition to force your opponent to stay put. Each success adds one level of the "Pinned Down" Complication to the target's next attack. If they don't buy off the Complication, they are hit with a damage rating equal to the level of the Complication.

SEIZE (2 SUCCESSES)

You take an item (not a weapon) out of your opponent's hand.

SHOVE (VARIABLE)

Each success allows you to push your opponent back a number of yards/meters equal to your Might.

GRAPPLING

Sometimes, it's all about wrestling someone to the ground. **They Came from Beneath the Sea!** reflects this by *grappling*.

Grappling is a special form of Close Combat. A grapple starts when the attacker uses the Establish Grapple Stunt (see below). That character controls the grapple. While in the grapple, each side continues to make attack rolls (and, thus, generating damage ratings if the character is in control of the grapple), but only grapple Stunts can be purchased until the controller releases the grapple, the opponent breaks free, or someone outside the grapple uses the Break Up Grapple Stunt.

ESTABLISH GRAPPLE (VARIABLE)

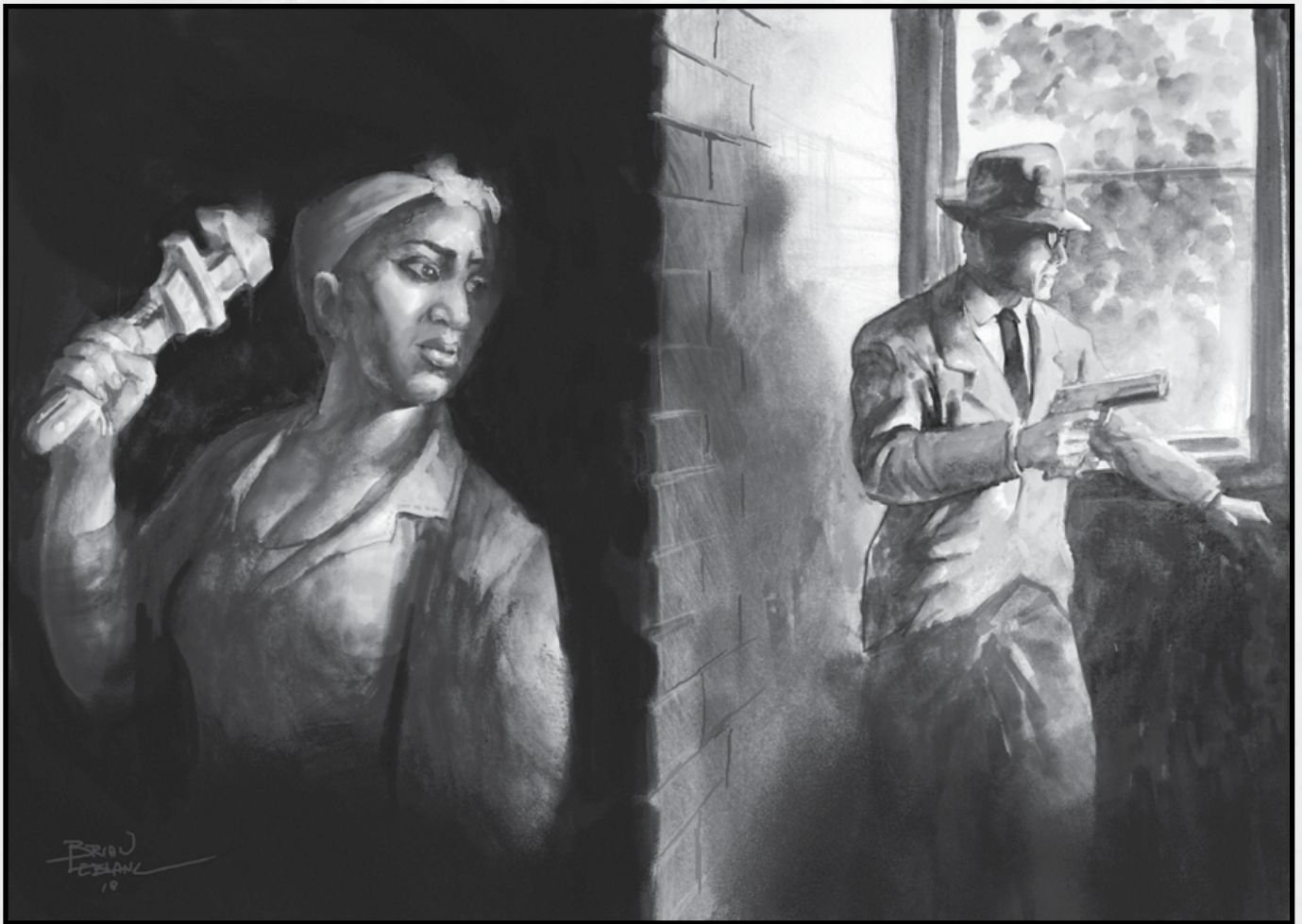
You force your opponent into a grapple, and you are in control. The number of successes spent on this stunt sets the Difficulty for your opponent to break free of the grapple (minimum of 1).

BREAK UP GRAPPLE (1 SUCCESS)

You break up a grapple in which you're not participating.

GAIN CONTROL (VARIABLE)

You maneuver yourself to be in control of the grapple. The cost of this Stunt is equal to the Difficulty of the grapple set by the Establish Grapple stunt. Now you are in control of the grapple, and the Difficulty for your opponent is the same as the cost for the Gain Control Stunt.



INCREASE DAMAGE (VARIABLE)

If you are in control, you can increase the damage of your hold. Each success increases the attack's damage rating by +1.

PIN (2 SUCCESSES)

If you are in control, you keep your opponent from moving. The opponent cannot use the Defense or Position Stunts on their next turn.

POSITION (VARIABLE)

You put yourself into a better position. Each success creates one level of the Good Positioning Enhancement, which can be used in the next grappling attempt.

TAKEDOWN (1 SUCCESS)

If you are in control, you can take yourself and your opponent to the ground. Both you and your opponent are rendered prone. Can be combined with the Increase Damage and Throw Stunts.

THROW (VARIABLE)

If you are in control, you can throw your opponent a number of yards/meters equal to your Might. Each success after the first increases the distance by a yard/meter. This ends the grapple.

PRONE

Sometimes, hitting the dirt is a smart idea. Other times, someone knocks you into the dirt. Either way, it makes things easier in some ways and harder in others. Characters at close range with a prone character can attack at Difficulty 1, but attacks from any other range are at Difficulty 3.

Getting up is normally a reflexive action that takes your movement for the round. However, if there's an opponent with you at close range, things get more complicated. In that case, standing up is an Athletics + Dexterity roll with a Difficulty of 1 and an Opponent Nearby Complication of 1. If you don't buy off the Complication, your character takes an Injury from her opponent.

AMBUSH

The best way to fight someone is if they don't know you're there. When attempting to surprise an opponent, roll Athletics + Dexterity (or equivalent roll) vs. the opponent's Integrity + Cunning (or equivalent roll) to sneak up on them. If a group is sneaking up on another group, pool all the successes on both sides and divide them by the number of people on each side (round down).

The target's successes become the Difficulty for the ambusher. If the ambusher can buy off the Difficulty, she can spend remaining successes on the Surprise Stunt:

SURPRISE (VARIABLE)

You've surprised your opponent. Give your opponent the Complication of Surprised with a level equal to the number of successes spent. If your opponent cannot buy off the Complication with their initiative roll, they cannot act in the first round — treat them as if they have already taken a turn.

DAMAGE RATINGS

Once you've hit someone, you should make sure it hurts. **TCfBtS!** isn't a game about detailing the intricate nature of the human body or replicated detailed ballistics studies. Instead, anything that stun, cut, stab, slash, puncture, or otherwise cause pain to someone is measured with *damage ratings*.

Damage ratings are how well you... well, do damage. The higher the rating, the more potential damage you can do. If you make a successful attack roll, buying off the Difficulty gives you a damage rating of 1. The damage rating can increase through the purchase of the Increase Damage Stunt (p. 91). Other forms of damage, like fire, poison, and radiation, come with their own set damage ratings.

WEAPONS

Knives, guns, fists, feet, bar stools, or a well-placed scream — if you want to do hurt someone, you need something to hurt them with. Most of the time, a weapon is simply the tool you need to make an attack roll. If you want to punch someone, a fist is all you need, but if you want to shoot them, you need a gun. This keeps things fast and loose — if you stumble across a murdered police officer and want to take his gun, there's no need to write down a bunch of stats. Just take it and start blasting away at that alien scum!

Weapons that are particularly effective, like alien technology, well-crafted items, or other special implements, can be considered Enhancements. The pearl-handled pistol your father gave you before his death might be a +1 Enhancement, while the PX5 Disintegrator stolen from an alien base could be a +3 Enhancement. These work like normal Enhancements, giving you bonus successes on successful attack rolls, which you can usually leverage into the Increase Damage Stunt.

DAMAGE TAGS

Some forms of damage also have specific *tags* which make them more effective. Some example tags are below.



CONCEALABLE

The weapon can be hidden in a pocket, up a sleeve, or inside a particularly long coat. Gain +1 Enhancement to any tasks involving sneaking the weapon into a location without someone noticing.

CONTINUOUS (X)

This source of damage continues to affect you for as long as you're in its presence. For example, a room filled with poison gas continues to affect characters for as long as they breathe it. All damage with the Continuous tag has a rating, for how frequently targets take the listed damage. Common examples are Continuous (round), Continuous (minute), and Continuous (hour).

DEADLY

This type of damage is particularly difficult to shake off. No matter how well a character rolls on her Stamina roll, she always takes at least 1 Injury from this source of damage.

GRAPPLING

This weapon grants +1 Enhancement to making the Grapple attack.

NON-LETHAL

Damage from this source causes a Status Condition instead of Injuries. The damage rating of the source determines the effect of each Condition. For example, the Complication associated with the Stunned Condition is based on the damage rating of the source.

PIERCING

This weapon is meant to punch through the protective layers of armor. Reduce a target's Armor value by 1 when dealing damage with a weapon with this quality.

REACH

A weapon with a long haft, or one where the end of the weapon can reach up to 2 yards/meters or more away (like a whip). These weapons can be used to make Close Combat attacks out to short range.

RETURNING

This weapon returns when fired or thrown away from the character. A boomerang is the most common example, but a harpoon with a retractable chain would also be Returning.

SHOCKWAVE

This weapon can be used to strike all targets in the same range band. This tag is reserved for weapons at large Scale, not mundane weaponry.

INJURIES

So you've been punched, and a damage rating has been generated. What's next is a world of pain. Time to learn about *Injuries*.

Every character has 10 Injuries, divided into four *Injury Levels*. An Injury is a box that you tick whenever you take damage. These are one for one: One point of damage rating inflicts one Injury. Simple, right?

As you accumulate Injuries, your character moves through the various Injury Levels. More Injuries mean that your character gets benefits at each Injury Level. These modifiers kick in once every Injury in the level is ticked — for example, the effects of *That'll Leave a Scar* take effect once all the Injuries on that level are filled in (or at least six Injuries in total). Effects from previous Injury Levels are ignored — only the lowest filled Injury Level's effects take precedence.

The four Injury Levels are:

- **Just a Flesh Wound** (three Injuries): Your character is scratched, bruised, or otherwise superficially hurt. This inspires her, rather than diminishes her: Once this Injury Level is filled, all dice pools that fall within the character's Archetype gain one die. (You don't need to activate your Archetype to get this bonus.)
- **That'll Leave a Scar** (three Injuries): Your character is hurt, but not too badly. However, this just forces her to focus on what she does best. All dice pools that fall within the character's Archetype gain two dice. (You don't need to activate your Archetype to get this bonus.)
- **Last-Ditch Effort** (three Injuries): Your character can't take much more, but she might have enough for one more push. All dice pools involving the character's Archetype gain two dice (and you don't need to activate your Archetype to get this bonus). Further, for any Archetype-defined rolls, you can choose to push your luck. If you do, you gain *three* dice, and the target number for all your dice is a 7, not an 8. However, if the roll fails or botches, the character instantly triggers a Death Scene.
- **Don't Forget Me** (one Injury): Your character has one last gasp left in her. She only gets one more action. The dice pool for that action gains three dice, and her target number for the roll is a 7, not 8. After the roll, success or fail, the character triggers a Death Scene.

QUIPS

The following is a breakdown of the Quips present in the **They Came from Beneath the Sea!** decks.

VOWS, DEFIANCE, AND TOUGH TALK

If being right works when I go to bed... it still works at breakfast...

I'll make my final move if it's the last thing I do...

Like the math whiz said, count me in.

It's time we taught them a little human know-how as well as some neat engineering tricks, also knot-tying...

Just get this through your little hive mind...

Sorry if I parted your scales too close...

It's time we put the "I" in survival...

We'll cross those T's when we come to them...

I've spit in the eyes of hurricanes bigger than you...

If you're going through me, you'll have to go through me to do it...

I have one rule: If I can eat it, I can kill it...

I don't know much about science or monsters but... I'm willing to learn...

Just one question... Which garnish?

I'd sooner wear commie clothes than give up my humanity...

Mister, that won't buy you a half stick of gum at the Half Stick of Gum Store...

Maybe I'm just not comfortable with the phrase "aquatic alien overlords."

If I'd known you were coming I would've baked a sweetbread...

I've smoked worse things in my pipe...

Hope I didn't ruin your little fondue club reunion...

PLEASE ENJOY THIS GREAT PORTENT

Don't look now but my skirt just got a little longer...

I'm afraid this is something even the jaded face of science hasn't gazed upon...

Sometimes the solution is in front of us the whole time, laughing...

I don't think I've ever bargained with anything quite so hideous...

We're going to need a bigger intellect...

There's enough science in there to ice a cocktail...

Let's just say this is one deadly sea creature we won't be inviting home for dinner...

These things really put the hell in hellspawn...

We might as well be throwing cufflinks...

If the sun still gets up in the morning and has breakfast... so will we...

Some exchange recipes... others exchange minds...

If we don't... this could be the start of the beginning of the end...

It's time we all snapped our suspenders in unison...

Boy... you think you know an ocean...

Without an answer... we'll only have a lot of questions...

Something tells me those aren't antennae...

Correct me if I'm wrong but I think everything I ever feared is correct...

The term "ultimate aquatic horror" comes to mind about now...

If I didn't know better, I'd swear we're surrounded by monsters...

QUIP YOUR GRIPING!

This isn't the pie I signed on to bake...

Wake me when the world is saved...

If it isn't one thing, it's another, and probably another after that...

Sometimes we learn the hard way, especially after we've already touched something gross...

I don't make the rules, I just test them...

We could sure use a good atom bomb right about now...

Remind me to stay home next time we're battling repulsive things...

This whole day's been stepping in one monkey pie after another!

Now I know how a sardine feels, except for the whole oily part...

And to think I had to skip marine biology...

If you're going to defeat a fish, you'd better start thinking like one...

If you're counting on a patsy, count me out...

You don't have the tartar sauce for something like this...

If we have another close one, would you mind taking it?

If I never see another terrifying sea thing, it'll be too soon...

I like drinking water alright, but fighting in it is something entirely different...

If you need me, I'll be in a dry, monster-free place...

Next time you're having a pool party...don't invite me...

That's one claw that will never click like a maraca...

WHY SO GLIB?

I'd question my own sanity if it wasn't one of my favorite things...

I didn't know aliens came in disgusting...

Didn't expect to touch anything with fins when I left for work this morning!

I've seen some aquatic nightmares in my day but this takes the caviar...

I just find it hard to communicate with anything that's dangling...

Don't look now, but we've got dinner guests!

The bottom of my shoe has scarier things than this...

If I didn't believe my own eyes, I wouldn't be seeing this!

Not exactly what I had in mind when I said let's put our heads together...

It's almost enough to make you dislike giant bulbous eyes...

Never thought I'd be fighting underwater in a rented dinner jacket!

Not to be nosy, but... do those eyes belong to you?

When I look something in the face, I prefer it has a face!

If you're the dessert, can't wait to see the topping...

Can't miss it — just turn left at the next indescribable horror...

I don't know whether to fight it or have it for lunch!

Is this any way to run a subversive alien takeover?

These things really put the "F" in fish don't they?

Don't make me open a container of fisticuffs on your posterior...

AND BEFORE YOU PULL THAT SWITCH

How about some ham with those eggs?

And to think people laughed when I named my fists...

Let's slap tentacle...

Please, don't get up. Ever.

Sorry to throw a hairnet on your evil plans...

Don't kill us, we'll kill you...

Pardon me, but is this your fin?

I know white goes best with you... but I brought red...

Hold onto your bunsens, kids!

Time to cut some apron strings...

There's more than one way to skin a cephalopod...

Time to pay the organ grinder...

Glad I'm not in your webbed feet...

I'd like to stay, but I've got a date with the rest of my life...

Never did care for seafood...

Wave when you get to the explosion...

Hope you like smoke with your shrapnel...

Must be Friday!

You just don't have the tentacles needed.

THE FLIRTATION

Have you been monster-fighting long?

If all opponents of undersea invasions look like you, count me in...

We must compare encounters with the unknown some-time...

Where have you been all my longevity?

I know one figure I'd like to check...

Careful, things might be overheating...

There's no one I'd rather battle deadly creatures with...

Well... the end of the world just got a little bit brighter...

I've never been happier to be free of something's slimy grip...

You know, you make those loathsome horrors look... even more loathsome...

If we get through this, the sushi's on me...

Well now... what oyster did you come out of?

Underwater hell doesn't seem so bad... now...

That's not the biology I had in mind...

So... what are you doing after foiling an invasion?

Alien takeover's no match... for the takeover of my heart...

You know... you have just the right number of eyes...

There's something about the smell of fish that just gets me going.

You remind me of all the things I love about my mother.



THEY001S

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