

CATASTROPHE

WELCOME TO THE WORLD OF THE ENDLESS BLUE!



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FATE ACCELERATED

GRAHAM
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CATASTROPHE – Welcome to the World of the Endless Blue!

Forward

This is Version 1.. It's taken too much time to get here. With all of the recent conflict in regards to the setting, I felt it was time to come up with a solution. Namely by making the game able for someone to easily customize to their needs for their setting. No settlements, no overarching fluff outside of what is needed to describe what CATAstrophe is. CATAstrophe is too many things to too many people and to try to please everyone is a fool's errand. So, to settle things, I decided to just to the rules.

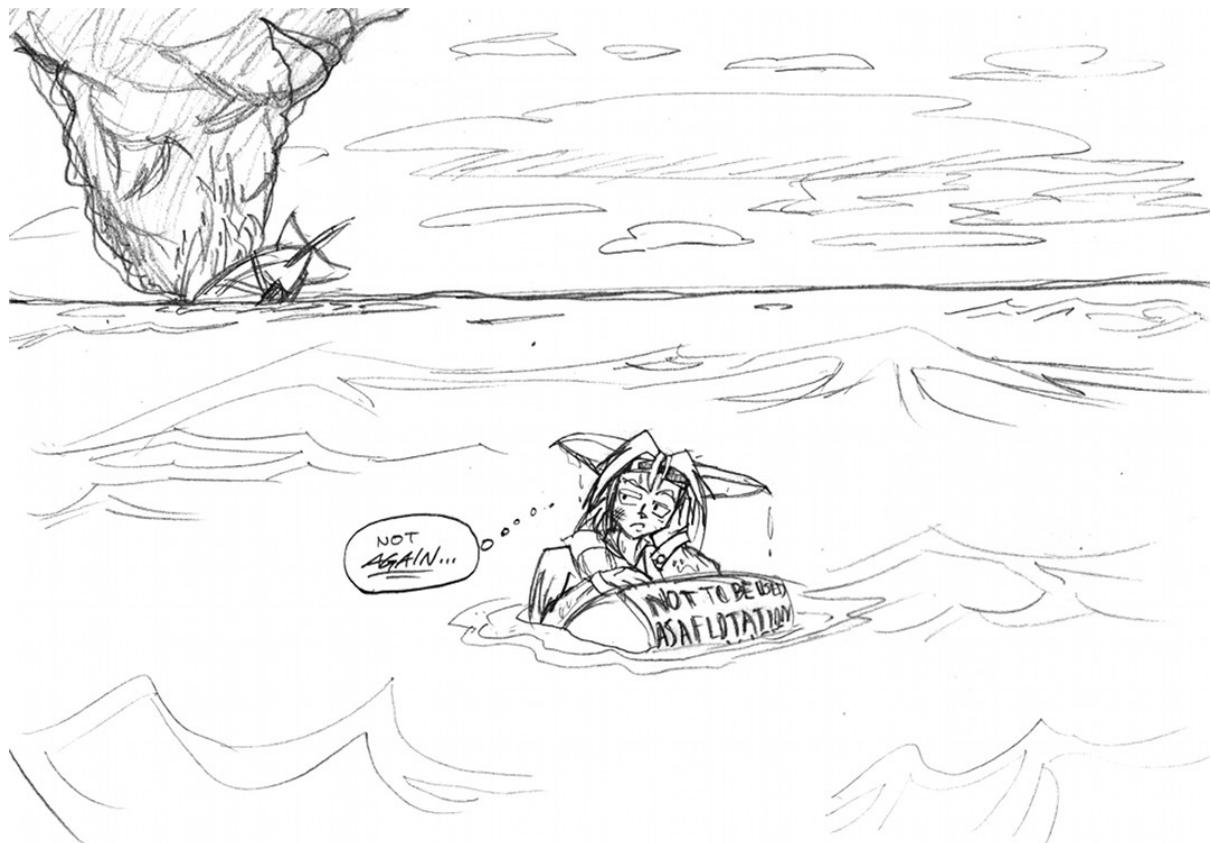
So I decided to simply create a system that felt like CATAstrophe. Fast, easy, and fun. Keeping to what I feel is a cartoonish setting, focusing more on the day to day trials and adventures of our favorite waterlogged Kemonomimi and less on quibbling about the weight of gear.

This is the last I want to mess with rules. Any further CATAstrophe stuff now written for this will be settlement expansions. With an eye to the fact that no one settlement IS the setting. I've simplified the game in the process. As such, now it is time to start playing.

It was fun messing around with this, but now I really want to dive in!

As always, Unfrizz your damn tail!

-That Damn Catfolk Pilot



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What is CATastrophe?

Imagine some far point in the future... 1000 years from now. A great disaster has either forced humanity to leave earth or drove it to extinction, one of the factors is the earth's sea levels somehow rose some 1000 meters from where they are today. The combination of this with increased seismic and volcanic activity from the increased pressure on the earth's crust has created a far different landscape today. One where seemingly endless oceans greet you. Dotted by islands of various sizes. But the worst has happened and passed. You live in a settlement that has just about all you need. Yeah, you still work every day, but compared to the hectic life of the "earless" before them, the Kemonomimi of the endless blue live for their friends, their communities, and for the almost daily adventure that can be found all around them. You play one of those enterprising Kemonomimi. You're a diver heading down to the scariest ruins of the past, or you and your friends are the best surfers in the region, or perhaps you and your brave team of explorers have set out on a long journey... anything is possible in the endless blue, and there is a lot of it!

The climate in one word, is warm. One could wear a bikini in most of the regions of the world. The water and air near the poles is cooler, though, even with almost a millennium of climate warming, where swimmers need drysuits to be warm when in the water. Almost no snow falls at all at sea level outside of the occasional mixed flake near

the poles. There are no icebergs anymore, and snow is seen only at very high elevations. Most settlements are dotted along the equator, With many of the old mountain ranges providing other sites for settlements.

Sea life changed as well, strange mutagens that created the Kemonomimi also created many strange new life forms with crazy environmental adaptations. The Kemonomimi themselves aren't boring either. They can dive to amazing depths and not suffer the bends like Humanity did on surfacing (although it might still be painful to surface too fast, and diving too deep does start causing hallucinations in Kemonomimi if they're not careful), also Kemonomimi can survive drowning, able to stay unconscious in a hibernating state until they somehow get oxygen again. Also their ability to take punishment (no doubt from their ability to dive deep) is quite notable.

But life as a Kemonomimi is one of parties, exploring, and it seems at times showing off to their friends. And they wouldn't have it any other way.

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Character Creation

The first step to building a character, before even selecting what sort of race of Kemonomimi is to figure out two core things to your character. It's Recommended at this point you load up or pick up your "Fate Accelerated" book as it will be referring to pages within the document. Further references to this book will be referred to as "FAE".

High Concept (FAE Pages 8, 25)

A High Concept is your character's thing in the game. For instance if you were the captain of your own ship, then "I'm the Captain of the SS White Onyx" makes sense, also if you're one of the best divers around "I'm the 4 time depth competition champion" makes sense. The majority of the time, your high concept will always work in your favor, it establishes a "fact" that your character is this concept. Rarely, this can be used against you as a compel, but there is a Fate point in the offing by accepting it.

Later in this document will be rules on ship creation and how ships interface with the world and the rules if you choose to have a ship as part of your concept.



Trouble (FAE Page 9)

Outside of your High Concept is a drawback that from time to time holds you down. When this trouble is compelled, you earn a Fate point. Something like "Has one eye" could come into play if you need to do something where depth perception is important or "Scared of drowning" would really suck if everyone had to abandon ship or you have to dive with your team or lose your job.

Extra Aspects (FAE Page 9)

When you have selected your High Concept and Trouble, you pick another two aspects that are important to your character like "Walking Encyclopedia" or "Champion Surfer". While not your High Concept, it is excellent to flesh your character out. Or, if you are a real masochist you can treat this like a second "trouble" to give a different avenue where you can earn Fate points. Just remember that this is a problem for you like your first Trouble Aspect. So be careful what you wish for, young Kemonomimi. Also if you want a special gadget, you can use one of your aspects to show that you have one. Note that just having the gadget is a "fact" established in the game. I recommend reading Page 29 of FAE under the section "Establishing Facts" for more detail. FAE Page 30 has a nice little guide on Aspect construction. Aspects are things that ARE TRUE about your character and passively are there, and can be invoked with a fate point, or depending on circumstance can even be activated for free, based on the situation.

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The Races of the Endless Blue

Next are the 5 races playable in the CATastrophe world. Of course, the DM (Dive Master) is perfectly within their rights to add or eliminate races to their preferences, using the 5 races as a guideline. In their description is a list of Racial Aspects you may choose from, but you may only select one of them as a Racial Aspect. When selecting, while there are suggested name origins, this doesn't necessarily mean you're tied to them, just that they are suggested names. When picking your race, it doesn't become a situation of what gives the greatest advantage, but more what you would like to play. Certain animal types evoke a personality type you might read from each race. Overall though, everything is up to roleplay.



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Nekomimi are the most curious and enterprising of all the Kemonomimi, as well as the most common of the Kemonomimi. One thing all Nekomimi are notorious for is their wanderlust. If there is a chance to explore something unknown, it is usually the Neko that lead the way.

Also known as: Catfolk, Catkind, The Long-Tailed, Homo-Felis, The Neko, Cats.

Languages: Common, Neko

Names: English or Japanese names

Inumimi are the rugged settlers. Where the Neko explore, the Inu set up camp. Inumimi are the second most common Kemonomimi and tend to be the laborers of Kemonomimi society, although this isn't the only role they hold. Their unshakable loyalty and ability to hear what others can't set them apart as almost intuitive engineers and shrewd diplomats.

Also known as: Dawgs, Canine-Kind, The Inu, Homo-Canids, Dogs.

Languages: Common, Dawg

Names: American, Spanish, or German names

Usamimi are the natural athletes of Kemonomimi society. The third most common race, the Usamimi tend to excel in sports and anything where natural athletic skill is appreciated. This does from time to time develop into a sort of haughty arrogance in some, and a sense of overconfidence in others.

Also known as: The Indomitable, The Usa, The Long-Eared, Homo-Lepus, Rabbits (male), Bunnies(females).

Languages: Common, Burrowspeak

Names: Chinese, English, or American

Kitsumimi are the researchers and geniuses of the Kemonomimi. They love knowledge and in Kitsumimi society Intellect and Wisdom are prized over everything. While not curious like their Nekomimi "colleagues", they still have a thirst for knowledge. Sometimes leading to making dangerous discoveries guaranteed to frizz some tails.

Also known as: Foxes, The Kitsune, The Many Tailed, Homo-Vulpis.

Languages: Common, Kitsune

Names: Japanese, Welsh, French, American

Kumamimi are known for their nomadic sailor tradition. The Kuma love being on the water, sailing between settlements and never really setting down their roots unless they're on their boat. Very few Kuma settle down, and usually it is in the twilight of their lives or they're too injured to sail on. Kuma who no longer wander seem to lose much of their energy, only seeing it return when they set sail once more.

Also known as: The Nomads, Homo-Ursa, The Kuma, Bears

Languages: Common, Ursa

Names: Russian, American, Chinese, Native American

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Approaches (FAE Pages 10, 18)

You have 6 approaches, they are named as such as they are different ways your character can interact with the world. Think of them as a combination of a skill and an attribute.

Careful: When you need to make sure you do something right the first time, Careful is as careful does! This is also your common sense.

Clever: Grease monkeys, geniuses, and intellectuals sport this approach as one of their best.

Flashy: If you're a show-off, this is your best bet. If you love attention, what better way to get it than being flashy!

Forceful: You're a runaway freighter, having this as your best makes you a rugged athlete or accomplished weightlifter.

Quick: Like a snake, you wiggle away from certain knock-outs and use your agility and dexterity.

Sneaky: Trying to snatch that shiny? You might have to get around that Giant Crab that old Kuma uses to guard his junk yard.

When assigning your statistics for your approaches, you get one +3, two at +2, two at +1, and one at 0. Page 10 of FAE has a good list of what ratings fit what sort of character archetype you'd want to play.

Stunts (FAE pages 11, 31)

Your character can select up to 3 starting stunts, even selecting these stunts during the first session. One note, is that if you take more than 3, each one over reduces your Refresh by 1. Also if you can't make your mind up on stunts, if you wait until the game starts, you must select your stunts before the end of the first session, or you'll have to wait until you can select new stunts or change them to fill your free stunt slots or spend a refresh to take an extra one. If you took a gadget related Aspect earlier in character creation, you can use some of your Stunts to flesh out what out of the ordinary things your character's gadget is capable of. Stunts cost no Fate points to use, and give some pretty awesome abilities. On the next page is a decent selection of Stunts to choose from, and feel free to create your own!

Refresh

Refresh is how much your Fate points reset at the start of a new game session. Fate points earned carry over, unless you have less than your refresh, so your starting Fate points become your Refresh. (For instance if you got 7 Fate points (lucky you!) you keep them in the next session. Meanwhile Mr. Big Spender next to you spent all their Fate points last session, and with a refresh of 2 they recover to 2 Fate points. Meanwhile the other player at the table only spent two fate points of their starting 3 Fate points, leaving 1 point left. At the end of the last session, so at the start of the current session, they are reset back to 3 points as their Refresh is the default of 3.)

THE LADDER

- + 8 Insane!
- + 7 Epic!
- + 6 Fantastic!
- + 5 Awesome!
- + 4 Great!
- + 3 Good. (1 Approach)
- + 2 Ok. (2 Approaches)
- + 1 Normal. (2 Approaches)
- 0 Mediocre. (1 Approach)
- 1 Bad!
- 2 Terrible!

This is the descriptors for each level of your Approaches and difficulties, called "The Ladder". The dark gray zone is where the ratings for your Approaches fall into. You'll notice the descriptors are slightly different in this game.

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Sample Stunts

Always Making Useful Things: No matter what, no matter how contrived, you can always declare that your character has concealed on their person the proper tools for a particular job involving craftsmanship. This source of opposition is just off the table.

Some kemonomimi are so well-prepared that, even after waking up from unconsciousness after a shipwreck, they can reach into their diving suit's pockets and pull out just the right tools needed to construct a raft.

Athletic Arete: You get a +2 to [pick one: Forcefully, Quickly] [pick one: create advantages, overcome obstacles] when you leverage your athleticism and physique. You can take this stunt multiple times to pick different options.

Usamimi are known for their grace and agility, and nobody underestimates the might and endurance of an kumamimi, but other kemonomimi can be physical paragons as well.

Chameleon: You get a +2 to Sneakily [pick one: create advantages, overcome obstacles] when you are hiding, skulking, or ambushing. You can take this stunt multiple times to pick different options.

Nekomimi and usamimi can blend into crowds and shadows alike, but any kemonomimi can tap into their bestial heritage and learn to both avoid predators and stalk prey.

Charm and Charisma: You get a +2 to [pick one: Flashily, Forcefully, Sneakily] [pick one: create advantages, overcome obstacles] when you are in conversation with someone. You can take this stunt multiple times to pick different options.

Nekomimi and usamimi often find it easy to make lots of friends thanks to their social graces, but other kemonomimi can be quite charming as well.

Dark Vision (requires Careful +2 or greater and Clever +1 or greater, or Careful +1 or greater and Clever +2 or greater): As long as even a single sliver of the faintest light is present, you can see everything as though it was brightly lit. However, the poorer the lighting, the more desaturated your vision is, until it becomes monochrome. Whether you are foraging or fighting, aspects related to poor lighting conditions cannot be used against you in any way, and the GM should adjust difficulties for you accordingly.

Nekomimi with particularly keen senses find themselves developing the ability to see even in pitch black darkness (albeit in monochrome), which greatly helps with dives, but a rare few kemonomimi of other species have beneficial mutations that provide a similar effect.

Five Senses Sharp: You get a +2 to [pick one: Carefully, Cleverly] [pick one: create advantages, overcome obstacles] when you are leveraging your sharp senses to notice or perceive something in a way that does not particularly involve social empathy. You can take this stunt multiple times to pick different options. This stunt does not apply to actions and rolls made using the Sharp Ears, Sharper Nose stunt (see below), but having both makes you very keen anyway.

All kemonomimi are part-beast, but a select few learn to tap into their animalistic natures to augment their senses, picking out every last minute detail in a dive spot or in a settlement.

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Martial Spirit: You get a +2 to [pick one: Flashily, Forcefully, Quickly, Sneakily] [pick one: attack, defend] when dealing with [pick one: melee combat, ranged combat]. You can take this stunt multiple times to pick different options.

Skittish usamimi can deftly dodge blows and riposte right back, and a bold kumamimi can launch cannonballs with their bare bear hands, but any kemonomimi can pick up similar self-defense techniques.

Master Craftsman: You get a +2 to [pick one: Carefully, Cleverly] [pick one: create advantages, overcome obstacles] when you are crafting something not particularly technological (food, clothing, vests, etc.) or obtaining the components for such through whatever means. You can take this stunt multiple times to pick different options.

Nearly every kemonomimi learns how to craft and repair things, but only a select few can truly be considered master craftsmen, those whose culinary creations stir hearts and whose fashion articles draw all eyes.

Natural Acrobat: Your deft tail and your sure feet lend you impeccable grace. Because you are a Natural Acrobat, you get a +2 when you [pick one: Flashily, Quickly, Sneakily] [pick one: defend, create advantages, overcome] when you leverage your incredible finesse and athleticism.

The Nekomimi are prime example of being a natural acrobat, although other kemonomimi (particularly seafaring ones) might have this through experience dealing with long voyages on rough oceans.

Pouch of Fragile Minor Gadgets: Once per session, you can bring out a fragile minor gadget that lets you eliminate a single situation aspect, regardless of how many free invocations it has on it, as long as you can describe what the gadget does. If you are in a contest or a conflict, this does not take an action.

Some kemonomimi do not have the luxury of owning even a single piece of major gear, so they instead settle for collecting minor knick-knacks here and there. Although each one is highly conditional and niche in its function, and each one happens to break very easily too, sheer quantity assures that at least one will be useful every so often.

Right the Sinking Ship: Once per session, after you make a roll to help yourself or a friend during a very dangerous situation, you can either add a +4 to the roll, or reroll it and add a +2.

When times are tough and only quick thinking and bold action can save the day, it is often a brave inumimi or a calm kitsunemimi who steps up to save their friends, but any kemonomimi can possess such heroic qualities as well.

Sailor's Wisdom: Once per session, after you make a roll to directly aid the operations or management of a ship, you can either add a +4 to the roll, or reroll it and add a +2.

Nekomimi and kumamimi both love to sail and explore, and many of them do everything they can to ensure the well-being of a ship, but any kemonomimi can be an astute sailor as well.

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Science Leads!: You get a +2 to [pick one: Carefully, Cleverly] [pick one: create advantages, overcome obstacles] when you are dealing with technological, medical, scientific, or mechanical pursuits. You can take this stunt multiple times to pick different options.

The sheer intellect of kitsumimi make them excellent scientists, and many an inumimi has leveraged their sharp senses to become a good engineer too, but that does not stop other kemonomimi from swimming the path of science.

Sharp Ears, Sharper Nose (*requires Careful +2 or greater and Clever +1 or greater, or Careful +1 or greater and Clever +2 or greater*): You can perceive a wide spectrum of scents and sounds that other kemonomimi would have no hope of sensing, such as the quietest aberration in an engine or a foul odor four rooms down. This does not grant you any bonuses or reduce difficulties on its own, but it does allow you to take actions and make rolls with respect to those otherwise imperceptible sounds and scents.

Inumimi are known for their uncanny senses of hearing and scent, but there have been more than a few reports of other kemonomimi having beneficial mutations that give them the same trick.

Social Savvy: You get a +2 to [pick one: Carefully, Cleverly] [pick one: create advantages, defend] when you are in conversation with someone. You can take this stunt multiple times to pick different options.

Shrewd kitsunemimi and kumamimi know their way around the ebb and flow of a conversation, and can figure out the best way to negotiate and haggle, but any kemonomimi could learn to read people well.

Socially Adaptable: New cultures and surroundings daunt you not; for as long as you have food, shelter, and friends, what is there to fear from a new settlement?

Because you are Socially Adaptable, you get a +2 when you make any roll that would otherwise be impeded by being in a completely new settlement or culture. Nekomimi and Usagimimi are particularly known for this, although the well traveled of other races also pick up this talent for adapting to new cultures.

Worldly Insight: You get a +2 to [pick one: Carefully, Cleverly] [pick one: create advantages, overcome obstacles] when you are trying to piece together the clues of a mystery, come up with a plan, figure out what to do, or solve a puzzle or riddle. You can take this stunt multiple times to pick different options.

Inumimi and kitsunemimi are frequently gifted with analytical abilities and intuition beyond their years, but there is no reason why any other kemonomimi could not be as brilliant.

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Stress Tracks

Kemonomimi have 2 stress tracks. Bonk, and Air.

Bonk: Functions like the stress track in FAE. When a Kemo loses all of their Bonk stress, they are taken out, and the fate of their loot/gear and what-not are left to the DM and the other players in the group.

Of course if everyone else in the party makes it through a crisis, the taken out character can be taken care of (within reason) by the PCs.

If the party gets taken out, the DM decides what happens to the party's gear, loot, and where they end up. If that means waking up prisoners of pirates, or on some distant beach is up to the DM.

Air: You have 5 boxes of air, you check off a box with every 15 seconds of holding breath. If you run out of air, you fall unconscious and are considered "taken out". You cannot take consequences to avoid having an Air Stress box marked off. Kemonomimi are quite resilient, and regain consciousness the moment they have fresh air available again. They can restore their full air stress track after taking a breath for each box. While Taken Out in this manner, the character is in a coma-like state, until the character can find breathable air again. (Read the section on **Drowning** below...)

Note: When using SCUBA gear, you gain a SCUBA tank stress track that is like the Air track, but each box represents a scene during a dive, and taking a second tank allows someone to double their SCUBA tank track. To avoid physical stress you can scratch off a box of your SCUBA gear stress track(s) to represent wasting air, primary air line damage, or using up more air avoiding danger for every box of physical stress you might take. Once your SCUBA track is used up you start using up your normal air track.

Diving Note: One thing that should be made clear, Kemonomimi are fully capable of diving to pretty deep depths as long as they wear something warm and have enough air. This also allows a Kemo to head up to the surface at any speed they want as well. Pretty much the dangers of SCUBA divers in the real world don't happen in the world of CATAstrophe, but there are some limitations! If a Kemo goes too deep too fast, they may start hallucinating. Rolling an appropriate Approach, with applicable stunts and aspects will help, or taking your time (logically). Surfacing too quick can cause a painful arrival at the surface as their compressed body returns to normal. If on an appropriate Approach check the Kemo fails, they may even go unconscious from the experience. Coming back with your Emergency Bouyancy Device always risks this, But it has the added advantage of not worrying if you're unconscious on the surface.

Drowning: Yeah there is that word, Drowning... It sucks. When a character drowns, they go unconscious, and if something brings them up to the surface their unconscious body will float (sometimes) until they reach some shore, get picked up by someone, or somehow can get the water in their lungs out. Whenever that happens, they regain consciousness. The time in this state anyone can be in is indefinite. (or to the DM's preference). The experience for the drowning victim is harrowing as anything can happen in their head. Anything from a disconcerting bit of missing time to really weird (and frightening) hallucinations triggered by whatever facilitates their stasis. Have fun with it. Also however said water is gotten out of the victim is up to the realism of the group, if it means something like CPR for more realism, or going the cartoon route by using a character's tail as a pump to comically have water shoot out like a fountain from the victim's mouth.



DEMONSTRATION MISHAP, OR...
DON'T ACTUALLY PULL THE CORDS

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Dying: By *default*, this is the one thing that shouldn't happen in the game. Only the *player* of a character may "give up the ghost" and decide their character died because of circumstances in game.

There are many things that players and a DM can do well before deciding to kill a character off. CATAstrophe isn't a grim setting. It is supposed to be lighthearted and fun by default. Take risks! Make Mistakes! Might lose your loot, your boat, heck even your reputation... but there is always that new score on the horizon. The motivation is to see what's there, to impress your friends, and to make a name for yourself. Not kill the most critters to take their loot and experience points. Of course, a DM and players may want getting sent to Davey Jones' locker as a final consequence... it's up to the group as to how they want to handle things.

Danger, Risk, and You: Much is talked about in terms of risk. There are things to keep in mind in regards to the setting and the nature of CATAstrophe.

1: Reputation is Work. The more your character(s) fail, the more they will be taken as a bunch of clowns. Failed surfers are a dime a dozen, and there are many sad tales of once great captains that ended up destitute and without a ship because of a few bad decisions.

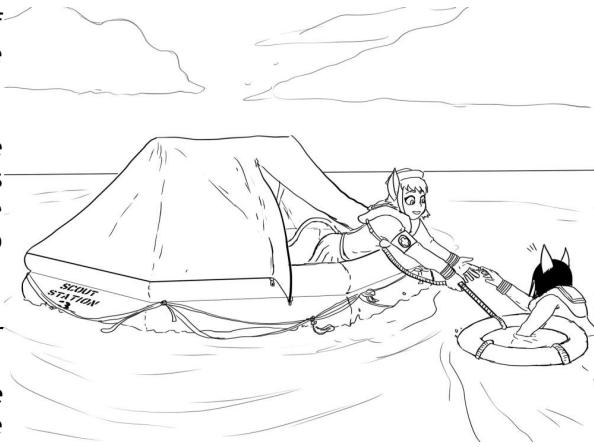
2: When knocked out you are not in control. If your character gets Taken Out by damage or losing all their air, whatever they were holding they drop, and they are unaware of their surroundings. That means while they're floating on the surface or lying on some beach somewhere they might have their "shinies" taken by overanxious kleptomanders or pirates might fish the unlucky diver out of the drink and take all their stuff.

3: A Failure always leads to a new adventure! Failing sometimes can lead to some new adventure. If it's repairing a damaged reputation, getting back at the pirates that stole all your loot, or even if it just means taking another crack at that oldguard guarding that really shiny looking box in that room your team found earlier, this time with better preparation, there is always a second chance or something that happens that moves the players along.

4: Fate points are always a good salve. Failing hard, particularly on a string of bad luck is always worth a Fate point or two, and that can be what you need for that epic turn of fortune later on. Earning the Fate points and pushing through failure is what epic stories of adventure are made of. So don't give up!

5: Laugh at your mistakes. Even if you can't really come up with something dire or inconvenient, sometimes just popping back up on the surface and waking up with your friends and having a laugh at your mistakes is fine. Sometimes a misadventure is still an adventure, and soothing the failure over some Nip brew and some fried shrimp at the local dive bar makes for some fun times. That and someone overhearing your story might know something about what you've run into...

6: Have fun. Go with what works for your game. You don't have to follow my advice, particularly if you're not having a good time or don't think my advice is what you're looking for.



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Electing a Captain and Constructing a ship (Optional)

Selecting a captain is easy. Simply have the group vote on who will be the captain, if you want to have the series center around the crew of a ship. The Captain's duties are as follows:

- 1: Arranging jobs for the crew.
- 2: Maintaining the ship.
- 3: Looking out for the welfare of their crew.
- 4: Arranging duties on the ship.
- 5: Deciding on courses of action to take in matters of the ship.
- 6: In times of inter-group In-Character conflict, the Captain resolves all matters.

If the crew believes that their elected captain is not acting in their best interests, a mutiny can happen. On a majority vote, a Mutiny can be declared and things have to resolve In-Character. If the issue is more Out-of-Character, a simple majority vote can set up for an in-game event to remove the captain from command at least until everyone gets to port and things can be settled.

It is in the best interest of the group that the Captain is someone everyone trusts in and out of character, and also has a character that can be the team diplomat and “fixer” for various jobs.

One final note, the Captain must always arrange for someone to be on the ship at all times. Usually that means the Captain, but if the Captain goes with the majority of the group someone can stay behind in the Captain's stead. If there are positions on ship that are necessary that no one can fill, a NPC or Two from the Dive Master can be arranged, although this will lower total profits of a dive for a little while at least.

Ship Construction

Ships are like simple characters. They have a high concept (something the ship is known for), a Trouble (something that plagues the ship and her crew as an issue), One captain assigned aspect, and one aspect agreed on by the DM and the Captain.

A ship can have up to 3 stunts that come into play that the crew can take advantage of, using the ship's Fate points. Any further stunts lower the refresh of the ship by 1 from the starting refresh of 3. (Ships have their own Fate points, earned like player Fate points as long as how the point is earned had to deal with the ship, not the player characters on board it.)



Ships have 3 hull stress, and can take -2 and -4 consequences. Ships have no approaches. If they have all their hull stress track filled, they sink in 10 minutes, regardless of any damage control efforts.

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Gear, fitting it to concept, and currency

Kemonomimi are assumed to have the proper gear to do their job. The gear provides no bonuses, but they take no penalty for not being equipped either. Also players can assume that basic equipment they can logically have on hand they have. It just provides no bonuses, although logic plays a huge factor. Life Jackets float, Radios play, that can of sardines still reeks. Such things are considered set dressing or simple things.

There is one piece of gear that all Kemonomimi divers have (in one form or another) and that is the Emergency Buoyancy Device. In low-tech settlements, it may be a loyal “floatfish” that is attached by a leash to the wrist or waist of the diver, and if the diver should be knocked out the fish is trained to pull the diver out then immediately fill itself with air and send itself and the diver to the surface. More advanced settlements have an inflatable belt or an extra dive vest that inflates to send the diver up either on demand or if the diver's air runs low. Also the EBD can be used to carry extra weight as you head up.

The currency of the game is trade. One settlement might need some sort of transistors for their radios, another wants at least 10 bunches of bananas, another might want a crate full of rain ponchos... by trading around, players can receive much in return. By making appropriate Approach rolls, they can figure out what a settlement needs, and look into if they got what is needed on their end. Also in this way, the upkeep of keeping

track of inventory is kept to a minimum. A failed Approach roll just means they don't got anything that could be used in trade is time.

Using Fate points a player can ensure their character has a item on hand that can be used for trade. It's recommended to a DM to hand Fate points to successful players on a dive, just so that those points could be used when trading with settlements so they can find that one thing they want. Of course, you can potentially find things on the open ocean or on a dive, and probably more easier than trading for it.

Special Gear

If a player wants a special piece of gear, they can take one of their extra aspects to represent they have a cool piece of gear, and use some of their stunts to fluff out what they can do with their gear. It can be inferred a character from Veritas that has a Earless tech dive suit probably can do a lot, while a Kemo from Scrapper Town might just have a fancy and well equipped EBD/Dive Vest combination.

Final Notes

Gear doesn't just have to cover Dive Gear, it also covers things like surfing equipment or survival gear or well... anything you can think of! If it doesn't affect your rolls, you can have it. If it does, you need to give it an aspect and a few stunts!

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A note about gear:

If your group is a bunch of Monty haulers, note that there are a few issues to take note of:

1: Storage

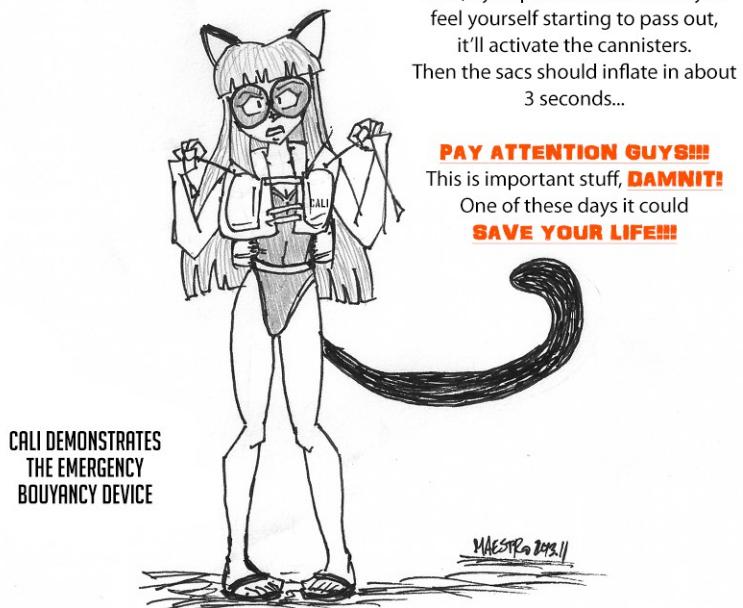
You've got to keep all your swag somewhere. It's heavy, it's cumbersome, and it makes you a target for a thief or two. It also advertises to pirates that you and your group is juicy for pillaging.

2: Social Limits

Being geared up all the time will get looks from the people around you in general. In areas where divers are known to frequent, seeing kemos in wetsuits, swimsuits, or dry suits is pretty common. Formal wear though is expected when meeting with the Admiralty of Vanguard Home, or more loose and informal clothes for a surf party at Scrapper Town.

3: Reputation

Keomomimi make a living on their reputation. Part of this is oozing confidence. Walking around wearing a life jacket on dry land or where ending up in the drink isn't a hazard will get looks. It will also show your character is a bit of a scaredy-cat, and won't get taken as seriously as the pro wearing just a Hawaiian shirt and shorts, with his dive bag over his shoulder. Of course, gear also makes the image. Looking kitted out for a long voyage with the best gear around will make you look like a professional. It's a balancing act.



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Settlements

A Settlement is pretty much where a player character and the rest of their team reside or pass through. It's relatively easy to generate the base capabilities of a settlement with concepts from Fate. Every settlement is graded on a -2 to +2 scale. These modifiers alter any rolls made for getting equipment or finding supplies. This also provides a thumbnail in regards to how life is.

These Settlement Approaches are Technology, Agriculture, Culture, and Security

Technology: Is it a scrapper town, a settlement with modern comforts, a high-tech utopia, or a couple huts and a tight string between two cans for communication?

Agriculture: Hydroponics are a thing here? Or is it done the old fashioned way? Or is things so lean they rely on outside trade?

Culture: Do the people of your settlement live by high ideals? Are they xenophobic? Or are they just a day-to-day crowd living and working in their hum-drum lives? (Well at least the ones not living as salvagers!)

Security: Is the settlement a model of reasonable public safety? Is it run by a vigilante mob or a highly trained paramilitary team?

When a character interacts with someone in a settlement and one of these four settlement Aspects come into play, the settlement aspect modifies any rolls the player makes. It also represents how hard it would be to trade lesser goods, as the settlement probably already has them. In a way the Settlement aspects provide a modifier to the difficulty for trade on any trade rolls. In a way these aspects are a double-edged sword. Sometimes it's used against the player, sometimes it's used in the player's favor. Unlike normal invocations, a Settlement's Approaches don't need Fate points for players if it works against them. Also these Approaches can't be invoked as they're already active.

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Critter Generation

Statting out a critter is important when such a thing either stands in opposition to the party, or is important for a character to deal with. Critters are like player characters, with full approaches and aspects, but with these differences:

Critters don't have Troubles, instead they have Weaknesses for the party to exploit once discovered.
Critters can't take consequences to avoid damage.

Critters get 2 extra stress boxes for every level of Forceful they have.

Critters get one aspect if they're a weaker critter, two for standard critters and three to make them a match for player characters.

Critters may or may not have stunts, it's recommended you take one stunt per aspect.

Unless a critter is designed to match a player character in ability, the DM is within their rights to stat the critter however they like. It is recommended though that a critter be no more than +1 higher than the average of each Approach of the players if it is supposed to be easy to handle the creature, or +2 for tougher creatures.

Example #1: Typical Old Guard

High Concept: Old Security Droid from before the fall

Weakness: Damaged paneling revealing it's innards

Aspects: Sharpeyed Guardian

Stunt: When the Old Guard is near an electrical supply, it can get +2 to any roll it makes as long as it's plugged in.

Approaches: Careful +1, Clever +2, Forceful +3, Flashy +2, Quick +1, Sneaky +0

Physical Stress: [][][][][],

Air: Not Applicable

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TEASERS, YO! UNFRIZZ YOUR TAILS!!!

CREW of the SS WHITE ONYX



Yes, now that I am done with the rules, it's time for making my setting. The particular setting I am working on is a region called the "Compass Rose". A series of Four settlements surrounding a large sunken city and it's environs. The four settlements have developed a common trade and help each other flourish. I'll give you guys a taste of what I'm working on. So, all aboard the SS White Onyx! Just mind Naomi, she's always sleeping on deck! (Note: she's not in the crew photo, she was asleep at the time).

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Idris Seahawk

Sea Scout 1st Class, Vanguard Home. Current Deckhand and occasional rescue swimmer on the SS White Onyx. 17 Years Old

Ended up on the crew after she was rescued by Naomi, currently is paying her way back home by working on the ship, will probably be assigned to the ship for her last year once she returns home.

She is currently semi-steady with fellow deckhand, the Inumimi diver Luke. She has mastered welding a re-enforced life preserver on a rope as a anti-pirate melee weapon.

Settlement of the South: Vanguard Home

Vanguard Home is a former Pulp-Themed amusement park built before the great disaster, settled originally from shipwrecked explorers from the Veritas settlement to the north after their ship capsized and sunk on the “Scrapers” in the center of the region.

Making due with the pulp era looking technology and retro and vintage clothing available, the new residents of the island started making the best of the situation. And they did brilliantly, using the technology and manufacturing capability of the island to make new clothes, small boats, and even unlocking the secret of heavier than air flight with what would become an amazing fleet of battery powered seaplanes!

Later on, they found cruise ships that were left adrift in the area whose interiors looked more like retro sci-fi starship interiors, and docked them at port, as well as retrieving several naval vessels. Later on they retrieved more modern rescue ships and important fabrication files for the versatile printer systems on the island.

Although the residents of Vanguard Home have all the benefits of a high-tech island, they are very vintage in their clothing choices, which ranges from 1930's gangster era swagger, all the way to the post-war 1950's fashion style of the early atomic age. Their main trade is with Scrapper Town for recyclables for their 3D printers and materials to make new batteries, or the farms of Sunflower Cove for food and other sundries.

They have re-established contact with Veritas in the past quarter-century, and Veritas now staffs the “Blue Fleet” made up of the cruise ships that Vanguard Home found, while the Naval vessels and Rescue vessels Vanguard Home re-purposed into their Vanguard Home Defense Force and their Oceanic Search And Rescue organizations respectively.

Their educational system is pretty organized and straight forward (they had to be to survive in the early days) and the last 6 years of a child's school years are with the “Sea Scouts”, an organization that not only finishes their education, but also trains them in seamanship, ocean survival, and living a life on the ocean. Many future mariners and captains come from this region, as well as the occasional Kemo-overboard who got forgotten and lost on the water.

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One thing that is noticeable in regards to a Kemo from Vanguard Home, is their fondness for uniforms, being on a ship, and duty. In fact their culture tends to center around duty to one's family, home, superiors, and friends while romanticizing exploring or making a living on the sea. The famous (and some infamous) pilots of Vanguard Home are practically rock stars, and the monthly plane races draw huge crowds even from around the region! As for sports, they are one of the few places that have made wind-surfing one of their main attractions after a bored aviator took their parachute and wore it backwards and somehow managed to put a set of handlebars on a surfboard and pulled themselves along. Of course modern sailboards have a sail attached to the board, and the surfing sailors travel around the island, showing off their moves and talents.

The climate is tropical, with summer temperatures in the city nearing 100 degrees, although the cool breezes from the ocean do manage to get in a bit; although it also causes the humidity to be quite high as well. In the winter, Veritas swimmers and dive enthusiasts come down from their cold waters to enjoy dives or swimming without needing a drysuit as Vanguard Home's water temperatures in the winter average about 75 degrees compared to Veritas' 50 degrees. Summer waters around Vanguard Home are so nice that swimsuits are standard for divers in the area!



Naomi Windsong

Deckhand and diver, SS White Onyx, 24 years old.

Medically Discharged from the VHDF due to Narcoleptic episodes that developed after a bad dive injury to the head. Somehow always wakes up when going diving is mentioned. Occasionally uses her inflatable life vest or EBD as a pillow or some other sleeping arrangement.

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In Closing

Thanks for the patience. This is pretty much the big finish to the rules work. I'm so glad I'm done. So now... it's up to you!

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