

# Amalgam

As the many become one – what am I?

The world is full of secrets and lies. Who will you serve?

A role-playing game by  
Michael Pevzner

# Contents

Introduction .....	3
What You Need to Play	
Player Section .....	4
Setting .....	4
The PDV	
Entirets	
Lock, Stock and Barrel	
The Evolvers	
United Light	
Experiments on Entirets	
Character Creation .....	8
Abilities	
Emotions	
Events	
Setting the Scores	
Aspect	
System .....	11
Task Resolution	
Scene Resolution	
Aspects	
Affecting the Other Bodies	
Changing Emotions	
Changing Abilities and Aspects	
Merging	
Death	
GM Section .....	15
More Setting .....	15
E.N.T	
E.N.T.-2	
Project Gestalt	
United Light	
Other Countries	
Running the Game .....	18
Entiret Sheet .....	19
Character Sheet .....	20

# Introduction

It is the year 2032. A horrible virus called PDV (Psychic Deformation Virus) has swept across the entire planet. It is a psychic virus. It ravages the mind, tears the psyche, toys and plays around with it as it wishes. The effects vary, and while most physically survive, the virus never leaves the system – it adapts the psyche to itself, which results in various psychological disorders and personality changes, and leaves about a third of its victims completely unable to continue leading normal life. About one fifth of the population of planet Earth is currently infected with PDV

Rarely, however, the PDV pulls a special trick out of its sleeve – the creation of an Entiret. It pulls together a number of individuals and combines their minds together, forming out of them a single unit, a union of several minds.

Currently, there are believed to be around 6000 Entirets in the world.

*Amalgam* is a role-playing game for a group of players and a GM. The group of players will take on the role of a single Entiret, with each player playing a single body of the Entiret. Together they will try to find their place in the world, try to develop a single personality and a single way of thinking, while many individuals and organizations try to use and exploit them for their own means and ends.

## **What You Need to Play**

*Amalgam* uses regular six-sided dice. You'll need about ten of those. Other than that, you know the drill – pencils, erasers, snacks and some free time.

# Player Section

## Setting

### **The PDV**

The PDV was first identified in 2015 in Canada, and soon thereafter similar cases were identified all over the globe. It spreads through air and through physical contact and is moderately contagious.

Its symptoms begin to appear about a week or two after infection. Initial symptoms include headaches and a sense of tiredness. After another week or so, changes in mood and behaviour begin to appear, often including rapid mood swings and bouts of anger or euphoria.

Further symptoms vary according to what avenue the disease takes, and are usually similar to those of various psychological disorders and diseases: some suffer from hallucinations, delusions or paranoia; some develop obsessive-compulsive disorders; others become extremely anti-social. Most cases degrade into extreme conditions, which hardly allow leading normal lives, in a period of three months to one year.

### **Entirets**

In rare cases, however, Entirets come into being – beings of united consciousness, where several bodies (usually three to five, though cases of two and up to eight bodies are reported) are merged together and share consciousness and memories.

The formation of an Entiret begins roughly two or three weeks after the appearance of initial symptoms and the process is rather quick. Where in other cases advanced symptoms begin to appear, the bodies of the future Entiret begin seeing brief visions and flashes of the other bodies – either memories or what they perceive at the given moment. These visions become more intense and frequent throughout the next several days, and the bodies find it hard to separate their own consciousness from that of the other bodies. Then comes a moment when, according to descriptions, “everything clicks into place”.

The bodies gain complete access to all the memories of the other bodies and begin perceiving the world simultaneously through many eyes, many ears – indeed, many bodies. They are able to communicate telepathically with each other. It is unknown how exactly the bodies communicate the information to one another – physical distance doesn't seem to have any effect on the speed of communication, which remained instantaneous.

During the beginning, the different bodies retain different personalities, but their abilities begin to change. In fact, it seems the Entiret is able to shift its mental focus and mental faculties between its various bodies. This even includes physical abilities, though it remains unknown whether the Entiret is able to physically alter its bodies, or whether the changes in physical ability represent a better control over the bodies' muscles.

The bodies' personalities and attitudes towards the world begin to change as well, and as they do, their ability to act as individuals diminishes.

After the Entiret becomes used to this situation and adapts to it, its bodies begin showing abilities and faculties beyond those they have possessed before, quite often showing incredible skill at various aspects of life – and sometimes even levels of skill above and beyond what is humanly possible or imaginable.

Should one of the Entiret's bodies die, another body is merged into it – which may take from several hours to a few days. Its consciousness and memories join those of the other bodies, and the memories of the old body fade and become unclear to the Entiret,

though it retains certain access to them. The only way to actually kill an Entiret is to destroy all of its bodies before new ones are attached to it.

There are known cases of Entirets who merged together entirely, becoming de facto a single entity, using its bodies as nothing more than appendages. These cases, however, are relatively rare, and the merging process of most Entirets stops at a certain point, where the different bodies still retain at least part of their individuality. However, when the general public thinks of Entirets, the image it conjures in its mind is that of a completely merged Entiret – as such an extreme case was the first time the existence of Entirets was confirmed by a major media source, and for most people, the first time they've ever heard of the phenomenon.

## Lock, Stock and Barrel

The first time when the general public came to know of the Entirets was with the case of LSB. It were an Entiret consisting of three bodies, and it called itself Lock, Stock and Barrel – it referred to its individual bodies and Lock, Stock and Barrel, respectively. It was a rare case of a completely merged Entiret, whose individual bodies no longer perceived themselves as individuals whatsoever.

LSB became famous after it was uncovered that it stood behind the bomb that destroyed the Harrison Institute of Viral Biological Studies, killing 16 men and women – the institute where, as it was believed, a cure for the PDV was in its final stages of developments (although Steward Bergman, the head of the institute, later said that the rumours were false, and that while one of the institute's main goals was indeed to find the said cure, it was nowhere near accomplishing this feat).

LSB was locked up, and after three days disappeared – rumour has it that it was moved to some secret government facility, and this might just be true. However, the press were granted a single interview with it – which gave the case such a publicity.

This interview was the first place where the word "Entiret" publicly appeared in print, though LSB refused to answer whether it was the one to coin the term or not. For a few years, though, the public used to call Entirets "Locks". This term is somewhat outdated now, but is sometimes used in a derogatory fashion.

### Excerpts from the interview with LSB. February 19th, 2024

**Reporter:** Who are you, then?

**Lock:** I am Lock, Stock and Barrel.

**R:** You mean you are Lock.

**L:** No. I am Lock, Stock and Barrel. That is my name. Lock is the name of the body you see in front of you. It is nothing more than an appendage... a limb, if you will.

**R:** Then "Lock" is the equivalent of "hand".

**L:** If you will.

**R:** But I do not call myself "head, shoulders, knees and toes."

**L:** (laughs) I chose this name before... before I was fully me. Back when there wasn't yet a me, but rather three different bodies, which have little common with me now. I do like the name, however.

[...]

**R:** Is it true that you are Jonathan S. Williams?

**L:** No. / never was, either. The body sitting in front of you used to respond to that name. That *individual* (pronounced with noticeable disgust) was nothing more than... a larva, I'd say. Worse, third of a larva. And I don't find this relevant.

[...]

**R:** How come only you talk to me, and not...

**L:** / talk to you. All of me. I do not ask you why only your mouth talks to me and not your hand.

**Stock:** My other bodies can talk, however. I just don't find switching between them useful or productive. Would you, if you could?

[...]

**R:** Why did you destroy the Harrison Institute?

**L:** (Pause) There aren't many of us. And if you only could, you would destroy us all. By finding your cure you shall end us. We cannot allow that. The chaff cannot be allowed to control the process of separation.

## **The Evolvers**

LSB wasn't alone, however. He was the head of a small group of Entirets (and perhaps some human beings as well) who call themselves The Evolvers. They believe that the Entirets are the next stage of human evolution and that they are better than humans on all levels. They preach the complete merging of Entirets, leaving the puny individualities of their bodies behind – "Limbs don't think for themselves" is their unofficial motto among themselves.

They commit acts of terror in order to spread the PDV and prevent the finding of a cure, and are thus widely sought by the law enforcement agencies of many countries. They also spread their propaganda through the Internet, attempting to reach as many Entirets as possible and convince them to join their ranks.

It is unknown exactly how many Entirets consider themselves a part of The Evolvers, though the estimates stand around 100 Entirets worldwide. The Evolvers themselves state that all Entirets are automatically their comrades and members of The Evolvers, by virtue of being agents of the next stage of human evolution.

Their websites do not contain any details on contacting them, of course, but their agents are doing a good job of letting almost all Entirets know how to contact them should they so desire. There were reported cases of agents threatening Entirets who refused to cooperate, and there was at least one case of an Entiret being murdered for wanting to expose several Evolver agents.

The general human public sees The Evolvers as mad and dangerous terrorists and would like to see them all hang. Actively spreading the PDV is the most horrible crime one can imagine. The other Entirets are divided in their opinions. Most consider their methods too extreme, but many Entirets wouldn't mind to have more of their kind around, even if not wanting to have any part in it. One has to realise that finding a cure would essentially spell the end of their kind, and most Entirets feel uneasy at best at the thought. Thus, while technically condemning the actions of the Evolvers, many Entirets are happy with someone standing on guard of their survival as a species.

## **United Light**

United Light is an organisation led by Gurus, an Entiret of five bodies, two men and three women. One member of this group, Anand Altekar, an American, immigrant from India, 67 years of age, was, while still an individual, a self-help guru. He viewed his new condition as a new stage of enlightenment, and his views spread to the rest of the Entiret.

The members of this Entiret live divided in five areas of the world and lead the organisation United Light, which offers Entirets around the world help and assistance – that is, spiritual guidance and moral help. Members of the United Light – both Entirets and humans – organise courses under the guidance of Gurus, guide new Entirets and help them find their way. They preach balance between merging and individualism, and believe that each Entiret has to find its own way in life.

The organisation currently consists of 300 Entirets and 1000 humans around the world.

The courses they offer aren't cheap, though – the United Light makes a pretty penny from generous contributions of Entirets in need who seek help and a place to meet their own.

Evil tongues, however, whisper some rather unpleasant things about United Light. First, they say, United Light acts decisively and aggressively against any competition. They are currently enjoying the status of the biggest official organisation that offers assistance to Entirets – guides them through the often painful and unfamiliar process of understanding what they are and learning to live as Entirets, providing a place to meet

other Entirets and be together. They are working hard to keep enjoying this status, by buying off – or threatening off – any possible competition.

However, small organisations with a similar purpose are beginning to rise. Sure, the United Light is trying to shut them down, but they can't possibly weed them all out.

Another thing that is whispered about the United Light is that they are the chief source of funding for The Evolvers. As disturbing as this might sound, it does remain unclear where from, exactly, The Evolvers get money for their acts of terror, and it is presumed that quite a few of their agents are also members of the United Light, and use their courses to recruit new agents.

## **Experiments on Entirets**

Nothing can be confirmed for certain, but there were cases of Entirets disappearing, never to be seen again, and the desire of many groups of interest to conduct experiments on Entirets is obvious. Both governments and private entrepreneurs wish to put their hands on an Entiret in order to unlock whatever secrets it may hold. Many believe that the Entirets hold the cure for the PDV – and the desire to be the first to have such a cure drives many.

Some Entirets may volunteer to participate in experiments – perhaps hoping to better understand themselves, to bring their powers and abilities to the maximum, or maybe even for the sake of science and human knowledge. Not all of them realise what they're getting themselves into, however.

Rumours on the street tell many stories which would better fit tales told around a fire in a Boy Scout camp – of bodies stitched together, of switching brains and body parts and what not, – and while most of them are likely false products of rather primitive understandings of science, it is not impossible that such grisly things do take place. Results of them, if any, are completely unknown, however.

# Character Creation

## Abilities

Every character has three basic abilities: Body, Mind and Social Skill.

**Body** represents all physical activities – running, wielding weapons, jumping fences.

**Mind** represents all mental activities – attentiveness to one's environment, the making of logical conclusions, analysing information etc.

**Social Skill** represents one's ability to work with others – understanding what others want and need, being persuasive and charming, or being intimidating and aggressive when necessary.

These abilities aren't an integral part of any single character anymore, however. The Entiret as a whole is able to shift its abilities between the various bodies. The Entiret as a whole has an **Ability Score**. This score can be divided between the characters, and then between their abilities however the group chooses, with the only restriction that each ability's rating must remain between 1 and 5. After the Entiret's Ability Score is determined at the beginning of play (more on this later), the group makes the initial distribution of abilities among the bodies. This distribution can change during gameplay (how this happens will be explained in the System chapter, later).

Each ability is normally rated 1 to 5, though some Entirets can briefly reach scores above that in special and unique conditions – with the highest possible score being the completely astonishing score of 9.

1 is the lowest human score possible. It represents a character completely inept at the area, barely able to do the simplest things.

2 is low to average. The character can do the basics, but not much more than that without some effort. When it matters, he should better let someone else do the job for him.

3 is quite good. The character isn't really renowned for this ability, but he does it better than average.

4 is very good indeed. The character is known for this ability and he does it really well.

5 is the top of human ability. The character could be world famous for this ability, he's amazingly good at it.

Other than that, the character has three bars: Health, Focus and Conviction. At the beginning of each conflict, their value is the same as the character's score at Body, Mind and Social Skill, respectively. These bars may be lowered during conflict, which represents the character being hurt, mentally exhausted or persuaded to do something.

## Emotions

Emotions play an important role in *Amalgam*. They define the personalities of the individual bodies and define to what extent the Entiret is united. There are five axes of emotions, each representing a single emotion in three levels of intensity. The levels of intensity are enumerated 1, 2 and 3, with 3 being the most intense.

The Entiret as a whole has no score for the individual emotions, but the more matches there are between the emotions of the various bodies, the more united the Entiret is – and the bigger its Ability Score becomes.



The five axes are:

1	2	3
Annoyance	Anger	Rage
Boredom	Disgust	Loathing
Pensiveness	Sadness	Grief
Distraction	Surprise	Amazement
Apprehension	Fear	Terror
Acceptance	Trust	Admiration
Serenity	Joy	Ecstasy
Interest	Anticipation	Vigilance

Every character will have a certain score for each of these axes (the axes are named after their average emotion – for instance, the Anger axis or the Joy axis). The score goes from 0 to 9. This score represents the place this emotion has in the character's life. This is not to say that if a character has a score of 0 at Anger he never gets angry (though he rarely does), or if he has a score of 9 at Anger he's in a constant state of rage and wrath (though he mostly is). It means how likely it is that the character will feel this emotion – and how easy it is for others to incite this emotion in him.

## Events

Events are a mean through which each character's emotions are recorded.

During character creation, each player describes and writes down **three** major events in his life from before he got infected with the PDV. Importance is judged subjectively – the events might be being fired from work, the first date with one's spouse or a childhood memory of playing in a park. For each of these events, the player gets 5 **Emotion Points**. He distributes these points among two or three emotions which are tied to this event. These are the emotions which he remembers feeling in context of this event. He also describes what caused his character to feel these emotions during the event.

Example event:

I can remember how the policemen knocked on my door to tell me that my wife has died in a car accident. I knew how the sentence ended before it begun. I ran my fingers down the wall so hard that they left four deep, bloody scratch marks.

Emotions:

Grief (Sadness 3) – I felt grief for my dead wife, for the life we've lived and the life we could have and was now lost.

Anger (Anger 2) – I'm not sure whom I was angry at. At myself, for not living what time we had to the full, at the drunk driver who killed her... At the whole world, basically.

## Setting the Scores

After you have written down the three major events in your character's life, sum up the intensiveness for each emotion axis – these are your scores at the 8 emotion axes.

For instance, let's suppose your character's three events have the following emotions attached to them:

Event 1 – Grief (Sadness 3), Anger (Anger 2)

Event 2 – Joy (Joy 2), Anticipation (Anticipation 2), Acceptance (Trust 1)

Event 3 – Rage (Anger 3), Surprise (Surprise 2)

Thus, your scores at the 8 axes are as follows:

Anger: 5  
Disgust: 0  
Sadness: 3  
Surprise: 2  
Fear: 0  
Trust: 1  
Joy: 2  
Anticipation: 2

This represents the personality of your character – how much place each emotion has in his life.

After the emotions of all the characters have been written down, calculate the Ability Score of the Entiret. This is done as follows:

For each emotion axis, sum up the scores for all players, and from that total subtract the greatest difference in scores. For instance, if the character's scores at Anger are 5, 3, 2, then you add them up ( $5+3+2=10$ ) and subtract the greatest difference in score (which is  $5-2=3$ , so  $10-3=7$ ). Thus, Anger contributes 7 points to the Ability Score of the Entiret.

The maximum possible Ability Score for an Entiret is  $15 \times$  (the number of characters). You are not allowed to begin play with an Ability Score larger than half of the maximum available score, rounded up. So, if there are 3 players in the group, the maximum possible Ability Score is 45, and the group isn't allowed to begin play with a score larger than 23.

After the Entiret's Ability Score is decided upon, distribute these points between the characters however you wish, and each player is allowed to distribute his points between his abilities as he wishes (with the restriction that no ability can have a score above 5 or below 1).

## **Aspect**

Also at the beginning of play, each character chooses an aspect – Muscle, Head or Face. These aspects are tied to the three abilities – Body, Mind and Social Skill, respectively. The aspect your character takes on represents the area at which he truly shines, and it allows him to use his emotions to increase this ability.

The aspects of the characters can also be changed during gameplay.

It is possible for several characters to take the same aspect, and not all aspects have to be taken at any given time.

# System

## Task Resolution

When a character is doing something small, which isn't important enough to stage a scene around but is important enough that it should be rolled over, it is called a task, and it is resolved as follows:

First, the GM sets the task difficulty, which he may or may not tell the player. Here are some benchmarks:

1 – An average task. It's not too hard, but you need to have some skill to succeed. Most tasks have a difficulty of 1.

2 – A pretty difficult task. You better know what you're doing before you begin working on that.

3 – A very difficult task. Don't even consider this unless you're a professional.

4 – A fiendishly difficult task. The best of professionals would be lucky to succeed at that.

5 – An insanely difficult task. Most people wouldn't even believe it's possible to do such a thing.

6 and above – beyond what is possible for mere mortals.

Then the player says which ability he wishes to use to resolve the task (the GM gets to say if the ability fits what he's trying to do – opening a locked door using Social Skill isn't something one can do, normally, although creativity is always encouraged). He then rolls a number of dice in according to his score at that ability (for instance, if the character is trying to bust a door and uses his Body ability, and his Body score is 3, he will roll 3 dice). Results of 4 and above are successes, results of 3 and below are not.

If the number of successes matches or exceeds the task difficulty, the character has succeeded at the task. Otherwise, he failed.

Characters can't help each other in performing tasks – if several characters are helping each other then it's a scene.

Also, note that unless failure carries some adverse effects, there's no reason to roll. If the character says "well, I try to knock down the door until I succeed", there's no need to roll. The character either succeeds eventually, or cannot possibly succeed to begin with.

## Scene Resolution

If what the characters are attempting to accomplish is big and interesting enough to be a scene, the situation calls for the scene resolution mechanics.

Normally, a scene will be based around a conflict which has two sides. First, be clear on what these sides are, and what each of them is attempting to achieve in the conflict. Then the conflict begins.

First, determine order of play – the order of sitting at the table should do fine. Characters from both sides then take turns attempting to do whatever it is they do. No side ever has two characters acting directly one after the other. After a character has acted, someone from the other side will act.

At his turn, each player says what he's attempting to do in order to further his side's benefit in the conflict – and what ability (Body, Mind or Social Skill) he's using to do so. The GM sets the difficulty for the task (see the benchmarks listed under Task Resolution, above), and the player rolls his dice. Remember that doing different things may have a different difficulty. In the heat of combat, attempting to physically attack the enemy using Body will likely have a lower difficulty than trying to convince him to drop his weapon using Social Skill.

Now, remember that every character has three bars, Health, Focus and Conviction? When a character does an action, he also states what bar of the enemy he's trying to lower. Lowering the enemy's Health means physically hurting him. Lowering the enemy's Focus means outsmarting him, disorienting him and mentally exhausting him. Lowering the enemy's Conviction means persuading him in your opinion, getting him to doubt his intentions and goals.

Remember – lowering these bars doesn't affect the actual ability scores the enemy uses in his turn!

However, the state of these bars might affect the difficulty, if the GM wishes. For instance, if a character's Health got lower, it might be easier to threaten him using Social Skill later. Or if a character's Focus got lower, it might be easier to hurt him, since he got confused and disoriented.

When a character's score at one of the bars reaches 0, he's out of the conflict (though a Health of 0 doesn't necessarily mean the character is dead, only if the GM so wishes). If Conviction went down to 0, the GM may allow the character to switch sides (though he isn't obligated to – the character may simply leave combat and not take any side whatsoever).

When all characters on one of the sides are out of the conflict, the characters on the other side win and get whatever it is they wanted to get, usually. Not always, however – if the conflict was about having the board of a large corporation to invest their money into something, then killing them isn't likely to get the job done. But the characters *are* allowed to change what they're trying to achieve during the conflict. It just all has to make sense.

If a conflict has more than two sides, getting one side out of the conflict isn't enough, of course – generally speaking, the side left standing wins, but specifics are decided ad hoc.

## **Aspects**

Once per session, you may use your character's aspect in order to put your emotions into play. If you're using the ability associated with your aspect (Body for Muscle, Mind for Head, Social Skill for Face), you may choose an emotion and add half of that emotion's score, rounded down, to the roll – allowing you to potentially reach dice pools beyond what is humanly possible. By doing so you become a paragon of that emotion, exhibiting it to the extreme. Of course, you have to describe what exactly your character is doing and how the emotion he's showing helps him in his action.

## **Affecting the Other Bodies**

The stronger the Entiret becomes, the harder it is for its bodies to keep their individuality. The other bodies in the Entiret can force them to do things they might not want to, incite or suppress emotions in them.

Once per session per each 10 points in the Entiret's Ability Score, it is possible to affect one of the bodies in the Entiret. The same character may only be affected once per session, however.

The player who initiated the process states what character he's affecting and what he's attempting to do. There are two things that can be done: one may either attempt to incite an emotion in the character or suppress an emotion the character wishes to incite in himself. Also, the affecting player may briefly describe what he wishes the affected character to do or not do in this context.

For instance, it is possible to say "I am trying to incite your anger, and get to you to banish the people from your apartment", or "I am trying to suppress your fear and get you to walk across the bridge".

The characters in the Entiret then split into two camps – the ones who agree to the intervention and the ones who disagree.

The player who initiated the process rolls a number of dice equal to the total number of ability points of the ones in favour of the intervention, minus the total number of ability points of those opposed.

The task difficulty is determined according to the emotion score at the emotion being incited or suppressed of the affected character – it is easier to incite emotions which are naturally strong in the character, and harder to suppress them.

If an emotion is being incited, the task difficulty is  $(10 - \text{the emotion score})/2$ , rounded up.

If an emotion is being suppressed, the task difficulty is  $(1 + \text{the emotion score})/2$ , rounded up.

For instance, suppose there are three characters in the Entiret, John, Jill and Sarah. John is attempting to incite Sarah's anger, and Jill agrees with him.

John's current abilities are: Body 3, Mind 4, Social Skill 1.

Jill's current abilities are: Body 2, Mind 2, Social Skill 5.

Sarah's current abilities are: Body 4, Mind 2, Social Skill 2.

Also, Sarah's Anger score is 3.

Thus, John will roll 9 dice (8 for his total ability score, plus 9 for Jill's ability score, minus 8 for Sarah's ability score), and the difficulty for this task will be 4, since it's:  $(10 - 3)/2 = 3.5$ , rounded up.

However, if the characters are attempting to suppress an emotion being incited as part of acting out an Aspect of an Entiret (and adding dice to the dice pool, that is), the difficulty is the full  $(1 + \text{the emotion score})$  – not a half of this.

## Changing Emotions

At the end of each session, every player may shift up to two points between the emotions in his events (two points in all, not two points per event). Shifting a point means lowering the emotion score in one of the emotions by one and increasing the emotion score in another emotion by one. The score of an emotion in a single event cannot go higher than 3, of course, but the player is allowed to create a new emotion in the event (by increasing its score from 0 to 1, essentially).

When doing so, the player must explain two things. First, he must explain how his character exhibited the emotion being increased in this session. If the character didn't strongly exhibit an emotion, the player cannot increase it at the end of the session. Second, he must explain how his character's perception of the event changed and altered. It's still the same event, technically, but the character's perception of it, the emotions attached to it, change. Where before he was disgusted by something, now he's angry. Where before he was terrified by something, now he's merely surprised. The player has to explain this change, and describe how his character feels about this event now.

Some things obligate the player, however. If he used an emotion as part of his character's Aspect, he *must* shift one point towards this emotion at the end of the session. If an emotion was incited by the whole Entiret, he *must* shift one point towards this emotion at the end of the session. If an emotion was suppressed, he *is forbidden* to shift any points towards this emotion at the end of the session.

## Changing Abilities and Aspects

During a session, a player may shift up to three points between his abilities (just like shifting points between emotions, above), or give them to another player, who can choose

what ability to invest these points into. Moving a point from one character to the other counts against the three points of the character giving up the point, not the character receiving the point.

Characters can do so only when they are in a calm situation, not in the heat of conflict. One isn't obligated to move all three points at the same time, however – one may shift one point at a one time, and shift the other two points much later in the session. It is possible to shift all three points at once, though.

Also, once per session during a time of calm (not in the middle of a conflict), a player may change his aspect to any other aspect.

## **Merging**

When an Entiret reaches its highest possible Ability Score, it is not yet a completely merged Entiret – but it may become one. If upon reaching the Entiret's highest possible Ability Score all of the players agree to merge the Entiret, it then becomes a truly single entity – much like Lock, Stock and Barrel described in the Setting chapter.

It is not advised to continue playing the game with a completely merged Entiret. Technically, however, play continues as normal, only that the individual bodies have no right to decide anything for themselves anymore. The Entiret is a completely united entity, with a single mind and a single will. It might as well be played by a single player, or as many players playing the same character. The mechanics of affecting the individual bodies are irrelevant, and it becomes impossible to change emotions – the Entiret is settled in its personality.

There is no way back from here. Once merged, an Entiret cannot be divided into distinct individualities anymore.

## **Death**

When one of the bodies dies, another body becomes merged into the Entiret to fill the gap. The process may take anything from a few hours to several days. The player whose character died creates a new character according to the rules for character creation, the Entiret's Ability Score is recalculated, the new character receives the same number of Ability points as the old one had, and they are also distributed in the same way they were for the previous body. If the Entiret's Ability Score went up, the extra points are distributed among the characters as the players wish. If the Ability Score went down, characters must give up some of their points.

The newly added character gets to shift 2 Ability Points at this moment (if he doesn't use this opportunity, it is wasted). No other extra shifts are allowed, however. (Players may still shift points within the normally allowed limit of 3 points per session, of course.)

In order to kill the Entiret for good, all of its bodies need to be destroyed before new ones are added to the Entiret.

Please notice – while one of the bodies is dead, the rest of the bodies operate as if nothing has happened. Nothing is being recalculated or changed (more than usually allowed) until a new body is actually added to the Entiret. However, ability points from the dead character's share cannot be moved to any of the other character until a new body joins the Entiret.

# GM Section

## More Setting

### **E.N.T.**

Project E.N.T. (Emotional Neural Transformation) was a secret project of the US government, which was launched in April 2010, after Dr. Abraham Sargas, Doctor of Biology working for the US government, has conducted a series of experiments showing that certain agents were able to telepathically connect subjects on short distances when the subjects exhibited intense emotion.

Dr. Abraham Sargas was put in charge of the project, and its laboratories were built in northern Alaska.

During the next four years, the members of Project E.N.T. working on the creation of the ENTs, telepathically united beings, which were eventually nicknamed Entirets. The agent used in uniting their bodies eventually evolved into what we know as PDV. It was quite unstable, however, and gave the desired results in test subjects only a fraction of the time. In November 2014, after Dr. Sargas failed to show any significant progress for almost a year, he was told that Project E.N.T. was to be shut down.

Two weeks later, Dr. Sargas and two other scientists working in the laboratory disappeared with most of the then available PDV and deleted all of the research information stored in the laboratory computers. Attempts to locate Dr. Sargas and the other two missing scientists failed, the project was shut down and the laboratories sealed.

Several months after this incident – the PDV spread across the world.

Dr. Abraham Sargas, under the fake identity of Jonathan S. Williams, resurfaced more than nine years after his disappearance in Alaska – as the body called Lock in the Entiret Lock, Stock and Barrel.

Luckily for the USA government, LSB didn't wish to share the truth behind the PDV with the public, though his sentiments on the human race and the Entirets seemed to be genuine.

### **E.N.T.-2**

LSB was indeed taken by the US government. It took eight months of torture in the darkest of basements available, but eventually LSB was broken. A shadow of what he once was but still consisting of three brilliant scientist, LSB was put in charge of project E.N.T.-2, formed January 2025. The project has two main purposes. One is finding a cure for the PDV. The other is taming the PDV into doing what it was originally intended to do – creating Entirets, but well controlled, well monitored Entirets, whose PDV reigns are firmly held in the hands of the US government.

The project is close to achieving both of these goals.

Other than that, the project is in charge of producing special equipment for Entiret operatives, which helps maximise their work as a team.

### **Project Gestalt**

Project Gestalt is a top secret team of Entiret operatives being trained under the CIA, formed in 2029. It currently consists of six Entirets, who are also being given unique equipment developed by E.N.T.-2.

Some of the equipment produced for them by E.N.T.-2 includes brain implants which allow them to control their abilities more efficiently, allowing the, to change their abilities more quickly (they are able to shift more points between abilities, and to do so even in the

middle of conflicts and intense situations). Another implant allows them to use their Aspect without showing their emotions so extremely – they gain the benefit in performance while remaining largely in control of their own emotions.

As it is still a new team, it hasn't yet been part of any actual operations, but the ones in charge believe it should be able to go out into the field in under two years.

## **United Light**

United Light does indeed fund The Evolvers. It receives most of its own funding, in turn, from the US government, whose aim is to use The Evolvers against any possible competitors who are trying to find a cure for the PDV or unlock the secret of quickly and efficiently producing Entirets.

United Light tips The Evolvers on many of their targets and helps prevent them from finding out about E.N.T.-2.

United Light is also being used to identify especially interesting Entirets – those having high potential or exhibiting unique abilities, – so that they may be recruited into Project Gestalt, or, should they resist, be taken into the laboratories of E.N.T.-2 for experiments.

When Project Gestalt becomes sufficiently trained and field tested, The Evolvers might become obsolete and too volatile to keep around. If, however, they find out about Project E.N.T.-2, things may turn real sour.

Not all of the members of United Light know the organisation's greater purpose, of course – far from it. Most of the organisation's centres have one or two operatives who know the truth about things, but most of the people really do believe in what they're doing in the United Light and are honestly trying to help lost Entirets find their way in life.

## **Other Countries**

The USA have a big advantage over other countries, as they were the ones who originally created the PDV, and although the research data in the E.N.T. laboratories was destroyed, much of it remained in the memories of Dr. Sargas, now available once again. However, it would be naïve to think that other countries aren't trying as well.

Many countries have institutes trying to find a cure for the PDV, and equally many countries have classified military researches attempting to find a way to tame Entirets, or at least be able to create them with more efficiency and certainty than the PDV currently provides. The Evolvers are trying to stop them, of course, but they can only do so much. What success Project Gestalt may have when it becomes operational is a different question.

Also, the USA isn't the only country with Entirets as operatives. Of course, the worldwide spread of the United Light works in their favour – but you can never stop them all.

The US intelligence knows for a fact that at least one Entiret is working in the Russian military, and at least two in the Chinese.

Other than that, many countries are experimenting on getting more out of the powers stored within the Entirets.

Other countries haven't found out about this yet, but the Chinese have managed to physically unite together four bodies of a single Entiret within a cyber-organic machine, which resembles a four-headed monster more than anything else. They have been trying to do something of the sort for quite some time, but only in late 2031 have they actually



managed to produce a fully functional entity. It is now slowly adapting to its environment in the laboratory, and it seems that it lost most of its memories and personality in the process – though future attempts might be more successful. Its learning process is slow, but the potential seems to be great – far greater than anything ever imagined.

Results of previous attempts have mostly died, but some survive, in agony, under watch in secret underground facilities outside of Beijing.

## Running the Game

There are two conflicts at the heart of *Amalgam*, they drive the game forward, and serve as guidelines for creating adventures and campaigns for it.

The first conflict is personal, and it is the conflict between power and individualism. The more united the bodies of the Entiret are in their personality, the more powerful the Entiret becomes. Its bodies can be smarter, faster, stronger, better than what they were before. But there is another side to that coin, and that is the loss of individualism. The more united the Entiret – the more power the other characters have over you. They can force you to do things you might not want to do. Worse, they can change your personality, perhaps to make you more like themselves.

When the players choose how to change their emotions, it is this dilemma that they are confronted with. They can change their emotions to better match those of the entire group – but as they do so, they also empower the rest of the group to affect their character's actions. Or they might distance themselves from the group, have more control over their character's actions – but then their character will be weaker.

The second conflict is external. The Entirets are – at least in potential – much more powerful than any human being. This means that many forces are trying to get their hands on them. They may turn to the United Light – only to face a CIA agent trying to recruit them. And if they refuse... well, it's not really an offer you can easily refuse. Then there are The Evolvers trying to get them into their ranks, not to mention agents of other governments trying to get them on their side, and some just want to cut them up in hope of finding a cure.

The aim here is to show lots of different sides trying to get something out of the characters, trying to get them to work for them, or maybe trying to kidnap them and perform grisly experiments on them. Moreover, none of these offers should really sound as the good, right and just thing to do. You don't want your characters patriotically joining Project Gestalt the moment they get the opportunity. Sure, essentially, it may not be such a bad thing. But the point is to show everybody scheming and plotting around the characters, with nobody seeming as particularly charming or inviting.

The characters should feel alone, should trust nobody but themselves and attempt to find a way to survive with everybody wanting something from them all the time.

For this purpose you are, of course, more than invited to create more organisations to add into the mix.

Entiret Name: \_\_\_\_\_

Bodies in This Entiret:

---

---

---

---

---

---

---

---

---

---

Ability Score: \_\_\_\_\_

Maximum Ability Score Possible (number of bodies \* 15): \_\_\_\_\_

Times to Affect Bodies per Session (Ability Score / 10, rounded down): \_\_\_\_\_

Times Bodies Were Affected This Session: \_\_\_\_\_

