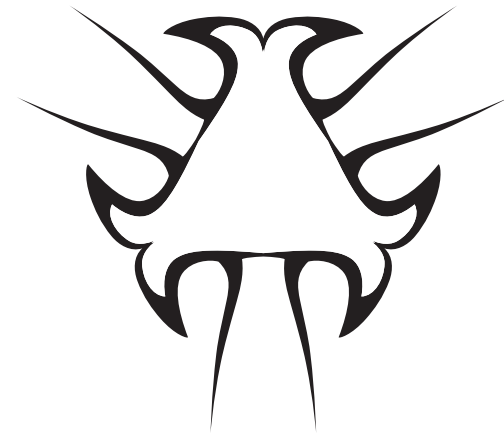


COMPLEAT

A SETTING HACK FOR
PERFECT UNREVISED



All Are One

This world has been completed.
It is perfect now, Yawgmoth's Will be done.

It will remain this way forever, frozen — Phyrexia.

ABOUT THIS PDF

This is a setting hack. If you think the world of New Phyrexia is really cool, you can play out stories in that setting, using a modification of the ruleset for Perfect Unrevised.

If you don't yet own Perfect Unrevised, you can pick it up online at www.buriedwithoutceremony.com/perfect/

If you use the coupon code "Phyresis", you can save \$2 off the PDF or the book.

This PDF assumes you've read the rules of Perfect Unrevised, and outlines only the modifications being made.

LEGALITIES AND CREDITS

This is a fan product, an homage to my excitement about the newest Magic: the Gathering set, New Phyrexia. The setting that I'm gushing about in this document is copyright Wizards of the Coast, as are a bunch of terms I'm about to use.

The game system is one designed by myself, Joe Mcdaldno.

If you are an employee of Wizards of the Coast, and want me to cease & desist, you can contact me at [mcdaldno \[at\] gmail](mailto:mcdaldno[at]gmail).

THERE ARE STORIES

- ∅ A lonely myr searches for its maker, in a world made foreign to it.
- ∅ An ogre watches as its brethren are torn open by the Phyrexians, and it vows revenge.
- ∅ A tainted Auriok is searching for a way to reverse their toxic surgeries.
- ∅ A Neurok spy attempts to infiltrate the Progress Engine, even as his phyretic mutations make him a part of it.

These are stories of incomplete creations, the final blemishes upon our perfect world.

They will be hunted down, and they will be fixed.

Don't think we don't know that you're one of them.

NEW PHYREXIA

In *Compleat*, you play one of the last remaining resisters against the Phyrexian takeover of Mirrodin. Maybe you're a pure and untouched Mirran. Maybe you've been infected but the changes haven't taken over your free will just yet. Maybe you were compleated, but something went wrong and now you're rooting for the good guys once more.

In any case, you are a resister and a free thinker, in a world that wants nothing short of total and utter revision. You are a wrench in the gears of New Phyrexia.

The rules for *Compleat* are largely just the rules for *Perfect*, though with a few modifications to account for this new setting. These few pages cover those changes, and provide you with an updated reference sheet and character sheets.

Instead of playing a criminal who attempts to evade inspectors, you play a resister who attempts to evade the agents of Phyrexia.

INSPIRATION, NOT EDICT

Draw from the setting of Mirrodin/New Phyrexia, but don't feel shackled to its every truth and fact. If you want to invent a faction, or invent a new resistance stronghold, or tell stories that contradict the "official" stories, feel empowered to do so.

If you're creatively stuck, however, turn back to the source material for inspiration. Pull out a booster pack of New Phyrexia, and sift through the cards.

CREATING CHARACTERS

Creating Characters in *Compleat* is very similar to creating them in *Perfect*, with a few differences: Color replaces Archetype, Class and Freedoms are both removed, and Duties are introduced.

NAME

Begin by selecting a name for your character. Unlike in *Perfect*, there is no specific name list for you to choose from. If you have Magic cards from the Mirrodin block or the Scars of Mirrodin block, you're welcome to pull names directly from them or take those names as sources of inspiration.

COLORS

Choose 0-2 Colors to reflect who your character is, what their motivations are, and why they'd be willing to resist the Phyrexians even as New Phyrexia emerges. These are the types of energy that course through your blood.

White

You care about justice and righteous will. You are willing to pass judgment and enforce order to achieve your goals.

Blue

You seek out wisdom, reason, and forethought in all things. You are willing to depend upon deceit and trickery to achieve your goals.

Black

You care about power and ambition, whatever the cost. You are willing to make sacrifices and destroy things to achieve your goals.

Red

You are passionate and courageous, sometimes to a fault. You are willing to give in to recklessness and wanton chaos in order to achieve your goals.

Green

You care about the natural world, both its majestic and its vulgar facets. You are willing to bring your might to bear in order to achieve your goals.

Artifact

Should you choose none of those colors, it becomes evident that you are not flesh and blood. You are a machine creature - perhaps a myr or a golem. You are a blank canvas, ready to be written upon.

CONCEPT

The next thing to record is a character concept: a 1-3 sentence summary of who your character is. It should reflect their role in the old Mirrodin, how they've responded to the Phyrexian take-over, and whether they have been partially "completed" by Phyrexian surgeries already.

DUTIES

Each character should list between one and three Duties. Duties represent ties to the old Mirran factions, to their brethren and fellow resistance fighters, and to the plane of Mirrodin itself.

Duties clarify what matters to a Resister, and help define the struggle between that character and the forces of New Phyrexia. They are short, concise statements that start with the words "I must."

Duties can also be about overthrowing certain elements of New Phyrexia, but at least one should be about your allies and sacred spaces.

Example Duties include:

- ∅ I must defend The Tangle.
- ∅ I must seek out fellow Auriok.
- ∅ I must save Lumengrid.
- ∅ I must carry out the vengeance of the Leonin.
- ∅ I must destroy the heart of the Quiet Furnace.
- ∅ I must find and liberate Karn.
- ∅ I must keep Viridia's sagas safe and untainted.
- ∅ I must reunite the Blade Tribe.
- ∅ I must continue my artificing, even though it is outlawed.
- ∅ I must complete the Vulshok doomsday device.
- ∅ I must save the Myr.

ASPECTS, RESOURCES AND CONTACTS

The rules for Aspects, Resources, Contacts, and Secret Societies remains the same as in *Perfect*.

THAT'S IT

That's all there is to making a character in *Compleat*. All that's left is to watch them slowly (or rapidly, if you're not careful) fall victim to Phyrexian meddling and corruption, to become infected with the glistening oil and recreated in a new and vulgar image.

A SAMPLE CHARACTER

Name: Kotrin, Vulshok Renegade

Colors: Red

Concept: A fierce human warrior, unhinged by a creeping phyretic infection, with a deathwish.

Duties:

- ∅ I must keep Slagmaw safe from Phyrexian scouts.
- ∅ I must discern the weakest places in the Furnace chain.

Aspects:

- ∅ An artificer of some renown.
- ∅ Sworn to die in righteous battle.
- ∅ Darksteel Axe.

Resources: 5

Contacts:

- ∅ Jor Kadeen, My Leader +2

COMMITTING CRIMES

In *Compleat*, anything that trespasses against Phrexian will is going to be a crime. This includes: aiding the Mirran resistance, disrupting compleation efforts, evading your own phyresis, or saving Mirran relics from reconstruction.

Each Resister is paired up to a Phyrexia player, just like how in *Perfect* each Criminal is paired up to a law player.

DISCOVERY SCENES

Discovery Scenes remain the same, though the many agents of New Phyrexia will obviously pursue their agendas quite differently than the inspectors of Cadence would.

As the Phyrexia player, it's important that you declare both who is pursuing the criminal resister, and how they are going about doing that. As there are many factions in the new world, there are many avenues of chase and tracking to pursue. Even if a trespass is committed against the Machine Orthodoxy, it's fine to have Gitaxian Sentries giving pursuit, or some similar crossover - a Gitaxian probe could have revealed the trespass in the first place, for example.

HOLDS

Holds remain the same mechanically, though what constitutes a Minor or Major Hold is different. A Minor Hold is anything that betrays the actions, hiding places, resources or allies of a Resister.

Examples include:

- ∅ They have access to powerful mana-routing artifacts.
- ∅ She's been travelling through the drainage pipes.
- ∅ He's infiltrated the priesthood of Urabrask.
- ∅ Her time-reading powers stem from her collection of sphinx feathers.

In contrast, a Major Hold reveals a deep secret: a weakness, or an explanation for why their phyresis hasn't been complete, or the one thing that keeps them going.

Examples include:

- ∅ Its scales act as antidote to the oil. They must be removed.
- ∅ His enduring will stems from his faith in Melira.
- ∅ It thinks it's a real human. Undoing this myth will surely dissuade it from future hostilities.

RETRIBUTION SCENES

There are two choices for the Phyrexian player, in the case of a Retribution Scene: Conditioning, and Threatening a Contact.

Conditioning in *Compleat* is largely about machine-hybridizing surgeries, and chemical and supernatural treatments to what the Phyrexians perceive as flawed mentalities. Evoke themes of body horror, and really go gonzo with their treatments and conditionings.

In *Perfect*, Condition and Create Guilt are separate choices. In *Compleat*, they are one and the same, hybridized. When you

win a Conditioning test against a Resister, you list a Conditioning on their sheet. You also add 2 points to the Phyresis score held against them. Phyresis functions mechanically in exactly the same way that Guilt does.

Example Conditionings include:

- ∅ The flesh has been stripped away, to reveal its lies.
- ∅ Its mind is linked to Sheoldred; She can feel its emotions.
- ∅ It no longer has hands, for it no longer deserves them.

Threaten a Contact functions the exact same as in *Perfect*.

ENDGAME

The two endgame conditions function in the exact same way that they do in *Perfect*. If a Resister accumulates four Conditionings, it is Broken. If a Resister chooses, it can attempt to become a Hero.

When attempting to become a Hero, choose a huge and monolithic target to attempt to destroy. As there are five factions in New Phyrexia, attempting to debilitate or undo any of those five is a valid goal when attempting to become a Hero. Attempting to reunite and salvage any of the old Mirran nations would also serve as grounds for a Hero test. And finally, attempting the assassination of one of New Phyrexia's five Praetors would certainly be a good goal.

A BRIEF OVERVIEW

CRIME SCENE (p. 76)

Resistance player frames a scene of crime.

Ask good questions (p. 77).

At scene end, law player asks two questions (see below). Phyrexian player gains Tension Points equal to the total score; Resistance player records the higher of the two for Payout (p. 80).

DISCOVERY SCENE (p. 82)

Phyrexian player frames the scene.

Phyrexian player chooses what's at stake: Capture (see below), or Establish a Hold (see below).

Unless Captured, move on to a Reflection Scene.

RETRIBUTION SCENE (p. 90)

Phyrexian player frames the scene.

Phyrexian player chooses what's at stake: Conditioning (see below) or Threatening a Contact (see below).

If a Major Hold is spent during a Retribution Scene, the Phyrexian player gets to choose a second stake (p. 90).

REFLECTION SCENE (p. 104)

Resistance player frames a short scene, reflecting the impact that the crime cycle has had.

Choose a Payout, within the limit generated during the Crime Scene (see below).

The Two Questions (p. 78)

Asked of the Resister:

“On a scale of 1 to 10, how much does this matter to you?”

Asked of the audience (or oneself, if there are only two players):

“On a scale of 1 to 10, how much does society care?”

Capture (p. 82)

There is a regular test, to see if the Resister is captured.

If Phyrexia wins, move on to a Retribution Scene. Otherwise, a Reflection Scene.

Establish a Hold (p. 86)

Both players roll a single die, with no bonuses or modifiers. Phyrexia loses Tension Points equal to sum total.

If Phyrexia wins, establish a Major Hold. If Phyrexia loses, establish a Minor Hold.

If Phyrexia still has points, they may Keep Searching (p. 87). They re-roll only their die, subtracting their roll in points.

Conditioning (p. 92 / 100)

There is a regular test, where the Phyrexians attempt to fix the creature through grafting, upgrading and other completion efforts.

If Phyrexia wins, they add 2 points to the Resister's Phyresis, and detail the changes under Conditionings.

Threaten a Contact (p. 95)

There is a regular test, as the Resister is interrogated.

If Phyrexia wins, the resistance player chooses: lose the Contact, or lose Resources equal to Contact's bonus (but then raise that bonus by +1).

Payouts (p. 105)

At least 1 point...

- ∅ Remove 1 Guilt
- ∅ Add an Aspect or Refresh a stricken Aspect
- ∅ Add 1 to an existing Contact

At least 4 points...

- ∅ Create a new Contact with a score of 1

At least 6 points...

- ∅ Add 1 to Resources

At least 7...

- ∅ Add 2 to an existing Contact
- ∅ Remove a Conditioning (cannot choose a Conditioning that you acquired this cycle)
- ∅ Remove all of your law player's remaining Tension Points

At least 8 points...

- ∅ Add 2 to Resources
- ∅ Create a Secret Society with a score of 1
- ∅ Add 1 to an existing Secret Society

How Tests Work (p. 67)

Each turn, Phyrexia chooses one:

- ∅ Spending 1 - 5 Tension points
- ∅ Invoking 1 - 3 Phyresis
- ∅ Spending a Hold to invoke one of the criminal's Contacts against them
- ∅ Spending a Hold to break advantage

Each turn, the Resister chooses one:

- ∅ Invoking some (or all) of their Resource score
- ∅ Invoking a Contact

Roll one die each. Ties go to Phyrexia (p. 72). The Resister may spend (cross off) an Aspect to re-roll (p. 73).

THE RESISTER

Name _____

RESOURCES

Colors _____

PENDING PAYOUT

Concept _____

SECRET SOCIETY

Duties _____

CONTACTS

ASPECTS

CONDITIONINGS

PHYBEXIA

Who resists their completion?

PHYBESIS



TENSION POINTS

HOLDS

Major or Minor?

PROMINANT PHYBEXIANS AND OTHER NOTES

THEIR DUTIES AND CONDITIONINGS