

TRIUNE

QUICKSTARTER V2.0

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Triune Quickstarter v2.0

Produced October, 2010

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We would like to thank the following individuals for their support, encouragement, and all around greatness: Allen Varney, Brandon James Young, Joseph Merritt, Stelio Passaras, Humza Kasmi, and the rest of the Traitors--you know who you are and where to report for re-education.

A note concerning the difference between Triune Quickstarter, Triune Corebook Player's Edition, and Triune Corebook Gamemaster's Edition.

- The *Triune Quickstarter* is a free document. It outlines what a player needs to know in order to play the game at its most basic level. **This is what you have.** If you want to play the game but don't have the money for a corebook, use this.
- The *Triune Corebook Player's Edition* has everything in the Quickstarter but much more, including examples to make character generation and rules more clear, all prayers available in the game, all gear and its effects at different Win/Loss levels, descriptions of the various authorities and underground organizations in the Triune setting, and an in-character welcome to a career as an enforcement officer. If you are a player and not a GM, this is the book for you. It has everything you need while cutting out the stuff only for GMs, which lets us lower the price for you.
- The *Triune Corebook Gamemaster's Edition* has everything in the Quickstarter and the Player's Edition but even more, including advice on running games and campaigns, secret information about the setting and its underground organizations, various NPCs including templates for generic enemies, and a sample case titled, "XX." If you are the GM, then this is the book for you. Again, this edition has everything in the Player's Edition so you **don't** have to buy that edition too.

The Quickstarter is available for free at our website (happybishopgames.com). Both the Player's Edition and the Gamemaster's Edition are available as PDFs at XX or as softcover books at XX.

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Book 1: Setting

1:1 What you need to know

Here is what you need to know for playing Triune RPG:

- The game is set in the 22nd century. Humanity has settled the solar system and more, moving to other solar systems like Pavonis and Tau Ceti.
- The biggest technology of the future is the weave: An internet-like system that allows people to download skills and even objects wherever they are. People earn credits through work and spend these credits to download almost anything they want from the weave.
- All of humanity is under the control of the Economic Hegemony of Authorities. The Hegemony is more powerful than the United Nations but less powerful than an empire. Each individual country (called an authority) has significant power.
- No aliens have been found. Instead, humans opened gates to two other universes: One claiming to be Heaven (angels) and the other claiming to be Hell (devils). No one is sure whether they really are angels and devils or just aliens who look like them.
- Heaven and Hell hate each other. When they discovered humanity, both wanted humans to join them in war against the other. The Hegemony refused and the three sides fought in the Trinity War. The Hegemony won.
- The Treaty of Pavonis Station ended the war. It said the Hegemony would remain neutral and neither angels nor devils could enter the universe of man without permission. The treaty also said humans would not help either side.
- Once gates to Heaven and Hell opened, people with strong beliefs found they could alter reality through their prayers. This is true for those who worshiped religion, sins, or even their careers. The Hegemony feared these powers would hurt humanity and our universe.
- The Hegemony passed the Anti-Church Act to make all faiths illegal. Religion is banned, and there is a paranoia similar to the Salem witch trials or McCarthyism: People wonder who is secretly worshipping religion, sin, or careers.

- You play the role as an enforcement officer: A new police force created by the Hegemony to root out angels, devils, and their sympathizers. You enforce the treaty.

1:2 The Hegemony



The Hegemony began as a trade organization called the Commerce and Trade Commission, a collection of nations, corporations, and settlements in the Sol System who banded together to form a common currency, tariff, and trade system. By removing many barriers to trade, the CTC brought economic prosperity to its member governments. (But, as critics point out, not to every citizen.)

Yet the CTC was far from perfect. Member states would argue and even briefly go to war over issues of trade, natural resources, intellectual property, and the like. In the early years, the CTC would issue stern denouncements of such conflicts but could do nothing to stop them. When the Ring Conflict between the USA, Europe, Luna, and China caused a

devastating recession, member states reorganized the CTC so it had the authority, and power, to prevent such wars and threats to the economy. The Economic Congress was born, as was the Congressional Military to discourage wars that threatened economic prosperity. This is when critics first noted Congress acted like a hegemony by controlling members states without officially running them.

The Economic Congress muddled along for decades, neither flourishing nor diminishing in power. This all changed with the invention of distributed quantum foam anti-imaging, popularly known as the weave.

1:3 The Weave

The weave is a technological marvel with at least as much impact on human society as the wheel, the lightbulb, and the gun. It allows citizens of the Hegemony to download memories and objects from thin air. With people able to download items from the weave without paying for them, the economies of all members of the Economic Congress collapsed and a severe economic depression fell across the universe of man.

As brush wars erupted between members over how to control access to the weave, the Economic Congress voted to expand its authority over member states to include protecting everyone against environmental and economic damage caused by weave

abuse. It renamed itself the Economic Hegemony of Authorities and its military invited, purchased, or pressed military units of member states into service.

The political structure of the Hegemony is similar to its earlier incarnations. Member states are officially referred to as Authorities because they hold authority over a physical part of the Hegemony. This is both a benefit and a responsibility. Each Authority can have its own form of government and its own laws, provided that they do not conflict with Hegemony guidelines such as free press and no torture. Congress is the entirety of the Hegemony's government.

Interstellar travel, even with advances such as fusion engines and FTL bendships, could still be long and arduous. Researchers continued to look for a shortcut, and the independent corporation TransNine thought it discovered one. They created a graviton burst so intense that it bent space until it broke into one of the other string-theory universes. But instead of finding a hyperspace that would allow rapid travel across the galaxy, the researchers opened a gate to Heaven: the universe of angel.

1:4 The Trinity War

First contact came with Heaven, but contact with Hell quickly followed. Devilish agents in the universe of

angel stole the necessary information, and Hell soon opened a gate to the universe of man. The two universes had been in contact for over a hundred years, and had been at war for most of that time due to the significant difference in culture. Both Heaven and Hell lobbied for humanity to join them in war against the other; humanity trusted neither side.

Angelic and devilish forces, in our universe trying to influence the Hegemony, began fighting between themselves. In a pitch battle over Mars, pieces of Heaven's and Hell's ships rained down on human settlements, killing tens of thousands. As human sympathizers began supplying intelligence and material to angels and devils, Heaven and Hell began targeting human ships suspected of helping their enemy. Rather than side with either universe, the Council of Pavonis Station declared war on both Heaven and Hell.

The Congressional Military won a string of victories against angelic and devilish forces. After 15 months of war, Heaven and Hell agreed to a cease-fire. The Treaty of Pavonis Station was signed to end the Trinity War and firmly establish the Hegemony's neutrality in the war between Heaven and Hell.

1:5 Power of Prayer

When gates to Heaven and Hell opened, no human expected the rise of prayer as a physical force would

soon follow. Individuals who truly and passionately believed in something began to manifest the power to alter matter, energy, even probability and time. Through prayer, they could change reality.

Prayer was not limited to those following established religions. People who worshiped money could affect the stock market through prayer; those who believed strongly in their career found themselves getting promotions and better assignments. Most people could not use these powerful, reality-altering prayers—only those with a deep belief.

In the middle of the Trinity War, Congress passed Public Law H-43-9328, otherwise known as the Anti-Church Act. It outlawed all forms of public and private worship. The public backlash was predictable but subtle. Publicly, almost all humans obeyed the Anti-Church Act. Privately, some of them continued to worship their god, their sins, or their career. Yet the paranoia swelled, especially in Congress, and responses to the Anti-Church Act became anything but subtle.

The Anti-Church Act and the Treaty of Pavonis Station did not destroy faith-- it drove it underground. Every

Authority has a faithful underground where citizens meet clandestinely to pray to God, revel in sin, or glorify humanity.

1:6 Your role

The Treaty of Pavonis Station allowed each universe to handle violations of the treaty "in a manner consistent with the laws and customs of the people whose universe was illegally entered." Congress created the Office of Treaty Enforcement and the first Hegemonic-level police force: enforcement officers.

Put simply, enforcers are police officers who enforce the Treaty of Pavonis Station. They investigate cases of angels and devils in the universe of man illegally, arresting these extra-universals for later deportation. Enforcers are also tasked with arresting human sympathizers and disrupting their illegal organizations.

Congress decided to let each Authority nominate individuals for the program. This led to a wide range of bootlicking, bribing, in-fighting, backstabbing, and similar political machinations as the powers that be struggled to get their people in the enforcer program. Many realized, accurately, that enforcers have a lot of power and can make or break careers and even economies.



Enforcers should be among the most anti-religious individuals in the Hegemony. However, many secretly worship Heaven or Hell and are there to hurt one side and protect the other.

1:7 Enforcement Code of Conduct

The Office of Treaty Enforcement met with Congress and created the following Code of Conduct for enforcers:

- The Office of Treaty Enforcement shall notify Authorities of any enforcement investigations before enforcers enter that Authority's territory.
- Enforcers are limited to violations of the Treaty or the Anti-Church Act.
- Enforcers can arrest and detain any citizen with "reasonable suspicion of violation" of the Treaty or Anti-Church Act. Non-

citizens, angels, and devils have no rights in this situation and may be arrested and/or detained at will.

- Enforcers must follow the local Authority's laws concerning warrants, searches, wiretaps, and similar violations of privacy.
- Citizens arrested under reasonable suspicion will be detained in local facilities or Hegemony military facilities as decided by enforcers in the field.
- Enforcers may have weave access to some military gear and all police gear. Large weapons and combat vehicles are strictly forbidden.
- Local authorities, including Hegemony military, are expected to assist enforcers within reasonable limits.



Book 2: Character Generation

2:1 Name, Age, and Authority

Names can be anything you want. In the Hegemony, human names are pretty much the same as today's names but feel free to create something unique.

Your age is your visible age, not your chronological age. In the Hegemony, humans can live healthfully for hundreds of years and look as old as they want. The only limit is a body must be 18 years old or more if the individual is 18 year or older. (No living in prepubescent bodies unless you really are prepubescent.)

Your home authority—a nation, planet, or similar political unit—is

where you live. There are three regions to come from, each with several Authorities. Again, this is only to help roleplay, so pick one that sounds good to you.

- *Earth region (found on Earth):* African Trust Territory (AFTT), Central and South American Trade Union (CESATU), Commonwealth of Arab Nations (Arab Commonwealth), Commonwealth of Nations (The Commonwealth), European Union (EU), Mediterranean Union (MU), Pacific Trust Territory (PTT), People's Republic of China (China), Republic of India (India), Southeast Asian Trade Union (SEATU), and United States of



America (USA).

- *Sol region (found in Earth's solar system):* Commonwealth of Independent Settlements (CIS), Federal Republic of Luna (Luna), Free Martian Republic (Red Mars), Inner System Trust Territory (ISTT), Jovian Trade Union (JOTU), Khanate of Olympus Mons (KOM), and Martian Corporate State (White Mars).
- *Settlement region (found in other solar systems):* Alpha Centauri Collective (The Collective), Outlier Trust Territory Alpha (OTTA), Outlier Trust Territory Beta (OTTB), Pavonis Independent Station (Pavonis Station), Ragtag (Ragtag), Republic of Pavonis (Pavonis), Tau Ceti Partnership (Tau Ceti), Union of Eridani Settlements (Eridani).

2:2 Attributes & Domains

Every character in *Triune* has three **attributes** that describe their person: **Body**, **Mind**, and **Soul**. Body covers physical characteristics such as muscles and agility; Mind covers mental characteristics such as logic and creativity; and Soul covers spiritual characteristics such as personality and empathy.

Each attribute is given a rating from 1 – 9, with 1 being an infant's abilities

and 9 being an impossible standard only achieved through technology or prayer. During the game, you will often need to roll dice to see if you succeed in a given task. You need to roll equal to or lower than your attribute number to succeed, so higher numbers mean stronger attributes and better chance at success involving that attribute.

You have 15 points to spend on attributes, although none can be lower than 2 or higher than 8. (Most Hegemony citizens have Body 4 / Mind 4 / Soul 4--12 points total--meaning you will be above average.) Remember, the higher the rating, the better your character is in that area—if you want a strong character, spend points on Body. If you're not sure how to spend these points, don't worry. If your character dies in the game, you can re-spend the points on Body and Mind and change ratings you didn't like--but Soul is locked for good.

Each attribute has three **domains**. These are specific areas of expertise within a given attribute. For example, Body's domains are Muscle (the body's strength), Speed (the body's quickness), and Fitness (the body's health). Domains do not get a rating like attributes. Rather, they are labeled a strength, an average, or a weakness.

- Strength domains add 1 success to your Effort Dice before you roll.

- Average domains add nothing.
- Weakness domains add 1 failure to your Effort Dice before you roll.

Whether a domain is a strength, average, or weakness depends on the attribute's rating:

- If your attribute rating is 1-3, pick two domains as weaknesses and one as average. You do not pick any strengths.
- If your attribute rating is 4-6, pick one domain as a weakness, one as average, and one as a strength.
- If your attribute rating is 7-9, pick two domains as strengths and one as average. You do not pick any weaknesses.

Once you have settled on your attribute's ratings, use the information above and pick which domains are your strengths, averages, and weaknesses for each of the three attributes: Body, Mind, and Soul.

2:3 Resources

Every character has three resources tied to their attributes: **Health** (for Body), **Resolve** (for Mind), and **Spirit** (for Soul). These ratings are spent and regained during the game. Health is your physical state. Get injured or exhausted and lose Health; receive medical care or rest and regain Health. Resolve is your mental state. Get stressed or scared and lose

Resolve; receive some medication or counseling and regain lost Resolve. Spirit is spent by using special powers called Prayers and regained by failing to use prayers. (See Book 4: Prayers for more details.)

The values for Health and Resolve depend upon their relevant attribute scores, Body and Mind respectively:

- If the attribute is 1-3, then the resource is 9.
- If the attribute is 4-6, then the resource is 12.
- If the attribute is 7-9, then the resource is 15.

The above applies to Health and Resolve only. Spirit is always set at 12.

2:4 Faith and Prayers

Characters in *Triune* are rated in three **paths**: Heaven, Hell, and Hegemony. For each of the three, you have a specific **faith** such as Christianity, Laziness, or Media. All starting characters begin with level 1 in each faith, but players must pick the specific faiths.

Before you pick any faith, please note that, in the world of *Triune*, having a faith is illegal and is grounds for arrest. Do not share your choices with other players, and during the game, keep your faiths a secret!

Picking your faiths is one of the most important parts of character generation. First, these cannot be

changed. Once you pick a faith, that's it. Second, faiths grant special powers called **prayers**. While faiths share some prayers, faiths also have prayers exclusive to them alone. Third, faiths affect your roleplaying during the game. If your character is Muslim, then he might act differently when encountering a secret Islamic mosque as opposed to a secret Buddhist temple.

Below are the three paths and their related faiths. Pick one faith per path and start at level 1. Write "1" next to each path name on your character sheet and then write down your specific faith below that. Leave path points alone for now; these are experience points you get during the game which can be spent to increase your levels and gain more prayers.

Faiths of the Heaven path

- Buddhism: Follow the teachings of the Buddha and achieve enlightenment by giving up your wants and needs.
- Christianity: Accept Jesus Christ as the son of God and follow the Bible.
- Shenism: Accept the wisdom of ancient Chinese and Japanese religions such as Taoism, Confucianism, and Shintoism.
- Hinduism: Act purely to escape the cycle of reincarnation and achieve enlightenment.
- Islam: Accept Mohammed as the greatest Prophet and follow the Qu'ran.

- Judaism: Live life according to God's Law and its interpretations by rabbis.

Faiths of the Hell path

- Anger: Giving in to anger, hate, and frustration feels good—and is good.
- Greed: Having things is good. Having more is better.
- Envy: Other people get what you deserve, and that's unfair.
- Laziness: Let other people do the work, or just ignore it.
- Pleasure: Food, drink, sex, sleep, whatever the pleasure, it's for you.
- Pride: You are the best at what you do, and others should recognize that.

Faiths of the Hegemony path

- Bureaucracy: Stay in your cubicle, follow the rules, and the world will take care of itself.
- Media: Be it journalism or entertainment, it controls perceptions and reality.
- Military: Only through military might shall humanity survive.
- Nobility: The rich and powerful deserve to be the rich and powerful.
- Politics: The government runs everything, as it should.
- Service Industry: Waiters, sales people, travel guides--the blue collar workers of this age.

Once you have picked your three faiths, you get to pick prayers for your character. Prayers are special powers granted by your faiths. At each level, including level 1, you pick one prayer from a list of three for each faith. That means, as a new character, you will have 3 prayers, one for each faith.



Prayers are not necessarily specific words like the Lord's Prayer or the Gayatri mantra. They can be used quickly, silently, and without any evidence. Their effects, on the other hand, are sometimes very obvious. Because characters usually want to keep their faiths a secret, and to prevent people from "reverse engineering" a character's faiths from the prayers they use, prayers are organized into three categories:

- **Universal prayers** are found in every faith at that level. All faiths have the *Revelation* prayer at level 1. If someone catches on that you can use a universal prayer, they still have no idea what faith you follow.
- **Path prayers** are found only in faiths of a certain path. All Heaven faiths have the *Serenity of Faith* prayer at level 1 but

that's not ever found in Hell or Hegemony faiths. If someone discovers you can use a path prayer, they know you have at least some belief in that path.

- **Faith prayers** are only found within one specific faith. Judaism has the *Manna* prayer but it's not found anywhere else. If someone discovers you can use a faith prayer, they know what specific faith you follow.

Below are the prayers available at level 1. Categories are noted by a single letter in parenthesis: U for Universal, P for Path, and F for Faith. For more information, including all of the prayers available to faiths, please see Prayers section of the Triune Rulebook - Player's Edition or Gamemaster's Edition.

Heaven path

Buddhism

- (U) *Revelation*: Touch another character to know if they hold the same path highest as you.
- (P) *Bless - Increase the target's Tell Die by (faith/3 rounded up)*.
- (F) *Nirodha - Cause another to change his mind about wanting something he currently does not own or possess.*

Christianity

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Bless - Increase the target number of another character's Tell Die by (faith/3 rounded up).*
- (F) Transubstantiation - Change a liquid into another liquid, up to one liter per (path).

Shenism

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Bless - Increase the target number of another character's Tell Die by (faith/3 rounded up).*
- (F) Li - Help another appear polite and well mannered no matter how they truly act.

Hinduism

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Bless - Increase the target number of another character's Tell Die by (faith/3 rounded up).*
- (F) Bhairava's Touch - Touch an on-weave object to send it back into the weave.

Islam

- (U) Revelation: Touch another character to know if they hold the same path highest as you.

- (P) *Bless - Increase the target number of another character's Tell Die by (faith/3 rounded up).*
- (F) Ghowras' Lesson: Cause a weapon in one person's hands to be dropped. The weapon is otherwise unaffected.

Judaism

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Bless - Increase the target number of another character's Tell Die by (faith/3 rounded up).*
- (F) Manna: Create manna, a mystical bread-like substance that heals 2 Health and 2 Resolve damage when eaten by another.

Hell path

Anger

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).*
- (F) Tantrum: Cause a person with less than 6 Resolve to lose their temper.

Greed

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate* - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).
- (F) Insider Knowledge - Know what object or experience a character wants to acquire.

Jealousy

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate* - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).
- (F) Them Too - Cause 3 Health or Resolve damage to anyone unhurt during the last round of combat.

Laziness

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate* - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).
- (F) Take A Seat: Make a person feel so weak that they need to sit down.

Pleasure

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate* - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).
- (F) Invigorating Media - View porn to regain 3S. Because the point is to increase Soul, this prayer does not cost anything.

Pride

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Intimidate* - When in a conflict, decrease your opponent's target number for the Tell Die by (faith/3 rounded up).
- (F) Due Credit: Force one person to give you credit for a just-finished task.

Hegemony path

Bureaucracy

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) Proper Paperwork: Pull a needed form from the weave

already complete and 100% accurate, including e-forms.

Media

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) On the Record: Alter three words in an audio recording (or audio portion of video).

Military

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) Superior Logistics: Gain 2 extra budget for one scene that must be spent on a weapon.

Nobility

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) Deep pockets: Gain 1 extra credit for one scene that can be spent on anything from the weave.

Politics

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) Pollster: Know what an NPC wants you to do next.

Service industry

- (U) Revelation: Touch another character to know if they hold the same path highest as you.
- (P) *Lucky Break* - Increase the target number of a Tell Die for yourself by (faith/3 rounded up).
- (F) Lost in the Crowd: Become invisible in a group of 6 or more people for (path) turns.

2:5 Budget and gear

In the world of *Triune*, you can get gear whenever and wherever you are simply by downloading the object from the weave—an internet-like system that provides objects and data out of thin air. However, you have a limited number of credits and cannot have everything. In the game, you will find yourself uploading old equipment to free up credits to download new equipment.

All new characters start with 5 credits. Since you can get gear instantly, there's no need to get any now. Wait until you hear your first case's details to decide what to bring along. Your

GM, near the beginning of the case, will explain what gear is available for download.

The Hegemony keeps track of who downloads what from the weave. This keeps crime low—you're less likely to shoot someone if the police can trace the bullet back to when you downloaded it from the weave. To protect this system, objects that are constructed instead of downloaded are illegal—they can be used and no one can track it back to the owner.

Besides the on-weave items, all characters start with one off-weave item: a small, easily concealed, illegally manufactured object. This item is actually made, not downloaded, and therefore the Hegemony cannot track it--that's why it's also illegal. There is no list to pick from. Instead, work with your GM to decide what would be appropriate. Remember—possession of a non-weave based object is a crime! Because of that, you may opt out of this and do not need to carry an illegal item.

Book 3: Rules

3:1 Effort System



The **Effort System** is the rules governing conflicts in *Triune*. At its core, the system is simple: *Roll one ten-sided die (1d10) equal*

or under a specific number to succeed on a given task. This die is called the **Tell Die** because it tells you whether you succeeded or failed. For example, if you are trying to jump onto a moving train, you could roll your Tell Die against your character's Body attribute: Roll equal or lower to the Body rating and you jump on the train; roll higher and you miss. Your GM decides which attribute serves as the target number.

It gets more strategic when you decide how much effort your character will put into the conflict. Every time you roll the Tell Die, you must decide whether to roll one, two, or three six-sided dice (1d6, 2d6, or 3d6.) These are called **Effort Dice** and represent how much effort you are putting into the task at hand. 1d6 means you are barely trying; any success will be minimal but so will any failure. 2d6s

means you are seriously trying; success or failure will be average but recognizable. 3d6s means you are putting every ounce of effort into this action; success will be phenomenal but so will failure.

To determine the size of the success or failure, roll your Effort Dice. *Every die that comes up 1-3 is a*



success and every die that comes up 4-6 is a failure. If your Tell Die was a success, you only count the successful Effort Dice. If your Tell Die was a failure, you only count the failed Effort Dice. The result is called the **Win/Loss Level** and describes how well you succeeded or how poorly you failed.

If you rolled a success on your Tell Die,

- 1 successful Effort Die = Basic Win. You barely accomplish what you wanted to do.
- 2 successful Effort Dice = Major Win. You succeed in what you set out to do.

- 3+ successful Effort Dice = Critical Win. Not only do you succeed, you get a bonus!
- Any failed Effort Dice are ignored.

If you rolled a failure on your Tell Die,

- 1 failed Effort Die = Basic Loss. You just miss succeeding in what you wanted to do.
- 2 failed Effort Dice = Major Loss. You soundly fail at what you set out to do.
- 3+ failed Effort Dice = Critical Loss. Not only do you fail, you suffer a penalty!
- Any successful Effort Dice are ignored.

To put it another way, you manage the risk when you roll. Really need to win big? Roll 3d6. Don't want to risk failing big-time? Roll 1d6. It's your choice. *However, you must choose before you roll your Tell Die.* You can't see if you're successful before deciding how much effort use--tell your GM how many Effort Dice you will be using before making any rolls.

3:2 Domains

As we said above, the GM decides which attribute is used as the target number. The GM will also decide which **domain** best fits the situation, which can add a success or a failure to your Effort Dice roll. The GM has the right to decide which domain will apply. If the relevant domain is a strength for you, you gain 1 success in addition to

what you get from your Effort Dice roll. If the relevant domain is a weakness for you, you gain 1 failure. If the relevant domain is an average, you do not gain or lose anything.

3:3 Difficulty

Shooting a bad guy standing next to you is a lot easier than shooting a bad guy while driving a car up a hill in a snowstorm. Therefore, the GM can decide any given conflict is **easy**, **average**, or **hard** and modify the target number.

- An easy conflict adds 1-3 to the target number, up to 9.
- An average conflict adds or subtracts nothing from the target number.
- A hard conflict subtracts 1-3 from the target number, down to 1.

Since the difficulty affects the target number, it has no effect on Effort Dice--only the Tell Die.

3:4 Actions and Initiative

When more than one person wants to act, say during combat, everyone enters a **round**. A round is the time it takes for all players and any involved NPCs have a **turn** to do something. On your turn, you can do *one action* such as firing a gun, saying a sentence, etc. Some actions may take multiple turns--the GM has final say on how long a given action will take. You get one turn per round (unless

some prayer alters this), meaning you can do one action per round as well.

Initiative is the order in which characters act in a round. Usually, the person (including the GM) who speaks first gets to go first. If multiple people want to act at the same time, the character with the highest Spirit goes first. (The GM settles any ties.) Once the first player is decided, the players and the GM choose when to go during the round. The GM settles any ties or conflicts over who goes when. When the last person has his turn, a new round begins with the same order; once the order is established, it cannot be changed until the current situation is over.

Normally, you can only act on your turn. However, each character gets one **reaction** per round. This is an extra action you can do when you're the target of a die roll: Being attacked, conned, seduced, pick-pocketed, etc. This action can be an opposed roll (see below) or it can be another action entirely. (If you're shot at, you don't have to dodge. You can take the bullet and use your reaction to fire back.) You don't get to use a reaction if you get injured accidentally; only when you are the purposeful target of an action. You chose when to use a reaction during a round, but once used, it's gone and you must wait until the start of a new round for another reaction. Choose carefully.

3:5 Opposed Rolls

There are times when your action is blocked by another character's action, such as someone dodging your attack in their reaction. These situations are called **Opposed Rolls**. This is a normal roll that gives you a chance to decrease the level of the original effort, sometimes even turning a win into a loss. However, you also run the risk of the opposite: Turning a loss into a win.

To oppose an action, you must simply tell the GM you are opposing it. You can wait until the original action's Win/Loss level is determined before deciding to oppose or not. If you oppose, the GM will tell you what attribute and domain to use just like a normal Effort Roll, and the results are determined as described above.

As described above, the Effort System has 6 Win/Loss levels: Critical Win (CW), Major Win (MW), Basic Win (BW), Basic Loss (BL), Major Loss (ML), and Critical Loss (CL). If your opposition is successful, you reduce the opponent's level by as many levels of your success. Confusing? Try this:

- A Basic Win reduces the original Win/Loss level by 1 step. (A Major Win becomes into a Basic Win.)

- A Major Win reduces the original Win/Loss level by 2 steps. (A Major Win becomes into a Basic Loss.)

- A Critical Win reduces the original Win/Loss level by 3 steps. (A Major Win becomes into a Major Loss.)

However, the reverse is also true. If your opposition is a failure, then you *increase* the opponent's level by as many levels of failure--you screw up so bad that you actually help the enemy.

- A Basic Loss increases the original Win/Loss level by 1 step. (A Basic Loss becomes a Basic Win.)

- A Major Loss increases the original Win/Loss level by 2 steps. (A Basic Loss becomes a Major Win.)

- A Critical Loss increases the original Win/Loss level by 3 steps. (A Basic Loss becomes a Critical Win.)

3:6 Changing Ratings

Every authority in the game has three path ratings just like enforcers have. For example, the USA is rated Heaven 4 / Hell 4 / Hegemony 1, meaning it has solid and equal support for Heaven and Hell but little for the Hegemony. Authority ratings serve two purposes. First, it helps players and GMs know what a given society is like. (The USA is split between being religious and being independent but somewhat united in their lack of concern for the Hegemony.) Second, and more importantly, players can push an authority towards one of the three sides during the game and alter the setting.

During the game, when your character is in an authority and you roll a **Natural Critical Win** (the Tell Die is a success and you roll three successful Effort Dice without any help from prayers, domains, or anything else), you can increase or decrease one of the three ratings in that authority by 1. If you are playing a secret Hindu and roll a Natural Critical Win while in USA, you can tell the GM that the USA's Heaven rating goes up by 1. However, if you roll a **Natural Critical Loss** (the Tell Die is a failure and you roll three failed Effort Dice without any help from prayers, domains, or anything else), the GM will alter one of the three ratings by 1 in whatever fashion hurts you the most.

3:7 Health

Characters have three **resources**, or ratings that are spent and regained during the game: Health, Resolve, and Spirit. Each reflects the state of the relevant attribute: Body, Mind and Soul respectively.

Health is your Body's resource. Losing Health means you are getting fatigued, hurt, or both. If you lose all of your Health (zero or lower), you die. However, that's only a minor problem in *Triune* as your body and memory are always backed up in the weave. A new body will be downloaded, complete with your knowledge, skills, and gear, in a process called **recorporation**.



Reincorporated characters have full Resources (Health, Resolve, and Spirit all return to their original amounts) and all gear is present, even if someone stole something—all equipment upload automatically and download with your new body. However, *reincorporation takes three rounds*. If you die in combat, you will sit out three rounds while the weave processes your reincorporation. The weave notices dangerous physical locations such as lava or a nuclear blast and will not reincorporate you where you will simply die again. (Combat does not count as a physical location for this. If you die in combat, you will reincorporate there and can fight again--and die again!)

When you reincorporate, *you may recalculate your Body and Mind attribute ratings and domain strengths and weaknesses*. While you cannot add more to the total, you can adjust how you spent the ratings during character generation.

At any time, the GM may call for a Health check to see if you are healthy enough to attempt a physical action. This is a Tell Die (1d10) roll without any effort. Success means you can do the action you declared. Failure means you are too weak to complete that action but *you have not lost your turn*—simply find a less rigorous action to attempt and the GM can allow that instead.

3:8 Resolve

Resolve is your Mind's resource. Losing Resolve means you are getting stressed, confused, or both. If you lose all of your Resolve (zero or lower), you go temporarily insane. However, the weave monitors your mental state and, when it detects a major problem, it will swap out your entire body with a new, calm version. In other words, you are reincorporated as if you have died and you will lose three rounds. You can alter your Body and Mind ratings as with dying.

At any time, the GM may call for a Resolve check to see if you are in control enough to attempt a mental action. Success means you can do the action you declared. Failure means you are too weak to complete that

action but *you have not lost your turn*-simply find a less mentally taxing action to attempt and the GM can allow that instead.

3:9 Spirit

Spirit is your Soul's resource. Losing Spirit means you have called upon the powers of Heaven, Hell, or Hegemony to use prayers. When you wish to use a prayer, you must roll a Tell Die (1d10) equal or under your current Spirit rating. Success means the prayer happens and you lose 1 Spirit to pay for it. Failure means the prayer does not happen but your Spirit increases by 1 to make up for it. The only penalty from losing all of your Spirit is being unable to use prayers. You can never change your Spirit during recorporation.

Not all characters have all three resources, however. Sentient digital life such as AIs only have Resolve and Spirit because they have no bodies to rate. Likewise, simple animals like sharks and cows have Health and Resolve but no Spirit because they have no souls. Animals with high levels of intelligence such as dogs and cats have all three resources, and inanimate objects such as walls only have a Health resource.

3:10 Prayers

All player-characters (and some non-player-characters) have special powers called **prayers**. To use a

prayer, you must roll a Tell Die against your Spirit resource.

- If you roll equal to or lower, the prayer works but you must lower your Spirit by 1 point to pay for the prayer.
- If you roll above, the prayer does not work but your Spirit is increased by 1 point.

Since Spirit always starts at 12, this means enforcers can use three prayers without fear of failure.

Prayers are silent and normally cannot be detected when being used. Other prayers or unique gear might be able to detect them, but otherwise they happen without a clue as to who used it. That means you can use a prayer anywhere without it being tracked back to you. However, the effects of prayer can be obvious and will cause a problem. In the previous example, the civil servant's coworkers will panic when they see the poor guy covered in boils, realizing that someone or something is causing harm to people.

Since no one can trace the prayer back the person who used it, there are many cases of witch hunts and paranoia when a prayer's effect becomes public. If Sharon's character was arguing with the civil servant just prior to the boils appearing, then people will likely accuse her of being in league with Hell. (She is, but she wouldn't want that becoming public knowledge.) That's why it's best to use prayers in chaotic situations or to carefully plan a fall guy.



3:11 Credits and gear

In *Triune*, all citizens of the Hegemony (including the player-characters) have access to the weave: A quantum-based marvel of technology that allows people to create items from thin air. If you want a ham sandwich, you simply hold out your hand and download the sandwich from the weave. If you change your mind, you can upload the sandwich back into the weave. The same applies to knowledge--if you want to speak Farsi or know the mating rituals of Martian sand fleas, you download a memory of having learned it.

However, the Hegemony cannot allow citizens to pull whatever they want from the weave or everyone would have giant mansions filled with gold—the weave would collapse and planets would be covered with garbage. That's

why the Hegemony imposes allots **credits** to its citizen to regulate weave use.

All items have a cost measured in credits. When you download something, subtract the cost from your credits. If something costs more credits than you have, then you cannot download it. Characters can share their credits to pool their resources and download items. (Simply inform the GM who will be sharing and how much.) You can also upload items you previously downloaded to free up some of your credits.

Downloading and uploading normally take one turn each but *swapping out one item for another takes one turn as well*. Items that are worn can be downloaded and uploaded from the body--there's no need to take off

armor you want to upload, and any armor or clothes that you download will appear on your body.

3:12 Faiths

Faiths are the specific ways you relate to the three sides in Triune: Heaven, Hell, and Hegemony. They explain what you worship, even if you don't explicitly know that. For example, you may not be very religious but, being raised in a Christian culture, you lean towards Christianity over any other religion. Likewise, you may be an upstanding citizen but, when stressed, you may indulge in Laziness as your "sin of choice" even if it's not a conscious choice.

Every character is rated in three specific faiths. These ratings are called **levels** and indicate how much you believe in that faith as well as how much that faith trusts you. Ratings go from -3 up to 9, with higher numbers indicating stronger belief and trust. (There is no 0 level--levels go from -1 to 1.) During the game, your character will have the opportunity to increase his level in any of his three faiths. As your enforcement officer solves case after case, he will change in the direction you choose. (See "Gaining and Losing Prayers" below for more information.)

The six Heaven paths are:

- Buddhism: Follow the teachings of the Buddha and achieve

enlightenment by giving up your wants and needs.

- Christianity: Accept Jesus Christ as the son of God and follow the Bible.
- Shenism: Accept the wisdom of ancient Chinese and Japanese religions such as Taoism, Confucianism, and Shintoism.
- Hinduism: Act purely to escape the cycle of reincarnation and achieve enlightenment.
- Islam: Accept Mohammed as the greatest Prophet and follow the Qu'ran.
- Judaism: Live life according to God's Law and its interpretations by rabbis.

The six Hell paths are:

- Anger: Giving in to anger, hate, and frustration feels good—and is good.
- Pleasure: Food, drink, sex, whatever the pleasure, it's for you.
- Greed: Having things is good. Having more is better.
- Jealousy: Other people get what you deserve, and that's unfair.
- Laziness: Let other people do the work, or just ignore it.
- Pride: You are the best at what you do, and others should recognize that.

The six Hegemony paths are:

- Bureaucracy: Follow rules and policies to the letter.

- Media: Be it journalism or entertainment, it controls perceptions and reality.
- Military: Only through military might shall humanity survive.
- Nobility: The rich and powerful deserve to be the rich and powerful.
- Politics: The government runs everything, as it should.
- Service industry: Waiters, sales people, travel guides--the blue collar workers of this age.

This ends the Triune Quickstarter v2.0. If you want more information, or if you have any questions or comments, please visit our website at happybishopgames.com or email us at wjmacguffin@gmail.com. Thank you.