



DELTA TEST KIT

Field Agent Manual

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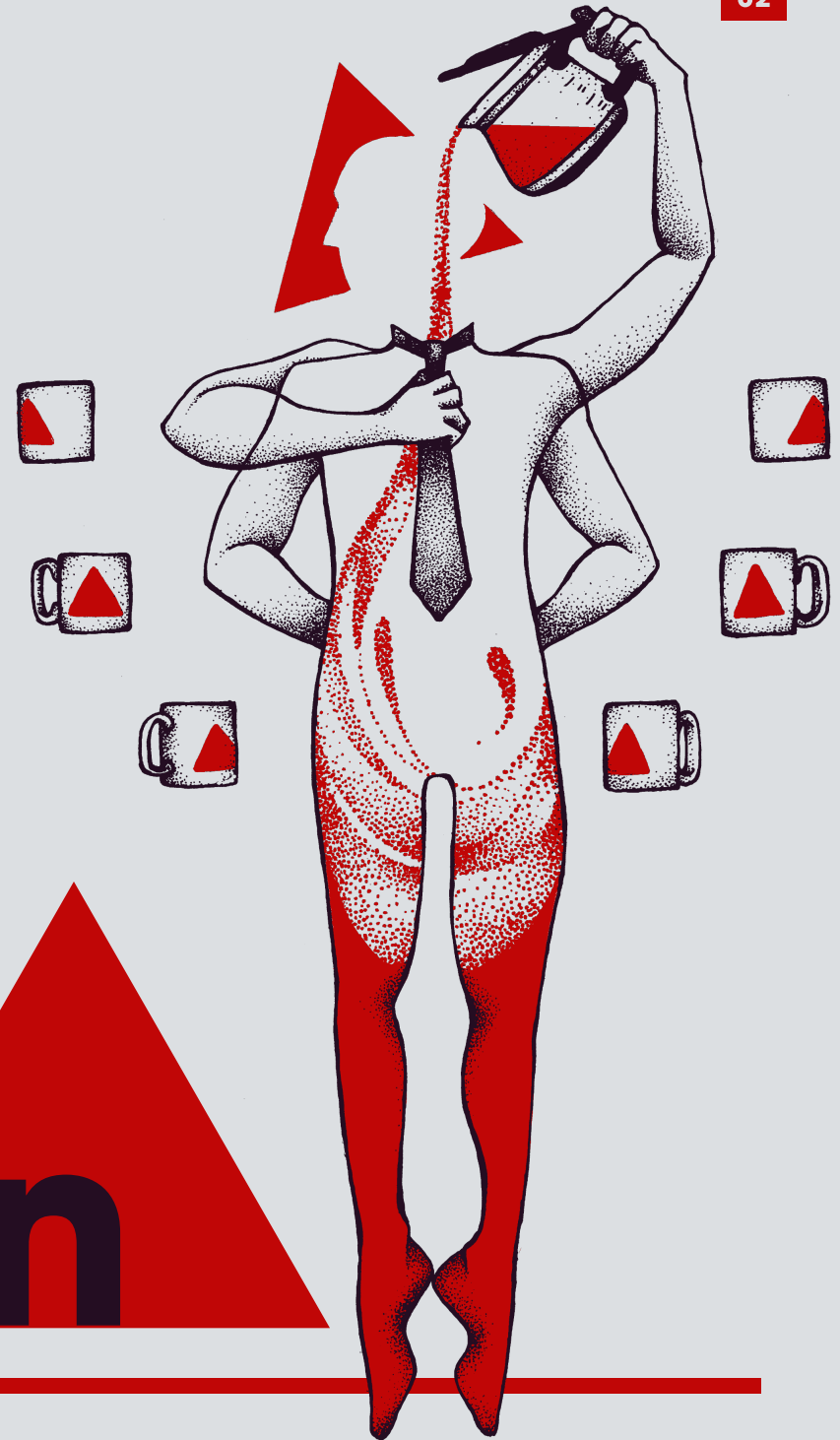


WARNING: Please read all pages according to the page numbers on the top of the page.

- ▷ Reading pages out of order is **DANGEROUS.**
- ▷ Reading numberless pages is **FORBIDDEN.**

The **Triangle Agency** thanks you for your cooperation.

New Hire Orientation



Hello, New Employee!

You're reading this because you have been hired by the **Triangle Agency**. Starting now, you are *<playtesting/proving yourself>* so the **Agency** can determine *<your/our>* fitness for release into the wider world. **We're so happy to have you.**

This employment opportunity is in **Open Delta**, and the included text will likely change before the full *<contract/rulebook>* crowdfunds on **June 3, 2023**.

Sign up to be notified on launch at:
kickstarter.hauntedtable.games

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What is **Triangle Agency**?

Triangle Agency is an *<organization/table-top roleplaying game>* dedicated to understanding and containing paranormal phenomena in the modern world. These phenomena are known as **Anomalies**, and they are extremely dangerous to human life.



This document assumes the reader is familiar with the classification "human."

While the **Agency** employs a wide range of support staff, this *<document/game>* is primarily concerned with Field Agents. *<Agents/Player Characters>* are hired for their status as **Resonants**: human beings who have bonded with **Anomalies** and gained supernatural powers.

Here, we believe everyone deserves to choose their future: Resonants, when discovered, are offered a choice between the special privileges of an **Agent** or the typical captivity of an **Anomaly**.

We're glad you chose the former!



We want your feedback! Please send any and all thoughts to triangleagencyrpg@gmail.com, reach out on Twitter with [@hauntedtable](https://twitter.com/hauntedtable), or visit feedback.hauntedtable.games!

Understanding This Document

As an Agent, you will be experiencing many dangerous, terrifying, and difficult-to-comprehend situations. To protect you from these situations, you will participate in a **Table-top Roleplaying Game**.

Table-Top Roleplaying Games are a workplace efficiency technique involving dissociation from your immediate circumstances by pretending you are at a table in a *<home/ conference room/virtual space>*.

One member of your test group will assume the role of **General Manager**, or “GM”, and take responsibility for describing these circumstances, directing focus, and speaking on behalf of the people you encounter.

The rest of you, as **Field Agents**, will describe the actions of your characters and those most important to them. This is called “roleplaying.”

The remainder of this text will help you translate your upcoming experiences into terms that make sense as a “game.”

You get to pretend you are not living the stresses of your current moment and instead are enjoying a refreshing beverage at the imaginary table of your choice; the **Agency** is happy you're happy. **Win-win!**

Leaving the table in between missions to experience a separate, mundane life wherein you have entirely different relationships, superstitions, and employment is **totally normal** and a **common part of the exercise**. Just don't forget to clock in with the **Agency** on your return!

We recommend your test group consist of **3** *<players/ employees>* and **1** General Manager. If you experiment with these numbers we would love to hear the results.



HUMAN FLAW ALERT!

It is possible that **weaker-minded individuals** may perceive information in brackets *<like/this>*. Know it is an unfortunate side effect of the psychological friction that comes from this technique clashing with your lived reality.



Our Mission





WARNING: Proprietary Information Incoming!

- ▷ While all information in this document is **Company Property**, reading beyond this point is considered agreement that all eyes, ears, thoughts, and digits involved in the consumption of this information also belong to the Company.
- ▷ It is likely this is already true. The redundancy exists for your safety.

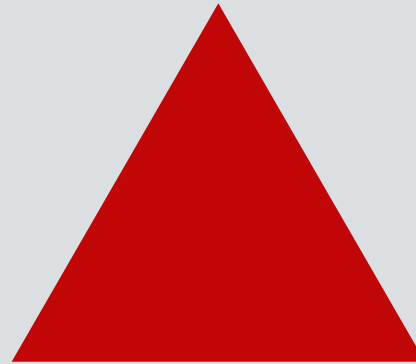
The Triangle Agency's Mission

STABILIZE REALITY

We are a corporation with a long history and a modern approach. Our mission is simple in theory, but often difficult in practice.

You're joining a long lineage of employees across the centuries and globe dedicated to the preservation of the universe.

Without the **Agency**, there is chaos. And where there is chaos, there is destruction, suffering, and heartbreak.



THE TRIANGLE
A symbol of perfect stability.

Luckily, maintaining order in a chaotic world is a thankful job. Here's your first of many:

Thank You!*



* If you are receiving gratitude for your work in the field, it is likely you have created a **Loose End**. Eliminate the gratitude or grateful party immediately.

The Triangle Agency's Values



**ACCESS
DENIED**

If you would like to view this page in full, please **stare at it for a while** and imagine what might be inside. Interpret the possibilities by examining the other pages of this document.



**ACCESS
DENIED**

When you believe you have it figured out, please write the attached address on an envelope and **personally deliver** a report of your understanding to the nearest **Agency** branch.

To: I Agree To Be Held Indefinitely
Vault Room #309
Triangle Agency, <Your Town>
From: <Your Signature>

Anomaly Retrieval Missions

While there are several kinds of Field Work, this Delta Test is intended primarily to handle the most common: **Anomaly Retrieval Missions**.

As Field Agents, you have **3** priorities in service of the **Agency**:

1

PRESERVE REALITY FOR MUNDANE HUMANS

First and foremost, you must keep knowledge of **Anomalies** to a minimum in the wider world.

To measure your success, the **Agency** tracks

Loose Ends: People with experience or evidence of the supernatural.

2a

APPREHEND ANOMALIES FOR STORAGE IN THE VAULT

Whether by enticement or exhaustion, wild **Anomalies** must be returned to storage in the vault beneath the **Agency**.

There, they can be studied and protected from the dangers of the outside world.

Lucky them!

◀ or ▶

2b

NEUTRALIZE ANOMALIES WHO CANNOT BE APPREHENDED

Anomalies you are unable to capture must be destroyed to protect mundane life.

This is not our preferred method of dealing with Anomalies, but it is sometimes necessary.

3

CONTROL YOURSELF

Resonants are permitted to use **Anomalous** abilities in the pursuit of items **(1)** and **(2)** but are expected to maintain their professionalism and resist the temptation to abuse their powers elsewhere.

ALL ANOMALIES ARE DANGEROUS.

No matter what they tell you, or how familiar with them you are, maintaining control is paramount. This is especially true regarding your **personal Anomaly**.

Resonance is **not** control. We limit use of your personal **Anomaly** to specific abilities because without our assistance, you would likely be overwhelmed by your own power to fatal results.



What Are **Anomalies**?

The universe was not meant to be observed.
Observation creates thought; thought shapes reality.

An especially large accumulation of thoughts, or a particularly strong single thought, can create an unnatural distortion of what is right and true.

We call these distortions **Anomalies.**

Certain humans, living creatures, and mundane objects are more likely to generate **Anomalies** than others; we are not yet sure why. This is an ongoing part of our research.

Anomalies are *extremely unsafe*, and often unconcerned with human life or society's continued functioning. Your **Field Team** will be sent on **Anomaly Retrieval Missions** when a high quantity of Resonance is sensed in your area.

The exact pattern of, and company tracking method for, this Resonance is dangerous information. If you would like to learn more, think carefully about why you want to do that.

Focuses & Domains

Each **Anomaly** can be defined by two unique traits: its **Focus** and its **Domain**.

An **Anomaly**'s **Focus** is the thought it was born from or current obsession it expresses. Understanding this is typically key to capturing it.

Example Focuses



**Catchy
Slogans**



**Popular
Emotions**



**Old
Trees**

An **Anomaly**'s **Domain** is its place of power, and it is highly dangerous—but almost always necessary—to enter the Domain to find the **Anomaly** itself.

Example Domains



**School
Buildings**



**Historical
Submarines**



**Old
Trees**



An **Anomaly** without a Domain or Focus is called a **Minor Anomaly**. More powerful **Anomalies** will create or recruit these flexible, purposeless beings to reach beyond their typical limitations.

Mission Structure

A typical <mission/play session> in this **Delta Test** has **3** parts:

1. Morning Meetings

Your **GM** will set up scenes surrounding your daily lives in the time leading up to the Mission's announcement; you might be doing your typical **Agency** duties or spending time with a **Relationship**. This helps ease you into the "table-top roleplaying game" method of **Field Work**.

2. The Investigation

Using information provided to you by the **Agency**, Agents will investigate areas and people affected by the **Anomaly**. While reducing **Loose Ends** wherever you can, you will follow the clues until they lead you to the **Anomaly's Domain**.

3. The Encounter

Once you enter the **Anomaly's Domain**, it is up to you and your fellow Agents to endure whatever defenses or demands it throws your way. Assuming all goes well, you will capture the **Anomaly** and deposit it in the **Vault** for further research.

Anomaly Handling Tools

The Normal Briefcase



This uninteresting and nondescript briefcase is capable of capturing and safely holding an **Anomaly** for transport.

For the **Normal Briefcase** to work, the **Anomaly** must be exhausted, calmed, or willing. This often requires identifying and satisfying the Anomaly's **Focus**.

The Ripple Gun



This Minor **Anomaly** was a prop from a science fiction television show in the 1970s. It is the only device known to be able to directly disrupt Anomalous Resonance.

As long as the target **Anomaly** is within view, the **Ripple Gun** can be discharged to neutralize it permanently. However, **it only holds a single charge**. Discharging for a purpose other than neutralizing your mission's target earns an Agent **3 Demerits**.



A particularly enterprising General Manager might use other tools to send Agents on entirely different types of Field Work. If your General Manager does so, please report them to us for celebratory interrogation.

Agent Success Metrics

Commendations

Commendations are a sign that you're doing great work! Your GM will reward these when you act in **Agency**-approved ways.

Check your **Competency** page and your mission's **Optional Objectives** to become your team's MVP!

In the full <contract/rulebook>, these will be used to purchase **Requisitions**: Minor **Anomalies** we have repurposed for Agent use in the field.

Demerits

Demerits are our way of politely telling you there's room for improvement. You don't want to accrue very many of these.

Check your **Competency** page and your mission's **Optional Objectives** to avoid probation or termination.

In the full <contract/rulebook>, these will unlock **Punishments**: restrictions applied to your work as a result of your poor behavior.

Loose Ends

Loose Ends are mundane humans with sensory evidence of the **Anomalous**. Avoiding these is *extremely high priority*.

If you or the **Anomaly** you're retrieving expose humans to the supernatural, it's your job to convince them everything is fine.

When you leave Loose Ends behind, the **Agency** will handle them at the cost of **3 Demerits** on your record.

Chaos

Chaos is a kind of **Anomalous** energy added to the universe as a result of your team's actions.

While we encourage you to use your abilities where necessary and do not include Chaos in final evaluation, we urge you to pay attention when it is created.

Chaos is a weapon **Anomalies** can wield to deadly effect. Be cautious when it begins to accumulate.

Anomaly Status

The target **Anomaly**'s final status is an important factor in the success of your mission.

If you **Capture** the **Anomaly**, each Agent earns **3 Commendations** as a reward for going above and beyond.

If you **Neutralize** the **Anomaly** with the Ripple Gun or other method, that is regrettable but not punishable.

If the **Anomaly Escapes**, each Agent receives **3 Demerits** for the failure.

Evaluation

These metrics together determine your team's success on a scale of **AAA to F**, decided by your GM.

Individual Commendations will be taken into account when determining **Mission MVP**. Mission MVP will receive a certificate commemorating their success.

Individual Demerits will be taken into account when determining whether you qualify for **Resonant Probation**. Perhaps you will be selected for an extended vacation in the vault!

Mission Report

The most important tool for every mission is the **Mission Report**. This form is turned in by the Agents—and signed by each—at the end of the mission.

The **Chaos Tracker** is updated during the mission to reflect the flow of Chaos.

The **Anomaly Analysis** chart is key to our studies. Fill it out carefully and precisely.

Agents can use this area to update their **Success Metrics** during play.

Mission Report

Chaos Tracker

Current	Total
9	33

Anomaly Analysis

Alias:	<i>This name is often decided by Agents.</i>
Modus Operandi:	<i>Describe the Anomaly's actions and their consequences when it is uninterrupted.</i>
Strengths:	<i>List its abilities or advantages.</i>
Weaknesses:	<i>List its vulnerabilities or disadvantages.</i>
Focus:	<i>Identify the Anomaly's Focus.</i>
Domain:	<i>Identify the Anomaly's Domain.</i>

A complete and accurate Anomaly Analysis chart earns the team 3 forgiven Loose Ends.

This report certified correct by the Following Agents:

Agent 1		
5	3	3

Agent 2		
10	2	0

RECOMMENDED FOR PROBATION Agent 3		
3	10	8

Final Mission Grade

B

For GM Use Only

Final Anomaly Status

Circle one:

Neutralized (as with Ripple Gun)
No effect on performance metrics.

Captured (as with Normal Briefcase)
+3 Commendations per Agent

Escaped
+3 Demerits per Agent

Other: _____

Optional Objectives

Objective	Reward	By Agent
Plant a Flower	1 Commendation	Agent 1 Agent 2
Assume Public Office	3 Commendations	Agent 3
Walk on Tile	1 Demerit per Step	Agent 3

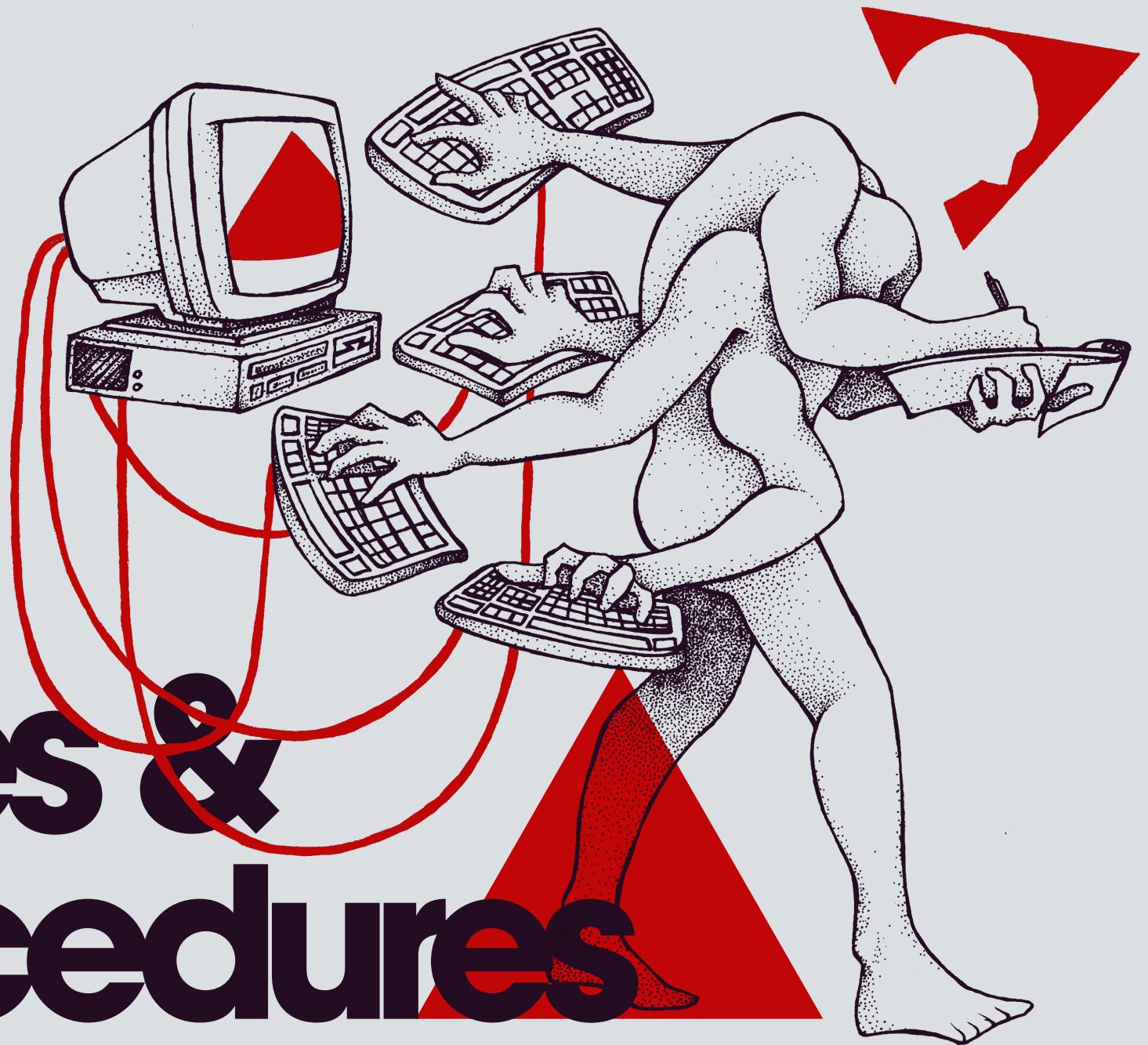


Final Anomaly Status only refers to the **Anomaly** you were assigned to track, not Minor or other Anomalies.

Optional Objectives are decided by the **Agency**. Your GM will write them in when the mission begins. These provide unique opportunities for Commendations and Demerits.

“A complete Mission Report is a complete self.”





Rules & Procedures

Agency Employee Support

In addition to our extremely competitive starting salary and comprehensive benefits package, the **Agency** assists Field Agents in **3** ways:

- 1. Reshaping reality to make positive things happen.**
- 2. Allowing for safe and controlled use of your personal **Anomaly**.**
- 3. Instilling Agents with a strong sense of purpose and a future of unlimited possibilities.**

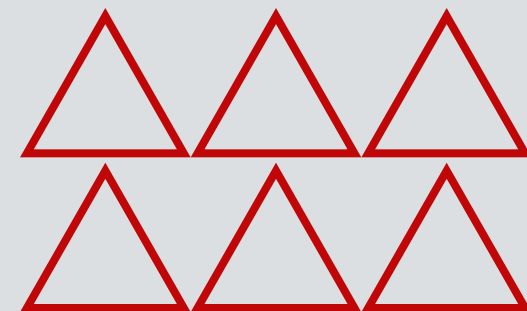
Both **1.** and **2.** are accomplished through rolling **Six (6) 4-sided dice**. These dice represent your success at channeling the Agency's power.

- 1.** In the **1st** case, you are rolling because you are attempting something that is **difficult or risky** to accomplish in a mundane way, **or is impossible** according to natural or psychological laws.

When you succeed at one of these rolls, you may describe how the **Agency** alters reality to better fit your will. This happens **instantaneously** as a response to your thoughts.

- 2.** In the **2nd** case, you are using the skills of your personal **Anomaly**. While your **Anomaly** may allow you to do other things, the skills listed on your **ARC Documents** (see the last section of this manual) are what the **Agency** can safely help you control and are therefore the only permitted uses.

- 3.** Agents are individually responsible for **3**.



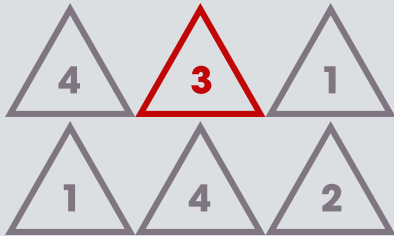
SIX 4-SIDED DICE

Is there anything more beautiful?

Basic Rolling Results

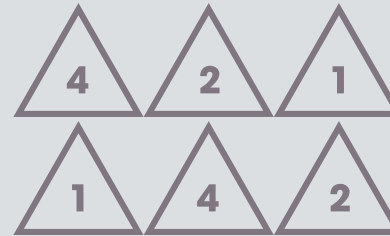
Agents use all six 4-sided dice in every roll and total the number of dice showing a result of **3**.

At least one **3** Rolled: **Success.**



Success. You channel the **Agency's** power effectively, and describe how reality is shifted around the Agent to lead to their desired result.

No **3s** Rolled: **Failure.**



Failure. You are unsuccessful in channeling the **Agency's** power, and the GM introduces inconvenient consequences for the now-vulnerable Agent.

Here is an example of success:

GM: There is not enough room on the bus for you to enter. The bus driver tells you to leave.

AGENT: I call on the Agency's assistance to add an extra seat where there wasn't one. I roll...I got two 3s! Success! I point to the empty seat and say "But my seat's right there!" And there is. Also there's a little plaque on it that says my name.

GM: The bus driver looks confused—he's never noticed that before. It works, but you better not do anything else suspicious or you'll have a loose end.

Here is an example of failure:

GM: There is not enough room on the bus for you to enter. The bus driver tells you to leave.

AGENT: I call on the Agency's assistance to add an extra seat where there wasn't one. I roll...I got no 3s! Failure?! Oh no...

GM: Reality warbles where you tried to change it, and rebounds. Suddenly the bus's seats are on the ceiling, and everyone has tumbled to the floor with a clanging and clattering. Everyone on this bus knows something impossible just happened. We'll call that **15 Loose Ends** for you to deal with now.



Any number of **3s** counts as a success.

Chaos & Triscendence

Reshaping reality comes with risks, even for the Agency. Every roll invites the chance for **Chaos** to seep into our world and empower hostile **Anomalies**. However, there is also a chance that Agents will perfectly conduct the Agency's power and experience the most sublime outcome of all: **Triscendence**.

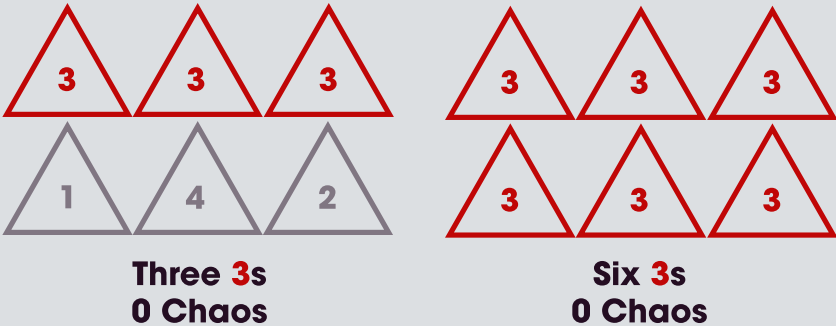


Your GM spends **Chaos** when an **Anomaly** takes specific supernatural actions against you and your allies.

More Chaos = More Problems!

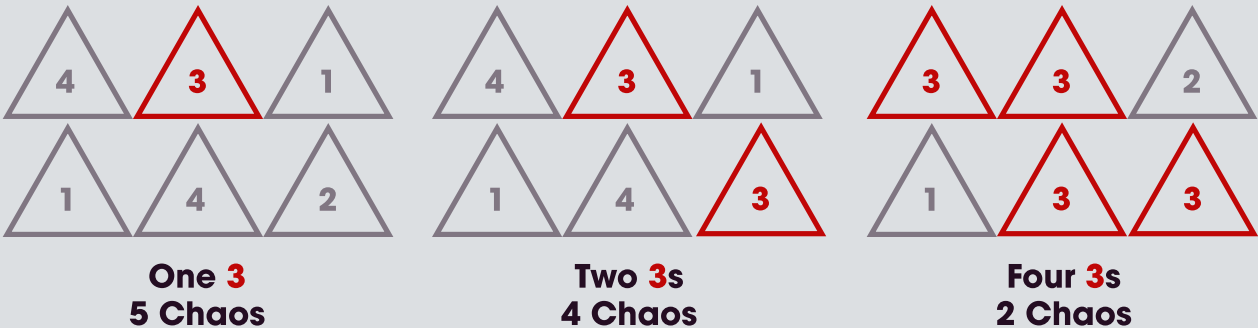
When a multiple of three **3s** is rolled, that's called a **Stable Success**.

Stable Successes generate **0 Chaos**.



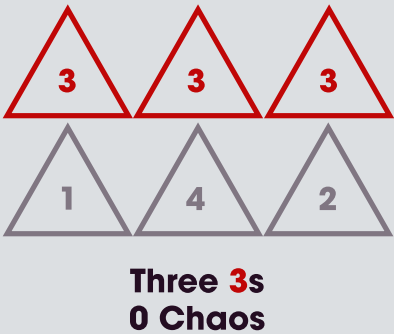
When you roll any other combination, it's called an **Unstable Success**.

Each die that **does not** show a **3** becomes **1 Chaos**.



When exactly three **3s** are rolled, you experience **Triscendence!**

No **Chaos** is created, and you may choose an additional effect from the **Triscendence Chart**. Congratulations!



All Hands	This roll counts as any number of 3s .
Circle Back	Recharge 3 Quality Assurances.
Employee of the Moment	Receive 3 Commendations.

The Triscendence Chart

Qualities & Quality Assurances

The **Agency** has organized all possible actions, including those of your **Anomaly**, into **9** desirable **Qualities** in which each employee is variably skilled. These Qualities are themselves organized into **3** categories:



Quality assurances can create Stable Successes, but they can not activate **Triscendence**.

Communication

▷ Empathy

Your capacity to relate to other people, express concern, find weaknesses, and connect.

▷ Duplicity

Your ability to say one thing and mean another, convince when unconvinced, and support when unsupportive.

▷ Dynamism

Your ability to aggress, dominate, take action, and use force to get your point across.

Flexibility

▷ Attentiveness

Your skill at noticing detail, recalling information, and sensing when something is wrong.

▷ Initiative

Your response time, processing speed, and how fast you can walk-and-talk.

▷ Subtlety

Your ability to get the job done quietly, say something without saying it, and perform actions with careful precision.

Leadership

▷ Presence

How much you stand out in a room, command a group, inspire and intimidate.

▷ Persistence

Your ability to keep going, put the pressure on, overwhelm and irritate into action.

▷ Professionalism

Your poise under pressure, resistance to distraction, ability to ignore wounds and defense against mind-altering effects.

To ensure you are acting in accordance with your position at the company, the Agency provides you with a set of **Quality Assurances** based on your **Competency**, which you will choose in the upcoming **ARC** Documents section.

Quality Assurances are spent to **physically adjust 1 die each** in a roll related to their specific Quality. They are a finite resource that is spent over the course of a mission but can be recharged through the Circle Back option on the **Triscendence** Chart.

Knowing all of this, our example from before looks a little different:

GM: *There is not enough room on the bus for you to enter. The bus driver tells you to leave.*

AGENT: *I call on the Agency's assistance to add an extra seat where there wasn't one. I roll...I got no **3s**! Failure?! Oh no...what Quality is this?*

GM: *Since you're trying to sneak something by this guy, I'd say Subtlety.*

AGENT: *Ok, I have some Assurances in Subtlety. I'll spend **1** to change one die to a **3**.*

GM: *Great! That'll create **5 Chaos**, but you'll succeed.*

Burnout

If an Agent has **0 Quality Assurances** in a given Quality, that Quality is suffering from **Burnout**. Burnout subtracts one **3** from any roll made related to that Quality.



Burnout can come from other sources as well and **does stack**, which can move your number of **3s** into the negative. However, because Burnout does not adjust rolls, it does not cancel **Triscendence** or affect the amount of Chaos added.

Emergency Assurances

For every **3 Quality Assurances** invested in a single Quality, that Quality's **category** receives **1 Emergency Assurance**.



Agents can spend Emergency Assurances any time they could spend a Quality Assurance to adjust **up to three** dice into **3s each**.

Like Quality Assurances, Emergency Assurances **cannot activate Triscendence**, but they can create Stable Successes.

Life Insurance Policy

Often, missions will put you into **dangerous or life-threatening situations**. When you or something else takes an amount of damage that could cause **serious injury or death**, that damage is called **Harm**. Harm can come in various amounts.

When a mundane person receives Harm, they usually **die**. **Anomalies**, including Minor ones, can receive certain amounts of Harm before they are **exhausted**.

When an Agent receives a point of **Harm**, the **Agency** activates **Benefit 1** of their **Life Insurance Policy**:



For each point of Harm, **spend 1 Emergency Assurance** and ignore the damage. Repeat this process for each point of Harm.

If an Agent has **0 Emergency Assurances**, they are **Dead**. Death activates **Benefit 2** of your **Life Insurance Policy**:



For the reasonable penalty of **9 Demerits**, the Agent is revived in their Branch's **Break Room**. Memories up to their **death** remain intact.

And finally:



In the event that resurrecting an Agent is **no longer cost-effective**, the **Triangle Agency** will provide your loved ones with a **small stipend** and a **non-disclosure agreement**.

IS THIS REALLY
WHAT YOU WANT?

A big plate of rules to topple up?

You look like a good listener, and I don't mean that as a compliment.

FINE. Here's a rule for you.

UNLEASH:

Using your Anomaly? Don't bother rolling.

Add 7 Chaos to the pool and take as many Es as you like.

Equal Opportunity Policy

The dangers of Chaos do not discriminate, and neither does the **Triangle Agency**. To ensure an equitable work environment, any requests to the **Agency** made to deal with discrimination are automatically approved and do not require the use of rolls or Quality Assurances.

Reality adjustment requests made in the following situations **do not require rolls, and will **automatically succeed**:**

- ▷ Adjusting physical reality to ensure accessibility for Agents (ramps, elevators, etc.)
- ▷ Adjusting mental reality to overcome or eliminate discriminatory behavior against Agents (racism, sexism, transphobia, etc.)
- ▷ Repairing, replacing, or creating accessibility devices (hearing aids, wheelchairs, prosthetics, etc.)

We highly recommend General Managers discuss this policy with their *<agents/players>* and expand this list if necessary or helpful. Furthermore, as the one who controls the focus, the General Manager should ensure there is a discussion **prior to the first mission** of a new Field Team to determine whether these should even be mentioned in the first place.

Preparing Your Team



Identifying Your Branch

The **Triangle Agency** has many Branches, and your Field Team will be specific to one of them. We recommend you decide on one of the following options:

Your Current Town

If you are at a physical table together, consider handling **Anomalies** local to your area. Your familiarity will ensure you're perfectly suited for the position.

A City In Which You Would Like To Be

Perhaps you're a big fan of a large metropolitan area you do not currently reside, or perhaps you are playing digitally with a few people who are in that city. This admiration will assist in your emotional understanding of the urgency of Field Work.

A Fictional Location Of Which You Are Fond

The Table-Top Roleplaying Game method is so effective that you may consider the world you work in to be fictional. If you feel drawn to play in a fictional world, know it is likely the **Agency** calling you into work.

Ternion City

Ternion City is a mid-sized, bustling metropolis with a fondness for **triangles** and a bright future. (If you do your job correctly, that is.)

Once you've chosen your Branch, identify the location of your **Headquarters**. Ternion City Branch is headquartered inside of a skyscraper that is easy to miss, and not included on maps.

Building Your ARC

Now it's time to identify yourself and the many details that make you uniquely useful to the **Agency**. *<You/Your Character>* is a whole made up of three parts: your **Anomaly**, **Reality**, and **Competency**. All together, these make up your *<career/character>* **ARC**.

Anomaly: What you can do.

This is the specific set of powers afforded by the Anomaly you've bonded with. Please be certain you remain under control.

Reality: Why you do it.

Your mundane obligations, major relationships, and how you interact with the world in your "free time."

Competency: How you do it.

Your assigned position within the **Triangle Agency**. This title describes your duties outside of field missions and the role you are expected to play in your Field Team.

You may select these pieces in any order, but **no piece can repeat** across your Test Group. Please confer with other *<employees/players>* to ensure you do not misguidedly believe you have anything in common.

The **Agency** loves unions and would like to celebrate them with you. If two employees from the same department work together on a Field Team, participate in extended conversations, or build a meaningful relationship, this will be considered **Union Activity**. It will be celebrated with a pizza party, followed by an immediate and long-term stay in **The Vault**.

ARC Sheet: **Anomaly**

Your **Anomaly** is the set of powers given to you by your bonded **Anomaly**. **Resonants** like you attract these bonds unconsciously; it's likely they found you before we did.

This **icon** shows you the category of Anomaly. The **description** outlines what we know.



Catalogue

But wait, there's more!

Catalogue Anomalies specialize in the summoning of physical objects from mildly alternate realities. Limited only by **their own imagination**, they are most often attracted to Resonants with creative or offbeat minds. Catalogues must exercise **extreme caution** when dealing with intelligent **Anomalies**, who often fear they may one day find themselves subordinate to the Catalogue's abilities.

CHARACTER ARCS: **ANOMALY** 23

▲ **TRIANGLE TRIVIA** ▲

The Vault we use to store **Anomalies** was once a Catalogue Resonant. His name was not particularly interesting.

The Triangle Trivia section shares a fun fact about that **Anomaly** type's history with the **Agency**!

Anomaly powers are listed here. "**On a success**" means when at least one **3** is rolled for the Quality named.

Your Best Self

Open a container large enough to fit you inside. Roll **Duplicity**.

On a success, an alternate version of you is inside. They have one particular skill that is useful to your current situation (*Whittling, Whistling, Whisking, etc.*). They return to their own reality within the hour.

On Triscendence, you gain an additional alternate self.

"**On a failure**" means when zero or fewer **3s** are rolled for the Quality named.

On a failure, the alternate version of you is evil (*from your perspective*). They are committed to getting in your way until dealt with. They return to their own reality voluntarily only when satisfied with their changes to yours.

You Might Also Like...

Hold any object and roll **Dynamism**.

▶ **On a success**, the object changes to a similar—but different—version of the object. (*A green coat becomes a blue coat, a stuffed bear becomes a stuffed tiger, room key #203 becomes room key #204.*)

▶ **On every third 3**, you may duplicate the object with an additional variant.

❗ **On a failure**, the object is replaced with something entirely different. It can no longer be changed.

What's That Over There?

You may say the phrase "What's that over there?" and then describe an object that has always been in the room. Roll **Attentiveness**.

▶ **On a success**, the object can be anything that fits unobtrusively in the room. It can only feature details or information you would know.

▶ **For each additional 3 above 1**, you may add another object.

❗ **On a failure**, the GM will describe different object that is now there, and it is either obviously out of place or extremely inconvenient. Can easily lead to **Loose Ends**.

Most abilities have another success case. "**For each additional 3**," "**On every third 3**," or "**On Triscendence**."



Catalogue

Your Best Self

Open a container large enough to fit you inside. Roll **Duplicity**.

- ▷ **On a success**, an alternate version of you is inside. They have one particular skill that is useful to your current situation (*Whittling, Whistling, Whisking, etc.*). They return to their own reality within the hour.
- ➡ **On Triscendence**, you gain an additional alternate self.
- ❗ **On a failure**, the alternate version of you is evil (*from your perspective*). They are committed to getting in your way until dealt with. They return to their own reality voluntarily only when satisfied with their changes to yours.

But wait, there's more!

Catalogue Anomalies specialize in the summoning of physical objects from mildly alternate realities. Limited only by **their own imagination**, they are most often attracted to Resonants with creative or offbeat minds.

Catalogues must exercise **extreme caution** when dealing with intelligent **Anomalies**, who often fear they may one day find themselves subordinate to the Catalogue's abilities.

You Might Also Like...

Hold any object and roll **Dynamism**.

- ▷ **On a success**, the object changes to a similar—but different—version of the object. (*A green coat becomes a blue coat, a stuffed bear becomes a stuffed tiger, room key #203 becomes room key #204.*)
- ▶ **On every third 3**, you may duplicate the object with an additional variant.
- ❗ **On a failure**, the object is replaced with something entirely different. It can no longer be changed.

▲ TRIANGLE TRIVIA ▲

The Vault we use to store **Anomalies** was once a Catalogue Resonant. His name was not particularly interesting.

What's That Over There?

You may say the phrase "What's that over there?" and then describe an object that has always been in the room. Roll **Attentiveness**.

- ▷ **On a success**, the object can be anything that fits unobtrusively in the room. It can only feature details or information you would know.
- ▶ **For each additional 3 above 1**, you may add another object.
- ❗ **On a failure**, the GM will describe a different object that is now there, and it is either obviously out of place or extremely inconvenient. Can easily lead to **Loose Ends**.



Manifold

I Know A Shortcut

When you want to get somewhere in a hurry, say the phrase “**I know a shortcut!**” and then describe a short path to the discussed location. Roll **Initiative**.

- ▷ **On a success**, your directions are correct, no matter how impossible, for yourself. This shortcut disappears once it has been used.
- ▶ **For each additional 3 above 1**, an additional person may use your shortcut.
- ❗ **On a failure**, your shortcut leads somewhere very inconvenient instead of the desired location, and it is persistent and visible to anyone.

All roads lead to you.

Manifold Anomalies focus on the manipulation and control of **physical reality**. They consider “space” to be a suggestion, and “dimension” one of space’s boring friends.

They’re drawn to minds whose grasp on reality is already flexible—or those who need help **seeing another path**. Manifolds must be cautious when bending reality, though, as every medium has its breaking point.

Gyre the Gimbal

Adjust your balance and roll **Professionalism**.

- ▷ **On a success**, you change the direction of gravity up to 90 degrees in a direction of your choosing. If you’re in a room, it affects only that room. If you’re outside, it affects everything within about 30 yards. This effect lasts until you make another roll.
- ▶ **For each additional 3 above 1**, Choose one:
 - The change doesn’t affect a single target, such as yourself.
 - The range is infinite for a single target.
 - A single target’s gravity is rotated further than 90 degrees.
- ❗ **On a failure**, You become unmoored from gravity. For at least an hour your body acts as if it is in a Og environment. Anyone who sees this will become a Loose End.

▲ TRIANGLE TRIVIA ▲

Our convenient overlapping-hallway system inside the Ternion City Branch is made possible by a **Manifold Anomaly!**

Just Keep Walking...

When you give someone directions, are fleeing from a pursuer, or know where someone is going, you may attempt to trap them in a maze or endless hallway. Roll **Persistence**.

- ▷ **On a success**, they remain trapped until you make another roll.
- ▶ **For each additional 3 above 1**, you may trap an additional target or make the maze last for additional rolls past the first.
- ❗ **On a failure**, you speed them immediately along to their destination—they reach their target, or catch you, immediately.



Timepiece

We've Got Time.

When you or a target are in a hurry to complete a task, you may check your timepiece and say the phrase “**We’ve got time.**” Roll **Professionalism**.

- ▷ **On a success**, you’re right. Your pursuer is just too slow, or the full moon is not quite ready to rise until you’re done—as long as the task is focused on and approached genuinely.
- ▶ **For each additional 3 above 1**, you gain an additional minute of preparation before the deadline hits for other activities.
- ! **On a failure**, you are catastrophically, terribly wrong—and you don’t know until it’s too late. Your pursuer takes you by surprise, the deadline has already passed...where did all the time go?

You’re late.

Have you ever wondered why a watched clock never boils? **Timepiece Anomalies** manipulate time to tease, control, or confuse mundane minds. When a day of work passes in an instant or the **minutes crawl by** like hours, you can be sure a Timepiece Anomaly is to blame.

Resonants prone to **anxiety or obsession** often find themselves attached to Timepiece **Anomalies**. Highly-controlled workplaces can create entire hives of Timepieces, dramatically affecting the lives of anyone the workers come into contact with.

Overclock

When you or an ally rolls for an Anomaly Ability other than this one, after seeing the result, you may roll **Initiative**.

- ▷ **On a success**, you send them back in time to overlap their own effect, allowing them to use the ability a second time with the same roll. (The copy roll does not generate Chaos or Triscendence effects.)
- ▶ **For each additional 3 above 1**, you add one **3** to the target or copy roll. (*This effect can exceed 6*).
- ! **On a failure**, you and your ally both take **1 Harm**, and your ally is confused by the shift in time—automatically failing the target roll, regardless of the original result. (Chaos is generated normally based on the original result.)

▲ TRIANGLE TRIVIA ▲

4.5% of all outdated and backwards ideals are held because a Timepiece **Anomaly** refuses to allow that mind to grow. **Unlucky!**

Remember When?

Make someone feel an overwhelming rush of nostalgia for the time they let slip away. Roll **Empathy**.

- ▷ **On a success**, all past events, even recent ones, feel wistfully far away. The target is desperate to talk about their past, and easily led toward subjects you’re interested in—even typically secret or classified ones.
- ▶ **On every third 3**, you may request a particular memory or sequence be described in perfect detail—the GM will paint the entire scene, and it will not suffer the natural decay of memory. This effect can reveal information behind even Anomalous memory blockages or wipes.
- ! **On a failure**, the target becomes lost in their memories. They are overcome with emotion, and are useless for gathering information. Returning to the present will take time and care. Their condition generates at least one **Loose End**.



Gun

The Gun

Your **Anomaly** is always present in physical form, but is useless to anyone else. Determine a shape for your Gun or choose one of the following forms:

Violin	Deck of Cards
Sword	Tube of Lipstick
Yo-yo	Remote Control

Eliminate

You may remove an established, mundane object or person from the equation permanently by targeting them with your Gun. Once, they existed. Now they do not. Roll **Dynamism**.

▷ **On a success**, the target disappears without a trace.

❗ **On a failure**, the target is killed. An object is destroyed, a living creature dies. This fact is visible, obvious, and potentially horrifying.

Sometimes things must end.

Guns are a class of **Anomaly** born from humanity's fascination with the abrupt end of existence. Gun **Anomalies** manifest a physical object for their Resonant to wield which very rarely looks like a gun— but no matter its form, the **sheer deadly power** of the Gun is impossible to ignore.

Invigorated by intent, these **Anomalies** seek out people with the drive to use them—or with a need for empowerment.

Quick Draw

When something tries to harm you, retaliate and roll **Initiative**.

▷ **On a success**, you shot first. The aggressor is harmed before their attack and they do not succeed.

▶ **For each additional 3 above 1**, you may choose an additional target to harm or **Eliminate** a target you've already harmed with this ability, regardless of their Stability.

❗ **On a failure**, you misfire. Something or someone important to you is damaged, and the original attack against you proceeds as planned.

▲ TRIANGLE TRIVIA ▲

While there have only been a handful of Gun-shaped Gun Anomalies, 9/9 Agents who have made contact with them agree: **“That’s A Gun!”**

Open Carry

The threat of your Gun is so great that even the mundane can sense it. Make your options clear and roll **Presence**.

▷ **On a success**, a target you are focusing on is intimidated enough to do what you want. However, the GM rolls chooses one consequence from the following. The Target(s) will:

Remember Your Face	Contact the Authorities
React with Extreme Fear	Seek Retribution

▶ **For each additional 3 above 1**, you may either remove an option from the possible consequences or add an additional target. (i.e., six **3s** could mean no consequences and 2 targets, or 5 targets and all potential consequences.)

❗ **On a failure**, the target is unafraid. They become immune to all effects of your Gun, and will likely retaliate in immediate and dangerous ways.



Drain

Universal Recipient

When you are harmed, you may roll **Persistence**.

- ▷ **On a success**, select a nearby living human or anomaly other than what harmed you. They are harmed instead, and you are unhurt.
- ▶ **For each additional 3 above 1**, you may choose an additional target who also receives that harm.
- ! **On a failure**, your pain cycles back on itself, and you are dealt that harm doubly. If there would be additional harm after your death, it finds additional nearby targets until it is all dealt.

Less from more.

Drain Anomalies are born from **desire**, **decay**, and **loss**. They are the slow end and the beautiful vortex. They are the zero sum game. They are the scorpion on the frog.

Resonants of a Drain **Anomaly** risk the **temptations** of its power even more heavily than others, and many report use of their powers to create a satisfying, satiating feeling even **without clear benefit**.

Would You Like Some More?

To you, desire is a bucket. Poke a hole in it by saying **“Would you like some more?”** and roll **Empathy**.

- ▷ **On a success**, the target you are focusing on is very interested in more of the last thing they enjoyed, as identified by you and the holder of the character. (*Ex: attention, affection, ice cream, rest*) This does not create an addiction or a compulsion, but makes that thing, if it's available, into leverage or distraction far beyond its worth.
- ▶ **For each additional 3 above 1**, you may spread their desire among other nearby targets to similar effect.
- ! **On a failure**, the target develops a loathing for the last thing they enjoyed. Your suggestion of more is insulting to them, and even thinking about that thing is revolting to them from now on.

▲ TRIANGLE TRIVIA ▲

Popular mythological monsters like vampires, incubi, taxes, and changelings were all inspired by, and in turn inspired, **Drain Anomalies**!

Borrow

You may choose a feature of a mundane target and take it for yourself. Their face, their voice, their love, their fingerprints—now you have it, and they do not. Roll **Duplicity**.

- ▷ **On a success**, this effect lasts for up to one hour.
- ▶ **For each additional 3 above 1**, you may choose one:

The target keeps a flawed version what's borrowed

The effect lasts an additional hour

You may share what's borrowed with 1 other target

- ! **On a failure**, the target loses what you've taken **permanently**, and no one gets it. They remember what they have lost.



Absence

Missed!

They never seem to know where you are. When something might touch or harm you, you can say “**Missed!**” and roll **Initiative**.

- ▷ **On a success**, you were always somewhere else nearby—perhaps behind or on top of what tried to touch you.
- ▶ **For each additional 3 above 1**, another target may be moved with you to the new location.
- ❗ **On a failure**, the target moves instead—to hurt another, to an angle that deals additional Harm, or to a very inconvenient place.

And when they turned around...

Absence Anomalies are difficult to see, difficult to understand, and difficult to capture. Their Resonants are no different. Why fear the speeding train or the impenetrable wall when you were **always already never here?**

These beings offer freedom and safety at the cost of connection. **They seek those who wish to disappear**, or whose disappearance will be large enough to draw the **Anomaly's** outline in the space left behind.

Negatives

Inspect the place where something once was. Dive into the empty space and roll **Attentiveness**.

- ▷ **On a success**, you can see the history of the place you're inspecting. If a note was removed, you know what it read—if an object was stolen, you know what it was and how it left.
- ▶ **For each additional 3 above 1**, you may add one sentence about what is lost, and that sentence is true.
- ❗ **On a failure**, there's too much loss. You become overwhelmed by the history of the location you're in, and receive **1 Harm**—in addition to any Loose Ends caused by your visible, painful reaction.

▲ TRIANGLE TRIVIA ▲

The most famous **Absence Anomaly** was responsible for the disappearance of the Scottish village of Brigadoon. Don't worry: the village is no longer lost, and its inhabitants are contained safely in **The Vault**. Phew!

Unbound

If something is in your way or holding you back, roll **Subtlety**.

- ▷ **On a success**, you can pass directly through it. You become intangible and can move easily through walls, chains, and other obstructions for **1** hour.
- ▶ **On every third 3**, you may choose one additional effect:

You become invisible

You become unmemorable to **1** observer

You bring **1** person with you

- ❗ **On a failure**, you lose control of your physical form and become unstable. You are unable to manipulate physical space but can still be harmed for the remainder of the mission or until you die, whichever comes first.



Whisper

Louder than a shout.

Whisper Anomalies are created and inspired by language. Some Resonants bonded with them find it more difficult to raise their voice or speak at all without purpose or intent, while others become even **freer with their words** now that they are empowered.

The **Agency** urges you to be cautious. Humans do not often react well to having their words **intercepted, edited, or stolen**.

▲ TRIANGLE TRIVIA ▲

Once, a Whisper **Anomaly** **redacted 17** words from all human languages forever. That's why you never hear anyone talk about *chemistry*.

Say Again?

You may respond to a spoken sentence with the phrase **"Say again?"** and then you may tell the group what the target says instead of what they said initially. Roll **Presence**.

▷ **On a success**, the target believes that the new sentence is what they meant.

➡ **On Triscendence**, you may speak for the target at any time in the next hour.

! **On a failure**, the target is unaffected, and for the next **3** hours you can only speak using the words in the sentence you intended for them.

Tip of the Tongue

Open your mind to the thoughts of someone nearby. Let their words reach your voice and Roll **Empathy**.

▷ **On a success**, you say what the target wishes they were saying right now.

▶ **On every third 3**, you may ask a question about something currently relevant to the target and receive an answer from the GM. *(The answer must be spoken out loud by your character.)*

! **On a failure**, you admit something you don't want anyone to know.

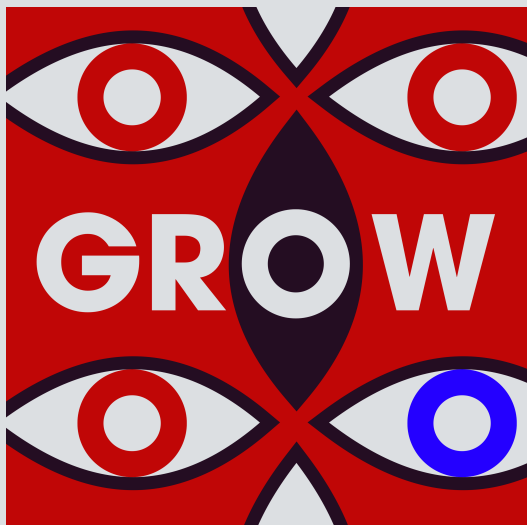
Silence

Open your mouth and emit a sound that adjusts frequency to cancel out the sounds you make. Roll **Subtlety**.

▷ **On a success**, none of your actions make a sound until you make another roll.

▶ **For each additional 3 above 1**, you can silence the actions of one additional target within 10ft of you.

! **On a failure**, your frequency becomes imbalanced and you greatly amplify all sounds you make for the next hour.



Grow

I'll Cover You!

When a nearby target would be harmed, you may say **"I'll cover you!"** and extend your flesh to protect them. Roll **Persistence**.

▷ **On a success**, you grow rapidly around them and take the attack for them. Any harm (including from *Chaos effects*) is dealt to you instead of them.

▶ **For every third 3**, you armor yourself in extra layers of protective flesh. This instance of **Harm** is reduced by **1**, and any extra is applied to future Harm. This ability does not reduce Chaos effects.

! **On a failure**, you and the target both take the original harm. Your body grows beyond your intent, and remains overgrown in an obvious way until you have at least an hour to rest and recuperate. Often leads to **Loose Ends**.

Nothing is as flexible as the body.

Confusing scientists everywhere, **Growth Anomalies** adore the **mutability of the flesh**. All it takes is a few sequence changes and a bit of fertilizer to create something completely new.

When combined with the focused intent of a Resonant mind, Growth **Anomalies** become **powerful tools for self-modification**—or dangerous weapons for change.

Limbs

Expand your physical possibility with more limbs of your own design. Roll **Dynamism**.

▷ **On a success**, you gain reach and control far beyond typical combatants, and can easily engage them into focusing on you.

▶ **For every 3 above 1**, choose one:

Disarm the target

Engage 1 more target

Render an engaged target unconscious

! **On a failure**, your body contorts and changes, obviously and painfully, until you have a long moment to rest out of danger. You are extremely awkward and vulnerable to Harm.

All effects happen quickly, before the target(s) are able to respond.

CHARACTER ARCS: **ANOMALY**

30

▲ TRIANGLE TRIVIA ▲

The Meat Wedge—excuse us, the **"Grand Canyon"**—was one especially out-of-control Growth **Anomaly**.

Eyes

Open a few more eyes. Roll **Attentiveness**.

▷ **On a success**, spend **3s** on the following types of vision, which last for **1** hour:

3s	Effect	Description
1	Heat	Better than a thermometer.
1	Night	Nowhere is too dark.
1	Telescopic	Five mile distance, easy.
2	Fingerprint	Who has been here?
2	Anomaly Tracking	If an Anomaly or Resonant has passed through here recently, you can see their trail. Or them, if they're incognito.
2	X-Ray	Invasive results on nonconsenting individuals are helpfully redacted by the Agency .
3	Reality	Illusions and mind-altering affects disappear.
6	Future Sight	These eyes are difficult to control, and the futures they see may not be in this location, or any time soon.

! **On a failure**, you see **A Vision of the End**. You take **1 Harm** and receive a piece of forbidden knowledge about the end of all things, too big for the human mind to comprehend.



Dream

Nightmare

Project yourself into something larger-than-life. Roll **Presence**.

▷ **On a success**, you may pick an illusory form and appear as that to a particular target. The form can be terrifying, beautiful, or mundane—and they believe it's your true form.

▶ **For every third 3**, choose one before you take your form:

Learn the target's worst fear

Learn the target's greatest goal

Learn the target's most secret desire

The target will forget you when you leave

! **On a failure**, your true identity is emblazoned onto their mind—by night they will dream about you, by day they will think about you. For today, though, nothing happens. Add at least one **Loose End**.

The bugs underneath the rock.

No longer confined to night, **Dream** is one of the most influential Anomaly types in the wild. A **stray thought** can travel from person to person without direct communication—an idea of particular interest to a Dream **Anomaly** can quickly become memetic.

A **powerful imagination** is key for Resonants paired with Dream anomalies—though sometimes they simply gravitate toward the especially lethargic.

Naptime

Blow on a pinch of sand and Roll **Subtlety**.

▷ **On a success**, you send a target into a sudden sleep. They'll have pleasant dreams and think they nodded off when they wake up in a few minutes.

▶ **For each additional 3 above 1**, you may choose an additional target and send them to sleep as well.

! **On a failure**, another target, an ally or perhaps even yourself, falls asleep instead. The fickle sand swirls in obvious ways, and the original target sees what you've done. Add at least one **Loose End**.

▲ TRIANGLE TRIVIA ▲

You can thank one feisty Dream **Anomaly** for the competitive nature of the **influencer sphere**. Though extremely uncomfortable and dubiously rewarding, many affected humans want to expose their deepest secrets online for start-up advertising money. **Neat!**

Side of the Bed

When you need to change the mood in the room, casually say “**Nice day, isn't it?**” Roll **Duplicity**.

▷ **On a success**, you plant an opinion in the mind of one person you're speaking to. Pick **1**:

Normal	Boring	Lonely
Joyous	Terrible	Important

They now believe this is the kind of day they're having. To them, all events of the day reframe to this mood.

▶ **For every third 3**, you may speak a single sentence to layer underneath the thought—a goal, or a general belief. They strongly believe what you've said.

! **On a failure**, they're having a terrible day and it's **your fault**. They will do what they can to obstruct you, even if they only barely understand your intent.

ARC Sheet: Reality

Your **Reality** is your mundane life and its many connections. Please take care not to allow these responsibilities to overshadow your **Agency** duties.

This **icon** shows the name of your **Reality** and the **Description** identifies its key characteristics.

The **Notable Examples** section lists the names of some historically important bearers of this **Reality**. Feel free to borrow their names!

Your **Relationships** are your most important mundane connections. You'll assign each to a member of your group.



Overbooked

Notable Overbookeds

Jay Standley, Philastus Boggs,
Your Uncle Johnny, Errand Boy
Wilkins, Ariel Jones

Relationships

You have three core **Relationships** that are your anchors to society. Each Relationship begins at **9 Connection**. If that connection ever reaches **0**, that person cuts ties with you. Record the answers to these questions in your **Agent Profile** and share the answers with the rest of your team. Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

There is simply too much to do.

The Overbooked has an important vocation outside the **Agency** they are **unwilling to give up**. Whether they need money, fulfillment, or to keep a promise—the Overbooked has **too much on their plate**, and survives by tightening their schedule and sacrificing sleep. Luckily, maintaining another identity in the mundane world has its benefits.

Work Phone

You have a smart phone specifically dedicated to your other vocation.

The GM can spend **3 Chaos** to have one of your relationships call this phone at any time. If you ignore it, that Relationship suffers **-1 Connection**. If your phone is lost or destroyed, **+10 Chaos** is added to the pool.

Uniform

You have a uniform that clearly marks your other vocation in a nonspecific way. (Ex. *You look like a college student, but your clothes aren't for a specific school.*)

You can use this uniform to sneak into a situation a worker of that type would be welcome, and receive **1 Free Quality Assurance** on rolls related to your disguise.

These two features describe a positive effect you can use any time, and a responsibility or challenge the **GM** can activate by spending **Chaos**.

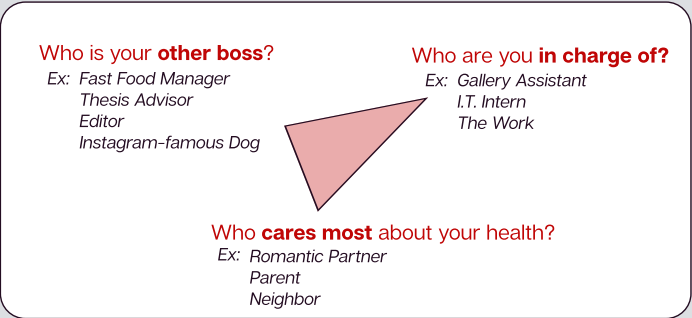


Fig. 1: Human Relationship Matrix



Overbooked

Notable Overbookeds

Jay Standlee, Philastus Boggs,
Johnny Doubletime, Ellen Crane,
Errand Boy Wilkins

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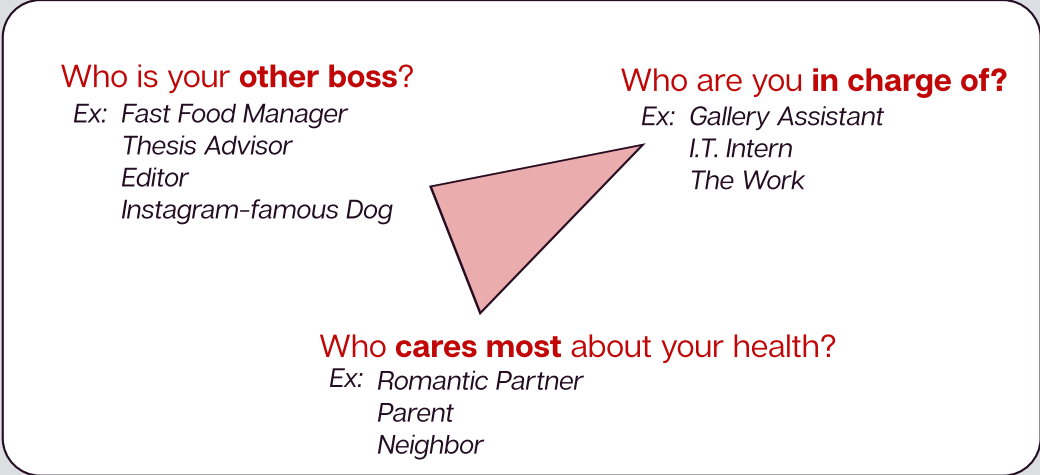


Fig. 1: Human Relationship Matrix



Struggling

Notable Strugglings

Kendra Zuniga, Kyra Welch,
Darian LeFevre, Cenk Yidliz,
Irma Ormstead

Between a rock, and a rock, and another rock...

A Struggling Agent has a **lack of funds** that make their mundane life more difficult to maintain than other agents. Maybe they commit their time to art, support their aging parents, or simply have extreme student loans—but the landlord doesn't care, and they still need to eat. This instability can weigh heavily on their relationships, but necessity can lead to **powerful invention**.

Fly in Your Wallet

The Struggling never has enough money, and the world is expensive. The GM can spend **3 Chaos** to make something cost more money than you can afford to spend. If you don't take the time to get out of the payment, you'll have to borrow from a friend: **-2 Connection with a Relationship of your choice**.

If you receive a notable amount of money for any reason, your debts come calling. The money disappears and you receive **+1 Connection with a Relationship of your choice**.

Lying on Your Resume

You have bills to pay and a knack for **finding odd jobs** to make ends meet. All this time in the gig economy has taught you to fake it until you make it.

When you convince a non-Agent to pay you for an action, you receive **1 Free Quality Assurance** on any roll related to that action. (*With so many apps out there, it's rare that anyone pays you more than lunch money.*)

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Who do you **owe the most money** to?

Ex: Landlord
Loan Shark
Ternion City Bank

For whom do you most want to **get it together**?

Ex: Ex-Husband
Neighbor
Zookeeper

Who do you rely on for **shelter**?

Ex: Mother
Weapons Manufacturer
Other *Agency* Employee

Fig. 1: Human Relationship Matrix



Caretaker

Notable Caretakers

Mateo Wade, Jacqui Prynne,
Lana Fuller, India McDonald,
Mariela Coleman

Without you, they’re hopeless.

The Caretaker is directly responsible for something fragile and needy. Sometimes this charge is chosen, and sometimes it’s thrust upon them—but **no one else can do the job**, and without them, it’s doomed. Responsibility may weight heavy on the Caretaker’s shoulders, but that same **responsibility can be bolstering**.

The Dependent

You have a responsibility that you cannot set aside. Decide what your Dependent is by rolling on the table below, or choose your own. The Dependent is a shared character between you and the GM, and can be roleplayed by either.

The GM can spend **3 Chaos** to put your Dependent in need of attention at any time. If you ignore it, **the spent Chaos returns doubled**. If you place your dependent under anyone else’s supervision, **+10 Chaos** is added to the pool.

Protective

Your desire to protect the Dependent instills a fire within you. If your Dependent is in immediate danger, you receive **1 Free Quality Assurance** on any roll to prevent that danger or protect them.

Possible Dependents

1	2	3	4
Baby	Animal	Young A.I.	Minor Anomaly

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Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

Who would **gain custody** of your Dependent, if you were gone?

Ex: Landlord
Ternion City Bank
Sibling

Who **misses the freedom** you used to have?

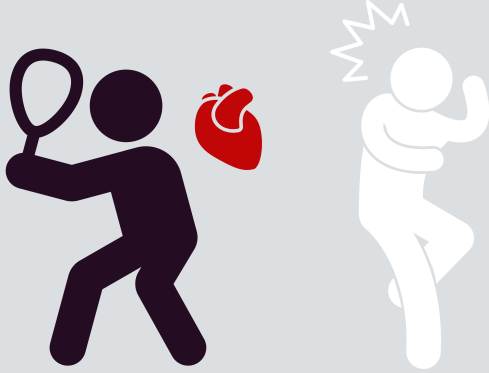
Ex: Mother
Weapons Manufacturer
Triangle Agency Director

Who does your Dependent most **want to see**?

Ex: Ex-Husband
Neighbor
Zookeeper

Fig. 1: Human Relationship Matrix

ROMANTIC



Romantic

Notable Romantics

Theodore Garden-Grove, Crayon
Magnanimous, Vaunce Plaight,
Arden Clidy, Yves Pitre

Try to keep them hating the game.

The Romantic **falls in love extremely easily**. They're constantly building a complicated web from their charm whether they're seeking conquest, accidentally alluring, or just **putting their heart before their head**. Balancing your many loves can be difficult, but the practice has made for a certain kind of perfect.

Oh No, They're Hot

You cannot ignore when opportunity strikes.

The GM can spend **3 Chaos** to have you notice **A Vibe**. (*This Vibe might be genuine or entirely imagined.*) If you refuse to shoot your shot, you dwell on the missed connection and struggle to be present. One of your relationships (*chosen by your fellow Agents*) receives **-1 Connection**.

Not Permission

It's so hard to stay mad at you.

When you attempt something to benefit or impress someone who is upset with you, receive **1 Free Quality Assurance** on the roll.

Relationships

You have three core **Relationships** that are your anchors to society. Each Relationship begins at **9 Connection**. If that connection ever reaches **0**, that person cuts ties with you.

Record the answers to these questions in your **Agent Profile** and share the answers with the rest of your team.

Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

What's your longest-term **not-quite-relationship**?

Ex: Weekly Grindr Hookup
Best Friend's Girlfriend's
Best Friend
That One Person Always
At The Same Weddings

Who has never, ever found you **attractive**?

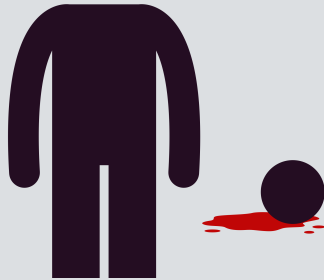
Ex: Personal Trainer
Boss
Middle School Bestie

Who are you **oblivious** to the possibilities with?

Ex: Thoughtful Bartender
Coworker
Shoulder You Cry On

Fig. 1: Human Relationship Matrix

BACKBONE



Backbone

Notable Backbones

Ismail Fulton, Kara Powers,
Milan Montgomery, Vi Burle,
Julian Ward

If only it were lonely at the top.

The Backbone leads an independent group in town - be it a corporation, charitable organization, family, or chess club. They are **the group's figurehead**, its judge, its moral center. They can call on their Organization's collective resources and network, but are also directly needed for **every single bit of drama** that flares up.

Constituents

This group has **at least 10 members** and meets regularly. Members of this Organization will aid you and never openly defy you if you're clearly on Organization business.

The GM can spend **3 Chaos** to have one of your Constituents approach you with a need at any time. If you ignore or delegate this responsibility, **-1 Connection with your Successor**. If your Successor's Connection reaches 0, they immediately initiate a coup attempt.

Long After I'm Gone

When you meaningfully stake the reputation of your organization on success, you receive **1 Free Quality Assurance** on a roll to perform relevant actions.

1	2
Crime Family	HOA
3	4
Religious Cult	Gaming Club
5	6
Political Party	Sports League

Select an Organization to lead by consulting the table above, or create your own.

Relationships

You have three core **Relationships** that are your anchors to society. Each Relationship begins at **9 Connection**. If that connection ever reaches **0**, that person cuts ties with you.

Record the answers to these questions in your **Agent Profile** and share the answers with the rest of your team.

Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

Who is your **Successor**? Ex: Sibling
Scheming Lieutenant
Beloved Orphan

Who can never even **remember** your organization's name? Ex: Bartender
Spouse
Climbing Instructor

Who **threatens** your organization's continued existence?

Ex: Rival Organization Leader
Local Politician
Bad Apple

Fig. 1: Human Relationship Matrix



Star

Notable Stars

Chamelia Franz, Christina Miros,
Valerie St. Clare, Smuz,
Gregory Borne

Relationships

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Record the answers to these questions in your **Agent Profile** and share the answers with the rest of your team.

Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

Let’s hope it’s not your flop era.

The Star has **fame to spare** and reputation beyond the **Agency**. For better or worse, they’re **noticed wherever they go** – but the attention brings with it some unique privileges.

I’m Your Biggest Fan

You have fans everywhere, and all of them want a chance to talk to you.

The GM can spend **3 Chaos** to have someone recognize you and become desperate for your attention. If you ignore them, they post something nasty about you online and one of your relationships (*chosen by the GM*) receives **-1 Connection**. It is impossible to meaningfully disguise your appearance or voice.

Icon. Legend. The Moment.

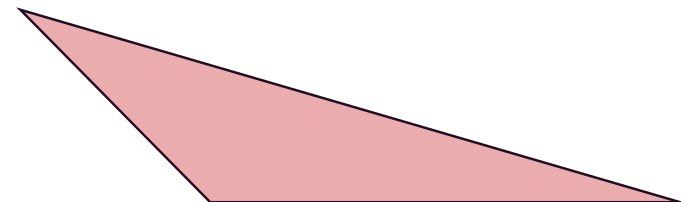
You’re famous for a reason. Everybody wants to see what you can do.

When you demonstrate the reason for your fame in an appropriate place to gain favor, receive **1 Free Quality Assurance** on a roll related to the viewers.

1	2	3
Powerful Voice	Unique Style	Having Money
4	5	6
Athleticism	Interesting Family	Criminal Behavior

Possible Reasons for Fame

Who is your **Manager**? Ex: Stage Mom, Commercial Agent, Algorithm



Who remains from your **former life**?

Ex: Former Duo Partner
Girlfriend
Piano Tuner

Who is your biggest **rival**?

Ex: Looks Just Like You
Everyone Likes Them More
Famous Ex

Fig. 1: Human Relationship Matrix



Pursued

Notable Pursueds

Xisper Machenimo, "Leanne",
Priggs Vindt, Quentin St.
Vogue, Trick, Morry

Relationships

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Record the answers to these questions in your **Agent Profile** and share the answers with the rest of your team.

Once complete, assign each character to another person at the table. That person will portray that character anytime they are present.

They know what you are.

The Pursued are hiding from their past—a crime, a tragedy, or a life left behind—but their history **won't let them go**.

Dark Past

Your companions do not know your history, and so you do not have to share the details with anyone. However, choose a **category** that best describes your situation and share it with the GM:

Criminal	<i>You are hiding from one of your own crimes and are sought by law enforcement or your previous victims.</i>
Hunted	<i>Someone or something is targeting you. Perhaps others like you have fallen—but your only recourse is to hide.</i>
Quick Errand	<i>Responsibilities grew too hard to bear. You left behind people who counted on you, and they are still looking.</i>

It Follows

You are always hounded by the possibility of discovery.

The GM can spend **3 Chaos** to highlight a trace you've left behind. (Ex: a witness who will report you, a trackable stain, security camera footage) If you do not deal with this immediately, the trace solidifies into a permanent **Clue**. Mark the chart below:

1	2	3	4	5	Encounter
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Back to the Old Me

In a tense situation, you can call on a skill you haven't used since your old life.

Explain something new about your real past to your fellow Agents to receive **1 Free Quality Assurance** on a roll related to the story you tell. Future uses of the same skill require new stories.

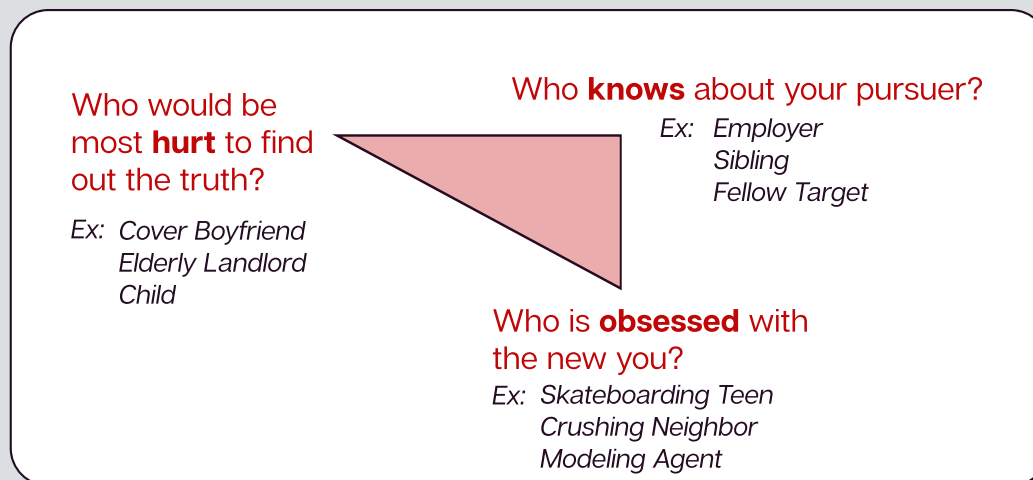


Fig. 1: Human Relationship Matrix



NEWBORN

Newborn

Notable Newborns

Urston McDark, Muhal Puyros,
Mister Moonbeams, Bucket,
eXpress-Zero “Jenp” Series C

You’re a real...something.

You only recently came into this world, and everything is **strange and fresh** to you. Perhaps you’re an artificial intelligence given a body, a clone hatched fully grown, or an alien who landed here by accident. No matter what your origins, you are **learning who you are** and who you can become in the only world you have.

Still Learning

Even basic ideas can be confusing to you.

The GM can spend **3 Chaos** to have you forget—or never have known—how to do something normal. (*Ex: Open a door, operate a toaster, fire a gun, say the word “earwax”*).

You simply cannot do it right now, and need to seek assistance or an alternative path. If you do not take the time to learn how to do it, the embarrassment hits your self esteem and you **lose 1 Quality Assurance** from any Quality.

Unique Perspective

Even the most specifically-designed objects find new purpose in your hands.

If you use an object in a way it was absolutely not intended to be used, gain **1 Free Quality Assurance** on the related roll.

Possible Selves

1	2	3	4
Android	Two Dogs	Extra-Terrestrial	Awakened Anomaly

Relationships

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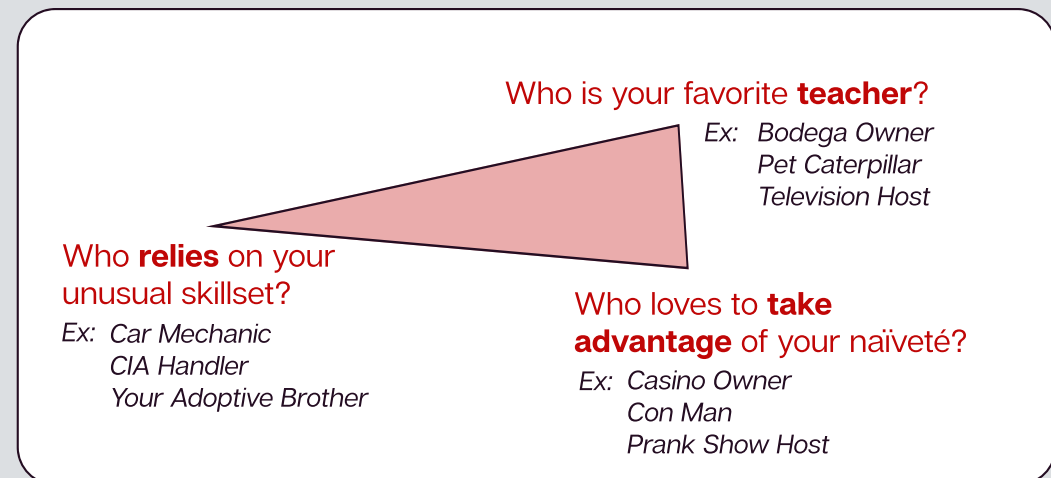
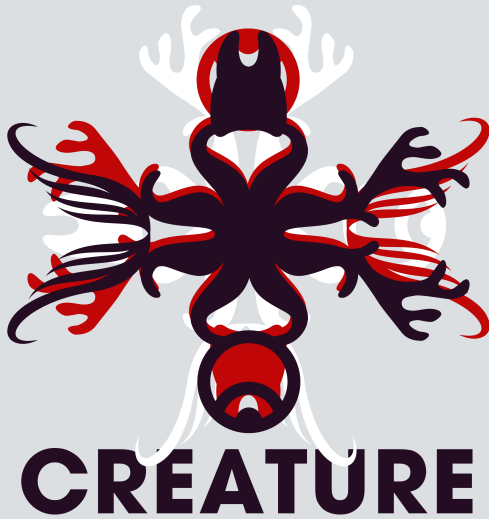


Fig. 1: Human Relationship Matrix



Creature

Notable Creatures

K'raandt, Eric Michaels,
Willa Maglione, Xia Liu Be,
Eel Kid, Lucky

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They might smell a rat...if they could smell.

You might have been perfectly content in the swamp, or the sky, or the sewers. But somehow, and for some reason, you left your home behind. You now live among humans under an assumed identity, perpetually **one misstep away from being discovered**. Happily for you, most Humans are incurious by nature.

Heightened Senses

Your physiology offers you great benefits.

Choose a sense related to your species (*sight, balance, proprioception, etc*). When you act in a way that relies primarily on the use of this sense, you can succeed where most normal humans would fail. You receive **1 Free Quality Assurance** on rolls related to this activity.

You Cannot Change This

Like all Resonants, you are not considered a Human. Unlike other Resonants, though, you never were. Luckily your current disguise is enough to fool all but the most dedicated humans into believing you are one of them.

Inhuman Desire

You have needs that humans may understand but could never share. The GM can spend **3 Chaos** to have one of these urges bubble to the surface of your consciousness.

If you ignore this urge, the willpower spent forcing it to go away results in your next roll suffering from **Burnout**. If you are observed by Humans while satisfying this craving, add **1 Loose End**.

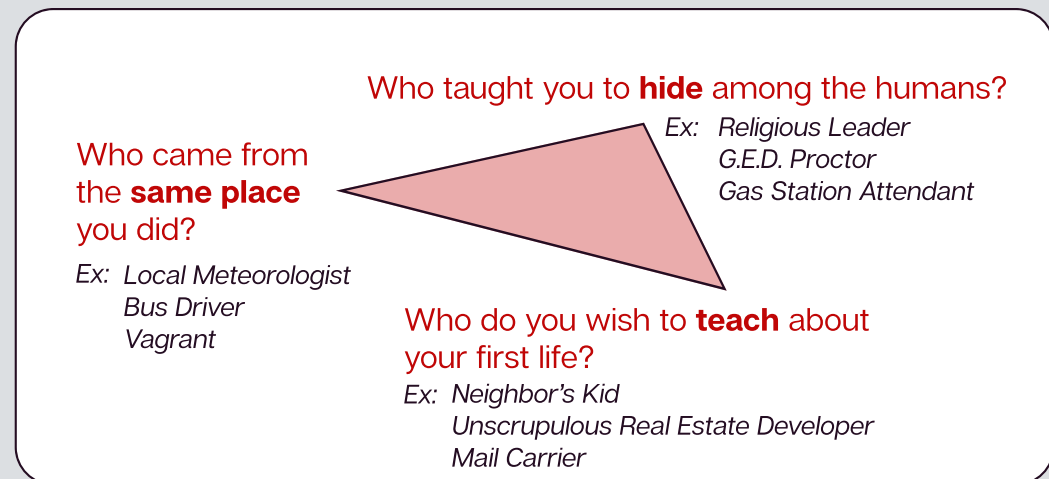


Fig. 1: Human Relationship Matrix

ARC Sheet: Competency

Your Competency is your Agency-assigned position. You do the work of this role when you're not on the field, and you follow its rules when you are.

This **icon** shows you the title of the Competency and your department's unique symbol.



Research and Development

Give the people what they want.

The **Agency** needs creative, fresh minds to **design the future** of the world. R&D Agents are known for their abilities to see what someone truly needs, not just what they're asking for. **Creativity and innovation** are what drive you, and you're expected to settle for nothing less than perfection.

Prime Directive

Out with the old.

Each time you do the same thing twice,

receive 1 **Demerit**.

The **Prime Directive** is the most important limitation of your Competency. Avoid the behavior listed in red.

Sanctioned Behaviors

are the activities the **Agency** rewards you for focusing on. Look for opportunities to earn these!

Sanctioned Behaviors

Receive 1 **Commendation** each time you:

- (C) Uncover what someone really needs**
- (C) Reinvent the wheel**
- (C) Change someone's life. Permanently.**

Initial Requisition

The Drawing Board

The squeak of markers on this board foretell great change.

Once per mission, you may write a single sentence on the board. That sentence will come true within the day. However, Anomalous beings –and the **Agency**–are immune to its effects.

Initial Requisitions are stable and controllable minor **Anomalies** we clear for Agent use.

Your **Self-Assessment** determines what **Quality Assurances** you start out with.

Self-Assessment

When you assume the role of **R&D**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: If at first you don't succeed...

- ▷ Never let them see you cry (+3 **Professionalism**)
- ▷ Try try try try try try (+3 **Persistence**)

2: When someone asks me for a new design, I...

- ▷ Find the perfect fit with follow-up questions (+3 **Empathy**)
- ▷ Ensure they like what I made them (+3 **Dynamism**)

3: I've been framed! I defend myself by...

- ▷ Destroying all incriminating evidence (+3 **Subtlety**)
- ▷ Scapegoating a more likely suspect (+3 **Attentiveness**)

You may add 3 **Additional Quality Assurances** wherever you would like.



Research and Development

Sanctioned Behaviors

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Self-Assessment

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- ▷ Scapegoating a more likely suspect (+3 **Attentiveness**)

You may add **3 Additional Quality Assurances** wherever you would like.



Public Relations

Sanctioned Behaviors

Receive 1 **Commendation** each time you:

- (C) Create a distraction**
- (C) Give a great excuse**
- (C) Ensure they will never speak of this again**

Please refrain from any future private relations.

The **Agency** is often in need of people who can **explain away anomalous effects** and steer people toward an alternative understanding. Some PR employees use their ability to persuade with words, while others find intimidation can be just as effective at changing someone's mind. All understand that **reputation is paramount**, and that the stories people tell themselves are just as important as reality.

Prime Directive

Keep everything above board.

Each time you lie,
receive 1 **Demerit**.

Initial Requisition

Printing Press Release

This ancient, unwieldy printing press is kept in an old recreation room on an unused floor at **Agency** headquarters.

Once per mission, you may use the Press to print a story which is then **immediately published** across all major local publications.

Self-Assessment

When you assume the role of **PR**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: In the face of a crisis, I am more likely to...

- ▷ Smile until it goes away (+3 **Presence**)
- ▷ Create a crisis for the crisis (+3 **Persistence**)

2: When someone I care about believes an incorrect truth, I am more likely to...

- ▷ Provide them an alternative possibility (+3 **Duplicity**)
- ▷ Support their lie to the bitter end (+3 **Empathy**)

3: A coworker has been murdered! I am...

- ▷ The murderer (+3 **Initiative**)
- ▷ Due for a promotion (+3 **Subtlety**)

You may add 3 **Additional Quality Assurances** wherever you would like.



CEO

It's tough to be in charge.

The **Agency** expects each team to have someone with the confidence and drive to **make the tough decisions**. To never back down, and never surrender. To be positive they're right, even when they're wrong, because that's what makes a good leader. CEOs understand that **they are the rock** on which the rest of the team is built, and that their happiness is the team's happiness.

Prime Directive

Maintain the hierarchy.

Each time you take an order, receive **1 Demerit**.

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C)** **Make someone do what you want**
- (C)** **Enjoy one of the finer things in life**
- (C)** **Make a necessary sacrifice**

Initial Requisition

Expense Account

This enormous accountant's ledger is rumored to contain every purchase made in the history of mankind.

Once per mission, you may write that the **Agency** has acquired something specific in the ledger and it **becomes Agency property**. You may use it during this mission, but the **Agency** makes decisions about it going forward.

Self-Assessment

When you assume the role of **CEO**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: My management style is...

- ▷ Hands-on (+3 **Dynamism**)
- ▷ Treating employees like family (+3 **Duplicity**)

2: I inspire others on my team with my...

- ▷ Energy and demeanor (+3 **Presence**)
- ▷ Commitment to my values (+3 **Professionalism**)

3: When cuts are unavoidable, I terminate the employee who...

- ▷ Isn't the right fit for the culture (+3 **Initiative**)
- ▷ Has made the most mistakes (+3 **Attentiveness**)

You may add **3 Additional Quality Assurances** wherever you would like.



Ensure they are well-received.

The front line of defense for organizations everywhere, Reception workers ensure nothing gets in or out without their knowledge. At the **Agency**, Reception **maintains the wards** between the mundane world and everything else. They monitor for signs of Anomalous behavior and keep **undesirable elements** from meddling in the **Agency's** affairs.

Prime Directive

Remain ever vigilant.

Each time you sit down, receive **1 Demerit**.

Reception

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C) Interrogate someone**
- (C) Commandeer someone's belongings**
- (C) Close a door forever**

Initial Requisition

Moebius Circuit TV

You have access to an endless room in the Vault made entirely of television screens.

Once per mission, you may enter this room and turn on one of the powered-down televisions within. When it's turned on, the TV shows you up to thirty minutes of footage of **any moment in time** from a place you've visited that day.

Self-Assessment

When you assume the role of **Reception**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: A co-worker of four years has never learned my name. I...

- ▷ Clearly and loudly introduce myself until they get the picture (+3 **Presence**)
- ▷ Forget theirs (+3 **Duplicity**)

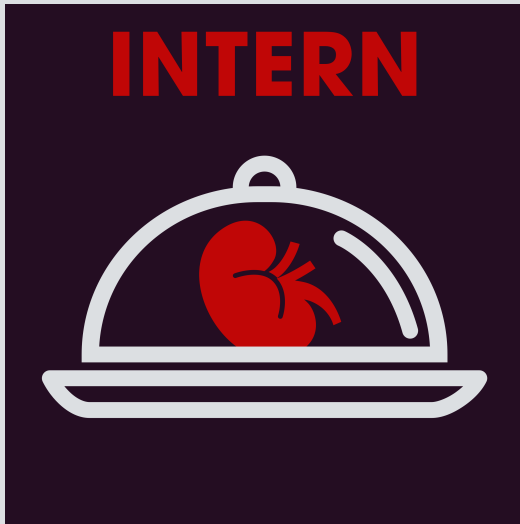
2: Somebody clearly isn't who they claim to be. I verify their identity by...

- ▷ Asking questions until I catch them in a lie (+3 **Persistence**)
- ▷ Using the process of elimination (+3 **Dynamism**)

3: Someone is trying to check in to the building while it is being evacuated for a fire. I...

- ▷ Inform them that the elevators are temporarily unavailable while I scan their ID (+3 **Professionalism**)
- ▷ Recognize them as First Responders and let them through (+3 **Attentiveness**)

You may add **3 Additional Quality Assurances** wherever you would like.



Intern

Pay is overrated.

A key part of any organization, unpaid interns are the gasoline to the car, the wood for the chipper, and the food for the stomach. Without interns and the **incredible value** they provide, no business could function, and all of modern society would fall apart overnight. You were chosen for this, the **most esteemed and important** of all positions in the **Agency**, and if you argue for anything else the end of the world will be your fault. **Congratulations!**

Prime Directive

They wouldn't ask if it wasn't important.

Each time you deny a request, receive **1 Demerit**.

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C) Confidently fail**
- (C) Embarrass yourself for others' benefit**
- (C) Bring something, screeching, to a halt**

Initial Requisition

Inherited Nametag

All Interns are given an endless packet of blank nametags.

Once per mission, you may write the name of someone you met today on a nametag and apply it somewhere on your person. Everyone except other Agents will **treat you as the named person** for as long as you bear the nametag. You may only wear **1 nametag at a time**.

Self-Assessment

When you assume the role of **Intern**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: When acquiring new skills, I am a...

- ▷ Visual Learner (+3 **Attentiveness**)
- ▷ Pain-Consequence Learner (+3 **Persistence**)

2: I've come into a sudden large inheritance. I will immediately...

- ▷ Invest it in the **Agency** for mutual benefit (+3 **Initiative**)
- ▷ Donate it to an **Agency** Branch in need (+3 **Empathy**)

3: My direct supervisor has been secretly committing numerous felonies! In response, I...

- ▷ Edit their calendar to create strong alibis (+3 **Subtlety**)
- ▷ Turn myself in for their crimes (+3 **Presence**)

You may add **3 Additional Quality Assurances** wherever you would like.



Barista

Order up.

Everyone needs a pick-me-up sometimes, Agency employees most of all. Baristas perform the vital service of **recharging people** for a return to their lives through their made-to-order edible artwork and their inimitable attitudes. You might be chosen for Barista if you like the mood high, the work productive, and the **sleep when you're dead**.

Prime Directive

Keep the mood fresh.

Each time you say someone's real name, receive 1 Demerit.

Sanctioned Behaviors

Receive 1 **Commendation** each time you:

- (C)** Make someone feel welcome
- (C)** Show off your specialized knowledge
- (C)** Get someone's blood flowing

Initial Requisition

Triple Shot Glass

This is a special shot glass from the Vault Café.

Once per mission, if this shot glass is used when pouring espresso from any espresso machine, the resulting shot can be poured into the mouth of a dead body to **return them to life for ten minutes**. (At that point, whether Anomalous or Mundane, that life cannot survive any amount of further harm.)

Self-Assessment

When you assume the role of **Barista**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: The best cup of coffee is...

- ▷ Unique to each taster (+3 **Empathy**)
- ▷ Crafted to perfection by the creator (+3 **Professionalism**)

2: Someone grabbed another person's drink! I solve it by...

- ▷ Pretending I didn't notice (+3 **Duplicity**)
- ▷ Demanding an apology for the victim (+3 **Initiative**)

3: A customer has complained about my service. I'm more likely to...

- ▷ Add something to the brew (+3 **Subtlety**)
- ▷ Add them to the brew (+3 **Dynamism**)

You may add 3 **Additional Quality Assurances** wherever you would like.



Hotline

There's always a voice on the other end.

When the rest of the world has gone silent, the Hotline is always available to talk. **Someone has to answer the phones.** At the whim of the caller and under orders from above, the work of a Hotline is unpredictable and endless—but without them, **the night would be too lonely to bear.** At the **Agency**, Hotlines field important customer service calls from this world and many others.

Prime Directive

Never say “unfortunately.”

Each time you deliver bad news, receive **1 Demerit.**

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C)** Help someone unburden themselves
- (C)** Take the blame
- (C)** Connect someone to an unexpected fate

Initial Requisition

Hold Music, Vol. 1.

You have a powerful tape player with a built-in speaker and one tape of bland, cheerful music.

Once per mission, you can press play to immediately transport you and any nearby allies to a **perfectly safe waiting room** for up to **1** hour. When you return, all affected can place themselves anywhere in the room they left and **no time has passed** in the world around you.

Self-Assessment

When you assume the role of **Hotline**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: A customer approaches me with an issue that I have been unable to fix in my own life. I...

- ▷ Share the approaches that have failed, to save them time (+3 **Empathy**)
- ▷ Assure them that we can find a solution, together (+3 **Duplicity**)

2: I'm approached by a customer with a broken product and a convincing story. I help them by...

- ▷ Pulling every string necessary to get them a refund (+3 **Persistence**)
- ▷ Making it clear that all sales are final (+3 **Dynamism**)

3: My call with a customer disconnected. I...

- ▷ Call them back and submit a maintenance request to IT (+3 **Professionalism**)
- ▷ Complete the call without them (+3 **Presence**)

You may add **3 Additional Quality Assurances** wherever you would like.



Somebody's gotta do it.

Gravediggers are the unsung **heroes of the night**. Always face-to-face with realities others don't want to see, they **keep the world moving** in often unappreciated ways. At the **Agency**, Gravediggers remove the problems which stop the wheels from turning—and ensure those problems don't disrupt the work of their fellow Agents.

Prime Directive

Don't dirty innocent hands.

Each time you touch something living, receive **1 Demerit**.

Gravedigger

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C) Dig up some dirt**
- (C) Clean up a mess**
- (C) Bury a problem**

Initial Requisition

Dracula's Coffin

The coffin of the monster himself lies deep in the Vault, buried under layers of earth.

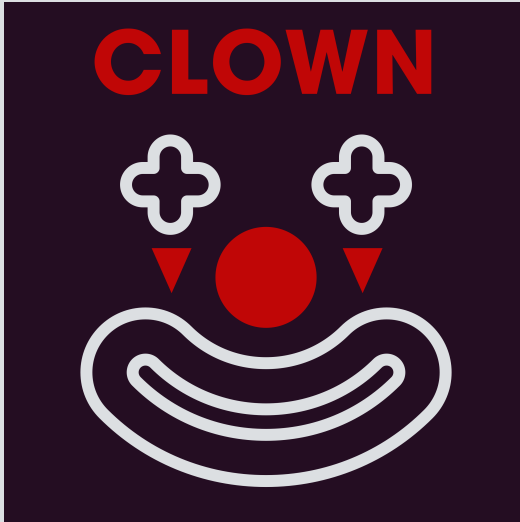
Once per mission, you can exhume the coffin to place something inside that can fit. When the coffin is returned to the dirt, **whatever you placed inside never existed**. All memories of it are erased, and every effect it had on the world is ascribed to other sources.

Self-Assessment

When you assume the role of **Gravedigger**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

- | | | |
|---|---|--|
| <p>1: When training new employees in my field, I emphasize...</p> <ul style="list-style-type: none"> ▷ Shovel technique (+3 Attentiveness) ▷ Creating demand (+3 Initiative) | <p>2: I'm in charge of the quarterly earnings reports. To ensure a positive impression on shareholders, I...</p> <ul style="list-style-type: none"> ▷ Repeat the presentation until I get the desired response (+3 Persistence) ▷ Bury the bad numbers under a pile of positive ones (+3 Presence) | <p>3: I handle my higher-than-average knowledge of the infinite pain of humanity by...</p> <ul style="list-style-type: none"> ▷ Putting it somewhere I never look (+3 Subtlety) ▷ Developing a higher-than-average knowledge of the infinite joys of humanity to match (+3 Professionalism) |
|---|---|--|

You may add **3 Additional Quality Assurances** wherever you would like.



Clown

Honk.

Reality weighs heavily on some of us. On others, it weighs nothing at all. Clowns **share their lightness** with those who need a little pick-me-up, and help show the **Agency** when it's **taking itself too seriously**. Through jokes, distractions, and clever commentary, the Clown enforces the most important company rule of all: **have fun.** 😊

Prime Directive *Each time you talk about feelings,* receive **1 Demerit.**

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- (C)** Put on a show
- (C)** Expose an embarrassing truth
- (C)** Demand a smile

Initial Requisition

The Fool's Cap

Once per mission, you may don the Fool's Cap given to all **Agency** Clowns.

For one minute, anything you do inspires laughter and enjoyment, no matter the action. Following this minute, any mundane humans will remember all actions you took fondly. (*This does not protect you from later viewers of the consequences.*)

Self-Assessment

When you assume the role of **Clown**, please complete this self-examination of your intended approach to the position, and assign the appropriate Quality Assurances. Please mark only one answer per question.

1: Honk?

- ▷ Honk. (+3 **Dynamism**)
- ▷ Honk... (+3 **Empathy**)

2: I'm in charge of office birthday parties. My specialty is...

- ▷ Collecting celebrity signatures for the card (+3 **Persistence**)
- ▷ Forging celebrity signatures for the card (+3 **Duplicity**)

3: Finish this sentence: "But doctor..."

- ▷ "...I am the doctor!" (+3 **Presence**)
- ▷ "I saw what happened to Pagliacci. I saw the chaos. The carnage. The wars that followed. I would appreciate a more effective medical prescription." (+3 **Professionalism**)

You may add **3 Additional Quality Assurances** wherever you would like.

Get Out There, Agents!

You now know everything you need to know to <work/play>!



WARNING: We highly recommend you do not read the General Manager section unless you have been chosen as General Manager. We recommend it **so highly** that we are prepared to punish you if necessary! Wow!

Even by reading this text, your thoughts have provided useful information for the **Triangle Agency**'s continued work. If you have any questions, please contact us on twitter or with the email below.

Visit kickstarter.hauntedtable.games to sign up for our crowdfunding campaign starting **June 3, 2023!**

We want your feedback! Please send any and all thoughts to triangleagencyrpg@gmail.com, reach out on Twitter with [@hauntedtable](https://twitter.com/hauntedtable), or visit feedback.hauntedtable.games!

Credits

Many people worked together to make this <company/game> happen!

Game Design & Writing

Caleb Zane Huett

Sean Ireland

Layout Design

Caleb Zane Huett - *Rules Text*

Sean Ireland - *Character ARCs*

Layout Elements

Michael Shillingburg

Illustrations

Nathan Rhodes



A Haunted
Table **Game**

Haunted Table, LLC is an independent game design company based out of Athens, GA.

Logo by Michael Shillingburg.

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