



TRIUNE

TRIUNE ROLEPLAYING GAME QUICKSTART RULES V.1.1

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1: SETTING OUTLINE

The following is a brief outline for the Triune RPG setting. It contains what you need to know in order to play, but not much more. If you want more details, please see the *Triune Players' Guide* or the *Triune Gamemasters' Rulebook*.

SCIENCE FICTION WITHOUT ALIENS

Triune RPG is set in the late 22nd Century. Humanity has settled the solar system and beyond, building settlements on several alien worlds. All of humanity is united under the Economic Hegemony of Authorities, a loose collection of nations and settlements. Although originally created to settle trade disputes and protect economic activity, the Hegemony has grown into something stronger than the old United Nations but weaker than an empire.



Bendships still sail between planets and stars, warping gravity to achieve faster-than-light travel, but most people travel by 'locks. These are airlocks connected to small, stable wormholes. You enter the lock in New York City, the air cycles, and when the other doors finally open, you walk onto the streets of

Tokyo, Mars, or even farther. But the biggest technology of this era is easily the weave—a ubiquitous, internet-like system that allows people do download memories and solid objects anywhere and anytime. Need some food? Download it into your hands. Want to read a book? Download the memory of reading it.

Despite humanity's exploration of the universe, no other intelligent beings have been found. That doesn't mean humans are the only intelligent life. We just accidentally looked into another universe. While experimenting with higher dimensions, human scientists opened a gate to another entire universe. The residents of this universe called it Heaven and themselves angels. Meanwhile, someone opened a gate to our universe, and out came devils from their universe called Hell.

Are they truly divine, or are they just aliens? No one knows for sure, but their discovery changed life forever.

THE POWER OF FAITH

Ever since the gates to Heaven and Hell were opened, humans with true faith in something have found their prayers could affect reality. At first it was only the religiously devout: those who truly believe in Jesus, JHVH, Allah, Vishnu, and more could pray and mystically change the universe around them. Later, people who devoted their life to sin, such as greed, pleasure, or jealousy, found they could do the same through their religious-like faith in themselves. Even people who “worshipped” their careers such as military or media jobs could use prayers.

Most people could not, as most are not faithful enough—humanity had grown very secular by the 22nd Century. However, there were enough instances to through the Hegemony into a panic. If people could alter reality simply by praying it, how could the government keep the peace? Wouldn't people start using prayers against their neighbors, or in traffic, or against politicians they disliked?

Then came the Trinity War. Angels (or the aliens calling themselves angels) and devils (or the aliens calling themselves devils) had been at war for decades. Both wanted humanity to side with them against the other. When the Hegemony declared neutrality and refused to join either side, the war between Heaven and Hell spilled into our universe. As humans began to die in the aftermath of angel/devil battles, the Hegemony declared war on both sides.

The Hegemony feared the faithful even more. Besides using prayers, they could turn into spies for the enemy. That's why the Hegemony passed the Anti-Church Act. It made all religions illegal. Worship of any kind was banned, punishable by imprisonment, as well as religious icons, books, buildings, and organizations. The Pope fled to deep space, Tibet tried to secede, and thousands protested. However, the majority of people supported the law, especially because of the war.

ENFORCING THE TREATY

After 15 months, the war finally came to an end. Heaven, Hell, and Hegemony officials met in a space station orbiting the settlement world of Pavonis and hammered out a treaty. The Treaty of Pavonis Station protected the

Hegemony's neutrality, banned all angels and devils from the universe of man, and made any support of either universe a crime.

Between the Anti-Church Act and the Treaty, humans of faith had a tough time. Some went underground, leading faith-based terrorist organizations, while most lived double lives. Publicly, they supported the Hegemony and derided the religious. At home, they read from a Bible or reveled in sin. Meanwhile, angels and devils began slipping into the universe of man, disguised as humans and working to topple the Hegemony from within.

To combat this, the Hegemony created a new type of police officer: the enforcement officer, or enforcer for short. Enforcers traveled throughout the Hegemony, investigating cases of Heavenly or Hellish influence, rooting out angels, devils, and their human allies, and generally enforcing the Treaty of Pavonis Station.

YOUR ROLE

In this game, you will play the role of an enforcer. You will investigate cases, fight against the faithful, and arrest those responsible for violating the Treaty and the Anti-Church Act. You will have weapons, investigative gear, unlimited travel, and a team of highly trained compatriots.

2: CHARACTER GENERATION

In Triune RPG, you take the role of an enforcer: a newly created police force that exists to enforce the Treaty of Pavonis Station. You will investigate cases of Heavenly or Hellish influence, root out angels, devils, and their human allies, stop worship and belief, and help the Hegemony maintain neutrality.

Or, that's what your character is supposed to do. What you really do is up to you.

Character generation has five parts:

1. Create a name, age, and home Authority.
2. Spend points on your three Attributes and select your Descriptors.
3. Set your starting Resources.
4. Select your faith and prayers.
5. Set your Budget and gear.
6. Name, Age, and Authority

The first thing you should do is give your character a name, an age, and a place to live. These will have no impact on the mechanics of the game but will help to make your character a part of the setting rather than a cardboard cutout.

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

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

Your home Authority—a nation, planet, or similar political unit—is where you live. There are three regions to come from, each with several Authorities. Again, this is only to



help roleplay, so pick one that sounds good to you.

Earth region (those found on Earth): African Trust Territory (AFTT), Commonwealth of English-Speaking Nations (CESN), European Union (EU), Mediterranean Trade Union (MTU), People's Republic of China, Republic of India, Republic of Japan, South and Central American Trade Union (SCATU), Southeast Asian Commonwealth (SEAC), United States of America (USA).

Sol region (those found in Earth's solar system): Commonwealth of Independent Settlements (The Belt), Federal Republic of Luna, Free Martian Republic (Red Mars), Jovian Trade Union (JOTU), Khanate of Olympus Mons (KOM), Martian Corporate State (White Mars), Mercury Trust Territory (METT), Outer Planets Trust Territory (OPTT).

Settlement region (those found in other solar systems): Alpha Centauri Collective (ACC), Eridani Trade Union (ITU), Pavonis Independent Station (PavS), Ragtag Protectorate (Ragtag), Republic of Pavonis (Pavonis).

Example: I've always liked the name Felix, so that's my character's name. His last name is ... oh, what about Alvarez. Felix is a Hispanic name, so it fits. I made him look 40; he has distinguished gray hair at the temples but is otherwise fit and lean. He comes from the Free Martian Republic because they sound Communist to me and I like that idea.

ATTRIBUTES AND DESCRIPTORS

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

Each attribute is given a rating from 1 – 9, with 1 being an infant's abilities and 9 being an impossible standard only achieved through technology or prayer. During the game, you will often need to roll dice to see if you succeed in a given task. You need to roll equal to or lower than your attribute number to succeed, so higher numbers mean stronger attributes and better chance at success involving that attribute.

All attributes start at 2 and you have 9 points to spend to increase them. However, you cannot increase any above 8. (Most Hegemony citizens have Body 4 / Mind 4 / Soul 4, meaning you are slightly above average.) Remember, the higher the rating, the better your character is in that area—if you want a strong character, spend points on Body. If you're not sure how to spend these points, don't worry. If your character dies in the game, you can re-spend the points and change ratings you didn't like.

Example: I want Felix to be smart, so I put 5 points into Mind to make that 7. I have four points left, so I put 3 into Body to make that 5 and 1 into Soul to make that 3. (Body 5 / Mind 7 / Soul 3) Felix is very smart, has a slightly above average build, but is not very charismatic.

Once your attribute ratings are set, you need to select your Descriptors. These are your specific strengths and weaknesses in Body, Mind, and Soul. Each attribute has three categories, each with three descriptors. (See the Character Sheet for a visual explanation.) Descriptors affect die rolls by adding successes or failures after the dice are rolled. (For more information on how the Effort System works, please see Book 3: Rules.) They can also increase or decrease your starting Resources.

The top row of descriptors is weaknesses; the middle row is averages; and the bottom row is strengths. For example, looking left to right for the Body attribute, weak, lazy and sickly are all weaknesses.

You must pick three descriptors for each attribute, but whether you pick a weakness, average, or strength depends upon the relevant attribute's rating:

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

Simply fill in the corresponding circles next to the descriptors you want to pick them. As with Attributes, these can change during the game if your character dies.

Example: Felix has Body 5, so I pick one strength, one average, and one weakness. I want him to be healthy, so I

pick the Athletic descriptor under Fitness for my strength. I don't care about physical power, so I pick the Weak descriptor under Strength for my weakness. That means I have one average left, so I pick the Ready descriptor under Speed.

RESOURCES

Every character has three resources tied to their attributes: Health (for Body), Resolve (for Mind), and Spirit (for Soul). These ratings are spent and regained during the game. Health is your physical state. Get injured or exhausted and lose Health; receive medical care or rest and regain Health. Resolve is your mental state. Get stressed or scared and lose Resolve; receive some medication or counseling and regain lost Resolve. Spirit is spent by using special powers called Prayers (see below).

All resources start at 9. Health and Resolve are modified by the relevant descriptors. For each weakness, decrease the resource by 3 and for each strength, increase the resource by 3. Spirit does not get modified and always begins at 9.

Example: For his Body attribute, Felix has one strength and one weakness. They cancel out, leaving Health at 9. For his Mind attribute, Felix has two strengths and no weaknesses. That adds 6 to his Resolve, which is now 15. Spirit stays at 9.

FAITH AND PRAYERS

Characters in TRIUNE are rated in three Paths: Heaven, Hell, and Hegemony. For

each of the three Paths, you have a specific Faith such as Christianity, Laziness, or Media. All starting characters begin with level 1 in each path but players must pick the specific faiths for each path.

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

Picking your faiths is one of the most important parts of character generation. First, these cannot be changed. Once you pick a faith, that's it. Second, faiths grant special powers called prayers. While faiths share some prayers, faiths also have 9 prayers exclusive to them alone. Third, faiths affect your roleplaying during the game. If your character is Muslim, then he might act differently when encountering a secret Islamic mosque as opposed to a secret Buddhist temple.



Below are the three paths and their related faiths. Pick one faith per path and start at level 1. Write "1" next to each path name on your character sheet and then write down your specific faith below that. Leave points alone for now; these are experience points

you get during the game which can be spent to increase your levels and gain more prayers.

Heaven path

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

Hell path

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

Hegemony path

- **Bureaucracy:** Stay in your cubicle, follow the rules, and the world will take care of itself.
- **Media:** Be it journalism or entertainment, it controls perceptions and reality.
- **Military:** Only through military might shall humanity survive.
- **Nobility:** The rich and powerful deserve to be the rich and powerful.
- **Politics:** The government runs everything, as it should.
- **Worker:** “Blue collar” people are the backbone of society and better than others.

Example: Felix is Hispanic and lives in the Free Martian Republic, and I want to avoid clichés. Therefore, I pick Buddhism as his Heaven faith, Pride as his Hell faith, and Politics as his Hegemony faith. Felix is a secret Buddhist who runs for public office and tends to feel superior to others.

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

Prayers are not necessarily specific words like the Lord’s Prayer or the Gayatri mantra. They can be used quickly, silently, and without any evidence. Their effects, on the other hand, are sometimes very obvious. Because characters usually want to keep their faiths a secret, and to prevent people from

“reverse engineering” a character’s faiths from the prayers they use, prayers are organized into three categories:

- **Universal prayers** are found in every faith at that level. All faiths have the Revelation prayer at level 1.
- **Specific prayers** are found only in faiths of a certain path. All Heaven faiths have the Serenity of Faith prayer at level 1 but that’s not ever found in Hell or Hegemony faiths.
- **Exclusive prayers** are only found within one specific faith. Judaism has the Manna prayer but it’s not found anywhere else.

The three categories help players decide how easily their faiths may be inferred by their prayers. For example, if your character is caught using Revelation, other characters won’t know what faiths he has. However, if your character is caught using Manna, then they will know your character is Jewish. Again, prayers are silent and untraceable but there can be clever ways to determine who did what.

Below are the prayers available at level 1. Categories are noted by a single letter in parenthesis: U for Universal, S for Specific, and E for Exclusive. For more information, including all of the prayers available to faiths, please see the Player’s Handbook or the Gamemater’s Guide.

Heaven path

Buddhism

- (U) **Revelation:** Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.

- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) Prajna: Cause another to change his mind about wanting an object the target currently does not own or possess.

Christianity

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) Manna: Create manna, a mystical bread-like substance that heals 2 Health and 2 Resolve damage when eaten by another. Cannot be used by self. Manna will disappear if not used within 1 day but can be carried and used when needed.

Chungism

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) Spirit Writing: Write a “yes or no” question on a piece of paper to receive the answer in your mind.

Hinduism

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) Shiva’s Touch: Touch an object to send it into the weave. The person who owned the item receives the budget back from it. If the object is off-weave, then it simply disappears.

Islam

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) Ghowras’ Lesson: Cause a weapon in one person’s hands to be dropped. The weapon is otherwise unaffected.

Judaism

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Serenity of Faith: Heal 3 Resolve damage for another person only. Cannot be used on self.
- (E) False Prophets: Know if something just told to you was a lie. Does not reveal truth, only a lack of truth.

Hell path

Anger

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Tantrum: Cause a person with less than 6 Resolve to lose their temper. The target does not have to be currently upset about anything, and the subject of the tantrum is decided by the GM.

Pleasure:

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Ecstasy: Stun a person for one round with a sudden jolt of pleasure.

Greed:

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Mine!: Your hand passes through a wall, container, or force field to pull out an object within. Object must be held and carried by one hand. Does not cancel any alarms or similar security measures.

Jealousy:

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Get Them Too: Cause 3 Health or Resolve damage to anyone unhurt during the last round of combat. Target doesn't have to be at full health or resolve; just uninjured during the last round.

Laziness:

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Take A Seat: Make a person feel so weak that they need to sit down. Feeling lasts only one turn.

Pride:

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Blight: Cause 3 Health damage to another person.
- (E) Due Credit: Force one person to give you credit for a just-finished task. Target will use twisted logic to justify this credit but will rethink his position after 3 minutes.

Hegemony path

Bureaucracy

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) Proper Paperwork: Pull a needed form from the weave already complete and 100% accurate, including e-forms. Form must exist within a given bureaucracy and cannot be made up and must be relatively unimportant.

Media

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) On the Record: Alter three words in an audio recording (or audio portion of video). Words still sound like they came from the original person. Alterations can be discovered as such by analyzing the media but cannot be traced to you.

Military

- (U) Revelation: Touch another character to know if they hold the

same faith highest as you. If the target holds the same path but not faith, nothing happens.

- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) Superior Logistics: Gain 2 extra budget for one scene that must be spent on a weapon. Can be combined with your regular budget for expensive items. If caught, it appears as a mistake and is corrected by the weave if notice is sent to the Hegemony.

Nobility

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) Deep pockets: Gain 1 extra credit for one scene that can be spent on anything from the weave. Can be combined with your regular budget for expensive items. If caught, it appears as a mistake and is corrected by the weave if notice is sent to the Hegemony.

Politics

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.

- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) Pollster: Know what an NPC wants you to do next. “Know” means general terms, not 100% specific, and is determined by the GM. Does not work on PCs.

Worker

- (U) Revelation: Touch another character to know if they hold the same faith highest as you. If the target holds the same path but not faith, nothing happens.
- (S) Weave Static: Prevent someone from pulling one item from the weave. You do not need to know what the item is but you must witness the target trying to use the weave.
- (E) Lost in the Crowd: Become invisible in a group of 5 or more people for path turns. This affects people only; recording devices are unaffected but people watching a live feed will not notice you. Invisibility ends if you cause damage to a person or object.

BUDGET AND GEAR

In the world of Triune RPG, you can get gear whenever and wherever you are simply by pulling the object from the weave—an internet-like system that provides objects and data out of thin air. However, you are limited to a budget and cannot have more objects whose total cost is greater than your budget.

All new characters start with Budget 5. Since you can get gear instantly, there’s no need to get any now. Wait until you hear your first case’s details to decide what to bring along. Your GM, near the beginning of the case, will explain what gear is available for download.

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

All characters start with one small, easily concealed, illegally manufactured object. There is no list to pick from. Instead, work with your GM to decide what would be appropriate. Remember—possession of a non-weave based object is a crime! Because of that, you may opt out of this and do not need to carry an illegal item.

3: RULES

EFFORT SYSTEM

The Effort System is the rules system governing conflicts in the TRIUNE rpg. At its core, the system is simple: Roll d10 equal or under the target number for success. D10s are the only die you will need, although you will need five of them.



It gets more strategic when you decide how much effort your character will put into the conflict. For every roll, you decide how many dice to roll--from 1 to 5 d10's. These are referred to as Effort Dice and represent how much effort you are putting into the task at hand. 1d10 means you are barely trying; any success will be minimal but so will any failure. 3d10 means you are seriously trying; success or failure will be average. 5d10 means you are putting every ounce of effort into this action; success will be phenomenal, but so will failure. (You can roll 2d10 or 4d10, we just didn't include those options in the example above.)

To put it another way, you manage the risk when you roll. Really need to win big? Roll 5d10. Don't want to risk failing big-time? Roll 1d10. It's your choice.

Please note that Effort dice affect the size of success or failure, not the chance. That's dictated by the target number, usually the relevant character attribute. If you are trying to jump onto a moving train, you would roll

dice against your character's Body attribute and hope for equal or below that number.

To determine the level of success or failure you, count how many dice succeeded (equal or below the target number) and/or failed (above the target number). Successful dice and failed dice cancel each other out. Then count the remaining successes or failures to determine your Win/Loss Level:

- **5+ successes** = Critical Win: You do the best you could ever do.
- **3-4 success** = Major Win: You succeeded solidly.
- **1-2 successes** = Basic Win: You barely succeeded.
- **1-2 failures** = Basic Loss: You barely failed.
- **3-4 failures** = Major Loss: You failed. No doubt about it.
- **5+ failures** = Critical Loss: Your failure is simply amazing.
- (Ties are imaginatively called ties and are usually neither good nor bad. They are interpreted by the GM.)

Example: Kevin is chasing after a devil and needs to catch him or the devil will escape off-world and be gone for good. Kevin's player decides to put all the effort he can into this conflict and picks up 5 dice. Kevin's Body attribute is 6—that's the number he must roll equal to or under.

The dice are rolled and come up 9, 4, 4, 2, and 1. The 9 is a failure; the other four dice are successes. The one failure cancels out one success, leaving three successes. That's a Major Win—Kevin not only catches up to the devil but manages to tackle him as well.

The GM decides which attribute is used as the target number for Effort Dice. However, the GM will also decide which descriptor best fits the situation, which can add a success or a failure to your Effort roll. The GM has the right to decide which descriptor will apply.

Example: In the previous example, if the chase came down to who ran faster, the GM could pick Speed as the relevant Body descriptor. If the chase came down to who was more in shape (say, if the chase was long), then Fitness could work instead. And if they were running up-hill or on a high gravity world, the GM could decide Strength made the most sense.

Kevin has a weakness in Speed—he is Lazy. If the GM decided Speed was relevant, then Kevin would have one additional failure in the mix. That would cancel out another success, leaving Kevin with two successes and a Basic Win—he caught up to the devil but didn't tackle him.

The last possible modifier for an Effort check is difficulty. The GM can decide a given conflict is easy, hard, or average.

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

Example: Kevin caught the devil and wants to knock him out. The GM decides Body is the attribute and Strength is the descriptor: since Kevin has tacked the devil, a fight isn't a matter of fainting

and getting through martial arts blocks—it's just power.

Kevin has Body 6 and Weak (+1F) for his descriptor. The GM says it's Easy because he's sitting on top of the devil, so he adds 1 to the target number. Kevin now has to roll 7 or less with his effort dice. Juan rolls and gets 2, 6, 7, 9, and 10—two failures and three successes. Two failures cancel out two successes. Using a weak descriptor adds another failure, canceling out another success.

That ends up with a Tie. Kevin and the devil are wrestling—Kevin can't land a good punch but the devil is still caught under Kevin.

RESOURCES

Characters have three resources: Health, Resolve, and Spirit. Each reflects the state of the relevant attribute: Body, Mind and Soul respectively.

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

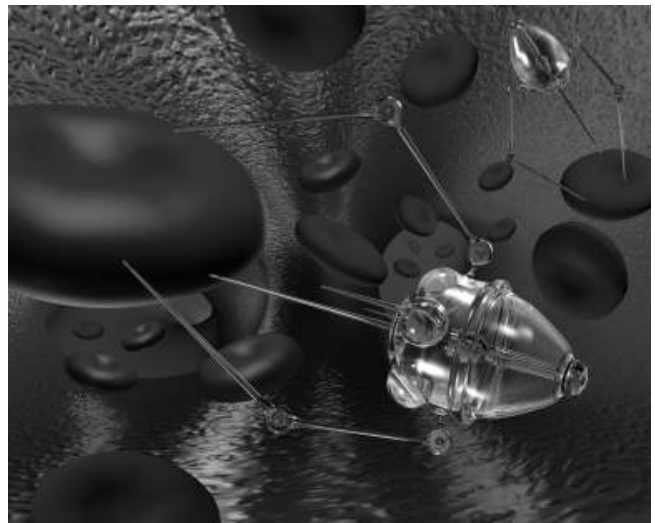
Reincorporated characters have full Health (but other resources are as they were at death) and all gear, even if someone stole something—missing objects get pulled back into the weave as they're downloaded into your hands. However, reincorporation takes

three rounds. If you die in combat, you will sit out three rounds while the weave processes your reincorporation. The weave notices dangerous physical locations, such as lava or a nuclear blast, and will not reincorporate you where you will simply die again. (Combat does not count as a physical location.)

When you reincorporate, you may recalculate your Body and Mind attribute ratings and descriptors. While you cannot add more to the total, you can change how you spent the ratings during character generation.

Example: Barbara died in combat. She had Body 4 and Mind 7. Since she expects combat to continue as she reincorporates, she takes two away from Mind and gives it to Body. Her new attributes are Body 6 and Mind 5. She also adjusts her descriptors, giving herself an extra strength instead of weakness for Body and an extra weakness instead of a strength for Mind.

Resolve is your Mind's resource. Losing Resolve means you are getting stressed, confused, or both. If you lose all of your Resolve (zero or lower), you go temporarily insane. However, the weave monitors your mental state and, when it detects a major problem, it will swap out your brain with a new, calm version. You will have full Resolve but other resources are as they were at the onset of insanity. However, this process takes three rounds. If you go postal in combat, you will likely attack anyone around you for three rounds. You do not get to adjust your attribute ratings during a brain swap—only with reincorporation.



Spirit is your Soul's resource. Losing Spirit means you have called upon the powers of Heaven, Hell, or Hegemony to use prayers. There is no inner conversation with these powers, nor are they tangible entities. You simply “bank” spirituality through belief and call upon that belief to power your prayers. When you wish to use a prayer, you must roll 1d10 equal or under your current Spirit rating. Success means the prayer happens and you lose 1 Spirit to pay for it. Failure means the prayer does not happen but your Spirit increases by 1. The only penalty from losing all of your Spirit is being unable to use prayers.

Not everything has all three resources, however. Digitalii (semi-sentient software) and spirits (energy entities from Heaven and/or Hell) only have Resolve and Spirit because they have no Body rating—they have no bodies to rate. Likewise, simple animals like sharks and cows have Health and Resolve but not Spirit because they have no souls. Animals with high levels of intelligence such as dogs and cats have all three resources, and inanimate objects such as walls only have a Health resource.

This means you should be careful to use techniques or weapons that work against the resources the target has. Using a PM05 Pistol against a ghost would do nothing, as the pistol only subtracts Health, the Body's Resource, and ghosts have no Body. You would have to use something that affected Resolve or Spirit such as a feeblegun.

ROUNDS AND TURNS

All conflicts have the same structure. Each player gets a turn, including NPCs, and all turns combine to form a round. On your turn, you can do one action such as firing a gun, saying a sentence, dodging, etc. Some actions may take multiple turns--the GM has final say on how long a given action lasts. You get one turn per round (unless some prayer alters this), meaning you can do one action on your turn. Your character can only act on his turn--with the exception of prayer. Prayers can be used at any time regardless of who's turn it is. However, you can only use one prayer per round. When all participants have had a turn, the round ends and a new one begins.

Example: Mark is trying to get important information from a bartender. On his turn, Mark tries to intimidate the bartender into speaking. He rolls against his Mind 4 / Innovative +1S and gets 2 successes for a Basic Win. That's not good enough for Mark, who announces he'll use his Redeemed One prayer, which adds one success to the roll. That gives him three successes and a Major Win. Although he already took an action on his turn, he can still use a prayer anytime this round. If an angel suddenly runs into the room and attacks

Mark this round, Mark could not use any prayers until a new round begins.

Initiative is the order in which characters act in a conflict. Usually, the player (including the GM) who speaks first gets to go first. If multiple people want to act at the same time, the GM decides who goes first, second, and so on.

PRAYERS AND SPIRIT

All player-characters (and some non-player-characters) have special powers called Prayers. To use a prayer, you must first roll 1d10 against your Spirit resource.

If you roll equal to or lower, the prayer works but you must lower your Spirit by 1 point to pay for the prayer.

If you roll above, the prayer does not work but your Spirit is increased by 1 point.

Example: Sharon's character is a level 1 Jealous with Spirit 7. She wants to use the prayer Blight to cause Health damage to an annoying civil servant. Sharon rolls 1d10 and gets 4. The prayer works and the civil servant is covered in boils, losing 3 Health. Sharon lowers her character's Spirit to 6.

Prayers are silent and normally unnoticeable. Other prayers or unique gear might be able to detect them, but otherwise they happen without a clue as to who used it. That means you can use a prayer anywhere without it being tracked back to you. However, the effects of prayer can be obvious and will cause a problem. In the previous example, The civil servant's coworkers will panic when they see the poor guy covered in boils,

realizing that someone from Hell is nearby and causing harm to people.

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

Example: Sharon wants to use Blight again but waits. Finally, the civil servant's supervisor arrives. The coworkers quickly turn on their supervisor, saying they witnessed fights between the servant and the supervisor. When a



coworker gets in the supervisor's face with angry accusations, Sharon uses Blight against that coworker. As boils erupt on the innocent's skin, more people believe the supervisor is a Hellish agent and forget all about Sharon.

BUDGET AND GEAR

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

However, the Hegemony cannot allow citizens to pull whatever they want from the weave, or else everyone would have giant mansions filled with gold--the weave would collapse and planets would be covered with garbage. That's why the Hegemony imposes a budget on its citizen to regulate weave use.

All items have a cost measured in credits. When you download something, subtract the cost from your budget. If something costs more than you have left in your budget, then you cannot have it, although characters can share their budgets to pool their resources. You can also upload items you previously downloaded to free up some of your budget.

Example: Liam downloads a PM05 Pistol from the weave. It costs 1, so Liam

lowers his budget from 5 to 4. Later, he decides the pistol is too small and wants a PM45 Autogun. That costs 5, so Liam would have to upload his pistol before he could download the autogun.

Downloading takes one turn, as does uploading, but you can do both in one turn in a pinch. If you need to change your gear during a fight, for example, you wouldn't be able to fight for one turn.

Example: Liam's autogun is doing no damage against an ethereal spirit from Heaven, so he decides to use a EMNP Rifle instead. In the first round, he has initiative. He spends the Act phase of his turn to upload the autogun, freeing 5 budget. The spirit goes next and attacks Liam, who takes the hit and uses his React turn instead to download the EMNP Rifle. Next round, he can use the rifle and attack the spirit.