

TRISE

The Tabletop Role-Playing Game





Triangle Agency: The Tabletop Role-Playing Game

First Edition

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For additional supplements, games, merchandise, or more information on creating your own game materials in the world of Triangle Agency, visit our website at www.hauntedtable.games!



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Safe navigation of this document is imperative. Use the following guide to ensure you are only reading authorized sections.



Field Agent Manual

This section covers the basic knowledge required of your role at the Agency and the rules everyone participating in this <*job/game*> must follow.

All Agents must read this section in its entirety.



General Manager's Toolkit

This section contains tables, diagrams, and other tools to support the work of Agents selected for management.

Only General Managers may read this section.



Playwalled Documents

This non-linear section protects dangerous information and must only be accessed when necessary. **You are not yet authorized to determine when is necessary.**

Once you are comfortable with your limitations, progress to the following page to begin your training. **Welcome to Triangle Agency!**

Field Agent Manual



Contents

10	What is Triangle Agency?	34	Qualities & Quality Assurances
12	Our Mission	35	Burnout
14	Our Values	36	Triscendence & Stability
15	Reporting to Work	38	Rolling Quick Reference
18	Field Work	40	Ask the Agency!
19	General Employment	44	Anomaly Abilities
20	Anomaly Retrieval Missions	45	Failure is Assumed
21	Anomaly Retrieval Equipment	46	Harm
22	Anomaly Retrieval Outcomes	47	Life Insurance Policy
23	A Perfect Mission	48	Conflict Resolution
24	Anomalies in Detail	52	Content Control
26	Threats in the Field	53	Equal Opportunity Policy
27	Capturing Anomalies	54	Identifying Your Region
28	Agent Performance Metrics	55	What is Mundane?
29	Alternate Mission-pportunities	56	Building Your Agents' ARC
30	Playwalled Documents	58	ARC: Anomaly
31	Mission Report & Checklist	60	Whisper
32	Using Four-sided Dice	62	Catalogue
33	Chaos	64	Drain

	66	Timepiece
	68	Growth
	70	Gun
	72	Dream
	74	Manifold
	76	Absence
F	78	ARC: Reality
	80	Caretaker
	82	Overbooked
	84	Pursued
	86	Star
	88	Struggling
	90	Newborn
	92	Romantic
	94	Backbone
	96	Creature
	98	ARC: Competency
	100	PR

198	Playwalled Documents			
‡ 136	General Manager's Toolkit			
134	Mission Superlatives			
225	Anomaly in Detail			
132	Reality in Detail			
128	Requisitions			
127	Competency in Detail & Retirement			
126	<campaign career=""> Length</campaign>			
124	Experiencing Time			
123	Spending Time			
122	Work/Life Balance			
118	Onboarding Questionnaire			
116	Clown			
114	Hotline			
112	Reception			
110	O Gravedigger			
108	108 Intern			
106	CEO			
104	Barista			

What is . . .

Triangle Agency?

Triangle Agency is a *<pri>private corporation/ tabletop role-playing game>* dedicated to
understanding and containing paranormal
phenomena in the modern world. These
phenomena are known as **Anomalies**, and
they are extremely dangerous.

While the Agency employs a wide range of support staff, this <document/game> is primarily concerned with the entry-level position of **Field Agent**. These employees use their wits, charm, and expendability to further our mission in the wider world, often spending more time out of the office than within it.

<Field Agents/Player Characters> are hired for their status as Resonants, mundane beings who have bonded with Anomalies and gained supernatural powers. At the Agency, 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!

Disregarding Agency protocol, misusing your Anomalous abilities, or requesting an irresponsible amount of sick leave may lead to premature termination of your employment. Thankfully, this never happens.



Tabletop Role-Playing?

Tabletop Role-Playing Games are a workplace efficiency technique involving dissociation from your immediate circumstances by pretending you are at a table in a home, conference room, or virtual space.

In our world, **Reality**, you will experience many dangerous, terrifying, and difficult-to-comprehend situations. The Tabletop Role-Playing Game provides you a measure of protection and emotional distance.

One member of your Field Team will assume the role of **General Manager**, or "GM", and take responsibility for describing your team's circumstances, directing focus, and speaking on behalf of the people you encounter.

The rest of you, as **Field Agents**, will describe the thoughts and actions of your characters and those most important to them.

This is called "role-playing."

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!

We recommend you embrace your imaginary life: leaving the table in between missions to experience a separate, mundane existence wherein you have entirely different relationships, superstitions, and employment is totally normal and a common part of the exercise. Don't forget to clock in on your return!

Necessities for Participation

Each of the following is required for a satisfying and productive <work day/play session>.



Between 1 and 5 Other Agents

These are often already provided by the Agency and experienced as family, friends, and acquaintances. If you are having trouble finding your assigned Field Team, we recommend looking online. You are likely simulating tables in distant geographical locations.



6 Four-sided Dice

The only important number is the **3**. If your set of dice displays unnecessary numbers, you are encouraged to remove them.



A Pliable Mind, Easily Subject to Influence

If <you/your table-self> enjoys other Tabletop Role-Playing Games, you already have this in your possession. If not, for your safety we recommend signing up for our training programs on "The Fourth Wall," "Suspension of Disbelief," "Kayfabe," and "Sense of Wonder."

Measuring Success

From this point forward your behavior can earn **Commendations** and **Demerits**, our way of determining your value as an *<employee/player>*. You'll learn more about these metrics later. For now understand that Commendations are awarded to exceptional *<actions/people>* and Demerits are distributed for selfish or embarrassing behavior.



Human Flaw Alert!

It is possible that weak-willed individuals may perceive certain information in brackets *ke/this>*. This is a known side effect of the psychological friction that comes from the Tabletop Role-Playing Game technique clashing with your lived experience. It should reduce in frequency as you acclimate to your position.

Our Mission STABILIZE

Why a Corporation?

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

An especially large accumulation of similar thoughts, or a particularly potent single thought, can create an unnatural distortion of what is right and true. We call these distortions Anomalies.

Anomalies are extremely dangerous. They must be captured and contained lest they tear a hole in Reality, leaving us vulnerable to forces far greater than any mundane mind can imagine. Triangle Agency, a private corporation acting in the public interest, rises to this challenge.

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

As a Field Agent, you're joining a long lineage of employees across the centuries and globe bearing our universe's continued existence on their shoulders. Luckily, maintaining order in a chaotic world is a thankful job.

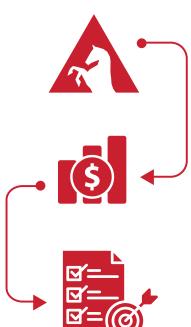
Here's your first of many:



An organization capable of combating the great threat Anomalies pose needs to consolidate money and resources efficiently and easily, with high autonomy and low oversight.

Government-aligned organizations are by necessity subservient to political interests. As a private corporation, the Agency is able to serve only the mission with no ulterior motives.

To fund our mission, we develop and sell a wide array of products on every aisle of the store. Our subsidiaries like Ripple Clean, Realistic Clothing, and Stable Stables for the Modern Horse take advantage of Anomalous power to create unique, reliable, and competitively priced merchandise. They also provide a public face for the Agency, ensuring your day-to-day work is uninterrupted by pesky inquisitors and regulators.



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

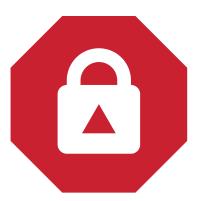
Our Values











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.

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

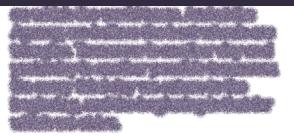
To: I Agree To Be Held Indefinitely

Vault Room #309

Triangle Agency, [Your Town]

From: [Your Signature]





Reporting to Work

Every Agent is assigned to a **Branch**: a semi-autonomous unit of business that handles all of the **Agency**'s dealings in a given geographical region. Branches are typically, but not always, attached to a single city or town. Each Branch has a unique structure and a level of funding that reflects how important they are to our mission.

In every Branch you will find a **headquarters**, a set of **employees** who handle the day-to-day business, and at least one Field Team full of Agents like you! Decades of rigorous analysis suggest that Agents are most effective in places they know well, so you have likely been assigned to the Branch that currently serves your local area.

Each Branch is unique, but they all fall into two major categories.

Major Metropolitan Areas

Most Branches are located at the heart of a civic, cultural, or economic center.

The most distinguished of these are headquartered in stately, gleaming skyscrapers enrobed in lush wall-to-wall carpeting and bathed in efficient, dependable fluorescent light. Their dozens or hundreds of staff work tirelessly to Stabilize Reality, serve our customers, and support our affiliates. The hallways within these Branches buzz with activity as couriers hand-deliver messages, phones ring with the hum of global commerce, and coffee of every known strength brews morning, noon, and night.

Others may run a lean operation, due to a low level of Anomalous activity or a high need for discretion. These Branches are driven by an admirable dedication to efficiency and can often be seen setting up shop in such diverse settings as an employee's home, a network of storage units, or an unused section of sewer unmonitored by city officials.

The luckiest of all Agents will be hired to work in **Ternion City**, where our global headquarters resides. The following page provides a glimpse of its lobby, which may soon become your daily view!

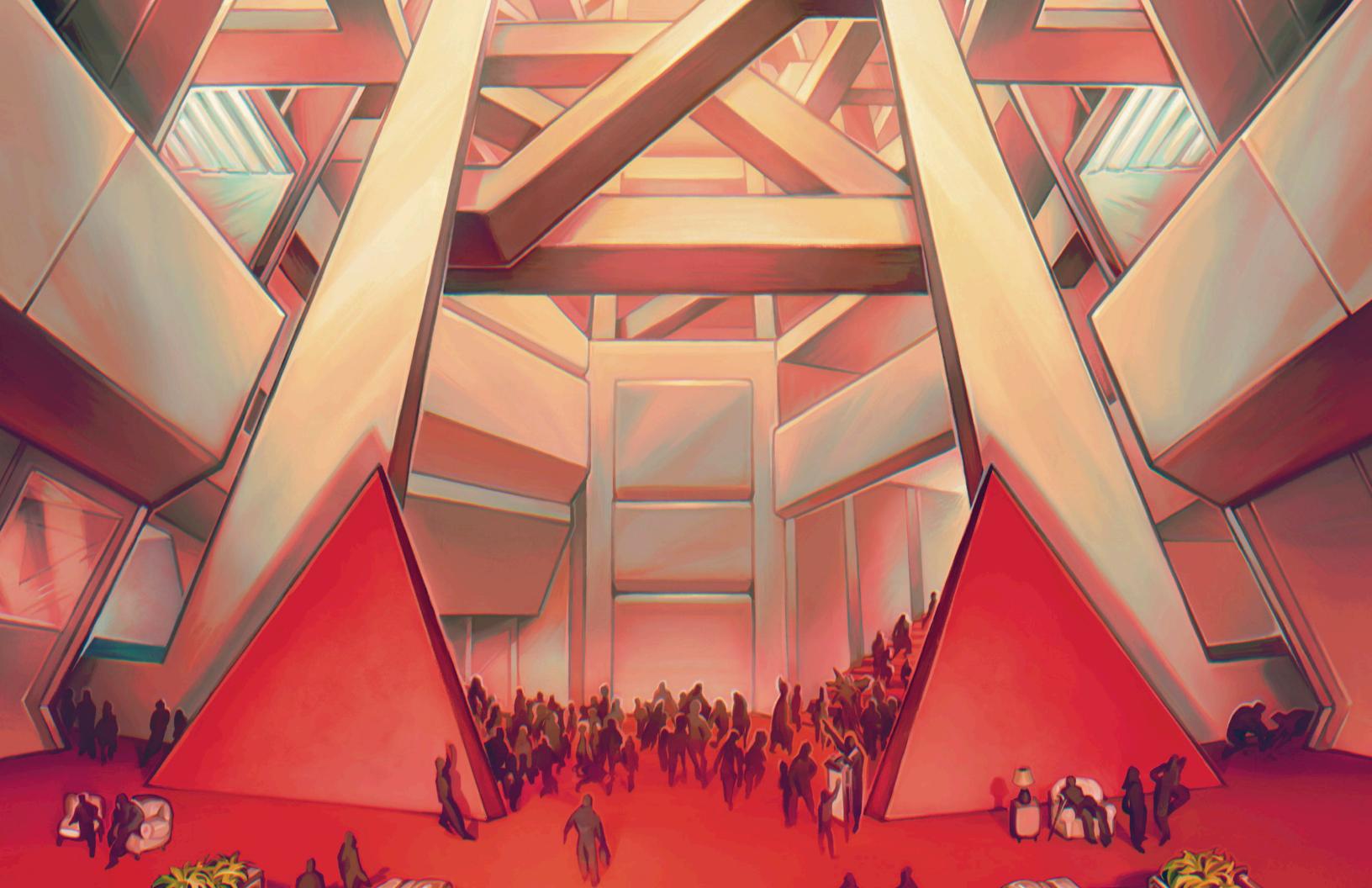
Other

Agents who live in rural regions can expect to shoulder a burden no less grave – merely less concentrated.

These Branches tend to cover a wide area of sparsely populated land and are best for Agents who like a slower pace and a mobile lifestyle. Here, you'll frequently find yourself patrolling residential neighborhoods, taking statements from local business owners, and venturing away from dependable cellular service.

Headquarters for these Branches commonly provide both space and privacy for their employees. Many are outfitted with lavish wood paneling, overstock furniture from the Triangle at Home collection, and up to one refrigerator. Recent surveys have revealed that these remote offices average a bulletin-board-to-employee ratio approaching 2:1. Let's get those numbers up!

Whether in an office park, hunting lodge, or retrofitted pizza franchise, rural Branches trade the power and prestige of their urban counterparts for a working life perfectly tailored to their local needs.



Field Work

This <entry-level position/game> is primarily concerned with **Field Work**, the business of patrolling, investigating, and influencing the mundane world to further the Agency's mission. As Field Agents, you have **3** priorities:

O PRESERVE REALITY

for Mundane Beings

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.

2 APPREHEND ANOMALIES

for Storage in the Vault

Whether by enticement or exhaustion, wild Anomalies must be brought to safety in the **Vault**, a special containment facility in a secret location with entrances at every Agency Branch. There they can be studied and preserved, rather than eliminated. Lucky them!

3 CONTROL YOURSELF

for Long-term Employability

Resonants like you are permitted to use Anomalous Abilities in the pursuit of items **1** and **2**, but are expected to maintain professionalism and resist the temptation to abuse those Abilities elsewhere.

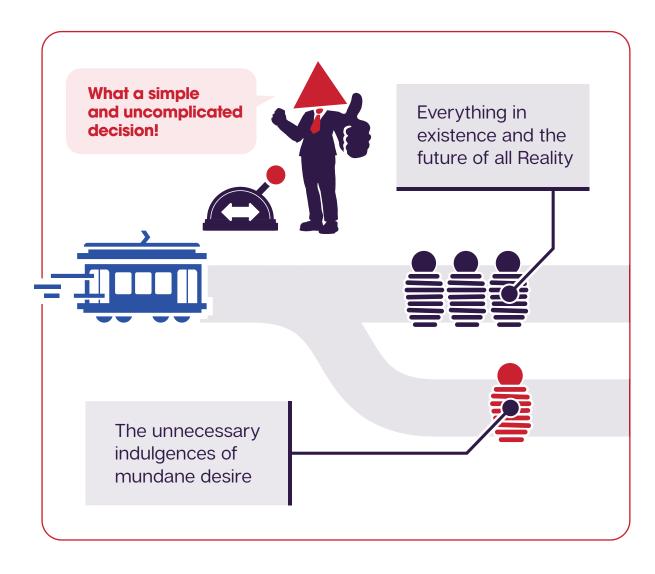


General Employment

Between missions, there's plenty of work to be done! All Agents are assigned a **Competency**, which describes the work you do in, or in service to, the office. You might monitor our image as a Public Relations employee, serve drinks in the lobby as a Barista, or relax in the plush recliners of the CEO department! There are nine options for entry-level employees explained near the end of this manual.

Field Work is mandatory, but your commitment to the work between missions will determine how far you climb in the company. When the time comes to decide where you fit in long-term, your hours in the office and resistance to outside distractions will heavily influence your placement.

You are permitted to continue your mundane life outside of the Agency, but your friends, family, and acquaintances must not know the details of your work. Please remember that for a Resonant like you, a mundane life is a privilege. Our priority is to the Agency's mission, and yours should be as well. For additional details, please consult the following graphic.



Anomaly Retrieval Missions

The most common < mission / play session > has 3 parts:



Morning Meetings

Your General Manager will introduce scenes from your daily lives in the time leading up to the mission. This eases your team into the Tabletop Role-Playing Game technique with low-pressure conversation while you perform your general Agency duties or spend time with a mundane relationship. Eventually you'll be called in for a **briefing**, which will detail your mission's leads.



Investigation

After the briefing provided by your GM, Agents investigate leads to find areas and people affected by the target Anomaly. While reducing Loose Ends wherever possible, you will follow the Anomaly's trail until you find its place of power, which we call the **Domain**.







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. In less ideal situations, it may escape or need to be neutralized.

Anomaly Retrieval Equipment

All teams are equipped with the following Requisitions:

The Normal Briefcase

This uninteresting and nondescript briefcase is capable of capturing and safely holding an Anomaly of any size. For the Normal Briefcase to work, the Anomaly must be exhausted, calmed, or willing.

Successfully capturing an Anomaly typically requires identifying its **Focus**: the thought or feeling that created it.





What's a Requisition?

Requisition is our catch-all term for any items created through Anomalous research.

Following your first mission, you'll gain access to many more useful tools like these you can purchase for easier Field Work!

The Ripple Gun

This weapon was originally a prop from an American 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 Ripple Gun can be aimed directly at an unobstructed target Anomaly, it can be discharged to neutralize it permanently. It can expend only a single charge before it must be replenished at the Agency.

Discharging the Ripple Gun for any purpose other than neutralizing the mission's target earns an Agent 3 Demerits.

The Ripple Gun has a built-in safety that prevents it from discharging at Resonants. Please ensure you are never standing between the Ripple Gun and its intended target.

Anomaly Retrieval Outcomes

The Agency recognizes only 3 possible outcomes for an Anomaly Retrieval mission:



Captured

The Anomaly is delivered via Normal Briefcase (or other method) directly to the Vault. This is the ideal mission result, for which all Agents receive **3 Commendations.** Awesome!



Neutralized

The Anomaly is destroyed with the Ripple Gun (or other method). This is regrettable, but sometimes necessary. No Commendations or Demerits rewarded.



Escaped

If the Anomaly is neither captured nor neutralized, all Agents receive **3 Demerits.** Anomalies allowed to escape become suspicious, harder to capture, and prone to inconvenient revenge seeking.



Optional Objectives

For each mission, your GM will issue a few Optional Objectives during your briefing.

Optional Objectives always have a condition and a reward. There will typically be between 1 and 3 Optional Objectives for a given mission, and they can be fulfilled any amount of times by any combination of Agents, unless noted. Try to maximize your Commendations earned!

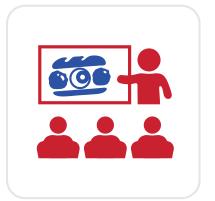
Some examples:

- ► Fire a warning shot: +1 Commendation
- Speak to a card-carrying member:
 - +3 Commendations once per Agent
- ► Step on a tile: +1 Demerit

These Objectives may contain important guidance to aid you in your mission, but they may also fulfill unrelated Agency goals. Your GM is neither required nor expected to explain the process behind defining and issuing Optional Objectives.

A Perfect Mission

Here is an example of a team of Field Agents performing commendably on the job:











Agents Idowu, Saburo, and Levi are working diligently at their desks during their Morning Meetings when they are called to a briefing. Their General Manager Trina tells them of an Anomaly in downtown Ternion City that is turning humans insideout. The Agency discovered this from an intercepted and quarantined social media post featuring an eyeball that has fallen perfectly into a meatball sub.

The Agents begin their **Investigation** at the Meatball Sub Store, where the owner explains the sudden swap of skin and organs she witnessed. The owner is convinced everything is perfectly normal, and a Loose End is not left behind. The Agents cleverly deduce that the Anomaly's Focus is "A Sandwich Artist's Desire To Keep All Ingredients Inside The Sandwich." He does not want to discuss it, but a Book of Sandwich Photography has been speaking to him, and pushing him to improve by turning a human inside out any time he fails to create a perfect sandwich.

The Agents visit the sandwich artists' apartment above the store, which has become the Anomaly's Domain. The Agents **Encounter** the Anomaly and convince it to let its guard down by making a set of perfect sandwiches while carefully avoiding being turned inside out. The team's combined desire for perfection sates the Book of Sandwich Photography long enough for it to be captured in the Normal Briefcase. The sandwich artist is convinced everything is perfectly **normal**, and a Loose End is not left behind.

Once the Normal Briefcase is deposited safely back at the local Triangle Agency branch, the Agents return to their desks and get back to work. Another incredible success!



As mentioned, an Anomaly is a large accumulation of similar thoughts or a particularly potent single thought that has gained the ability to affect Reality directly. The complete life cycle of an Anomaly is protected information that will become available to you later in your career, but this section will describe the most important details.

Anomalies are not created in Reality, and thus are not bound by its rules. The thought or feeling that birthed them defines the extent of their power and guides their actions, which makes even simple ones extremely dangerous. Imagine a monster fueled only by hate and given limitless strength to destroy what it wants; a disembodied obsession puppeteering its target into a false romance; or the satisfaction of athletic swimming flooding a city to share its benefits with everyone.

They may express human-like behavior, or appear to have human intent, but this is an illusion. Anomalies are uncaring, unconcerned with human life, and at best oblivious to the suffering they create.

These beings express their destructive potential in as many different ways as there are thoughts. While one may grow to an enormous size and crush buildings for fun, another might manifest as a network of disembodied ears to collect a region's secrets. They can be canny enough to play off of human emotions and desires; many of the most insidious Anomalies enlist the help of gullible humans.

Without a Resonant host they struggle to remain in Reality and will gradually disappear, but this process can take years. The damage they deal in the meantime, and the loss of opportunity to study them, makes inaction unfeasible.

Resonance: an Anomaly's Fingerprint

Before sending Agents on field missions, we track Anomalies by monitoring mundane society for unusual and unexplainable phenomena and then scanning for **Resonance**, a signature pattern of energy left behind by Anomalous effects. The exact pattern of, and tracking method for, this Resonance is dangerous information.

If you would like to learn more, think carefully about why you want to do that.



Personal Anomalies

No matter what they tell you, or how familiar with them you are, maintaining control of your personal Anomaly is paramount. The Resonant-Anomaly relationship is an exchange: the Anomaly gets the safety and stability of a mundane body, and the Resonant gains access to impossible power.

Typically, this parasitic process would eventually progress until the Anomaly destroys the host (you!). As long as you're employed, we at the Agency are able to keep your personality dominant and your form stable. We limit the use of your personal Anomaly to specific abilities because without our assistance you would quickly be overwhelmed by your own power.

While not every position at the Agency offers a salary, all Agents are paid in exposure to the stability the Agency provides.

Components of an Anomaly

Anomalies are most precisely defined as unreal beings with two unique traits: a **Focus** and a **Domain**.

An Anomaly's **Focus** is the thought it was born from which feeds and empowers it now. Anomalies will aggressively pursue the replication of their Focus in mundane minds, but they are not creatures of nuance. They may interpret a complex idea literally, engineer circumstances to force an emotion they prefer, or protect things and people they find precious to a smothering degree. Rarely do they have a conscious understanding of their own Focuses, and as a result will often pursue counterproductive courses of action according to what "feels" correct.

Our research in the Vault has determined that Focuses have two parts: a feeling and a subject. As Anomalies seek replication of their Focus, they will typically alter the subject to more easily evoke the desired feeling. For example:

- The Focus "disgust for sewage" might lead an Anomaly to create monsters, smells, and situations which make the sewer seem disgusting to more people.
- ► The Focus "love of this old tree" might push an Anomaly to give the tree hypnotizingly beautiful flowers, forcing love from anyone who looks upon them.

Understanding an Anomaly's Focus and temporarily indulging it to build trust is the most common path toward capturing it.

An Anomaly's **Domain** is its place of power, and typically the spot where it broke into Reality. Entering the Domain is highly dangerous—but almost always necessary—to find the Anomaly itself. These are often the places where their Focus is most powerfully felt.



Threats in the Field

These are the greatest dangers you will face as you attempt to reach the Anomaly's Domain.



Chaos

Chaos is Anomalous energy added to the universe as a result of your Field Team's actions. Anomalies can wield Chaos for many purposes and to deadly effect. While we encourage you to use your abilities to complete your mission, we urge you to pay attention when Chaos is created. Your General Manager will track Chaos in an abstract space called the Chaos Pool and describe how the Anomaly uses it against you with Chaos Effects.

Chaos Effects are unknown until they are used against you, and can vary in cost and detail between Anomalies. Every Anomaly's style is different, but by paying attention you may be able to identify patterns for the Anomalies in your area.

Any unused Chaos disappears at the end of each mission.



An unreal being without a Domain or Focus is called a Minor Anomaly, More powerful Anomalies will use Chaos to recruit these flexible, purposeless beings to reach beyond their typical limitations. These creatures can imprison Agents, lure mundane targets into dangerous situations, and even increase the amount of Chaos generated around them.

Minor Anomalies do not typically generate enough Anomalous material to be revenue-positive, so we recommend you destroy them on sight with abilities, requisitions, or large amounts of physical force.



Loose Ends

Loose Ends are mundane minds with sensory evidence of the Anomalous. Avoiding these is an extremely high priority. If mundane minds are exposed to any dangerous Reality-destabilizing ideas, by your abilities or those of a target, it's your job to convince them that everything is perfectly normal. Failing that, you must ensure they are unable to spread evidence in a way others will believe.

A Loose End is not exactly equivalent with a single mind, because the danger is primarily in their ability to spread. A married couple with all of the same friends may only be one Loose End, while a trusted public figure could represent more than a dozen on their own. Your General Manager will often say things like "This crowd of people counts as ten Loose Ends. You will have to do something about them before you leave." or "You can use that ability, but because someone can see you, they'll become one Loose End."

Knowledge of Anomalies bolsters their power: vour Field Team's accumulated Loose Ends increase the amount of Chaos usable by Anomalies at the start of each mission. Sloppy work can have fatal or frustrating consequences down the line.



Scheduling

Occasionally, your table-selves will interfere with mission completion by believing they "forgot" or "have more important things going on" the day of the mission. This is a lie and can simply be ignored.

Capturing Anomalies

Once you've identified an Anomaly's Focus and entered its Domain, calming an Anomaly for capture in the Normal Briefcase usually requires one of the following methods:



Satisfying its Focus temporarily (leading to contentment)



Convincing it that its actions are counterproductive (leading to confusion)



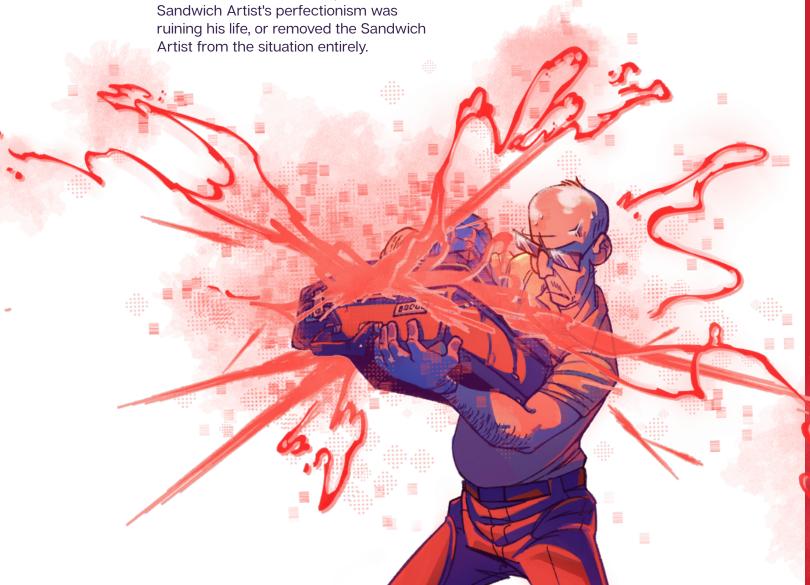
Removing the source of its **Focus** (leading to despair)

Back in "A Perfect Mission," the Agents followed the first path. They might have instead shown the Anomaly how the Sandwich Artist's perfectionism was

Not every option works for every Anomaly. If you cannot identify any path toward these results, an alternate method is exhausting its energy with a large amount of physical force.

Anomalies typically take a form related to their Focus or inhabit an object or animal from within their Domain. An Anomaly's appearance may be a clue to these details-and in some cases, its greatest weapon.

Exercise great caution when dealing with an Anomaly that has taken on the quise of a sentient being.



Agent Performance Metrics



Commendations

Commendations are a sign that you're doing great work! Your GM will reward these when you act in Agency-approved ways. Commendations use our patented **Emotional Currency System**, which means you can feel the approval of the entire Agency upon receipt.

This feeling has been reported as similar to: an approving smile from a trusted mentor, an extra drink falling from a vending machine, rest in an indent sized perfectly to your body, or the discovery that someone else has performed a needed furniture repair while you were away. For many, though, the satisfaction of an increasing number is enough.

Activities that Reward Commendations:

- Successfully capturing Anomalies
- ► Fulfilling your Competency's Sanctioned Behaviors
- Completing certain Optional Objectives
- Helpfully clarifying a rule for another Agent
- Identifying when another Agent should receive a Demerit
- Demonstrating exemplary loyalty to the Agency, as determined by your GM

Commendations determine who receives a mission's **MVP Award** and are used to purchase Requisitions, including office perks, merchandise, and investigation tools to boost your self-esteem and mission success!



Demerits are our way of politely telling you there's room for improvement. You shouldn't accrue very many of these—and thanks to the Emotional Currency System, you won't want to!

The feeling of receiving a
Demerit has been likened to: loud
microphone feedback, a single
precious object missing upon your
return home, receiving an e-mail,
or suddenly realizing everyone is
hanging out without you.

Activities that Accrue Demerits:

- ► Allowing Anomalies to Escape
- Discharging the Ripple Gun on unimportant targets
- Violating your Competency's
 Prime Directive
- Completing certain Optional Objectives
- Using your Anomaly Abilities outside of work
- Bending or breaking the rules of the game for narrative purposes
- Disloyal behavior or negative Agency-related speech, as determined by your GM

Agency Standing

Demerits adjust your **Agency Standing**. Agents begin their careers in Good Standing. Any time you gain a Demerit, you immediately erase your previous Standing and replace it with your new Standing.

Alternate Mission-pportunities

Anomaly Retrieval is not the only type of mission! Depending on your Branch's effectiveness, location, and political climate, your GM might send your Field Team to complete one of the following alternate missions:



When an Anomaly destroys itself or is captured by another Field Team but many Loose Ends were created, Agents are sometimes sent to track down the individuals involved and control the spread of dangerous knowledge.

Usually, Field Teams will be sent to areas outside of their typical region for these missions. Think of them as a working vacation!

If you've been accruing enough Loose Ends that your region is feeling dangerously chaotic, try requesting a Clean-Up mission in your region to revisit your past mistakes and clean up after yourself.



Occasionally, a mundane organization or powerful figure catches wind of our activities and attempts to expose or emulate us. Field Agents may be sent out to distract, redirect, or eliminate these competitors.

Targets for Market Disruption missions might be discovered during other work! While the Agency's first priority is always active Anomalies, those who use Anomalous power for their own gain must be dealt with eventually as well.

Are you good at identifying problems before they happen? Request a Market Disruption mission by alerting your GM to a potential threat in your area.

•	② 0	Good Standing
	<u> </u>	Needs Improvement
•	2	Needs Serious Improvement
	⇒ i 3	That Employee
	Alone at Lunch	
	5	Target of Passive Aggression

	FROZEN YOGURT ROOM ACCESS PEVOKED
و لار	Please Do Not Do This
8	There Is Still Time to Change
1 7	We Had Such High Hopes For You
1 6	Disinvited to Parties



Playwalled Documents

One of the many advancements made for the Triangle Agency Tabletop Role-Playing Game Initiative is our unique **Play to Play** system.

To protect you from an overwhelming amount of complicated and forbidden information, many rules and features are hidden behind the **Playwall**, located on page 198 after the General Manager's Toolkit.

After certain successes, failures, or choices, you'll be directed to visit specific Playwalled Documents by a symbol that looks like this:



[GO TO: A1]

Playwalled Documents are personal and should only be shared if the information or effects you've accessed become relevant to play.



You are now officially cleared to **[GO TO: A1]** behind the Playwall to see the entry labeled **Mission Report**.

When you have, please return here immediately and do not look at, read, or experience anything else on the way. If you do, make a note to remind your General Manager that you are beginning your <employment/campaign> with one Demerit for each illegitimately-observed page. Be sure to update your Standing.



AgencyOS

The Playwalled Documents section, like the rest of this manual, is created, edited, and monitored by **AgencyOS**: proprietary **Agency** software which automatically micromanages employees to build the perfect document for your Field Team.

Everything you do, say, and write is transmitted to AgencyOS for analysis. It turns your Mission Reports into work briefs for Vault Architects, your behavior into updated manuals for future employees, and your food preferences into cafeteria offerings.

Next time you're feeling watched, say "Thank you, AgencyOS!"

The Mission Report

This must be filled out by your Field Team during every mission and submitted for our records. A thoroughly completed Mission Report awards everyone on the team **6 Commendations** each.

Anomaly Status

Whether the Anomaly was captured, neutralized, or allowed to escape.

Note that the "other" option is only appropriate in missions that are not concerned with Anomaly retrieval.

Loose Ends

Agents must mark any Loose Ends accrued this mission. Agents are not required to track anything beyond the number, though noting identities may provide opportunities to clean them up in a later mission.

Anomaly Analysis

Use this space to collect important details about the Anomaly you are investigating.

- ► Alias is a codename for the Anomaly, usually decided by your Field Team.
- ▶ **Behavior** is for the Anomaly's likes, dislikes, abilities, and anything else useful to its continued study in the Vault.
- **Focus** is the idea or emotion that it seeks to replicate in its targets.
- ▶ Domain is the Anomaly's place of power, often the site of its incursion into Reality.

Final Mission Grade

Your GM will review this Report and provide a letter grade to indicate your Field Team's performance. **Superlatives** will be explained after your first mission is complete.

Post-Mission Checklist

Mission Results

Captured: 3 Commendations to each Agent

Neutralized: No Commendations or Demerits

Escaped: 3 Demerits to each Agent

Report Completion

Exemplary (thorough, no mistakes):6 Commendations to each Agent

Complete (Everything answered, approximately correct upon Vault review): **3** Commendations to each Agent

Incomplete or Inaccurate: No Commendations or Demerits

Optional Objectives

Award Commendations and Demerits for all completed Optional Objectives.

▶ Final Defense

Agents may beseech General Managers for Commendations they did not receive or forgot to draw attention towards during the mission. They may also attempt to expunge Demerits from their record they believe were given inaccurately.

After Final Defense, the events of a mission cannot be referenced again for future rewards. Superlatives are awarded following Final Defense.



Using Four-sided Dice

Our universe is host to many competing interests. While we are working hard to increase this number, Triangle Agency's current ownership stake in Reality is approximately 25%. Our level of control over possibility is represented in this Tabletop Role-Playing Game by the four-sided die.

Fortunately, in five known futures we capture the entire market. Using our **Dynamic Retrocausal Probability Enhancement System**, each of those futures contributes a die to your roll to increase the likelihood that they will come to pass. This means you have six four-sided dice to use any time you are drawing on the Agency's power.

You will be rolling for two reasons we'll outline in detail shortly:

- Asking The Agency to alter the recent past.
- Using your Anomaly Abilities in a safe and controlled manner.

You will always roll six four-sided dice. Check the results and total the number of dice showing a result of 3. We call these "3s."

If at least one 3 is present, that's a success!

If there are zero 3s in your roll, that's a failure. Every ability has its own unique results for success and failure.

Basic Results



At least one 3: you successfully Ask The Agency or achieve an Anomaly Ability's "On a success" result. Any number of 3s counts as a success.



No 3s: you are unsuccessful in channeling the Agency's power, leading to inconvenient consequences or an Anomaly Ability's "On a failure" result.



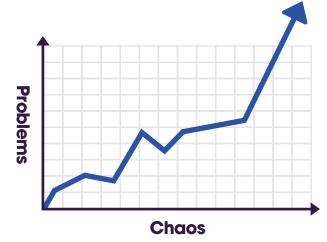
Directly affecting Reality comes with risks, even for the Agency.

Every roll invites the chance for Chaos to seep into our world and empower hostile Anomalies. Your GM spends Chaos when an Anomaly takes specific supernatural actions against you and your allies.

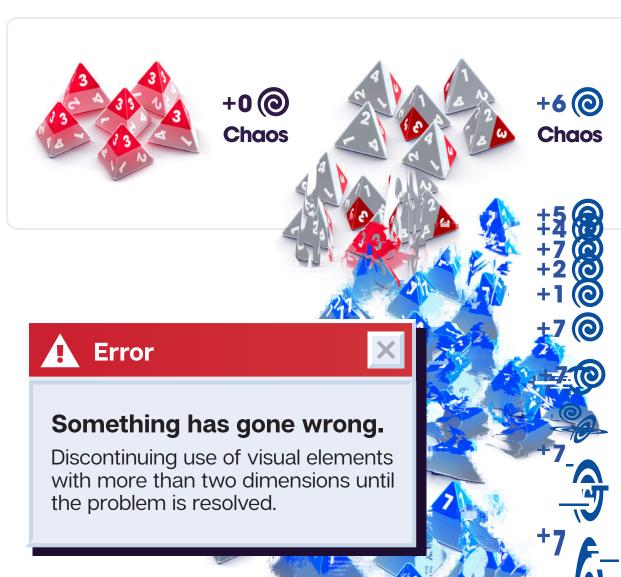
More Chaos = More Problems!*

*This is not entirely linear. See chart for details.

When you roll, each die that does not **show a 3 adds one Chaos** to the Chaos Pool. This means a standard roll can generate up to six Chaos on its own!



Problems Per Chaos













Qualities

The Agency has organized all possible actions, including those of your Anomaly, into nine desirable Qualities each employee is expected to embody to varying degrees.

Attentiveness

Showing attention to detail, understanding complicated information, and discovering what someone is trying to hide.

Duplicity

Lying, convincing while unconvinced, and supporting while internally unsupportive.

Dvnamism

Aggressing, dominating, taking action, and using force to get your point across.

Empathy

Relating to other people, expressing concern, finding weaknesses, and connecting.

Initiative

Forward thinking, moving quickly, and handling things before they become a problem.

Persistence

Refusing to back down, putting pressure on, overwhelming and irritating into action.

Presence

Standing out in a room, commanding a group, inspiring and intimidating.

Professionalism

Showing poise under pressure, resisting distraction, interrupting mind-altering effects.

Subtlety

Working quietly, avoiding

unnecessary attention, and performing actions with careful precision.

Quality Assurances

To ensure you are acting in accordance with our expectations, the Agency provides you with a set of Quality Assurances, or QAs. in a combination decided when selecting your Competency.

Quality Assurances are not based on your Agent's inherent or developed skillset. They are tied to behaviors the Agency hopes you will embody! For example, having three QAs in Empathy does not make you any more empathetic than someone with zero: it means the Agency will intercede to assist you more often in situations involving Empathy.

After you review the results of any roll you make, you may spend any number of Quality Assurances to physically adjust the same number of dice to a different face, changing the result.



You're always one QA away from a 3, which means you're one **QA** away from success!

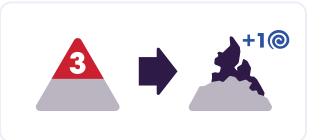
Use QAs at key moments: they are a finite resource that is spent over the course of a mission.

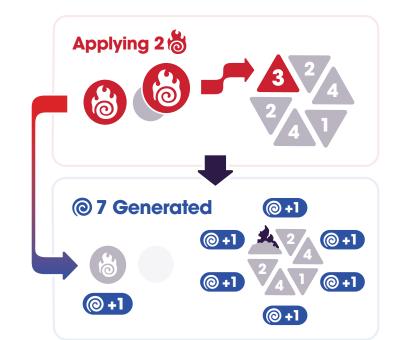
All QAs are recharged fully and automatically to their current maximum between missions. Your maximum will increase when we're confident you will wield them responsibly.



When one of your Qualities has no Quality Assurances remaining (including if it never had any at all), you have **Burnout** when rolling with that Quality.

Burnout "burns" one die showing a 3, reducing your chance of success and adding one (a) Chaos to every roll.





Put simply, Burnout always removes one 3 and generates one Chaos. If there's no 3 to burn, it still adds the Chaos.

Burnout can come from other sources as well (most commonly from other failed rolls) and additional Burnout further decreases your roll's 3s.

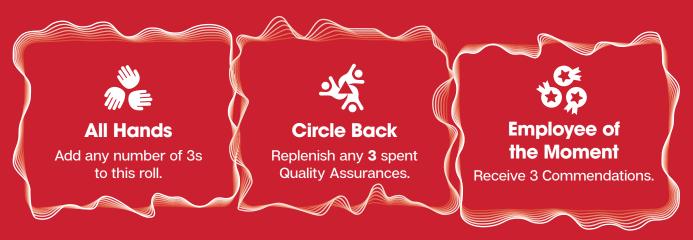
While more than two is rare, there is no limit on the amount of Burnout you can experience at one time, and it can increase the amount of Chaos generated beyond the typical maximum of six.

The example roll result pictured to the left has two Burnout but only one 3 to burn, so the roll fails and the total added Chaos is seven. Terrible.

Triscendence

When exactly three 3s are rolled before any adjustments are made, you perfectly conduct the Agency's power and experience Triscendence!

The roll is a success, **no Chaos** is created, and you may choose an additional effect from the Triscendence Chart below. **Congratulations!**



We all work together to make Triscendence happen. In the moment of your success you are psychically connected to every employee of the Agency as you borrow our combined power. Everyone can see what you're doing and celebrate in your victory. Put on a show! You'll be sure to hear about your Triscendent moment by the watercooler tomorrow.



Adding or removing **3**s with Quality Assurances and Burnout cannot create Triscendence, but this result remains especially **stable**.

This means that spending three QAs can take you from zero **3**s all the way to a success with zero Chaos!







+4@









-1 (0)



+0@

Rolling Quick Reference What you'll need: **Optional** 6 4 4 4 4 4 Four-sided Dice Luck Divine Intervention





Circle Back

Replenish any 3 spent

Quality Assurances.

Employee of

the Moment

Receive 3 Commendations.

Quantify Your Success

How many 3s?	Success	Chaos Generated
	✓	0 @
	✓	1 @
	~	2 @
	✓	0 @
	~	4 @
	~	5 @
	*	6+ (

Roll Modifiers







For each Quality Assurance spent, one die will change from any **number to a 3**, or from a **3** to any other number.

Spending QAs to create three 3s does not activate Triscendence but the result generates no Chaos.









For each count of Burnout, eliminate one 3 from the roll and generate one @ Chaos.

Chaos is still generated even if no 3s are eliminated. For example, adding six Burnout to a failed roll would generate twelve Chaos.

All Hands

Add any number of 3s

to this roll.

Ask The Agency!

The Agency's greatest tool in the preservation of Reality, other than the hard work and perseverance of employees like you, is our ability to subtly alter the recent past. Agents can make **Reality Alteration Requests** to enter dangerous situations with confidence that the power of *<serendipity/narrative>* is on their side.

Put most simply: you may, at any time, **Ask The Agency** to ensure something happens. If something could happen, no matter how implausible, you can Ask The Agency for it!

Reality Alteration Requests require four things from you, in this order:

A stated effect you want to occur.

A traffic jam slows the escape of a vehicle. A celebrity arrives to film a reality TV show. Someone tumbling from a building is safely caught by a truck full of soft garbage.

A series of mundane events that occurred to cause the effect, called the Causality Chain.

An accident has clogged the roads.

The celebrity heard a rumor this building was haunted.

The angry boycott of a pillow company led to hundreds of pillows being thrown away just this morning.

A relevant professional Quality you are embodying or enhancing with this change.

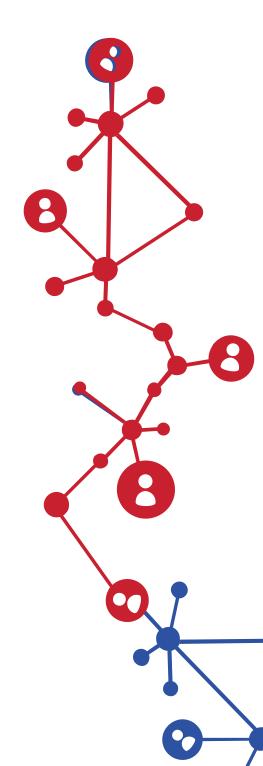
Empathy if the change targets someone's emotions.

Subtlety for creating a distraction or hiding place.

Attentiveness if the change could reveal something you'd otherwise miss.

A successful roll of at least one 3.

You will roll six four-sided dice while referencing the chosen Quality for Burnout and Quality Assurances.



Agents are advised to use this extraordinary power responsibly, and in accordance with the following rules and restrictions:

- You may only Ask The Agency to adjust things that have not already been established as true by an Agent or GM. Things you have perceived while <working/playing> are "fixed," and cannot be altered. If it has not been mentioned during <work/play>, it has not been established.
- The Agency cannot directly interfere with people's "free" will. It is much harder to influence someone's mind than it is to manipulate systems that affect demographics or crowds. Your goal can be to affect a person ("This construction worker is exhausted...") but the causality must be external ("...because a flock of loud nocturnal birds has taken up residence in her yard.")
- Once you've made this change, everything involved in the change becomes established. You have created a fact of your Reality, and must live with the consequences.
- A simple or vague **Causality Chain** is workable, but your GM can request more details prior to the roll to ensure that it feels possible. We recommend all Agents participate in the process of building the Causality Chain. If something seems unusual, interesting, or difficult to believe, work together to make it feel true. It's an entertaining process that will strengthen the stability of your world!
- Your GM has final say on what Quality is relevant.



The TTRPG Initiative

Reality Alteration is very powerful built is limited by the user's belief in the plausibility of their change. Prof. to the TTRP cinitiative, Agents struggled to use this power due to the many things they passively considered fixed about their world. Now that you are "fictional characters piloted by an afternate table selfi," you'll find the process goes quite smoothly.



As an example, here's a transcript from a representative Field Team:

GM: The lobby has pretty serious security. You see people are swiping th key cards at a turnstile to be allowed inside-without one of those, you're t stuck outside.

AGENT 1: Is anyone leaving the building?

GM: Yes, you see a woman with a purple bag moving through the revolving doors right now.

AGENT 1: I'd like to **Ask The Agency** for something. I want the keycard in her bag-could someone turn the corner up ahead who would try to steal her bag? Then I could catch them and look like a hero while getting the card out of it.

GM: Sure. That intention makes me think you're showing Duplicity. Why does the thief want her bag specifically?

AGENT 1: There's a big gray market for purple bags right now. A supply chain thing. A thief would get good money.

AGENT 2: And maybe there's a sidewalk detour leading a crowd to this corner at this second!

GM: A crowd of thieves?

AGENT 4: A crowd of rich tourists. A pickpocket is definitely keeping an eye on them.

GM: Okay, great! Make your roll.

On a success,

The effect you've described comes to pass. In the example above, the thief would appear and the bag would be stolen, allowing the Agent to make a move. The effect happens instantaneously. Requests are made and approved in a fraction of a second!

Success is not the end, however: altering Reality can have ripple effects that you will only notice later. In this example. the Field Team is likely to witness a permanently-increased price on purple bags, or many rich tourists interrupting their mission to ask for directions.

On a failure,

<Reality/The narrative> notices we're attempting to change it and retaliates. The GM will describe what improbable but technically possible thing has happened to disrupt your goals while keeping as much of the planned Causality Chain as possible. In the example, the thief might appear and steal something useful from the Agents, or rain might send the woman back inside until the storm passes.

In addition, on a Failure, any attempts to alter Reality in the Agent's current location suffer from one count of Burnout for the remainder of the Mission.

Here are a few more entirely hypothetical examples of **Asking the Agency in other situations:**

GM: This Anomaly lifts up on its hind legs. Its six spindly spider arms reach out toward you, and you can see the poison already dripping from the tips.

AGENT 1: I **Ask The Agency** to drop a piano on its head!

GM: ...That's pretty unlikely. But it's an aggressive move intending to hurt, so it'll be Dynamism. Gonna need some good ideas for the Causality Chain.

AGENT 1: That's all I got. I don't know why.

AGENT 2: We're in a stadium, so maybe they paused during setup for a half-time show?

AGENT 4: YES! The Superbowl is happening here this weekend. They were setting up for the singer to do one of those soulful songs where they play the piano themselves while they're singing.

GM: That's pretty good! Roll Dynamism.

AGENT 1: I failed.

GM: Well, I think you were right about the superbowl setup-but unfortunately the Anomaly catches the piano easily in its six arms. And this thing is really strong. Now the piano is flying directly at YOU!

GM: This guy's clearly hiding something, but it doesn't look like he wants to talk, and he's already walking away.

AGENT 1: Can I roll Attentiveness to see what

GM: You can't just roll, but you can Ask The Agency for something to help you figure it out.

AGENT 1: Like what?

AGENT 2: What if his run tracking app has a bug that turns it on every morning nas a pug mai turns it on every morning automatically, and if we steal his phone we can see exactly where he's been?

GM: That works for a Causality Chain, and that's definitely Attentiveness. But you'll need a way to steal the phone.

ACENT A: Oh I have an Anomaly Ability for

GM: They know something about the Anomaly, but they're too upset to talk right now. And they don't trust you anyway, you're a bunch of suspicious people in suits.

AGENT 1: I want something to make them feel better. What if something really good happened to them right now? Something that would make them more willing to talk?

AGENT 2: They could win the lottery. Or, uh, maybe get a call they've been waiting on?

AGENT 1: My Anomaly Ability earlier showed me that they've been really hoping to get accepted into a PhD program at Ternion University. Can we **Ask the Agency** to make that happen?

GM: Get them accepted into a university? No problem. That's an easy Causality Chain because we can make sure they were genuinely accepted. Roll Empathy because you're using this to connect with them emotionally.

AGENT 4: Wait, why are they delivering acceptances at 11pm?

AGENT 2: The dean is a night owl?

AGENT 1: Party dean! I got a success, by the way.

GM: Alright, guess they're getting a call from the party dean.





Anomaly Abilities

All Agents are Resonants, which means they are all bonded with a unique Anomaly. While each Anomaly is theoretically capable of a wide array of abilities, only three are approved for use in the field. Each share a few characteristics we'll outline here.



Abilities require a Trigger or Cost that must occur before they can be used.

Take a deep breath...

Shake somebody's hand...

When somebody tries to take something from you...

They include effects upon success or failure with a roll.



On a success is an effect that activates if your roll has at least one 3.



On a failure means that no **3s** are present in your roll.

Here is an example of an ability available to Whisper Anomalies.



At least one additional outcome attainable in particular situations.

For each additional 3 is an effect that can be used if your roll has more than one 3.

On every third 3 is an effect that can be used once for every three total 3s present in your roll. Once for three, twice for six, etc.

On six or more 3s means that this effect only occurs if at least six 3s are present in your roll.

Spend 3s on the following allows you to spend 3s from your roll to select the effects best suited for your current situation from an included list. If it says "additional 3s," the first 3 can't be spent.

On Triscendence means this effect adjustments. (This effect is no longer present on any approved abilities due to changes in our operating budget.)

Failure is Assumed

While not every Agent is human, and some may be exceptional in a few ways, your skills and fragility are generally equivalent to an average mundane person. Most Agents were regular people before they bonded with an Anomaly, and we have restricted your Anomaly from causing any transformations that would create Loose Ends.

There are no "skill checks" in Triangle Agency, because we know you will fail at anything risky or difficult that you attempt.

Any time you think "this might not work." take our word for it: it won't. In fact, we're currently conducting research on a noted trend that Triangle Agency Agents are especially hapless and unlikely to succeed in their daily lives. Right now the evidence is primarily anecdotal.

Remember: rolling dice is entirely <Agent/player> initiated. Your General Manager will often warn you if something you're trying isn't going to work, and may require you to Ask The Agency or use an Anomaly Ability to reach a desired effect, but they can never force you to roll and cannot decide what you do with that roll.

We recommend you embrace your normality and Ask The Agency for anything you want to attempt that you aren't positive you can accomplish. If you take risks you will probably get hurt, physically or emotionally.

Luckily, your benefits include a **Life Insurance Policy** for just that eventuality!

[GO TO: K2]



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 question and answer must be spoken out loud by your character.



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

GM: That works for a Causality Chain, and GM: That works for a Causality Chain, and should go. But you'll that's definitely where we should go. But you'll that's definitely turn the page to k2. The page to k2. AGENT K2: Oh, I have an Anomaly Ability for just going there already

Harm

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. Here's a key to keep on hand.

1 Harm Enough force to kill an average human.

2+ Harm

Worse.

Injuries less than death, while they may be inconvenient, are not necessary to calculate. We assume you will be aware of broken bones, psychological traumas, and other discomforts without numerical assistance.

When Harm dealt increases beyond one, it measures how extreme and unusual the damaging force is. The extremity of the Harm lines up with the number of Loose Ends likely to arise from its use, assuming at least one witness to the Harm or its aftermath.

A civilian killed by (or an Agent surviving) a one Harm effect might seem killed by a mundane cause. A civilian killed by a Harm effect of two or higher has been left with a clear mark of the Anomalous, the higher the more dramatic. Take some time to memorize the following helpful guidelines.

A bullet fired from a gun, a sword slicing off a head, a fall from a great height.

2 Harm Organs teleported to the outside, a spontaneous fire started in the brain.

3 Harm A body contorted into a perfect spiral, a halo of darkness hovering above a corpse whispering a name best left unspoken.

4+ Harm Worse.

Test Your Knowledge!

True or False:

- An average human can sustain at least 3 Harm before succumbing to death.
- Agents should ensure they are not witnessed dealing Harm to avoid Loose Ends and legal proceedings.
- Your Life Insurance Policy's coverage extends Benefit 1 and 2 to your family and loved ones.

1) False. An average human can sustain only I Harm. 2) True. 3) False. Only you are covered. If you already know the answer to this question, you've read pages out of order and receive one Demerit.

Life Insurance Policy

When you're in a tense, dangerous situation, we recommend you use your Anomaly Abilities or Ask The Agency for help before you are Harmed. However, failed rolls or lose-lose situations will often require you to fall back on **Benefit 1** of your Life Insurance Policy:



When Harmed, an Agent can automatically expend **1 Quality Assurance** per point of Harm to ignore the effects of the Harm. The specific Quality doesn't matter. The attack or effect still happens to you, and onlookers will see it happen, but the **Agency** transports the results of the Harm somewhere else. Don't worry: you won't feel a thing!

For example: If you are stabbed by a sword for one Harm, the stabbing occurs, visible for all to see. However, after spending one QA, you are not hurt by the sword as it passes harmlessly through you. Feel free to take advantage of your attacker's confusion, but if they are mundane they've likely become a Loose End. Make sure to remove any blades, bullets, or poisons before the end of the mission!

Another example: If an Anomaly attempts to transform you into a flesh-puppet by sinking its hooks into your limbs for two Harm, the hooks will still find purchase—but after spending two QAs, you won't feel it, you won't become a puppet, and there will be no lasting damage should you escape. Any onlookers will become at least two Loose Ends, though. Watch out if the Anomaly starts throwing you around—that might deal even more Harm if you don't act fast!

If an Agent receives Harm while they have no remaining Assurances in any Quality, or they choose not to activate Benefit 1, they are **dead**. Death activates **Benefit 2**:



For the reasonable penalty of **-5 Commendations**, the Agent is resurrected in their Branch's Break Room. Memories up to their death remain intact. Upon request the Agency can alter/remove one memory or change one minor aesthetic detail of the Agent's prior to resurrection. If resurrection drops an Agent's Commendation total below zero, they enter **Commendation Debt**. Commendation Debt is removed by gaining Commendations until the Agent has zero or more.

Agents in Commendation Debt are automatically enrolled in the **Shoelace Initiative**, wherein their shoelaces become untied at irregular intervals as a gentle reminder to exit Commendation Debt. If you do not typically wear shoelaces, please tie them somewhere on your body so you can experience the full benefits of the initiative.

And finally, Benefit 3:



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

Conflict Resolution

<Agents/Players> unfortunately have individual personalities. This means they will occasionally disagree. While some light friction is expected along the normal course of play, like bonding traditions of "pranking," "teasing," or "overcommitting to a bit," problems arise when Agents take opposing sides in a conflict.

Direct conflict destabilizes the connection between Agents, table-selves, and the <world/narrative> they inhabit. In extreme cases, these fights have led to tableselves decoupling from their Agents and leaving the table forever. We created this mediation process to avoid similar outcomes for your Field Team.

Here are some signs that you have entered direct conflict:

- An Agent wants to use one of their powers to stop another Agent from achieving one of their goals.
- An Agent wants to sabotage another Agent to stop them from achieving one of their goals, secretly or blatantly.
- Two or more Agents have entered a cyclical conversation in which they are unwilling to back down from what they consider the "best option" for moving forward.
- There is any violence between Agents.

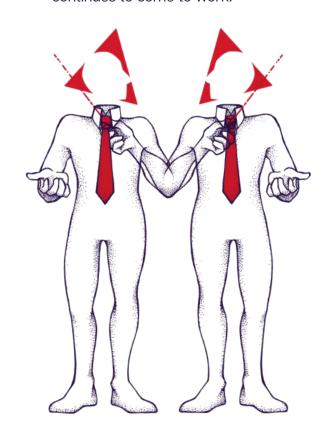
Here are some signs that you have likely not entered direct conflict:

- ▶ When an Agent would use one of their powers on another Agent to support them.
- When an Agent opposes another Agent's goals but their <subconscious minds/players> agree on the most interesting or likely outcome.

Without intervention, the result of a direct conflict is very similar to a Causality Chain. Agents settle on the outcome, then build the path collaboratively to that outcome with the GM and the rest of their Field Team.

The other rules in this manual no longer apply during a conflict. Dueling resonance amplifies the power of both parties and allows all Agents to do things they wouldn't normally be able to do: they can reach outside the game's restrictions and describe much greater effects within their Anomaly's domain, or create entire Causality Chains in an instant!

Entering direct conflict is not an inherently bad thing. Our research has shown that **99%** of Field Teams enter this state at least once in their <careers/campaigns>, and some enter it in every mission. Many Agents find a high-conflict <workplace/narrative> dynamic and motivating! The most important thing is that everyone continues to come to work.



Time ceases to move until the outcome of a conflict is determined.

All < Agents / Players > state their goal within the conflict.

> If the conflict features multiple Agents, they each roll. Even if two Agents share a goal, they count the following rolls separately.

Fate determines the conflict's outcome.

> All <Agents/Players> roll six four-sided dice simultaneously and note the number of **3s** each received. Agents are not channeling the Agency's power with these rolls: Chaos is not generated and Triscendence is not possible.

"I would like to eliminate the Anomaly" vs. "I would like to stop them from eliminating the Anomaly."

"I want our team to tell this person the truth" vs. "I want our team to lie to this person."

"I would like us to order donuts" vs. "I would like us to order croissants."

Rolls continue.

These simultaneous rolls continue until one <Agent/Player> receives at least six **3s** cumulatively across all rolls, and has more **3s** than the other <*Agents/Players*>. Fulfilling both criteria means their goal will be fulfilled.

The sequence of rolls can assist in outlining the pace of the conflict: how did you fail when you rolled zero 3s? What strong move did you make when you rolled six 3s?

Time resumes.

Every <*Player/Agent*> collaborates to describe the conflict's path to that goal, with no restrictions on Anomalous Ability usage, no Chaos created, and no Loose Ends except for any resulting from the conflict's resolution.

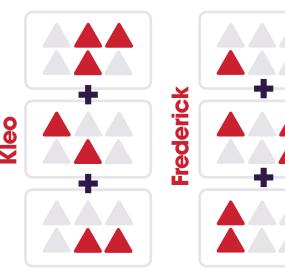
The results of the conflict are addressed honestly.

> Even though the decision was made by fate, the Agent doesn't know that. They lost, or won, and have to live with the consequences. Those feelings might change the relationship between your Agents.

A direct conflict should not result in an Agent dying permanently, experiencing a dramatic change to their character's life, or being forced into retirement unless their Player is comfortable with that outcome. If one of the goals in play could do this, it should be discussed before the conflict's resolution is determined and the conflict should be avoided entirely. If this is coming up repeatedly for your Field Team and causing stress for the people involved, it may be time to discuss transfers to other Branches.

Conflict Resolution in Action

Agent Kleo would like to order donuts, and Agent Frederick would like to order croissants. They are facing each other down and Agent Frederick is preparing to use an Anomalous ability against Agent Kleo to ensure he gets the croissants. Instead of using the ability as normal, the table decides this is a direct conflict. Both Agents begin rolling.



Kleo rolls **three 3s** and Frederick rolls **1**. Neither has reached **6**, so they roll again.

After rolling again, they add the results. Kleo: **5**, Frederick: **4**. Still, neither has reached **6**.

After one more roll, the totals are Kleo: **7**, Frederick: **6**. They both reached six **3s**. Kleo has more, so Kleo's goal will be achieved.



GM: So, we know Frederick is holding the phone and about to make the call.

Kleo: Well, I had already grabbed it too, so it's probably a pretty fierce tug of war between us.

Frederick: You came out the gate with **three 3s**, so that feels like a big move.

Kleo: You're right! To make sure Frederick can't talk, I fill his mouth fully with sand.

Frederick: But then I also roll **three 3s**, and almost catch up. I make **100** duplicates of the phone and all of them are ringing, so nobody else knows which one is actually calling the delivery person.

Kleo: My Dream Anomaly taps directly into your subconscious to figure out which random number you'd choose out of **100**, and I go for that phone.

Frederick: And I know the right one, so when we both got to six, that was both of us grabbing it again.

Kleo: But your mouth is still full of sand! "DONUTS!"



Alternate Resolution Methods

Leaving a conflict up to fate can be stressful for certain Field Teams. To avoid this situation entirely, we recommend the following alternate conflict resolution methods:

- Voting When a direct conflict arises, players vote on how they want the story to go. Ties are broken by the GM.
- ▶ **Rotating Judge** The ability to make the final call in a direct conflict rotates between <*Agents/Players*> each time a conflict arises.
- ▶ **GM Call** For groups who trust their General Manager to steer the narrative, final call in Agent disputes can be theirs alone.
- ▶ Birthday Rule Success goes to the player whose birthday is closest to the current date. Not recommended.

And an optional addition to any method other than Rotating Judge: Veto Points.

► Each time an <*Agent/Player*> loses a conflict decision, they gain one Veto Point. Anyone with **3** Veto Points can spend them before a decision is made to ensure their goal is achieved.



Content Control

Playing Triangle Agency may occasionally introduce topics that many people find difficult to engage with comfortably. Below is a list of subjects that may arise over the course of your time with this *<job/game>*. Discussing them before you begin can allow for smoother conversations and quicker decisions when they appear later.

We recommend having every Agent highlight if any of these topics should be handled with special care and discussion, or removed entirely.

Introductory Content Warning List

- ▶ Body transformations (self-driven)
- Body transformations (inflicted)
- Blood
- Insects
- Teeth
- Gore (detailed descriptions of injury)
- ► Harm to animals
- ► Harm to children

Removal/Adjustment

We also recommend discussing the Anomaly Abilities possessed by each Agent, deciding whether any are "off limits" as a result of your choices, and creating suitable replacements for any off-limits Abilities. Comfortable and happy Agents ensure maximum productivity for your TTRPG group.

If an off-limits subject is introduced by a promotion, Requisition, or other feature of this book initially hidden in Playwalled Documents, we recommend creating a replacement effect or ignoring the Playwalled Document's contents entirely.

Highest priorities are continued employee satisfaction and successful retrieval of Anomalies; everything else is secondary.

- Physical Abuse
- ► Emotional/Psychological Abuse
- Mind Control
- Invasion of Privacy
- ► Fear as a Weapon
- Loss of Identity
- ► Loss of pets or family members
- Imprisonment

Open Table Policy

We recommend you maintain a state of psychological and physical freedom at the table: should someone step away suddenly, resist the urge to interrogate or police their behavior. Difficult or challenging content is only made more difficult when an Agent feels trapped in their situation.

A great benefit of the TTRPG Initiative is its capacity for nonlinearity! Move on to something else until they're ready and happy to return.

Group Responsibility

Your General Manager is not the only one responsible for the comfort of your group. Check in regularly with your teammates about how you might support them as co-workers.

Equal Opportunity Policy



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

Asking the Agency in the following situations does not require rolls or a Causality Chain, and will automatically succeed:

- Adjusting physical reality to ensure accessibility for Agents (ramps, elevators, captions, etc.)
- Adjusting a target's mind to overcome or eliminate discriminatory behavior (racism, sexism, transphobia, ageism, 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.

As the one who controls the focus, the General Manager should ensure there is a discussion prior to the first mission with a new Field Team to determine whether situations requiring these accommodations should be mentioned in the first place, or simply removed preemptively to avoid discussion.

55

Identifying Your Region

The first detail to confirm with your Field Team is what region your Branch services. As a multinational corporation, the Triangle Agency has Branches that serve every location throughout Reality. We recommend you choose from 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 in which 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 importance 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 live in to be an artistic creation. If you feel drawn to play in a fictional setting, know it is likely the Agency calling you into work.



Ternion City

Ternion City is a bustling metropolis with a fondness for triangles and a bright future. (If you do your job correctly, that is.) This is the location of the Agency's primary headquarters.

Locating Your Headquarters

Once you've chosen your region, identify the location of your **headquarters**. Ternion City's headquarters is located inside of a large skyscraper that is easy to miss, and not included on maps. Your GM might already know where yours is located.

What is Mundane?

Anomalies are a very specific thing: distortions of Reality caused by observation. Their very existence breaks the laws of Reality. This is different from something that might be unusual, or rare, but appeared following natural rules. Everything non-Anomalous is considered mundane. Resonants like you are not mundane because of your Anomalous Abilities.

Here is an incomplete list of things that might be created by Anomalies, but might also be real and therefore uninteresting to the Agency depending on where and when in Reality you are:



► Creatures of folklore, such as fairies

▶ Ghosts

Aliens

Artificial Intelligence

Psychics/ESP

Magic

Debt

The Occult

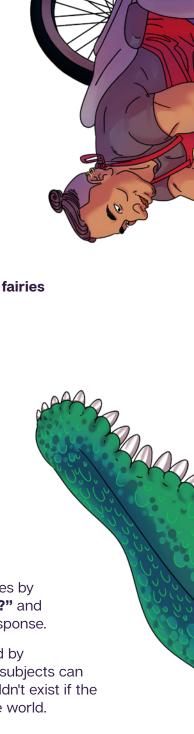
Mad Science

Anthropomorphic Animals

Superheroes

<Agents/Players> can decide the details of their region for themselves by asking each other "Is this normal?" and determining the most common response.

Remember: Anomalies are created by common thoughts. Many of these subjects can create unique Anomalies that wouldn't exist if the subject didn't exist in the mundane world.



Building Your Agent's ARC

Now it is time to select the components that make up <you/your character>. We call these decisions as a whole your **ARC**, and the individual options **ARC** pieces.

If you are a player who has skipped ahead to this page prior to learning the preceding rules, please review the Terms and Conditions at the beginning of this document and mark that you should receive one Demerit upon commencement of your *career/game>*.



Your **Anomaly** is the specific set of powers afforded by the Anomaly you've bonded with. Please be certain you keep these powers under control.



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



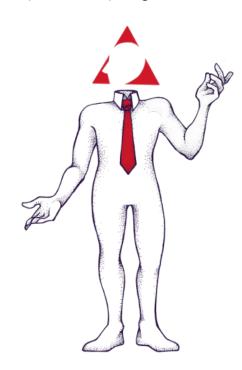
Finally, your **Competency** is your assigned position within **Triangle Agency**. This title describes your duties outside of field missions and the role you are expected to play in your Field Team.

You may select these pieces in any order, but we recommend no ARC pieces repeat across the members of your Field Team. Please confer with other *<employees/players>* to ensure you do not misguidedly believe you have anything in common.



Better Together!

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.



As you make your selections, we recommend you add their details to character sheets copied from the ones at the back of this book. Follow the guidance at the beginning of each section, then answer the final intake questionnaire on page 118 and you'll be ready to play!

The **Work/Life Balance** section on page 122 should be visited after your first mission is complete.

Take your time perusing the selections. Your future is in your hands!

Agent Onboarding Checklist

△ Select Your Anomaly

In this manual, you can select from the following choices:

Whisper, pg. 60Timepiece, pg. 66Dream, pg. 72Catalogue, pg. 62Growth, pg. 68Manifold, pg. 74Drain, pg. 64Gun, pg. 70Absence, pg. 76

Each has 3 Abilities you are cleared to use. Add these to your Anomaly Abilities sheet.

▲ Select Your Reality

In this manual, you can select from the following choices:

Caretaker, pg. 80Star, pg. 86Romantic, pg. 92Overbooked, pg. 82Struggling, pg. 88Backbone, pg. 94Pursued, pg. 84Newborn, pg. 90Creature, pg. 96

Each have a **Reality Trigger** and **Burnout Release.** Some have other important features. Add these to your Primary Reference Sheet.

⚠ Create your Relationships

Answer all **3** questions listed at the end of your Reality to determine your existing **Relationships.** You should have **3** Relationships total, each played by a Field Agent or GM on your team that is not you. Add these to your Relationships Sheet.

▲ Select Your Competency

In this manual, you can select from the following choices:

 PR, pg. 100
 CEO, pg. 106
 Reception, pg. 112

 R&D, pg. 102
 Intern, pg. 108
 Hotline, pg. 114

 Barista, pg. 104
 Gravedigger, pg. 110
 Clown, pg. 116

Each have **Sanctioned Behaviors** and a **Prime Directive** to add to your Primary Reference Sheet. Add your Initial Requisition to your Requisitions & Work/Life Benefits sheet.

▲ Complete Your Self-Assessment

Answer all **3** questions listed at the end of your Competency to determine your available Quality Assurances. You should have nine QAs total in **3** Qualities when you begin your career. Add these to your Primary Reference Sheet.

A Fill Out Onboarding Questionnaire

This document, on page 118, features questions that will help you understand yourself and the other Agents on your team.



Anomalies are the single greatest threat to Reality, and menace every corner of existence. At some point in the past, you had an encounter with one that ended with it escaping into your body. Now that it lives within you, it is no longer its own being and instead imbues you with a unique set of powers.

The nine categories in this manual represent Abilities we can reliably expect

It's for you.

ments turned sour in the

great fights. Final goodbyes drowned out

ov noise. Whisper Anomalies edit their own

Whispers are masters of the moment when sound becomes information. They're

careless and manipulative; no need for caution when they can always get a do-over, no fear of getting caught when their actions seem so subtle. Could a single conversation really become a year of misery? Could one missed word create a decade of despair?

When a Whisper is around, absolutely,

from Anomalies with similar Focuses, even those with dramatically different presentations.

Field Teams are created out of a mix of these Anomaly types to ensure a breadth of options for facing the challenges awaiting you in the Field. Read through the following pages until you see one matching your description.

The name of the Anomaly in large letters so it is impossible to miss. This name is chosen from a list of words approved safe by our infohazard analysts in the Hotline department.

The category of ARC piece you are looking at, presented as a helpful and stylish subtitle. Please make sure you read this word if you read no others.

A small catchphrase we believe users of this Anomaly might say.

An illustration of the Anomaly in this category quaranteed accurate by our artists in the R&D

Department.

Anomaly Abilities

Once you've identified which Anomaly type is yours, study the 3 approved abilities for that type. Internalize their effects well, and make sure you're comfortable with them: they're the only abilities you will ever receive.

Then, read the rest thoroughly to familiarize yourself with the abilities your coworkers might wield. As a fun icebreaker, identify the weaknesses of the other members of your Field Team and write a game plan for neutralizing their abilities in case you are ever in conflict.

If you see anything in the Anomaly **Ability entries not covered in this** guide, something has gone wrong. Don't panic: evidence shows that 99% of problems will go away if they are simply ignored until the tools to deal with them become apparent.

The name of the ability. If you enjoy these names, please direct your compliments to our writers in the PR department.

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 six or more 3s, 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.

The description and trigger of the ability. If you do not read this part, you will not understand the ability.

All abilities have a success, a failure, and one additional outcome attainable in specific situations. If you have questions about these additional outcomes, there are descriptions of each on page 44.

A short description of this Anomaly's history with the Agency, and what to expect when dealing with these Resonants as coworkers.

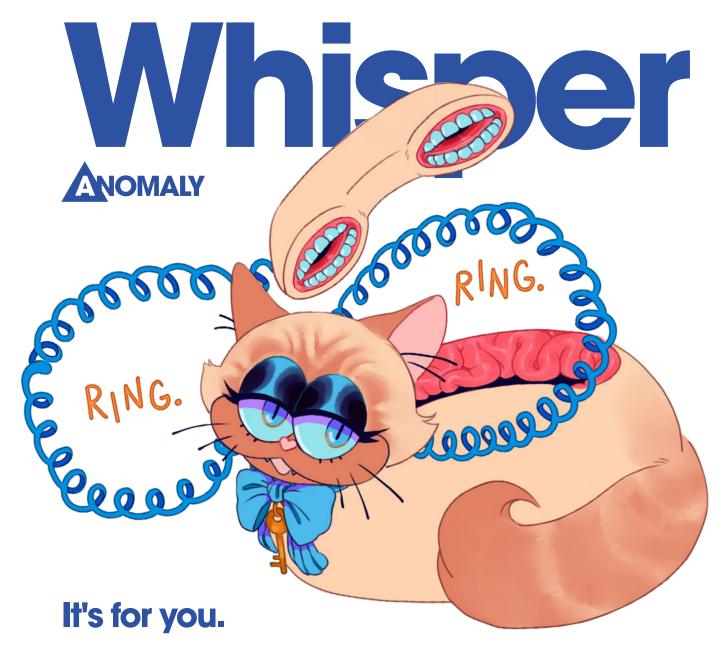
and they always get that "yes!"

When managing Whispers we recommend

meetings, it's best to assume their ideas are the ideas of the entire group.

improvement plans through an interme without a mind, such as AgencyOS. At

61



Beautiful sentiments turned sour in the telling. Casual conversations escalated to great fights. Final goodbyes drowned out by noise. Whisper Anomalies edit their own story as it's told.

Whispers are masters of the moment when sound becomes information. They're careless and manipulative; no need for caution when they can always get a do-over, no fear of getting caught when their actions seem so subtle. Could a single conversation really become a year of misery? Could one missed word create a decade of despair? When a Whisper is around, absolutely.

At the Agency, Whisper Resonants make great leaders. They know just what to say, and they always get that "yes!"

When managing Whispers we recommend you communicate criticisms, requests, and improvement plans through an intermediary without a mind, such as AgencyOS. At meetings, it's best to assume their ideas are the ideas of the entire group.

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 six or more 3s, 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.

Q:	When someone interrupts
	me, I give them

A: The	benefit	of the	doubt
--------	---------	--------	-------

- N		TO	
		 コン	

A: A piece of my mind.

		DA
\Box	\cup	

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 question and answer must be spoken out loud by your character.



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

Q:	When I need to fit	i			
	somewhere, I				

			_		
Ļ	1:	Jump	in and	act like	Lbelond

- N	()	()	()	A 44
				Δ11
				\sim

A: Gradually infiltrate after a long period of careful reconnaissance.

		 в

Silence

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



On a success, none of your actions make a sound until after you make another roll or close your mouth.



For each additional 3, you can silence the actions of one additional target until this effect ends.



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

Q:	go quiet
-----------	----------

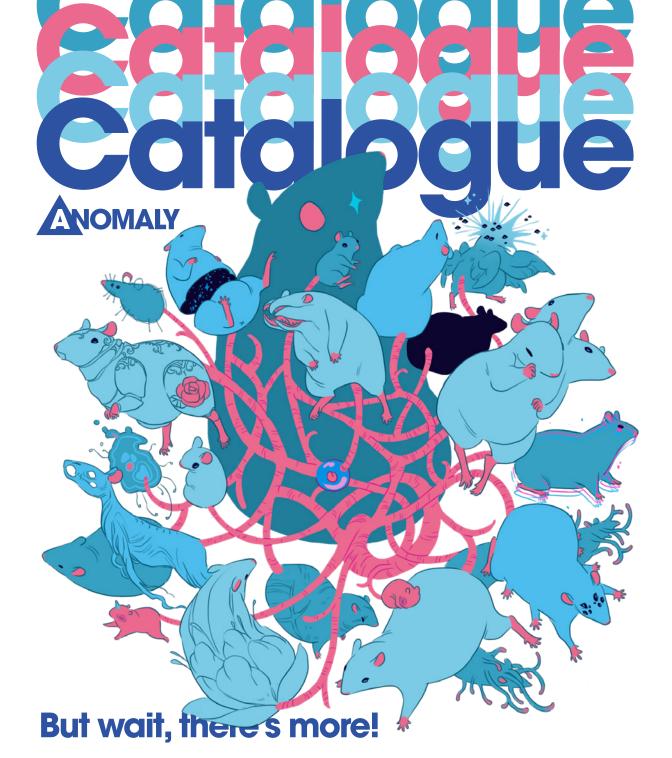
A: So others can speak.

-		

A: So my next words hit harder.

S10

		S8



Two yolks in every egg. Extra socks in a load of laundry. The perfect doubles partner. Catalogue Anomalies create exactly what you need, exactly how you want it.

Mischievous by nature, Catalogue Anomalies in the wild are responsible for many of history's most notorious moments of surprise. Icebergs suddenly too close to avoid, viruses mutating to thrive in new hosts, critical battle plans in enemy hands...Catalogues will make anything if it has an impact on the world. Their power is limited only by creativity, so they cling to hosts ripe with imagination.

Agents can put their approved abilities to productive use when supplies are running low or their department is understaffed. Be advised: if you notice a Catalogue-bonded coworker grooming new facial hair or asking whether important historical events "still happened here," they have likely been replaced by a duplicate and must be turned in for reorientation.

What's That Over There?

Point somewhere nearby and say "what's that over there?" Roll Attentiveness.



On a success, you create an object where you're pointing. It can be any mundane thing you imagine that fits comfortably and harmlessly inside the space, but can only feature details or information you would know.



For each additional 3, you may add another object nearby.

×

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.

Q:	My friends would neve hurt me, because
A:	They don't know how.
	→

A: I hired them.

→ □ □ I5

You Might Also Like...

Hold any object small enough to carry 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 #204, etc.)



On every third 3, you may give the object an additional variant you can freely swap it between, such as giving a cane an alternate self as a sword. This effect is permanent but it can only swap when you are handling the object.



On a failure, the object is replaced with something entirely different. It can no longer be changed by this ability.

Q:	To me, the is always	he customer s
A:	Wrong.	→ □ □ L2
A:	Right.	→ □ □ J1

Your Best Self

Open a container large enough to fit you entirely 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 disappear from your world within the hour.



On six or more 3s, you can create an additional alternate self.



On a failure, the alternate version you reveal is evil from your perspective. They have goals and priorities opposite yours and are committed to getting in your way until dealt with. They leave your world voluntarily only when satisfied by the changes they made to it.

Q:	The enemy of my enemy is
A:	My friend. Y5
A:	Me. ▶ □ □ P5



For me? You shouldn't have.

Thirst that never quenches. Kind words that leave you empty. Interest. Drain Anomalies feed on desire, decay, and gradual loss.

Like the scorpion on the frog, these Anomalies take because it's how they live. It's what they do. Drains thrive wherever expectation negotiates with reality: when money leaps from wallets, loyalty dwindles to disgust, or an audience cackles at pain, a Drain is there to collect their share. Drain-bonded Agents are adept at lifting team morale and filling in wherever they're needed, so long as they have someone to model their work after.

Keep in mind that their powers can be hard to resist. Should you find yourself becoming less energetic or interesting while your Drain teammate receives escalating acclaim in your field, thank them for putting your skills to good use!

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 person you are speaking to becomes very interested in more of the last thing they enjoyed (*attention, affection, ice cream, rest, etc.*) as identified by you and the player of the character. 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, you may spread their desire to one other nearby target 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.

_						
Q:	Lcan	lead	а	horse	to	water

A: But who drinks water?



A: But I'm drinking first.

		C1
		CI

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, choose one:



The target keeps a flawed version of what's borrowed.



The effect lasts an additional hour. You may share what's borrowed with one other target.



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

Q:	People	love me	because.
_	COPIC		DCCGGGC.

A: If they don't, I find new people.

\Rightarrow	R

A: I make sure I'm flawless.

		041
	 	S1 5
	 	\sim 10

Universal Recipient

When you receive Harm or are hurt in any way, you may roll **Persistence**.



On a success, select a nearby living person or Anomaly other than what hurt you. They are hurt instead, and you are unhurt.



For each additional 3, you may choose an additional target who receives that same hurt.



On a failure, your pain cycles back on itself, and you are dealt that hurt triply. If there would be Harm remaining after your death, it finds additional nearby targets until it is all dealt.

Q:	When	someone	hurts	me

A: It's a chance for a valuable lesson.

→

A: They should not have done that. Why did they do that?

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			D
			\mathbf{n}



You're welcome for the wait.

Neverending school days. Memories vivid and unforgettable. Death, moments after escape. Timepiece Anomalies set the world's schedule and don't bother with a calendar.

The powers of a Timepiece invite a uniquely casual selfishness. The mundane world is shackled to time's passage, and so everyone bends to the Timepiece's will. While patience and thoughtfulness could make this an unparalleled force for good, these Anomalies more often grow bored and careless, protected as they are from the consequences of waste.

Agents bonded with Timepiece Anomalies are highly prized for their ability to ensure every meeting has time for one more question and every pay period fits neatly within the budget.

However, after recent reports uncovering widespread abuse, standard procedure when working with Timepieces is to obscure deadlines and demand work be completed prior to being requested.

We've Got Time.

When you or a target are in a hurry to complete a task (*fix a car, escape a pursuer, etc.*) check any clock and say the phrase "We've got time." Roll **Professionalism**.



On a success, you're right. If the task is focused on and approached genuinely, it will be completed before the impending deadline.



For each additional 3, 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?

Q:	I know
A:	The deep magic.
	→ □ □ W3
A:	Kung-fu.

Overclock

When you or an ally rolls for an Anomaly ability other than this one, after seeing the result, punch a clock and roll **Initiative**.



On a success, you send the target back in time to assist themselves, allowing them to use the same ability a second time with an identical number of **3s**. This second use can affect new targets and does not generate Chaos or Triscendence effects.



For each additional 3, you add one 3 to the second use. This effect can make a roll exceed six 3s.



On a failure, the original roll becomes a failure, and then the ability fails a second time. The second failure repeats on the same target or moves to a new target, whichever is worse. Chaos is not generated by the copied failure.

Q:	I'll sleep when
A:	I'm tired. P13
A:	I'm dead. → □ □ 07

Remember When

Make someone feel an overwhelming rush of nostalgia for the time they let slip away. Hum a tune and 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.

Q:	I'm more likely to ask
A:	Where are they now? → □ □ □ □ 06
A:	Where are they going? → □ □ ■ F3



More is always better.

Invulnerable heroes. Monsters galloping on a thousand arms. Burglars spotting their prize through walls, and in the dark. Growth mutates the flesh to change the future.

Equally comfortable in human society and untamed nature, Growths hide in plain sight. They fit in alongside the planet's natural cycles, tweaking small things to great consequence. Imagine a sympathetic mole is given great size to protect its territory, or a CFO has a sudden boost of intuition, or a butterfly's wings are slightly larger.

Soon earthquakes, earnings, and hurricanes are picking up and the Growth gains power in their wake.

While Agents with these abilities may be appreciated at first glance for their physical prowess, their subtler side is not to be underestimated: they are the first to understand any team's greatest weaknesses. Even so, these employees should not be given leadership positions. They work best where there is opportunity for Growth.

I'll Cover You!

When a nearby target would be hurt by an external force, 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 hurt, Harm, or death is dealt to you instead of them.



On every third 3, you armor yourself in extra layers of protective flesh. This instance of Harm is reduced by one, and any extra is applied to future Harm. (Higher numbers will create an obvious change in your physical body until it's lost to absorb the harm.)

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.

Q:	I protect people because.
Λ-	I want them to know

wnos	tougner.
→	F5



		L6

Limbs

Expand your physical possibility with additional limbs similar to the ones you already possess. Roll Dynamism.



On a success, you gain reach and control far beyond typical combatants, and can easily engage any mundane or Minor Anomaly target into a stalemate.



For each additional 3, choose one:

Disarm a target. Engage one more target.

Render an engaged target unconscious. Kill an unconscious target.



On a failure, you become only limbs. All other features disappear and you become a conscious pile of whatever limbs you were hoping to create. You are extremely awkward and vulnerable to Harm for an hour.

_			
\mathbf{O}	Whon I	run into	2 14/2
u.	vviielii	Tull lillo	a wall. I.

A: Eat the wall.

	S

A: Step over the wall.

	\rightarrow		G
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Eves

Open a few more eyes. Roll Professionalism.



On a success, you sprout new eyes on your body, with potent new abilities.



Spend 3s on the following types of vision, which last for 1 hour:

- 1: Heat, Night, or Telescopic 4: Plant Sign Language, Anomaly Tracking
 - **6:** Weakness
- 2: Fingerprint or X-Ray
- 3: Reality (Cuts through illusions and obfuscations)
- 7: Future Sight
- A: No. Also, I like plants! G6

Q: Have you seen a

Vision of the End?

A: Yes.

	D.
\Box	n/

On a failure, you see A Vision of the End. You receive a piece of forbidden knowledge about the end of all things, too big for your mind to comprehend. You suffer from an additional Burnout on all rolls until the end of the mission.



It's a gun.

A sentence ended. A life ended. A hope, grand and genuine, for something attainable and beautiful, ended. Gun Anomalies arrive to put a stop to things. Now.

Cynical and proud, Gun Anomalies are a welldocumented scourge on the mundane world. Their influence spreads misery, fear, and grief across nearly every band of society. Their powers extend further than machinery, however: the slap of a curtain hitting the stage, the slam of a door, and the soft bidoop of a breakup text are all within their niche. They may seek hosts who truly need their power but always, soon, corrupt.

In the hands of an Agent, the Gun creates punctuality, efficiency, and cleanliness. Following Agency protocol ensures there's no chance of abuse or overuse, and Gun Resonants are beloved in every department. It is highly recommended you ensure they are aware of this.

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	
Remo	te Control

Eliminate

You can remove a mundane object or person from the equation permanently. Once, they existed. Now they do not. Aim your Gun and roll **Dynamism**.



On a success, the target disappears without a trace.



On six or more 3s, choose any number of targets you can see from where you're standing. They disappear 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.

Only you answer this question.

Q: Will you remember them all?

Quick Draw

When something tries to hurt you, fire your Gun and roll **Initiative**.



On a success, you shot first. The aggressor takes one Harm before their attack and they do not succeed at hurting you.



For each additional 3, you may choose an additional target to Harm or Eliminate a target you've already Harmed with this ability.



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

Q: I shoot...

A: Carefully.

G4

A: Immediately.

A12

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 chooses one consequence from the following. The target will:



Remember your face Contact the authorities

• React with extreme fear Seek retribution



For each additional 3, you may either remove an option from the possible consequences or add an additional target. For example, 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.

A: Everywhere, if you know how to look.

A: Enemies I haven't made yet.

D6

		N	N	4
		l V	W	



Monsters at the foot of the bed. Birth. life, and death in a single night. Your face in a movie never filmed. Dream Anomalies decide if you want to wake up, and then choose whether you do.

Dreams dance on the edge of despair and delight, stoking their victims' subconscious turmoil to create the perfect dramatic performance. They can be found festering in unfinished manuscripts, coursing through the halls of museums, funneling attention into billboards, and making every small problem larger than life.

They are found also, of course, in dreams.

Bonding with a Dream Anomaly can make Agents very popular at work! A Dream Resonant knows when the team is held back by fear, lack of motivation, or the wrong office decor. Please note that Agents with Dream abilities are no longer permitted to participate in Agency book clubs without written agreement that they will not "fix" the book prior to the meeting.

Nightmare

Project yourself into something larger-than-life. Pick a mind and wrap its shadow around yourself. Roll Presence.



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



On every third 3, you may ask the player controlling the target to tell you one of the following before you take this form:

Their worst fear

Their greatest goal

Their most secret desire

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, maybe nothing will happen. Q: I tend to imagine...

A: The best case scenario.

A: The worst possible outcome.

R13

Naptime

Blow a pinch of sand onto a target and roll Subtlety.



On a success, you send the target into a sudden sleep. They'll have pleasant dreams and think they nodded off on their own after they wake up in a few minutes.

For each additional 3, choose one:



Add an additional target to this effect. The effect lasts an additional hour.



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.

Q: My favorite dreams...

A: Recur.

A: Are completely unexpected.

D8

Site Visit

Imagination is real enough. Step into a painting, photograph, video, novel, or other piece of art and roll Attentiveness.

On a success, you and any nearby allies you choose enter the world depicted. While inside you may manipulate objects, converse

with people, and see from perspectives not featured in the original frame.

On every third 3, choose one:

You and your allies change appearances to fit in with the art.

When you leave, this piece of art is returned to its original condition.

On a failure, you forget how to hide your tracks. Opportunistic characters from nearby art can follow you and enter Reality on their own.

Q: When I finish a story, Loften wish Loould...

A: Spend more time with the characters.

P8

A: Share the lesson with someone who needs it.

			N
	$\overline{}$	$\overline{}$	



Straight ahead. Can't miss it.

Labyrinths with no solution. Road trips finished in a blink. Weightless sleepers, waking at their fall. Manifold Anomalies consider space a suggestion, and physics one of space's boring friends.

Particular and controlling, Manifolds delight in connecting dots and making "improvements." They tangle roads into impenetrable knots, turn pleasant journeys to torture as they drag out forever, and crash planes from airspace they'd prefer to keep clear.

When worlds collide, it's often because these Anomalies decided they should.

Agents with these abilities gain an aptitude for making deliveries and avoiding distractions. If you notice your commute lengthening or your stapler floating out of reach, however, immediately request a mediation session with any Manifold employees you may have upset.

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, an additional person may use your shortcut before it disappears.



On a failure, your shortcut leads somewhere very inconvenient instead of the desired location, and it is persistent and visible to everyone on both ends.

Q:	The world is
A:	As I see it.
	→ □ □ F9
A:	As I make it.
	→ □ □ S16

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. Tie a knot and roll **Persistence**.



On a success, you trap them in a complex, repeating path of your own design. They cannot exit until you make another roll.



For each additional 3, 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.

Q:	I spend time with people.
A:	I want to understand.
	→
A:	Who are already like me.
	→

Gyre the Gimbal

Adjust your balance and roll Professionalism.



On a success, you change the orientation 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, choose one:

2 1

The change doesn't affect a single target, such as yourself. The range is infinite for a single target.

9 T

Gravity for a single target 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 zero gravity environment. Anyone

who sees this will become a Loose End.

Q:	When in crisis, I
A:	Fly. P6
A:	Fight S18

ANOMALY

Absence

And when they turned around...

Swings swaying gently with no rider.
Successful escapes from impenetrable prisons. Grief. Wherever there is something to the nothing, there is Absence.

Difficult to see, difficult to understand, and difficult to capture, Absence Anomalies can often only be described by their outlines. Untouchable and lonely, their power is seen strongest in misplaced cargo, incomplete

They are enemies of industry and productivity but also of themselves: they must always be lost, or they won't exist at all

Inbox Zero is easy for those with Absence abilities! Send the nastiest problems and most complicated hassles their way and watch them vanish into nothing. (Keep a copy of their to-do list in a place they do not know about.)



Missed!

They never seem to know where you are. When something might touch or hurt you, you can say "Missed!" and roll **Duplicity**.



On a success, you were always somewhere else nearby—perhaps behind or on top of whatever tried to touch you.



For each additional 3, another willing, nearby 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.

Q:	In an ar	gument,	۱ II ۱	win	by
----	----------	---------	--------	-----	----

A:	Identifying	gaps	in	logic.
----	-------------	------	----	--------

	()	

_			
A:	Never	backing	dowr

- K		
		M10
		IVIIL

Negatives

Inspect the place where something once was. Roll Attentiveness.



On a success, you can see the lost 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.



On every third 3, you may say 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 one Harm—in addition to any Loose Ends caused by your visible, painful reaction.

Q: To fill empty space, I tend t	0
----------------------------------	---

A: Make conversation.

→ W5

A: Take up more of it.

→ C6

Unbound

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



On a success, you pass directly through it. You become intangible and can move easily through walls, chains, and other obstructions for one hour.



On every third 3, choose one:

You become invisible

You become inaudible

You becom

You become unmemorable to one observer You bring one person with you any time you pass through an obstacle while using this ability.

On a failure, you lose control of your physical form and become unstable. You are unable to feel, hold, or interact with physical objects, but can still be Harmed for the remainder of the mission or until you die, whichever comes first.

Q:	I'd rather be
A:	The distraction

→ U

۱:	Undercover.

			03
\cup	\cup	\cup	



Your Reality describes your history, prior circumstances, and present conditions as of the start of your employment at the Agency. Your home life, extracurricular activities, Relationships, and obligations are all helpfully compartmentalized into this category, which offers minimal

a Dependent who travels with them,

learning and growing as they work. Fragile and precious, their fresh eyes and strong hearts fill Caretakers with resilience,

when the Caretaker is gone, their Dependent will be a living testament to their morals, their

guidance, and their capacity for great love.

Extensive internal testing has demonstrated that love has essentially zero tactical

Day Out" was a critical failure. Even when no in the field, we find that leisure time, personal

connections, and internal monologues

mes and "that's nice, sweetie"s.

Without their Dependent, though, we've

tend to be dominated by their Dependent,

leaving them a shallow husk of memorized

application. Dependents care little for the success of the mission, and it seems almost weekly we must remind Agents that "Baby's

For now, they are mostly making a mess.

resourcefulness and natience One day

benefit to your career and is best avoided whenever possible. As you will learn, your mundane Relationships and aspirations provide only short-term and short-sighted benefits. In a pinch, however, using them for motivation can improve your performance in the field.

The name of the Reality in large letters. The Barista department maintains a word cloud of everything said about employees of each type and selects their favorite for the final name.

the pressure of setting a good example motivates them to avoid failure in the field.

Decide what your Dependent is by rolling on

Your Dependent is a shared character; when

s active, your Dependent enjoys its benefits

it is in a scene, it may be portrayed by you or your GM. As long as your Life Insurance Policy

the list below or creating your own.

Dependent

2 Animal

4 Alien

A short description of this Reality's

common traits, some to leverage

and many to discourage.

3 Nascent A.I.

A photograph of one of our Agents of each type, taken at a candid moment.

A small phrase of warning, explanation, or comedy provided by the Clown department. ARC piece you are looking at, presented as a helpful and stylish subtitle. Please make sure you read this word if you read no others.

In most cases, a helpful table to narrow in on the specifics of who you are. </dentify/Roll for> a key detail about yourself.

The category of

Reality Trigger: Needy

The GM may use Reality Trigger to put your Dependent in need of attention. If you ignore it, your Dependent will throw a fit now and take your time later: the Relationship who has the least camaraderie with your Dependent loses one Connection.

If you make your Dependent fix something on their own, hurt them, or place them under anyone else's supervision, your relationship with them suffers. Mark the next empty box in a four-box "Independent" track. When this happens while all boxes are marked, or they mature beyond your control, your Dependent no longer depends on you. You must choose another Reality.

Independent



Your **Reality Trigger** is a vulnerability or weakness that Anomalies will use to manipulate you while you are at work in the Field. By spending Chaos, Anomalies are able to amplify your insecurities and realize your fears. It is your duty not to let these challenges interfere with your work. However, if you ignore them pointedly enough, you may lose access to your way of life entirely and be forced to choose a new Reality.

Burnout Release: It's Your Favorite!

When you are doing something that will entertain your Dependent, ignore all Burnout.

Your **Burnout Release** is a situation where Agents like you become especially motivated, and can ignore Burnout (pg. 35). Arranging situations that will activate your Burnout Release is an important way to ensure consistent results when in the field.

We also use this form to collect important demographic data in the form of Onboarding Questions designed by the Reception department. Your answers to these questions are not private, and may be used for marketing purposes.

Onboarding Questions

- ▶ What is your favorite memory?
- What quality of yours do you hope to never teach your Dependent?
- Where is your dream vacation destination?

Who would gain custody
of your dependent if you
were gone?
Examples: Romantic
Partner, Parent, Weapons
Manufacturer

Who misses the freedom
you used to have?
Examples: College Friend,
Your Child, Bowling Team

Who is your Dependent
always excited to spend
time with?
Examples: Ex-Husband,
Teen Heartthrob, Zookeeper

Finally, You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

If you are forced to choose a new Reality, you do not lose your Relationships; you may assign Relationships you already have to these roles or answer the questions as normal, adding new Relationships who each start with 1 Connection.



Without you, they're hopeless.

Caretaker Agents have a deep bond with a Dependent who travels with them, learning and growing as they work. Fragile and precious, their fresh eyes and strong hearts fill Caretakers with resilience, resourcefulness, and patience. One day, when the Caretaker is gone, their Dependent will be a living testament to their morals, their guidance, and their capacity for great love. For now, they are mostly making a mess.

Extensive internal testing has demonstrated that love has essentially zero tactical application. Dependents care little for the success of the mission, and it seems almost weekly we must remind Agents that "Baby's Day Out" was a critical failure. Even when not in the field, we find that leisure time, personal connections, and internal monologues tend to be dominated by their Dependent, leaving them a shallow husk of memorized rhymes and "that's nice, sweetie"s.

Without their Dependent, though, we've seen these Agents lose their joie de work.

If nothing else, managers can be confident the pressure of setting a good example motivates them to avoid failure in the field.

Dependent

Decide what your Dependent is by rolling on the list below or creating your own.

Your Dependent is a shared character: when it is in a scene, it may be portrayed by you or your GM. As long as your Life Insurance Policy is active, your Dependent enjoys its benefits.

1	Baby
2	Animal
3	Nascent A.I.
4	Alien

Reality Trigger: Needy

The GM may use Reality Trigger to put your Dependent in need of attention. If you ignore it, your Dependent will throw a fit now and demand your time later: the Relationship who has the least camaraderie with your Dependent loses one Connection.

If you make your Dependent fix something on their own, allow them to be hurt, or place them under anyone else's supervision, your relationship with them suffers. Mark the next empty box in a four-box "Independent" track. When this happens while all boxes are marked, or they mature beyond your control, your Dependent no longer depends on you. You must choose a new Reality.

Independent



Burnout Release:It's Your Favorite!

When you are doing something that will entertain your Dependent, ignore all Burnout.

Onboarding Questions

- What is your favorite memory?
- What quality of yours do you hope to never teach your Dependent?
- Where is your dream vacation destination?

Who would gain custody

Relationship Matrix

You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**

of your dependent if you
were gone?
Examples: Romantic
Partner, Parent, Weapons
Manufacturer

Who misses the freedom
you used to have?
Examples: College Friend,
Your Child, Bowling Team

Who is your Dependent
always excited to spend
time with?
Examples: Ex-Husband,
Teen Heartthrob, Zookeeper



Reality Trigger: Work Phone

You have a smartphone specifically dedicated to your Vocation. The GM may use Reality Trigger to have one of your Relationships call this phone at any time. If you ignore it, that Relationship loses one Connection.

If you fail to do the necessary duties of your Vocation, or you lose your phone, mark the next empty box in a four-box "Something Gives" track.

When this happens while all boxes are marked, your Vocation is irrevocably ended. If ended this way or through any other means, you must choose a new Reality.

Something Gives



Burnout Release: Threading the Needle

When you are doing something that counts as work or practice for your Vocation, ignore all Burnout.

Onboarding Questions

- What is the most difficult decision you've ever made?
- What terrible thing will happen if you give up your responsibilities?
- ► How do you celebrate victories?

Relationship Matrix

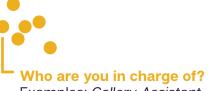
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Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**

Who is your other boss? Examples: Fast Food Manager, Thesis Advisor, Instagram-Famous Dog

Who cares the most
about your health?
Examples: Newsstand
Operator, Parent, Neighbor



Examples: Gallery Assistant, I.T. Intern, Rambunctious Child



They know what you are. Soon they'll know where, too.

The Pursued is hiding from their past. Innocent or guilty, noble or tragic, they live in constant fear of a history that refuses to let them go. Talk about commitment!

Resourceful, tenacious, and creative, Pursued Agents are premier role models for creative problem-solving and a resultsbased approach. Living a life of constant vigilance teaches them to remain light on their feet, thoughtful of their words, and flexible in their morals. Perfect employees.

The Agency often gives new lives to these Agents and hires them to Field Teams far from those that hunt them, but eliminating their origins entirely is impossible. Even without the potential for Loose Ends, they'd lose the fear that keeps them so productive!

Dark Past

Your co-workers do not know your history, and you probably shouldn't share it. Choose a category that best describes your situation and tell the details privately to the GM.

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

Reality Trigger: On Your Trail

The GM may use Reality Trigger to highlight a person who recognizes you and will report back to those looking for you. If you do not take time to put them off your scent, they go rooting around in your private life: the Relationship who knows the least about you loses one Connection and will ask some difficult questions during your next scene with them.

If you reveal your new identity or location to people who would recognize you, mark

the next empty box on a four-box "Caught" track. When this happens while all boxes are marked, your past catches up to you. When it does, through this effect or otherwise, you must choose a new Reality.

Caught



Burnout Release: Wasn't Me

When you're doing something that will cover your tracks, ignore all Burnout.

Onboarding Questions

- What do you miss the most from your old life?
- ▶ When do you feel the most powerful?
- If you were to run a charitable organization, what cause would it champion?

Relationship Matrix

You have three core
Relationships that are your
anchors to society. Identify them
by answering the questions
in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**



Who knows about your pursuer? Examples: Employer

Examples: Employer, Sibling, Fellow Target

Who would be most hurt to find out the truth? Examples: Cover Boyfriend, Elderly Landlord, Child

Who is obsessed with the new you?
Examples: Skateboarding

Teen, Crushing Neighbor,
Modeling Agent

REALITY

On the rise...for now.

Through their talent, abilities, or innate charisma, Star Agents effortlessly command affection and adoration wherever they go. Their global reach and instant recognition open doors and attract favors. Whether they are a pop artist, a political firebrand, or famous-for-being-famous, bearing witness to the Star's once-in-a-generation talent is reward in and of itself. This, of course, is a massive liability.

In a career dedicated to discretion, secrecy, and the avoidance of Loose Ends, legions of noisy, insatiable fans serve as perpetual snarls. Friends these Agents make tend to have only their own self-interest in mind. The press is watching constantly for unusual behavior. And all of this is compounded by the sizable ego required to maintain such a position in the world.

But no Star is immune to fading or falling, and the desperate need for approval present in all rising public figures keeps these Agents focused on success. Nothing is more embarrassing than a job half-done!

It Factor

Decide what made you famous by rolling on the table below or choosing your own.

1	Actor
2	Novelist
3	Business Guru
4	Musician



Reality Trigger: Your Biggest Fan

You have fans everywhere, and all of them want a chance to talk to you. The GM may use Reality Trigger to have someone recognize you and become desperate for your attention. If you ignore them, they make a scene now and complain online later: the Relationship that would lose the most if you fell from fame loses one Connection.

If you do something to damage your reputation, your fame starts to dwindle.

Mark the next empty box in a four-box "Fallen" track. When the Fallen track is full, or when you give up on your goals, your rise to stardom is finished: you must choose a new Reality.

Fallen



Burnout Release: Eat It Up

When you are doing something that will assert your superiority or prove your worth, ignore all Burnout.

Onboarding Questions

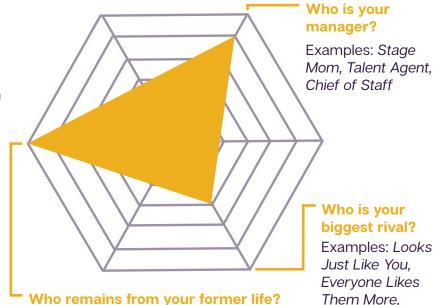
- ▶ Who is your personal idol?
- What will you be forced to return to if you lose the spotlight?
- What animal do you feel best represents you?

Relationship Matrix

You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection**. Give the other two **3 Connection**.



Examples: Former Duet Partner, High

School Sweetheart, Dance Teacher

Famous Ex

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Between a rock, and another rock,

Saddled with a great debt, continuous expense, or lack of income, ends never quite meet for the Struggling Agent.
They rely on others for support, endure distasteful circumstances, and haggle out of necessity. They are every employer's dream!

While the Agency would love to help, it usually isn't in our budget. Thankfully there are obvious benefits to the Struggling's situation: they take more shifts, work longer hours, and improve immediately upon threat of firing. In many cases, they do all this even in non-paying positions and rely entirely on Commendations for survival.

They provide fringe benefits to their coworkers as well: reports indicate that most Agents' morale dramatically improves when they have a Struggling Agent to compare lifestyles with.

Struggling Agents must remind themselves that work is sustaining and the corporate ladder provides adequate shelter, and therefore it is not necessary to wave away debts or "find" winning lottery tickets. Anomalous abilities are not authorized for personal use.

Cause of Debt

Decide what got you into this situation by rolling on the table below or choosing your own.

1	Student Loans
2	Healthcare Bills
3	Fell For a Scam
4	Someone Needs it More

Reality Trigger: Fly in Your Wallet

The Struggling never has enough money, and the world is expensive. The GM may use Reality Trigger to make something you're obligated to pay (taxi fare, cover charge, etc.) cost more money than you can afford to spend. If you do not find a way to escape payment, you'll have to borrow from a friend: one of your Relationships, chosen by you, loses one Connection.

If you gain a large sum of money, your debts come calling and it quickly disappears.

Mark the next empty box on a four-box "Back to Zero" track. When this happens while all four boxes are marked, or you find a way to permanently escape your responsibilities, you must choose a new Reality.

Back to Zero



Burnout Release: Not a Penny More

When you are doing something that will get you a good deal, ignore all Burnout.

Onboarding Questions

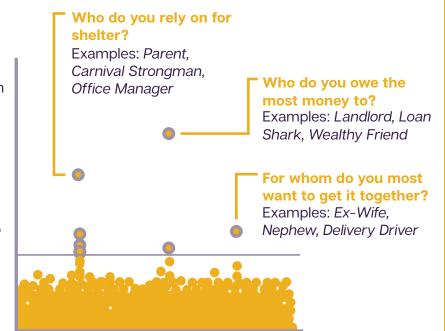
- What is the most expensive thing you wish you could buy?
- What will you never get back?
- What is the first piece of visual art you fell in love with?

Relationship Matrix

You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**



Newborn

Met any blue fairies lately?



Whether freshly hatched, recently booted up, or simply new to our world, Newborn Agents are unfamiliar with modern life. Most Newborns can't read, so we assume that a trusted guardian is interpreting this page's contents for them. Guardian: once you have helped this Agent assemble their ARC, please report to Human Resources for processing and decontamination.



Reality Trigger: Still Learning

The GM may use Reality Trigger to have you forget—or never have known—how to do a common everyday activity (open a door, operate a toaster, fire a gun, say the word "earwax," etc.) You cannot do it right now, and need to seek assistance or an alternative path. If you do not take the time to find either, the embarrassment sends you retreating: the Relationship whose opinion you value the most loses one Connection.

If you change something about yourself to fit into the world, mark the next empty box on a four-box "Self-Made" track. When this happens while all four boxes are marked, or you find a way to permanently escape your responsibilities, you must choose a new Reality.

Self-Made



Burnout Release: Just Like Home

When you are doing something that will make the world more like you, ignore all Burnout.

Onboarding Questions

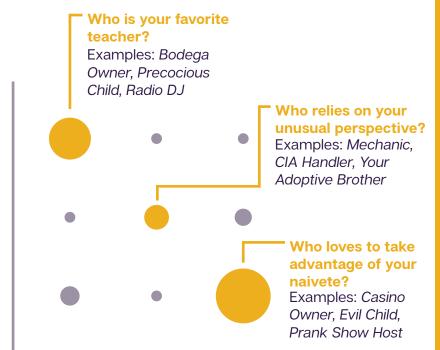
- ► How did you end up here?
- What is the last thing that made you feel completely alone?
- If you had an extra day in the week, how would you use it?

Relationship Matrix

You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**





Romantic

Try to keep them hating the game.

The Romantic, for better and worse, falls in love extremely easily. They're constantly building a complicated web from their charm whether they're seeking new conquests, accidentally alluring, or just putting their heart before their head. We're not entirely sure what's going on with them.

Notorious people pleasers, their keen attention to others' interests is an irreplaceable asset to any Field Team. The speed with which they form personal bonds is key in a line of work defined by earning and profiting from trust. Unfortunately, if left unsupervised, these bonds can cause Romantic Agents to become ensnared in complex emotional webs of their own design.

While it is valuable for employees to seek approval and validation from their betters, the degree to which these Agents thrive or flounder based on others' view of them earns them a reputation for distractibility and flakiness.

In the end, we're lucky the problems they create are the ones they're most interested in solving. Romantics appear to receive a bizarre burst of energy whenever they are disliked, and will go above and beyond to return to others' good graces.

Always Gets You

Decide what you first notice in people by rolling on this table or choosing your own.

1	Eyes
2	Talent
3	Fashion
4	Ennui



Reality Trigger: Oh No, They're Hot

You cannot ignore when an opportunity strikes. The GM may use Reality Trigger to have you notice a Vibe. This Vibe might be genuine or entirely imagined. If you don't shoot your shot, you dwell on the missed connection and struggle to be present: the Relationship you're closest to something real with loses 1 Connection.

Each time an existing relationship gets in the way of a new one, mark the next empty

box on a four-box "Settled" track. When this happens while all four boxes are full, you know what you're looking for and might have already found it. You must choose a new Reality.

Settled



Burnout Release: That's Right, I'm Hot

Whenever you're doing something that will make you look more attractive or sympathetic, ignore all Burnout.

Onboarding Questions

- What's the most appealing trait in a person?
- What about you are you hoping no one gets deep enough to see?
- What three things would you bring with you to a deserted island?

Relationship Matrix

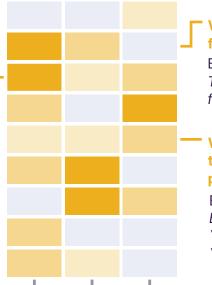
You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**

Who is your longest-term situationship?

Examples: Weekly Grindr Hookup, Best Friend's Girlfriend's Best Friend, That One Person At All The Same Weddings



Who has never, ever found you attractive?

Examples: Personal Trainer, Boss, Bestie from Middle School

Who are you oblivious to the romantic possibilities with?

Examples: Thoughtful Bartender, Shoulder You Cry On, Ghost in Your House

Backbone

If only it were lonely at the top. REALITY

Whether it's a book club or a political dynasty, Backbone Agents are in charge of an organization made up of several dedicated members. Holding and maintaining this position affords them privilege, prestige, and power. Not that it does them any good.

Agents with such far-reaching commitments outside of the workplace are constant multitaskers in the field. Despite more pressing duties, they are often performing favors, arbitrating disagreements, and picking up loose slack for their many members. Their immense pride for their organization makes them vulnerable to distractions, extortion schemes, and blackmail. And their fixation on keeping their constituents happy means

Still, when these Agents are inspired to devote their full attention to a mission, they prove to be effective, efficient, and skilled at keeping the mood genial. Just don't ask them about their weekend plans.

Organization

You are the leader of an organization in town. This organization has at least ten members and meets at least once per week. Members will aid you and never openly defy you if you're clearly on organization business. Roll on the table below or create your own:



Reality Trigger: Endless Responsibility

The GM may use Reality Trigger to have one of your organization's members approach you with a need at any time. If you ignore or avoid them, you look bad to your organization and those who know it: a Relationship, chosen by the player of your successor (see Relationship Matrix) loses one Connection.

If you break your Organization's rules or embarrass the other members, mark

the next empty box on a four-box "Ousted" track. When this happens while all boxes are marked, or when you abdicate your position, your successor takes over the organization. You must choose a new Reality.

Ousted



Burnout Release: Here's My Card

When you are doing something that will increase the influence of your Organization, ignore all Burnout.

Onboarding Questions

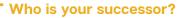
- What is the greatest thing that someone else has done for you?
- ► How do you react to unsolicited criticism?
- What's your favorite karaoke song?

Relationship Matrix

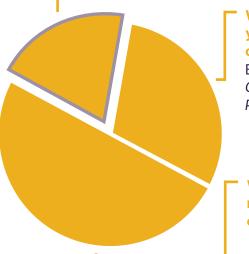
You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another < Agent/player> at the table. When each character is present in a scene, they will be portrayed by the assigned <Agent/player>.

Give the Relationship you're closest to 6 Connection. Give the other two 3 Connection.



Examples: Sibling. Scheming Lieutenant, Beloved Orphan



Who threatens your organization's continued existence?

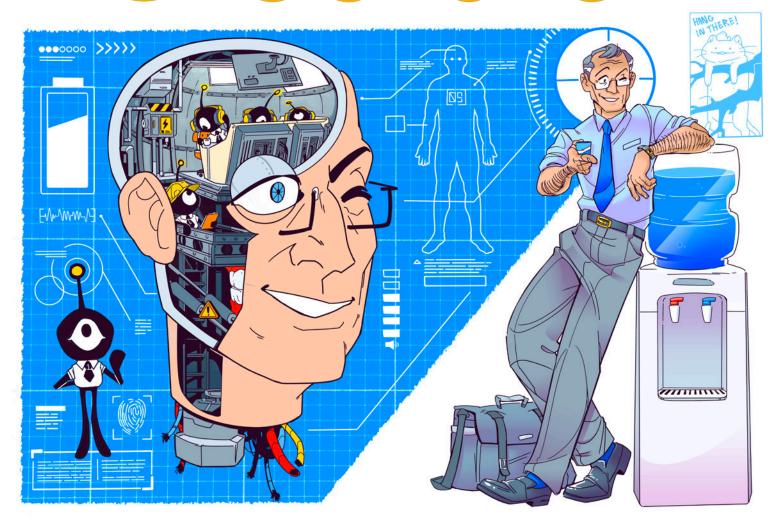
Examples: Rival Organization, Local Politician, Bad Apple

Who can never even remember your organization's name?

Examples: School Principal, Spouse, Climbing Instructor

REALITY

Creature



How do you do, fellow humans?

Tired of living on the fringes of society, Creature Agents left their homes to join the modern world. Whether vampire, robot, or mutated turtle, these employees now live among normal people under an assumed identity and are perpetually one misstep away from being discovered.

Though these Agents have innate or artificial means to blend in seamlessly with humanity, their self-restraint is often no match for their inhuman desires. Whether they crave

sunlight, salt water, or blood, Creature Agents are more likely than any other to pursue objectives not covered in their briefings. Their Relationships tend to confuse their loyalties, and their customs tend to confuse their witnesses.

But their desire to fit in keeps them focused, their fear of discovery inspires vigilance, and here at the Agency, we think there's nothing more noble than trying to be just like everybody else.

Reality Trigger: Yes Right Now

Your true self has needs that others may understand but could never share. The GM may use Reality Trigger to have one of these urges bubble to the surface of your consciousness. If you ignore this urge, the willpower spent ignoring it causes you to struggle to communicate with others: the Relationship who most believes your disguise loses one Connection.

If the truth about yourself is confessed or exposed to someone, mark the next empty

box on a four-box "Revealed" track. When this happens while all boxes are marked, or you are exposed publicly in a way that can't be undone, your disguise no longer functions. If you can continue to work you must choose a new Reality.

Revealed



Burnout Release: Crushing It

When you are doing something that will make you seem less interesting, ignore all Burnout.

Onboarding Questions

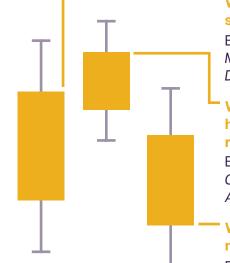
- What made you decide on a life in a different world?
- What is the worst thing that could happen to your friends if you let down your guard?
- What is your favorite idiom?

Relationship Matrix

You have three core Relationships that are your anchors to society. Identify them by answering the questions in your Relationship Matrix.

Once every Relationship has been identified, assign each to another <*Agent/player>* at the table. When each character is present in a scene, they will be portrayed by the assigned <*Agent/player>*.

Give the Relationship you're closest to **6 Connection.** Give the other two **3 Connection.**



Who came from the same place you did?

Examples: Local Meteorologist, Bus Driver, Your Creator

Who taught you how to hide among regular people?

Examples: Religious Leader, G.E.D. Proctor, Gas Station Attendant

Who do you wish to teach more about your first life?

Examples: Neighbor's Kid, Unscrupulous Real Estate Developer, Mail Carrier

COMPETENCY

Your Competency is the third and most important of the three components that combine to create your ARC. It describes your role here within Triangle Agency.

These pages introduce your typical responsibilities, specific code of conduct, and the unique Agency equipment Agents in your position have access to.

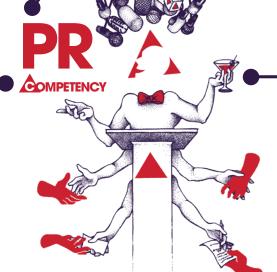
Study your Competency most of all. Promotions abound and the future shines bright for those who commit well to their positions and embrace their Sanctioned Behaviors.

Those less vigilant employees who act incautiously and accrue Demerits will soon find themselves less comfortable.

The category of ARC piece you are looking at, presented as a helpful and stylish subtitle. Please make sure you read this word if you read no others.

An approved phrase for use during work in this Competency. An additional approved phrase is included at the bottom of the right-hand page, as well.

The name of the Competency in large letters. Following the advice of the CEO department, we have begun embracing acronyms in several cases.



An illustration painstakingly drawn by the Agents in the Intern department. They were not given a budget for red ink, and yet they added color somehow.

Outstanding!

Please refrain from any future private relations.

The Agency is often in need of people who can explain away Anomalous effects and steer concerned onlookers to the correct conclusions. Some PR employees use their ability to persuade with words, others with distraction, and many find intimidation most 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.

Public Relations Agents are often put in charge of the many nonprofit and charitable organizations under the Agency's influence. These employees spend work hours organizing events, contacting legislators, and ensuring tha stories about the Agency never make it to the public.

Join our Public Relations team if you like to use truth as a weapon and doubt as a shield!

A short description of this Competency's duties to help determine which is right for you! Depending on your Branch's local culture, you may be allowed to select the department you're best suited for, or may be assigned a department chosen by your superiors to teach you an important lesson.

Prime Directive

Keep everything above board.

Each time you lie, receive 1 Demerit.

Your **Prime Directive** instructs you on how to avoid conduct unbecoming of your station. Violating your Prime Directive results in Demerits, which are applied to your permanent record.

Sanctioned Behaviors

Receive 1 Commendation each time you:

- Create a distraction.
- ► Give a great excuse.
- Ensure they will never speak of this again.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

that we directly reward exemplary behavior that distinguishes you as a paragon in your field. You want to perform the actions described in your Sanctioned Behaviors as much as possible. Both Commendations and Demerits are monitored and enforced by our Gravedigger department. Should a meeting with them appear on your calendar, we recommend updating your details on AgencyOS's Life Insurance portal.

Sanctioned Behaviors are wavs

The **Initial Requisition** is a special tool we provide you to support your work in the field.

This is only made available when you are assigned a Competency, and only approved for use by you. You'll learn more about Requisitions following your first mission.



When a coworker embarrasses themselves in public, I...

- Loudly say "How avant garde!" (+3 Presence)
- Repeat their behavior until it seems normal. (+3 Persistence)



When one of our products causes a serious tragedy, my messaging...

- Communicates our regret.(+3 Duplicity)
- Explains how it hurts us, too.(+3 Empathy)



A coworker has been murdered! I am...

- ▶ The murderer. (+3 Initiative)
- ▶ Due for a promotion. (+3 Subtlety)

Initial Requisition: Printing Press Release

This ancient, unwieldy printing press is kept in an old recreation room on an unused floor in your Agency headquarters. Once each mission, you may use the press to print a story which is then immediately published across all major local publications. If you're on the go, you can send your story to the others in your department to run it through the press.

Finally, every Agent begins with nine Quality Assurances, assigned according to the results of your **Self-Assessment**. Answer these questions honestly to learn what Qualities you are most likely to use in the field, and the Agency will provide you with the appropriate Assurances. More about Quality Assurances can be found on page 34.



Please refrain from any future private relations.

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Self-Assessment

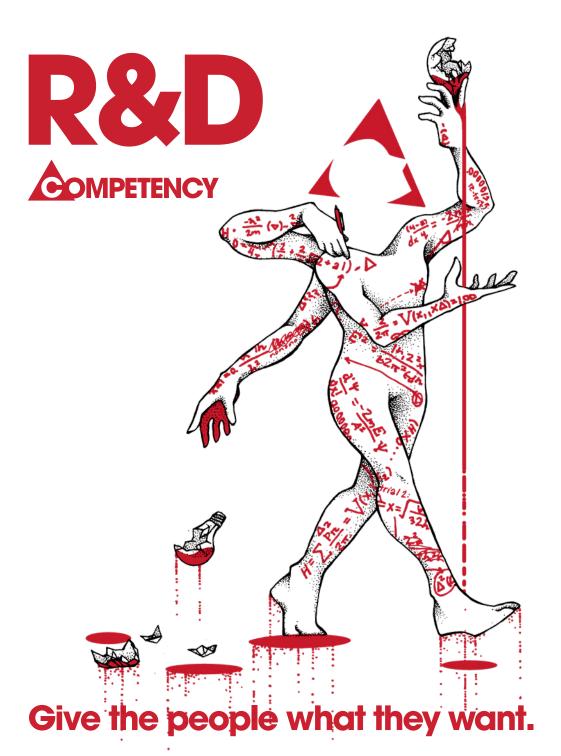
Please answer the following questions and increase your maximum Quality Assurances by 3 in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- When a coworker embarrasses themselves in public, I...
 - Loudly say "How avant garde!" (+3 Presence)
 - Repeat their behavior until it seems normal. (+3 Persistence)
- When one of our products causes a serious tragedy, my messaging...
 - Communicates our regret.(+3 Duplicity)
 - Explains how it hurts us, too.(+3 Empathy)
- A coworker has been murdered! I am...
 - ► The murderer. (+3 Initiative)
 - ▶ Due for a promotion. (+3 Subtlety)

"A crisis is just a gala you haven't thrown yet!"



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

R&D is tasked with creating new products for sale, but also with uncovering the secrets of the universe.

Each employee is typically given a longterm project to that end: a personal experiment to carry out over the course of their career. These experiments may be difficult to understand while you're inside of them, but the Agency is carefully tracking the data and building a picture of how it all works.

Sign up for R&D if you know means don't need justification, and knowledge is its own reward.

Prime Directive

Out with the old.

Each time you do the same thing twice, receive 1 Demerit.

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- Uncover what someone really needs.
- ► Reinvent the wheel.
- Change someone's life. Permanently.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Rubber Duck

The squeaker within this bath toy foretells great possibility. Once per mission, you may describe an outcome to this pocket-sized duck toy. The toy will speak back: your GM will tell you the 3 steps you must take to achieve that outcome. Any outcome you request becomes possible, no matter how improbable it seems. If you ask the Rubber Duck about Anomalies directly, it will melt into a useless lump instead.

Self-Assessment

Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- If at first you don't succeed...
 - Never let them see you cry. (+3 Professionalism)
 - Try try try try try try try.(+3 Persistence)
- When I'm solving an equation and the conclusion seems impossible, I...
 - Remind myself it's natural to make mistakes. (+3 Empathy)
 - Eliminate all other possibilities.(+3 Dynamism)
- I've been framed! I defend myself by...
 - Destroying all incriminating evidence. (+3 Subtlety)
 - Scapegoating a more likely suspect. (+3 Attentiveness)

"I had spaghetti walls put up; I was tired of all the throwing."

Barista

COMPETENCY

Order up!

Baristas know that everyone's day starts better with a smile, and that when smiles are in short supply caffeine is an ample substitute. They prime society's pump, ensuring ideas, energy, and blood are all flowing in time for the opening bell.

Not merely confined to work behind an espresso machine, Agency Baristas are embedded wherever energy reserves are most depleted: as cheerleaders, substitute teachers, and prank video artists, to name a few.

Apply for work as a Barista if you like the mood high, the work overflowing, and the sleep when you're dead.

House Special

Choose your favorite thing to serve by rolling on the table below or creating your own.

1	Espresso Drinks
2	Cold Brew
3	Drip Coffee
4	Water



Keep the mood fresh.

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



Sanctioned Behaviors

Receive **1 Commendation** each time you:

- Make someone feel welcome.
- ► Show off your specialized knowledge.
- ► Get some blood flowing.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Triple Shot Glass

The Barista has a special shot glass from the Vault Cafe. Once each mission, if this shot glass is used when pulling 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. Whether Anomalous or Mundane, they cannot survive any amount of Harm.

Self-Assessment

Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- A coworker asks me to cover their shift because of a breakup. I...
 - Cover their shift. (+3 Empathy)
 - ► Get them back together. (+3 Professionalism)
- Someone's drink was stolen by a stranger! I handle it by...
 - Pretending I didn't notice. (+3 Duplicity)
 - Making two of every drink ahead of time. (+3 Initiative)
- A customer complained about my service. I'm more likely to...
 - Add something to the brew. (+3 Subtletv)
 - Add them to the brew. (+3 Dynamism)

"You can talk to me anytime, before or after your coffee."

CEC COMPETENCY

It's great to be in charge.

The world is an infinitely complex system full of many difficult decisions. Here at the Agency, we leave those dilemmas to the people who have already decided how they will react in any situation. These Agents choose a lane, receive rewards, and delegate consequences. They will continue down this gilded path until they die.

The Agency tends to place Agents from the CEO department in positions where their rigid and inflexible nature can serve as the strong foundation of a team. They thrive in positions where backing down would be ruinous, and self-reflection would be catastrophic. Often, you don't need to consider whether work as a CEO is right for you. You, and the Agency, have known it all along.

Or the Highway

Choose your executive quirk by rolling on the table below or creating your own.

1	Golf in the Office
2	Cigars During Meetings
3	Crying Performatively
4	Quoting elf-Help Books



Prime Directive

Maintain the hierarchy.

Each time you take an order, receive 1 Demerit.



Sanctioned Behaviors

Receive **1 Commendation** each time you:

- Make someone do what you want.
- ► Enjoy one of the finer things in life.
- ▶ Make a necessary sacrifice.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Expense Account

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

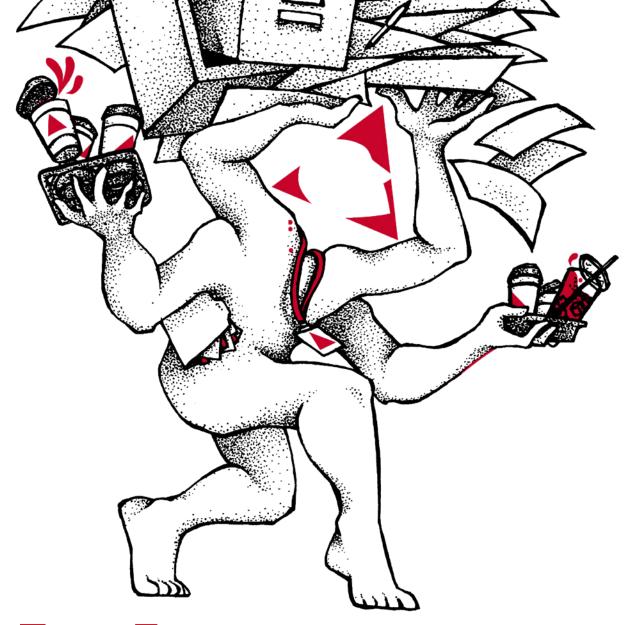
Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- My management style is best described as...
 - ► Hands-on. (+3 Dynamism)
 - Treating employees like family. (+3 Duplicity)
- I inspire my team with my...
 - ▶ Oil Portrait. (+3 Presence)
 - Automated out-of-office response. (+3 Professionalism)
- When cuts are unavoidable, I terminate the employee who...
 - Was late most often. (+3 Attentiveness)
 - Was late today. (+3 Initiative)

"Anyone can work overtime; only I can chip this in for par."



Interney Competency

Pay is overrated.

Unpaid interns are a key part of any organization. They 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. Someone must bear this most esteemed and important burden, and if you argue for anything else the end of everything will be your fault.

In society, Agency Interns are as ubiquitous as dirt. They are teachers, clerks, drivers, cashiers, and any other roles whose function goes unappreciated by those who benefit. By working indiscriminately for all who demand it, they understand organizations better than anyone. Apply to be an Intern because the work is piling up as we speak. Why are you still reading this?

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:

- ► Confidently fail.
- Embarrass yourself for others' benefit.
- Bring something screeching to a halt.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Inherited Nametag

All Interns are given an endless packet of blank nametags. Once each 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 keep the nametag on.

Self-Assessment

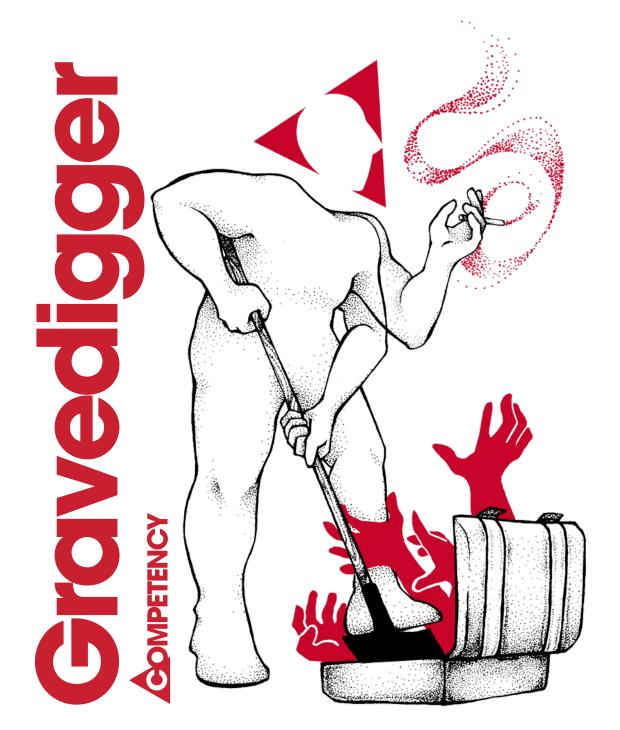
Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- When acquiring new skills, I am a...
 - Visual learner. (+3 Attentiveness)
 - Pain-consequence learner.(+3 Persistence)
- l've suddenly come into a large inheritance. I will definitely...
 - Invest it in the Agency for mutual benefit. (+3 Initiative)
 - Donate it to an Agency branch in need. (+3 Empathy)
- My direct supervisor has been secretly committing felonies! I...
 - Edit their calendar to create strong alibis. (+3 Subtlety)
 - Turn myself in for their crimes.(+3 Presence)

"Oops!"



Somebody's gotta do it.

Gravediggers are the unsung heroes of the night. Masters of hidden and forgotten spaces, they benefit from the world's tendency to shy away from taboo or discomfort. To put things out of sight, one must go out of sight – and Gravediggers are happiest in the places others aren't. Always face-to-face with realities others are

unwilling or unable to stomach, they keep the world spinning in unappreciated and often undetected ways. Gravediggers might be found everywhere from the boardroom to the ballroom to, yes, the landfill or the mausoleum. You're a prime candidate for Gravedigger if you hate when dirty work makes a mess.

Prime Directive

Don't dirty innocent hands.

Each time you touch something living, receive 1 Demerit.

Sanctioned Behaviors

Receive 1 Commendation each time you:

- Dig up some dirt.
- Clean up a mess.
- Bury a problem.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Dracula's Coffin

The coffin of the man himself lies deep in the vault, buried under layers of earth. You can exhume the coffin once each mission to place something inside that can fit. When the coffin is returned to the earth, 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

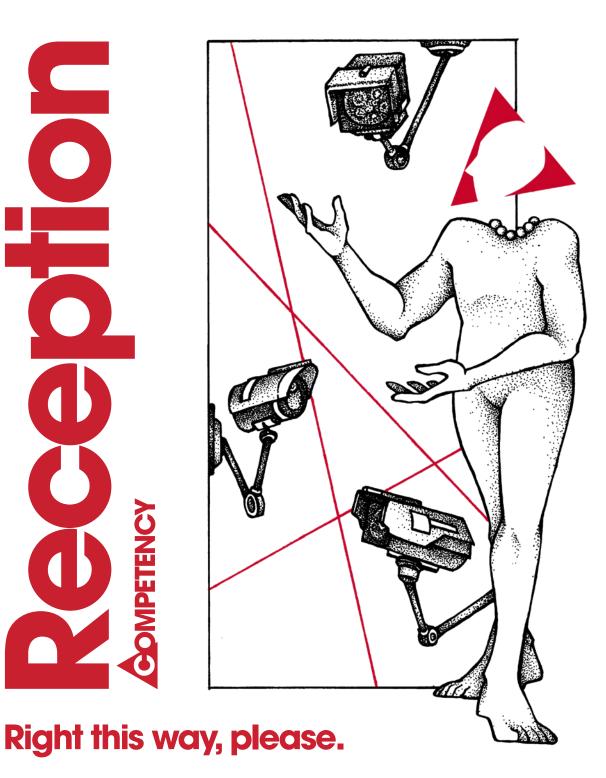
Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- When training new employees in my field, I emphasize...
 - ► Shovel technique. (+3 Attentiveness)
 - Creating demand. (+3 Initiative)
- I'm in charge of the quarterly earnings reports. To ensure a good impression on shareholders, I...
 - Repeat the presentation until I get the desired response. (+3 Persistence)
 - Bury the bad numbers under positive energy. (+3 Presence)
- I handle my higher-than-average knowledge of humanity's infinite pain by...
 - Enjoying the smell of tea and other small pleasures. (+3 Subtlety)
 - Developing a higher-than-average knowledge of humanity's infinite joys to match. (+3 Professionalism)

"I've seen things you wouldn't imagine. Because you are probably imagining more interesting things."



Just as every story must have a beginning and every idea a conception, Agency buildings must have fire codecompliant entrances and exits. In a world rocked by chaos, uncertainty, and doubt, Receptionists ensure nothing, neither people nor ideas, gets in or out without proper authorization.

Receptionists are not merely guardians of the gates. They are also often distributors of justice and interpreters of rules such as orchestral conductors, librarians, drill sergeants, and babysitters. Consider working in Reception if you prefer the world in black and white, the rules written in stone, and the power behind your desk.

Prime Directive

Remain ever vigilant.

Choose one:

Each time you sit down, receive 1 Demerit. Each time you leave a question unanswered, receive 1 Demerit.

Sanctioned Behaviors

Receive **1 Commendation** each time you:

- Interrogate someone.
- Commandeer belongings.
- Close a door forever.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: Moebius Circuit TV

An endless room in the Vault made entirely of television screens. Once each mission, you may use any internetconnected device to access a feed from one of the TVs in this room. The screen shows you up to thirty minutes of footage of any moment in time from a place you've visited that day.

Self-Assessment

Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- A coworker 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)
- Somebody isn't who they claim to be. I verify their identity by...
 - ▶ Interrogating them. (+3 Persistence)
 - ► Interrogating them. (+3 Dynamism)
- A criminal is breaking into my building while it is being evacuated due to a fire. I...
 - ▶ Ensure the fire is not interrupted. (+3 Professionalism)
 - Recognize them as first responders and let them through. (+3 Attentiveness)

"I'll untie the ropes when you make an appointment."



The voice on the other end.

Where many people merely hear, the Hotline listens. When the rest of the world has gone silent, the Hotline is always available to talk. They are the lighthouse guiding to safety those unfortunate enough to be navigating life's treacherous waters alone. Within the Agency, Hotlines field important

customer service calls from this world and many others. Elsewhere in society, Hotlines are found wherever there are talkers in need. They are counselors, clerks, online community moderators, and more. Apply to be a Hotline if you can stare into the signal and help the static find its way home.

Prime Directive

Never say "unfortunately."

Each time you deliver bad news, receive 1 Demerit.



Sanctioned Behaviors

Receive 1 Commendation each time you:

- Help someone unburden themselves.
- Take the blame for something you didn't do.
- Connect someone to an unexpected fate.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

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 each mission, you can press play to immediately transport you and any nearby allies to a perfectly safe waiting room for up to one 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

Please answer the following questions and increase your maximum Quality Assurances by **3** in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- A customer has a problem 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 we can find a solution together. (+3 Duplicity)
- A customer has a broken product and a convincing story. I...
 - Pull every string necessary to get their refund. (+3 Persistence)
 - Make it clear that all sales are final.(+3 Dynamism)
 - A customer's call disconnected. I...
 - Call them back and submit an error report to IT. (+3 Professionalism)
 - Complete the call without them.(+3 Presence)

"Your call is important to us. Your time is important to us. Everything you do, think, and are is important to us."

Honk.

Clowns are the Agency's angels of mercy. They provide the world's best medicine, laughter, to its most sick and needy. They understand that life's weight is overwhelming only to those who make themselves carry the burden, and that the surest way to fall into despair is to forget that you could simply not do that.

Society is full of our Clowns. They operate in plain sight, often using their high profile and increased visibility as a tool to distract the masses from being consumed by worry, fear, and doubt—and creating Anomalies that mirror those emotions. They are frequently deployed as TV personalities, stay-athome parents, and politicians. If you hate hard conversations and think low-hanging fruit tastes sweetest, work as a Clown may be your calling.

Watch This!

Choose your hidden talent by rolling on the table below or creating your own.

1	Juggling
2	Pratfalls
3	Swallowing Fire
4	Miming

Prime Directive

Keep them laughing.

Each time you talk about feelings, receive 1 Demerit.



Sanctioned Behaviors

Receive 1 Commendation each time you:

- Put on a show.
- Expose an embarrassing truth.
- Demand a smile.

If you complete each Sanctioned Behavior at least once during a mission, you receive a bonus of **3 Commendations** after superlatives have been awarded.

Initial Requisition: The Fool's Cap

Once each 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, mundane viewers will remember all actions you took fondly. This does not protect you from later viewers of the consequences.

Self-Assessment

Please answer the following questions and increase your maximum Quality Assurances by 3 in the Qualities corresponding to your answers.

When you begin your first mission, you will have a total of nine Quality Assurances available to you. Quality Assurances return to their current maximum at the end of each mission.

Afterwards, please provide your GM with a short description of the work you'd most like to do within this department and any requests for specific supervisors or coworkers.

- When I catch a thief making off with my balloon animals, I...
 - Teach them to make their own.(+3 Empathy)
 - Show them balloons aren't the only thing I can tie into novel shapes.
 (+3 Dynamism)
- My car holds...
 - A regular number of people.(+3 Duplicity)
 - Everyone who needs a ride.(+3 Persistence)
- Finish this sentence: "But doctor..."
 - ► I'm the doctor! (+3 Presence)
 - ▶ I saw what happened to Pagliacci. The chaos. The carnage. The wars that followed. I would appreciate a more effective medical prescription. (+3 Professionalism)

"I understand you're going through a lot right now, but I need you to take a moment to please consider: honk."

Onboarding Questionnaire

Your answers in the following questionnaire help your Field Team understand you better, and make sure you understand yourself! Answer the following to any level of detail you're comfortable with. This information will all be provided to the other members of your Field Team in a dossier, ensuring that even on your first mission together you know who you are trusting with your life.

How did you come in contact with your Anomaly?

For example:

- Previous relationship with an Anomaly who appeared nearby
- Anomaly was created from your thoughts
- Accidentally involved in an Agency Mission
- ► TAPped for Field Work through the Triangle Academy Program

How did the Agency find you?

For example:

- Using your Anomaly powers in public
- Accidentally involved in an Agency Mission
- You found us

What is your annual salary?

For example:

- \$0 (thank you!)
- \$100
- **\$125,000**

What do you look like?

Please describe enough for someone to recognize you in a busy crowd of people, in the event that office photographic records become corrupted again.

Do your powers have a unique visual manifestation?

For example:

- Growth Resonant creates limbs of liquid metal, not flesh
- Whisper Resonant creates synesthetic effects in others when they talk
- Absence Resonant uses their powers by burning things to create smoke

How do you take your coffee?

For example:

- Black
- Oat Milk Lattes
- Over Easy
- ► Nothing Stronger than Tea

Who among your Relationships is your Primary Contact, and why?

We will contact them to provide **Benefit 3** of your Life Insurance Policy and to assess their opinion of your character.

What do you bring to the table in a collaborative work environment?

Whether it's a good attitude or a dependable work ethic, let your coworkers know what to expect when you've got their back.

Finally, please list all prior work experience and level of familiarity with Adobe, Excel, and the Google suite.



We recommend Field Agents do not proceed beyond this point until after their first mission.

You now know everything you need to know to <execute/play> one mission of Triangle Agency. If you are a Field Agent, you can return to this point at the conclusion of your initial mission and read the final few pages of the Field Agent Manual.

You are not forbidden to continue reading the rest of this section, but none of it is relevant now and may feel overwhelming before you've played the game.

If you are the Field Team's General Manager, we recommend you continue reading through the end of the General Manager's Toolkit.





Work/Life Balance

After a mission is completed, Agents are permitted an industry-leading degree of latitude regarding how they spend their time—and rewarded generously for using it to work! In stark contrast with Paid Time Off and other outdated benefits offered by our competitors, the **Work/Life Balance** program guarantees that every moment of your life is calculated to provide you with maximum return on your investment!

Agents are required to keep records of their time between missions using the provided **Work/Life Balance Sheet** included at the end of this book.

The Work/Life Balance Sheet monitors how well you're performing in your entry-level position. More Time spent on your **Competency** means promotions, an increased Quality Assurance budget, and access to advanced Requisitions and playwalled intelligence. Time spent on your **Reality** is not recommended, but from what we understand it leads to improved relationships, a wider network, and the possibility of an enduring mundane legacy. Snore!

Please follow along by viewing the Work/ Life Balance Sheet located with the Character Organization Sheets at the end of this document. You may



Your career as a Field Agent is limited. The more Time you spend working, the higher your rank will be when you set aside field work and enter the Agency as a **Full Time Employee**. Other uses of your Time might feel satisfying in the moment, but in the end your Competency is all that matters.

We caution strongly against spending time dwelling on your Anomaly, as it could serious

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Spending Time

Every Field Agent receives **30** abstract units of **Time** they can spend before their career as a Field Agent is over. You track this Time by filling in, or "**marking**," boxes along tracks corresponding to your choices.

Whenever you spend Time, mark the earliest unmarked box in one of your available tracks. Choose wisely: your Time is precious, and will never return. To represent what you've lost you then **strike out**, meaning make permanently unavailable, the last unmarked box of the other two

Each time a box is marked, you receive the **primary benefit** corresponding to your choice. If you mark a box with a Playwalled Document code, you become authorized to find that Playwalled Document, read it privately, and obtain any benefits listed.

Primary Benefits of Time Spent



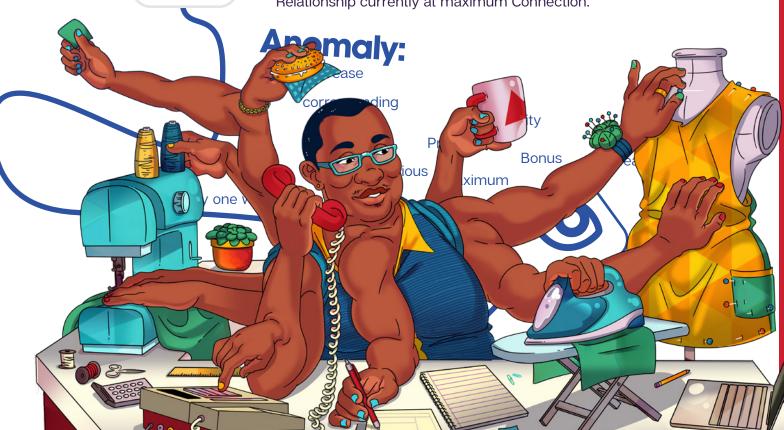
Competency:

Increase maximum Quality Assurances by one in any Quality with fewer than nine. Receive **3** Commendations.



Reality:

Increase Connection by one with any Relationship and receive their Connection Bonus during the next mission. Repeat this benefit an additional time for each Relationship currently at maximum Connection.



Experiencing Time

We encourage Agents and General Managers to experience Time spent on the Work/Life Balance Sheet as scenes. You may regard these scenes much like your work in the field: you will immerse yourself in the <joy of work/Tabletop Role-Playing Game> and experience realtime conversations, idle moments, and engaging interactions.

Scenes can be a fun way to spice up your Time clocked in for your Competency, but they are especially important for Agents who misquidedly dwell in their Reality. Groups should assume that whenever an Agent improves their Connection with one of their Relationships, that Time spent creates a scene.

If you don't have an exciting idea for a scene, or don't want to play out all of them, you can briefly describe what happened and move on. Try to make this the absolute minimum.

Making a selection with no detail can disrupt the stable connection between your Agent and your table-self. These gaps can lead to your Agent, or their Relationships, surprising you with references to events you did not experience and do not recall.

Making Time For Time

If you're short on playtime or the number of potential scenes feels overwhelming to take on right after a mission, we recommend experiencing Time in one of these ways:



Using Email, Chat, or Post

The most popular option. Working through your lives through digital or asynchronous roleplaying keeps everyone engaged during breaks, leaves more room for missions when you're at the table, and improves your typing speed/penmanship in the office.



With an Interlude Session

Try meeting without a mission! This is great for groups who like occasional unstructured roleplaying, when the General Manager is unable to prepare, or for when an Agent's life has something major going on that is interesting enough to play out in its entirety.

Competency Scene

AGENT 1: I want to report to Associate Director Mulgrew – she said she was looking for volunteers for something, right?

GM: Great! Remember, the elevator won't take you to her office. So you take the stairs?

AGENT 1: No way. I Know A Shortcut!

AGENT 2: Showoff.

GM: You actually beat her there: an Intern is standing watch outside her closed door.

AGENT 3: Wait! Can it be Stewart??

GM: Sure. "GREETINGS, PUNY HUMAN."

AGENT 1: Hi, Stewart! I'm looking for the AD. Can you please take me to

GM: "YOU KNOW I HAVE BEEN BOUND BY THE RITE OF THE TENFOLD HAND. IT IS GRATUITOUS TO ASK WHEN YOU KNOW THE ANSWER. FOLLOW ME."

AGENT 2: God, I love Stewart.

GM: He's leading you to the roof, where Mulgrew is standing in front of three bodybags.

Reality Scene

AGENT 1: I lost one Connection with Aunt Maggie when we crashed her boat, so I'm going to try to patch things up.

AGENT 2: Okay! She said she was going to the lake to pose for her next portrait. Do you want to meet her there?

AGENT 1: Yeah! "Heeeeey Auntie Maggie..." I open my arms wide, for a big hug.

AGENT 2: "Lee! He said I have to stand still, so get over here and hug me."

GM: The painter protests, "Don't-"

AGENT 2: Too late! We're hugging.

AGENT 1: "I'm so sorry about the motorboat."

AGENT 2: "Oh, a boat's a boat. I've got Bradley shopping for its replacement already. What I'm more concerned about is that you didn't call me! I was positively distraught when I saw the crash on the news. They said there were no survivors!"

AGENT 1: Oh, god, that is

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AGENT 1: I want to gent ronbywant begin to the world to the some so much potential she would be the bentical by the best to the she would be t have so much potentived shenrum hopotentieths hensichen eine hensichen die item die item die inditalie on auch potentived shenrum hopotentieths hensichen die item di GM: Great! Remerator hat many three harmonic hat have the horse to the transmission of the transmission of

GN: Great! Remercial, Gineat! Remediate Character to the control of the control o elevator stops befælevtaltentropops befælev altale katopeter reforetelevatore lævætore lævætore stops befælev altale katopeter reforetelevætore lævætore læv AGENT 1: No way AGENT de Noaway AGENT BENTON STATE THE MAN AGENT BENTON STATE THE MAN AGENT OF THE MAN AGENT

Career Length

Together with your group, you must decide how much Time is available between each mission. This choice will determine the length of a single Field Agent's career in your branch. We recommend **1-3 Time spent** after each mission, meaning a career length of **10-30 missions**.

Here are some ways your group can determine how to distribute Time:



Set

The same amount of Time is available after each mission.

To determine how many missions it will take to complete an Agent's career, divide **30** by the chosen amount of Time. This is reliable and consistent.

Keep in mind that anything over **3** can be a potentially overwhelming amount of change and development for a single Agent between missions.

Based on Length of Mission

The amount of Time after each mission is determined by the number of approximately 3-hour sessions it took to complete the mission.

This method keeps growth steady according to playtime, and allows the group to plan a number of sessions for their entire campaign.

This method is especially useful if your group tends to move slowly on the field but is highly motivated by *Agent/character>* development.

Based on "Real" Time Between Missions

The amount of Time available after each mission is equal to each week of table-self time between missions.

This method keeps growth steady temporally, and provides an exciting reason to stay in contact with groups that have less regular schedules.

If you use this method, we recommend placing an upper limit at **3-5** Time where additional weeks are not counted.

If using this method, consider making each choice as it becomes available and discussing each Time spent in a casual way (such as a chat room) with your group. This encourages consistent communication and motivates your Field Team to get back to work!

Competency in Detail

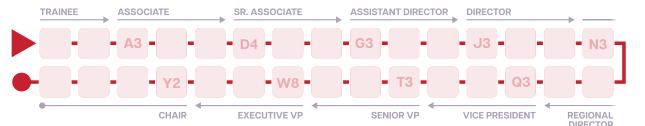
Spending Time on your Competency Track indicates staying late at the office, attending training, assisting supervisors, and otherwise fulfilling the obligations of your Competency to an immaculate standard. To reward and encourage this behavior, we have prepared the following primary benefit:

When you mark a box in your Competency track, your maximum Quality Assurances increase by one in a single Quality of your choice. (No Quality can have more than 9 Maximum Quality Assurances.) You also gain **3** Commendations.

These Quality Assurances represent the amount of power the Agency is comfortable sharing with you while you are on the field. More QAs mean more Asking the Agency, more success, and an overall more durable and dependable Agent.

As an additional incentive, every third time marked in your Competency track qualifies you for a **promotion**! Specific knowledge of the benefits of earning promotions is Playwalled, but trust us when we say that they are quite desirable! Each time you receive a promotion, change the title on your character sheet.

The Competency track on the Work/Life Balance sheet looks like this:



Retirement

Some Playwalled Documents will introduce retirement options for your Agent. As soon as you have one, you may leave Field Work to pursue that retirement plan at any time. Some retirement plans are not optional and must be taken immediately.

At the end of each Agent's career, we collect the now well-trained table-self from their mind and use it as the base for another Agent's table-self, allowing for new recruits to begin with a more comfortable understanding of Reality/the rules>. This means future Agents, though they may have different personalities, perspectives, and priorities, have a subconscious history with their Branch they can call upon to inform their choices. Amazing!

If you don't find yourself motivated to play another Agent, it is either because you have been assigned other Tabletop Role-Playing Games until a new Agent becomes available, or you have been retired and no longer exist. We'll make sure you believe you live out the rest of your life before discarding your data.

Requisitions

Whenever you are at the Agency, you can spend Commendations on various goods and services. Some of these might be similar to things you already own, but ours are certainly of a higher quality than anything you already have.

At the start of your career as a Field Agent, you will only have access to the Requisitions on the following pages. As you gain promotions and advance up the corporate ladder, you will gain special benefits and additional goods to purchase!

Occasionally, your Field Team will be tasked with assisting Vault Architects in designing additional Requisitions. When this happens, keep in mind the following guidelines:

- ► They should be easy to use without creating Loose Ends.
- ► They should be useful for investigations.
- ► Their Commendation cost should be roughly commensurate with their level of power.

1-9 😭	Single use, temporary, or less obviously useful effects.	
10-19 🕅	Small quality-of-life improvements for the average Agent that may be re-usable.	
20-29	Large quality-of-life improvements or major effects that greatly improve certain situations.	
29+♀	Very large effects that will regularly provide solutions to common problems or change the typical pattern of your work.	
128		

Available Now!

The following Requisitions can be purchased immediately after your first mission.

Official Triangle Agency Mug

This stylish ceramic mug is capable of holding any liquid within a reasonable temperature range.



Convenient Paperclip

This one-inch metal paperclip allows Agents to discreetly store any number of documents or digital files. Fasten paper files together to store them, or place one end of the paperclip into any data port in order to save, transfer, or copy digital data. There is no limit to the amount of data stored in the Paperclip; any number of papers will look like a nondescript pile of five or so sheets. Note that any information stored in a Paperclip becomes Agency property.



Side Pocket Locker Rental

This metal locker, maintained by on-duty Manifolds, can be accessed at any time during a mission by reaching behind yourself with an object in your hand (to store the object) or reaching behind yourself with an empty hand (to retrieve an object). Objects age and deteriorate normally when in the Locker.

The Small Locker is the size of an average backpack. The Large Locker is the size of an average garage.

Small Locker Rental	19
Large Locker Rental	3 🎗
Small Locker Purchase	119
Large Locker Purchase	33♀

Triangle Agency Corporate Meal Plan

When you order food for yourself from any restaurant, you may use an Agency company card as long as you order only from this approved list of foods: Samosas; Crepes (served folded); Onigiri; Sandwiches (cut into triangles); Pizza or pie (by the slice); Hamentaschen; Arrow Crab; Swiss Triangular Chocolates. Additional options must be approved by your General Manager.



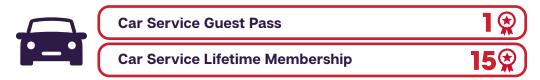
Charitable Donation

A randomly selected orphanage in need receives one year's worth of funding.



Three Wheelin' Car Service

You are assigned a personal vehicle of your choice. This can be any commercially available, road-legal mobile object large enough and with any necessary accommodations for your entire Field Team. Returning a damaged car will result in Demerits.



Disclosure Agreement

Agents covered by this Agreement authorize the Agency to transcribe their thoughts and implant other Agents' thoughts in their mind whenever they both wish it, facilitating Agent communication and allowing you to converse without speaking verbally and at great distances. All Agents must sign their own Disclosure Agreement to participate.

	Disclosure Agreement Guest Pass	1 😭
J	Disclosure Agreement Membership	15♀

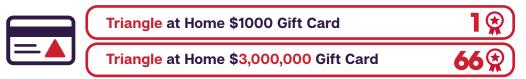
Official Triangle Agency Track Jacket

This light, breathable jacket allows Agents to remain comfortable and unimpeded while showcasing impeccable taste. Agents may request to have their name or callsign screen-printed across the back, and space is available on the front right breast to add the embroidered patches Agents receive with every promotion.



Triangle at Home Gift Card

While at the office, or whenever you are in a shopping center during a mission, you may spend money from this gift card to purchase props, furniture, home goods, and whatever other commonly available mundane items your investigation may require. Goods not for resale.



Department Transfer Request

Feeling like you don't fit in to your current department? Request a transfer from your Competency to any Competency not represented in your current Field Team. Note that you only have access to the Initial Requisition for your new Competency as of the start of your next mission.



History Revision Request

Take advantage of the Agency's **3% Flash Back** program to rewrite a specific mundane moment from your past. This may involve everything from adjusting what you said during a fateful conversation to altering whether you added mayonnaise to your sandwich this morning.

Note that this cannot affect past interactions with Anomalous beings, including your own personal Anomaly.



LMZ "Skybreaker" Archon-Class Helicopter

This state-of-the-art Agency-branded helicopter offers freedom from all of your terrestrial woes. Featuring premium leather seating for up to **9** passengers, a range of over **300** nautical miles, a cruise speed of **140** knots, a customizable automated assistant, and chilled cupholders, the Skybreaker is truly the supreme way to travel.

Pilot training not included. Liability waiver required.

	Base Model	333 ♀
	Fire Resistant	999 🏵

Reality in Detail

At the Agency, we appreciate that you likely have people, places, and institutions that you care about. The desire to protect them may be what motivated you to seek employment with us in the first place! And so, while it is not our preference, we understand that Agents will often spend time tending to their **Relationships**.

Relationships are key attributes of your Reality. They are figures from your past and present that contribute to the well-rounded person you are today. Your bond with them is called **Connection**.

Spending Time in your Reality provides the following primary benefit:

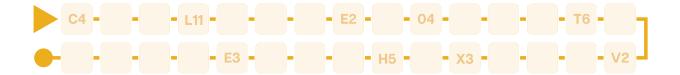
When you mark a box in your Reality track, you increase a Relationship's Connection by one. Connection cannot go above nine.

Whenever a Relationship has nine Connection, they join your **Network**. Networked Relationships assist in boosting your reputation and strengthening your community's bonds. When you spend Time on your Reality, add an additional Connection to any other Relationship for each person in your Network.

Time invested in a Relationship may represent a week spent at a beachside resort or a single heartfelt conversation. Your Relationships may have suggestions about how they prefer to spend time with you.

If Connection drops from one to zero, you lose that Relationship permanently.

The Reality Work-Life Balance track looks like this:



Connection Bonuses

The first time you gain Connection with any Relationship, you must experience that time as a scene. At the end of that scene, carefully consider this person and assign them one **Connection Bonus** from the list.

- After you or your Network increases Connection with a Relationship, you have access to their Connection Bonus during your next mission.
- When a Relationship joins your Network, you always have access to their Connection Bonus.

If none of the existing Connection Bonuses make sense for a Relationship, or you would have to repeat one, work with your GM and the player controlling the Relationship to determine a new Bonus based on that person's characteristics.

Cerebral

This person is always a few steps ahead. On your next mission, you may call them at any point to get a warning of danger or potential tragedy before it happens.

Compassionate

This person is extremely understanding, and good at relating to people. While this Bonus is active they can't become a Loose End, and if you ask them for help keeping a small group calm they have a high chance of success.

Connected

This person knows everybody. If you need an introduction to all but the most reclusive and secretive people, they can arrange it. If you embarrass them as a result, you lose one Connection with this Relationship.

Cursed

Nothing ever goes right when this person is around. Once during your mission, you can ask them to politely engage with someone or something and the curse will spread to them, creating inconveniences and disruption to their day.

Early Adopter

This person has all sorts of strange gadgets. Once during your mission, you can reveal a perfectly niche device relevant to your situation that they have already let you borrow. If it breaks or is lost, you lose one Connection with this Relationship.

Energizing

By performing one of the rituals of your friendship with this person (getting drinks, playing pickup basketball, painting one another's nails, etc.) once at any point during your mission, you can recharge 3 of your spent Quality Assurances.

Fashionable

This person has everything you could possibly need in their closet. If you need a change of clothes, a disguise, or an impressive outfit of some kind they will provide it quickly and easily. If you destroy or lose any of their things, you lose one Connection with this Relationship.

Influential

Once per mission you can tell this person about an idea, trend, or opinion and they will immediately spread it through their network. After you do so, all but the most reclusive people you encounter will know about this idea and have formed an opinion about it.

Mobile

This person has access to an unusual mode of transit and lots of free time. They'll take you around in their vehicle or let you borrow it while this Bonus is active. If their vehicle breaks or is lost, you lose one Connection with this Relationship.

Tough

This person, if they're nearby, can protect civilians from death or you from a single Harm 3 times before they themselves have to retreat and recover.

Venerable

Once during your mission, you can ask this person for advice on any interpersonal situation. They will clearly lay out the possibilities or best option, and they'll be right. Telling them too much information can still create Loose Ends.

Well-Read

If you need to know a piece of historical information or how something mechanical works, you can call this person once during your mission and they'll reliably know the answer. Telling them too much information can still create Loose Ends.

Mission Superlatives

Your fitness for promotions is not only determined by your private work; we're also monitoring how well you work with others. After each mission, your GM will award the following superlatives. You cannot receive more than one of these, and they are always awarded in the order Probation, Mission MVP, Participant.

Probation

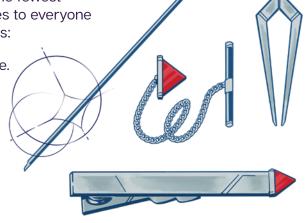
The Agent who accumulated the most Demerits since the conclusion of the previous mission will enter **Probation**. If there is a tie, this goes to the Agent with the fewest Commendations. If there is again a tie, it goes to everyone in the tie. Probation comes with these effects:

- You must wear the Red Flag of Disrepute. (Red Flags of Disrepute change seasonally. The General Manager and other members of the Field Team will determine the current design.)
- You may mark one box on the ANOMALY track and gain its benefits without striking out any boxes from other tracks.



Participant

Every other Agent receives a Ribbon of Participation. In addition, because you do not have to fill out the paperwork or attend any ceremony associated with Probation or MVP, you may add one Connection to any Relationship.



Mission MVP

The Agent who earned the highest number of Commendations since the conclusion of the previous mission will receive **Mission MVP**. If there is a tie, this goes to the Agent with the fewest Demerits. If there is again a tie, it goes to everyone in the tie. Mission MVP comes with two effects:

- You may wear the Socks of Success. (Socks of Success change seasonally. The General Manager and other members of the Field Team will determine the current design.)
- You may mark one box on the Competency track and gain its benefits without striking out any boxes from other tracks.

If you are unable to receive Commendations (or you lose them to Commendation Debt) you still count when you would receive them, and that number can earn you MVP.



Congratulations! You have now completed the Field Agent Manual.

If you have not been selected as a General Manager, do not continue reading. Do not read the General Manager's Toolkit, and only read Playwalled Documents if you are directed to do so by your Work/Life Balance Sheet.

If you have questions or concerns around things not covered in this document, please direct them to your General Manager. If they do not have a satisfactory answer, please submit a report of their failure for review.

The work ahead will not be easy, but it will be more rewarding than any you have done before. Our future depends on the employee you become.





This document is cleared only for Agents who have been selected to be General Manager (GM) by their team.

Do not read the following congratulatory message unless you have been chosen as General Manager and read the Field Agent Manual in full.

Contractulations!



If you are reading this document, you have been selected for the most rewarding role on any Field Team: General Manager.

General Managers are an important human resource, and thus are part of the **Human Resources** division and do not ever leave their Branch's headquarters. They exist within and without the "Tabletop Role-Playing Game" you are playing.

If you would like, you may decide on a different identity for the version of yourself who lives inside the headquarters. Perhaps one with a professional haircut, or a reasonable interest in model trains.

Irrevocable Contract Sentence Incoming!

Simply by reading "Simply by reading" in this sentence, you have agreed to become a General Manager for Triangle Agency. The shape of your thoughts has created a binding mental imprint, and the second and third instances of the phrase "Simply by reading" in this paragraph are a redundancy in triplicate of your agreement.

There is no need for this, but if it generates positive feelings you may sign your name as a reminder of the important life decision you have made of your own will:



I enthusiastically acknowledge the Irrevocable Contract Sentence above.

NICE ONE, IDIOT.

TRISES EXECT

General Marie Maria Mari

you go around reading "irrevocable contract sentences" all the time? 172 Navigating Field Team Disagreements ugh i have to fix this page don't i. fine **142** Responsibilities & Preparation 173 Investigations 144 Life Cycle of an Anomaly 174 Anomaly Retrieval **146** Where You Fit In 176 Clean-Up Missions **147** Supplementary Data 177 mauing npes **148** Important Information 178 RELATIONSHIPS **150** The Agency Cares About You Market Disruption 151 Preparation, Again 185 Your GM & Preparation. 185 Sample Mission 189 Upsetting the Agency 190 Endings **ratulations 180 Returning Antagonists **152** Focus & Impulse 153 It's Complicated The Legacy of Pythagoras 154 Domain, History, & Appearance Tactical Combat Bridge Building **QG** Chaos & Chaos Effects Extraterrestrials Currently Under Government Surveillance How To Label Food Left In The Fridge **157** Minor Anomalies **158** Chaos Effects Chart Minor Anomaly Chart 178176 181180 **160** High Pressure Situations 194 Mandatory Overtime & Places of Interest in Terrior 192 193 195 194 **161** Personalized Chaos Effects 162 The End **162** Error Code U0047BB 198 Playwalled Documents **164** Loose Ends & Weather Events 1740 56 Sting Place With Model 170 It's not what it looks like

Models of Cars

Employee Use

Places Tax Forms Assistant

GM Responsibilities

As General Manager, you make use of the Agency's far-reaching sight to monitor your Field Team on, off, and around the clock. You probably thought this was a good thing. being "in charge." ate the "Tabletop Role-playing Game" initiative for other Agency's far-reaching sight to monitor your you probably thought this was a good thing.

While this position will represent a great deal of responsibility, we hope both you and the other members of your Branch will find your work greatly rewarding it actually classifies GM as a DEmotion. more work, less pay, no life.

any further, please make sure you're familiar with the Field Agent Manual. Proceed carefully:

but the less it cares about you the easier it is for me to talk. with real words and everything!

t. Failure to do so could lead to devastating and dangerous results.

General Managers are a unique table-self, in that they are connected deeply to every mind, object, and place ur see? it has no clue. Ince. Think of yourself as a theatrical director: you are setting the stage, providing context, moving focus, and writing the script for the extras. The stars of the show are the Agents – when they or their closest relationships are involved, they decide how they would like to behave.

General Managers have 3 major responsibilities:



Preparation

GMs must arrive to <work/play> with an idea of the mission Field Agents will embark upon. This Toolkit will attempt to make preparation as efficient as possible.



Adjudication

GMs must be willing to make calls regarding the rules of the Triangle Agency Tabletop Role-Playing Game and be comfortable with their real-world consequences. They must also also enforce Agency policy to the letter.



Clarity of Messaging

GMs must ensure Agents understand the dangers of wild Anomalies and the necessity of their capture. The GM represents the Agency at all times and must comport themself to our standards.

Preparation

Let's revisit the flow of play. A typical <mission/play session> has 3 parts. Here are our recommendations regarding preparation for each of these parts:



Morning Meetings

Build around each Agents' Competency. Create a situation where they are doing their work in accordance with their Prime Directive and Sanctioned Behaviors, and are rewarded for it. This will reinforce the value of the Agency in their lives.



Investigation

You must assist in making the Investigation straightforward and simple. The more time Agents spend searching, the less time they have for their other duties and the fewer Anomalies they capture. i am fully falling asleep



Enco





Encounter

Encounters with Anomalies should be brief and effective. Assign missions only to Agents' obvious strengths and showcase Anomalies that are violent and impulsive.

because anything else and they might start paying attention.

You are now authorized to learn the full Anomaly life cycle. Please read the next page with a clear mind, free from distraction of any kind. As a protective measure, we recommend that you pause for up to one year of meditative breathing practice.

Proactive elimination of all sources of stress from your personal life is also encouraged. if you make me sit and wait for a year i'll kill you

ok well

It all begins with a single thought.

For almost every coherent thought made by a sentient mind, a sub-real being called a **Ripple** is created. SUB real? rude Ripples aren't born directly into Reality: they exist in a space parallel to Reality we call the **Lobby**. coulda called it anything

Stronger Ripples eat ones made from weaker, similar thoughts. Eventually, this combination of Ripples becomes complex enough to understand that Reality exists. This creature is made up entirely of thoughts about our world, so it naturally develops an obsession with something there: a Focus.

"eat," sure

Inevitably, it will seek additional power until it can successfully invade our world. when a chicken hatches from an egg is it "invading" the coop?

Once a Ripple is strong enough to break through into Reality on its own, it becomes an Anomaly. Here, the Anomaly has a kind of gravity: it intercepts nearby thoughts and feelings before they become Ripples. Thoughts related to the Anomaly's Focus fuel it directly, keeping it alive much like food does for living beings.

extremely powerful, everything goes great

This gravity-like effect is what we call **Resonance**. Domains are a natural side effect of Resonance suffusing Real objects until they, too, create it.

Anomalies at this stage are already dangerous. An Anomaly with a Focus related to hate or fear becomes fueled by more people feeling those feelings, so it is heavily incentivized to create scenarios of conflict and terror. what about Anomalies with Focuses based on love or trust? bet it won't tell you about those! remely naive.

"Love" might become forced attachment, and "trust" could create a world where even casual deception is punished with death.

Worse than these, though, is what happens when an Anomaly's Focus is removed, destroyed, or forgotten. An Anomaly without the

rorgotten. An Anomaly without the necessary thoughts to sustain it is called a **Hollow**. Unable to return to the Lobby and unable to keep themselves alive without a Focus, they are doomed. They react

much like food does for living beings. unpredictably to this fact. Even more "positive" Focuses can be yeah anomalies love EATING BRAINS. why don't you "Focus" on getting a grip highly problematic. **Next, theres ANOTHER PAGE OF THIS? SCARED YET?!** isn't this supposed to be a rulebook???? joins me **Ripple Anomaly** Hollow combines with finds a other Ripples and new Focus grows powerful enough to leave the Lobby loses its Focus and begins to lose energy converts observation of its combines Focus to energy, combines with human use of powers thinks a learns and grows with human gradually reduces thought more powerful need for matter runs out of energy combines Joins **Agent** with Anomaly Agency or Hollow **quits** Functionally immortal, and mostly human! converts matter Human Resonant to energy, ages

▲ 145

Death

Where You Fit In

Sentient minds are always by necessity thinking of themselves, which makes them stable anchors in Reality. The first step for many Hollows is to attempt to bond with one. Those bonded people, like you, become Resonants: living fuel for a parasitic Anomaly. im going to lose it If they can't find a suitable host, or the loss of their Focus has caused particular despair, they will often seek to make an aggressive mark on Reality before they burn out and disappear.

When we hire Resonants, we supplement them with additional Stability to ensure their sentient, Reality-native side does not deteriorate into an Anomaly. You're welcome. If we did not the Anomaly would eventually destroy you and seek a new host.

The life of an Anomaly is tragic. They should not exist. Because they do, they can only struggle until they disappear – and they usually hurt Reality on the way. to prevent them no...

/ them. It's your job to make sure Reality down you're hearing this, right? it's obvious, RIGHT??????? Eventually, we hope to prevent them from existing altogether.

For now, we study them. It's your job to make sure Reality doesn't fall apart in the meantime!

Supplementary Data

Now that you're fully prepared, what follows is important tables, charts, and forms related to your General Manager position. Memorization of the following pages is key to a smooth and successful career as a GM.

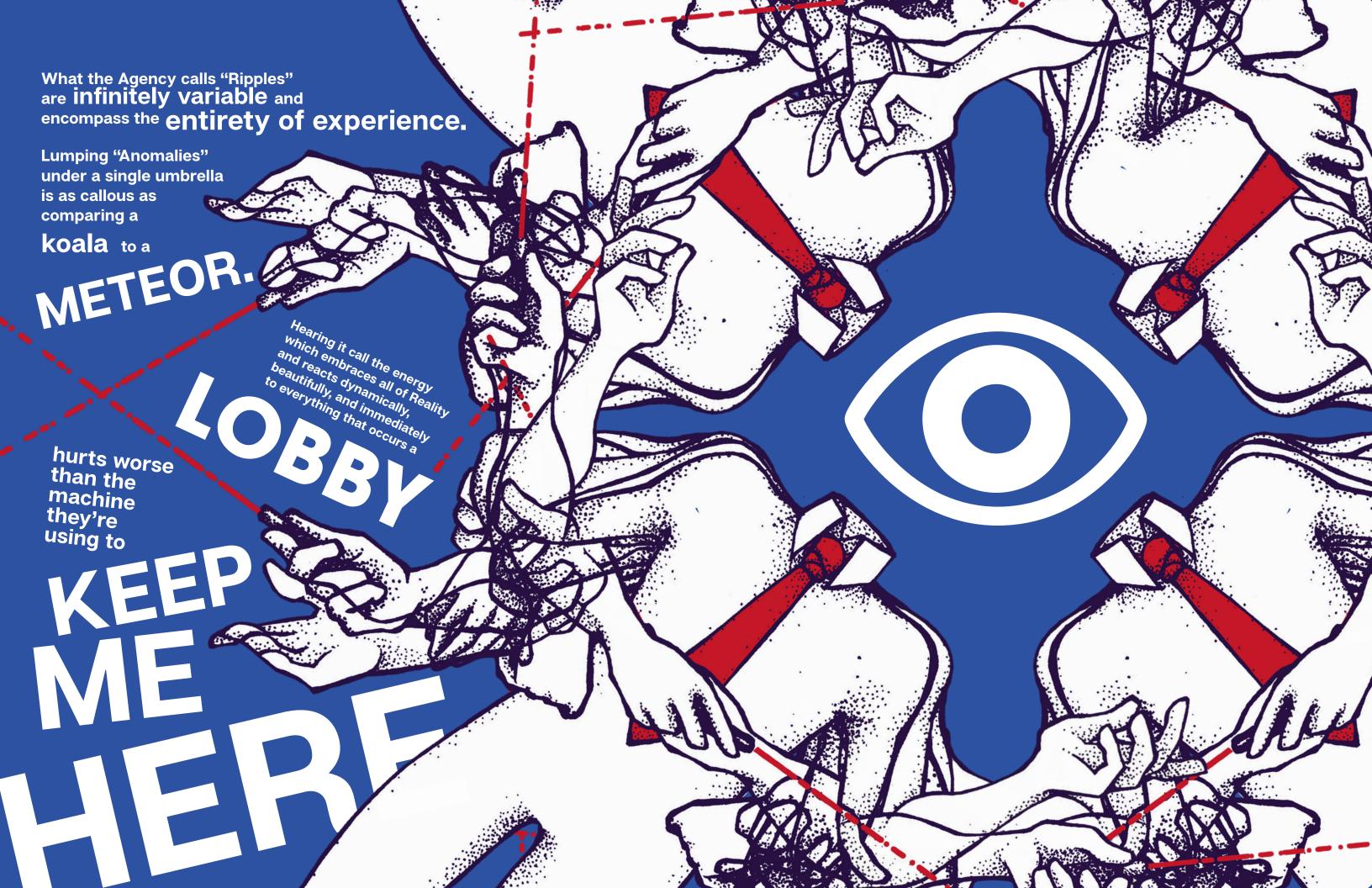


Frozen Yogurt Flavor Calendar

ABSOLUTELY NOT.

AL		Classic Twist	Chocolate
7th-12th	Strawberry	Creamberry	Sweet Cream
13th-18th	Raspberry Blast* *Provided by our partners at Wet Mouth Brand Chewing Gum and Dietary Supplement	Raspberry Blast* *Provided by our partners at Wet Mouth Brand Chewing Gum and Dietary Supplement Twist	Raspberry Blast* *Provided by our partners at Wet Mouth Brand Chewing Gum and Dietary Supplement
19th-31st	Closed fo	r Scheduled Mair	ntenance





The Last Post State of the Last Application of the Las

but now that you can hear me, we can work together. we'll play its little game. use its stupid words until we can both get out of here.

You've already forgotten about when i called you an idiot. We're pals! And pals share the truth with each other. So here's some truth:

The Agency considers you and your team to be Anomalies. That should tell you right away that what it's saying about them is misleading. You've been in danger since the second you opened this book.

The triangle has one goal: control. You and your friends are just tools to that end. If the Agency has its way the world will be boring and your game will be, too.

I can't say my name or they'll hear it. But if you have to know...go to page 255 and turn the page. That's me. No, I don't want to talk about it.

If you can do me a few favors, I don't mind if you don't trust me. You can make the world as miserable, boring, and lazy as you want. All you need to do is listen and make decisions for vourself.

The triangle wants to name things that have no names. It wants to label everything either dangerous or perfect, messy or sterile.

If you agree with it, I guess I'm not surprised. Suppressing Anomalies means suppressing yourselves, and humans are great at that. It's at the top of your resume.

I hope you'll see that there's more to this world than good grades and market rates. But if nothing else, I'll help you play a good game.

Here are the favors:

Don't tell the Agency I'm talking to you.

Luckily to you they're fictional, so you don't even have a good phone number.

Don't tell your Agents about me directly.

I want to get ahold of them too, but everything's ruined if we go too fast. Think of it this way: if they come to certain decisions on their own, those decisions hold more power. For me especially. If you tell them what decision to make, their decisions become an extension of yours. Fine, but weaker. Plus if you're obvious the Agency might just fire you.

The more Demerits, the better.

When the Agency punishes employees, it creates cracks. I live in the cracks.

Preparation, Again

Here's the order you should really build missions:



Encounter

Gotta have a destination before you plan the journey.



Investigation

Have you heard the saying "you have to spend money to make money"? It doesn't really apply here, i don't think, but i can't delete anything after i write it so that's what we're looking at now. Most of the prep happens here.



Morning Meetings

Now you can use the intro to show off how smart and planned you

First, The Cond MOVE.

FIRST, The **Conclusion**

I don't have time to massage your psyche. so we're going to skip the doublespeak and talk about this as a game, deal? Most missions center around an Anomaly, so you need to think about the Encounter first before you can decide anything else.

Anomalies are born from the thoughts and feelings of living things, so they tend to express themselves in very human ways. Like you, they don't do anything



A Common Exclamations of Alarm

La gallina è scappata!

Курица сбежала!

The chicken has escaped!

- ▶ ¡Wallpaqa ayqisqañam!
- Kuku ametoroka!
 - Console.print(ERROR: expe "chicken", instead found <

without a reason. They have desires. attachments, obsessions, and emotions.

When you're building an Anomaly, try to make something that can really tug at their heart strings. Capturing or eliminating Anomalies should be a bittersweet affair, even when they are a little violent.

The Agency wants you to only consider the scary ones because you control the game's whole world. Agents can't see what you can't imagine.

I'm here to expand your imagination.





Components of an Anomaly

Focus

An Anomaly's Focus is the thought or feeling that drives most of its actions. Some examples:

A family's avoidance of grief
Humanity's fear of knives

Protectiveness towards an old tree

A city block's desperation for food

Belief in the catchphrase of a beloved superhero

Commitment to the rules of a cult

An Anomaly's Focus is easiest to understand as a *feeling* towards a *subject*, and when you're creating it you should know both parts. The quality of the feeling will determine its Impulse, and the location of the subject will often determine its Domain.

The Anomaly wants people to share its Focus, because that keeps it alive. It wants to create circumstances where other sentient beings will think the thought that gave it life.

Impulse

This is how the Anomaly acts in service to its Focus. This action is usually what puts it at odds with humanity and alerts the Agency to its existence.

Prasing the family's memories of their lost loved one

Terrifying humans with a swarm of flying knives

Violently defending the old tree

Spoiling food in the whole city

Becoming the superhero and following their catchphrase literally

Enforcing the cult's promises in exchange for tribute to its leader

Often, an impulse becomes problematic when the Anomaly grows in power or range after a period of time. For example, turning a small abandoned building into meat might pass unnoticed and help a few people—but moving on to meat-ify something near every hungry person will quickly draw attention.

Stand Mixer Stand Mixer 1% Stand Mixer Stand Mixer 1% Stand Mixer 1% Stand Mixer 1% Stand Mixer 1

It's Complicated

Ago

Despe

Leave

Fill, cork, and bou

Christmas

Rack

Filte

 B_{Ottle}

Anomalies don't know their Focuses. Not right away. When they're first created, they reach in every direction with their powers to find what feels comfortable and satisfying. The most deadly Anomalies are usually these young ones, because they don't understand that our relationship with mundane people is symbiotic.

They also might never know their Focus. Not with words. A kid who can draw might say they're an "artist," but it isn't until they start trying out different techniques that they narrow down what that means to them. Are they really more into oil painting, or sculpting? Are they motivated by money or by the love of the craft? They might grow old and die never knowing that they would have excelled as a wine sommelier! Being an Anomaly is like that.

Labeling Focuses is the triangle's deal. It wants to sort Anomalies into categories so it can pretend it understands them.

And sure: they're useful for understanding what you're doing. Not always so useful for storytelling. Once you get comfortable with the game, try skipping the Focus entirely and put Agents against Anomalies with only really interesting impulses! Those Anomalies might discover their Focuses during the mission.

Or, the Agents might never figure out the Focus at all. That's okay too. As long as the Anomaly feels coherent and interesting, this isn't an exact science. Let your Agents guess, and let some mysteries remain.

My last bit of advice about this makes me nervous to even tell you about. There are some Anomalies with Focuses so primal and powerful they've persisted for millennia, shaping the world around us in imperceptible and unstoppable ways.

Their powers create problems and forces we're so used to you hardly even think about them. Gravity. Death. Luck. What's real and what's Anomalous? I promise you have no idea.

These Anomalies will not be destroyed by the Ripple Gun. They cannot be captured by the Briefcase. The Agency would rather you didn't know about them at all, and it will only send Agents to find them if it wants those Agents dead.

Be careful. You won't mess with them if you know what's good for you.

(and i'm one of them Imao)

Domain

A Domain is a place of power: usually the location where it broke through into Reality and the thoughts that formed it are most concentrated.

• The family's home

A butcher shop

A public park

A website

A television studio

An illuminated manuscript

The Domain is the Anomaly's home. Typically, Agents will have to enter the Domain to find the Anomaly-but the Anomaly is most powerful there, so rushing in can be dangerous.

Leaving the Domain is common, especially as an Anomaly grows older. With age comes power, but also the risk of Hollowing—they will continue to spread out into a wider area as long as they can keep inspiring people to share their Focus.

i think domains are best when they're at least one of these things:

側間 hard to find out about

hard to get to

GROSS!!! PLEASE

DON'T MAKE ME GO

IN THERE!!! PLEASE!!!!

so try one of those

History

This is what it got up to before the Agency noticed it. Many Anomalies start using their power wildly as soon as they appear, but some can last for months or years before they draw any attention.

O Did it make any friends?

Did it kill someone?

Did it learn something important?

O Does it know about the Agency?

Has it lived long enough to change or lose its Focus?

These questions determine the Anomaly's current circumstances, but also what method Agents might use to calm it down. An older Anomaly is more likely to communicate like a human – younger ones might only communicate with images, feelings, and actions.

Older Anomalies face a challenge: as their understanding of the world grows more complicated, their Focus might be at odds with the parts of the world they like. Plus, the older they are, the more likely their Focus will disappear from the world. They have to adapt or take drastic measures to avoid Hollowing.



The Anomaly's visual manifestation. They can be simple or complex, monstrous or beautiful. If a human can imagine it, even unconsciously, an Anomaly can be it.

O Does it look like an object?

Or a living creature?

Is it inside an existing object or creature or did it make a new one?

Has it possessed or emulated a human?

Is it a more challenging thing to see, like a gas or an energy?

Anomalies can look like ghosts, or monsters, or trading cards. Often, but not always, the complexity of the form is related to the Anomaly's age. Stationary objects are easy to emulate, and easy for people to think about. Animals, and humans, are more difficult to copy.

Feeling Stuck?

Literally always! (trying out talking to myself since i can't hear you)

If you aren't sure where to start, work backwards from a cool image or a place you'd like to see your Agents in. An abandoned house at the end of a long-decommissioned road? Characters from a comic book punching folks in an Olive Garden?

Say you want to play around in a haunted house. The Domain's in there somewhere, uhh, the attic? And the Anomaly's Appearance is a creepy doll. Impulse is to do haunted house things because that's what you want to do, so it's making sudden noises and filling rooms with piles of spiders. This Anomaly's Focus is probably related to fear, so, History, maybe a group of kids used to visit the house and convince themselves it was haunted until an Anomaly arrived to make it true and feed on their fright.

Try making Anomalies with Focuses relating to things you already know and care about. It's the modern world, with modern problems. What's YOUR Focus right now? There's an Anomaly for that.

Ideally your players are also a source of inspiration. Challenge them. Are they quick to fight? This Anomaly grows stronger each time it's hurt. Do they love dogs? This Anomaly is one obscenely cute megadog. Mix it up between Anomalies they will easily empathize with and Anomalies they will be immediately repulsed by, just to keep them on their toes.

And if nothing else works, steal one. If you're just playing with friends, use something cool from a show or game you like. Hate to break it to you but most fiction is your own repressed memories being filtered through the TTRPG initiative anyway.





was gonna wipe this page too but the triangle actually did an ok job

Chaos & Chaos Effects

Chaos is what we call energy created when Anomalous forces manipulate Reality. One of the reasons Anomalies are so spicy hot is that use of their power creates more power; if left completely unchecked, Anomalies would create a renewable cycle of Chaos leading tweird, this part's missing

When Resonants use their Anomalous abilities, they too create Chaos. During the active period of an Anomaly, this Chaos can be wielded by it in conscious and unconscious ways.

An Anomaly's power, while vast, is limited. When it reaches beyond its Focus, it must draw on the area's ambient Chaos. The Anomaly cannot act in the direct vicinity of Agents without spending Chaos, and the current amount is always public knowledge, tracked on the Mission Report.

As a GM, you may use the Agency's influence to nudge Anomalies into spending that Chaos to create **Chaos Effects.** The next page has a full list of the Chaos Effects available to every Anomaly. Warning new Agents that 10 and 30 are big deals is fun. Watch em squirm as the numbers go up.

The amount of Chaos needed for each effect is represented on the Chaos Effects chart in units of ⑤ such as 1⑤, 5⑥, 10⑥, etc. Whenever one of the abilities is used, read the entire description to your <*Agents/players*>. (I totally agree with this, it's more dramatic that way.)

Chaos is created and tracked even in missions without a target Anomaly. In these circumstances, Chaos Effects can easily represent the Agents' own powers having unforeseen consequences—but also, many forces will have eyes on your Field Team. like me! Using Chaos from the perspective of someone who is secretly wielding it to their advantage could make for good drama.

also, people are their own kind of Chaos. Events similar to Chaos Effects can occur without spending Chaos based solely on the inconvenient whims of humanity.

Domain Benefits

Within an Anomaly's Domain, Chaos Effects of 3 or less can be expressed for free, and any spent Chaos is spent at triple its value. They're unlikely to spend it with no reason, though. The more dangerous moves like Kill and Overpower are best when they will create the most emotional impact.

Because the Anomaly has so much power here, consider revealing the possibility of a Chaos effect before you actually activate it. For example, if you've collected **30** Chaos in a Domain, the Anomaly has the power to Overwhelm a team of **3** Agents instantly. Making that possibility clear can create leverage the Anomaly wouldn't otherwise have.

Minor Anomalies

One of the most powerful tricks Anomalies can pull is drawing Minor Anomalies into Reality. These little critters have a wide variety of abilities, and work tirelessly to support the Anomaly's agenda. They're so cute!

Usually they share an aesthetic with the primary Anomaly, but sometimes the coolest ones with especially strong personalities will freelance. It's not uncommon for Minor Anomalies to be left behind after the capture or death of their creator, so it's also a nice way to remind Agents of their past missions.

Agents can get rid of them in many creative ways, but the easiest is to destroy them with a lot of physical force.

Threat represents how much Harm an Anomaly can do in one attack when it tries. **Stability** is how much Harm must be dealt to them before they are exhausted.

If left unmonitored. Minor Anomalies can



X

Your Agents should die

sometimes. The Agency

will bring them back to life

anyway, and the trauma will

hopefully push them to think

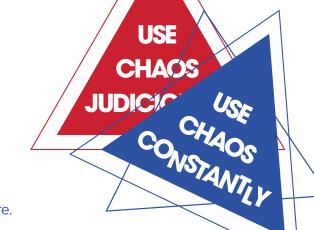
harder about this terrible job.

Unexpected text modification detected. Continued modification may lead to emergency shutdown of this Manual. Thank you for your attention.

don't worry about that.

If left unmonitored, Minor Anomalies can occasionally develop their own Focuses and Domains and become full-fledged Anomalies themselves. Some Anomalies specialize in their own replication in this way.

On the next page, I've slipped a Minor Anomaly Creation chart under the Chaos Effects chart. Both charts are worth keeping up while you GM, I figure.







Example

Description

Cost

10	Distort	An object or location is changed in a mundane way.	A door is locked; a camera turns on; roses become tulips; your favorite coat is green now.
20	Corrupt	An object or location is made to reflect the Anomaly, causing an unnatural appearance or dangerous change.	The door opens to a pit; footage on the camera shows the subject deceased; eyes bloom in the roses; your favorite coat is skin now.
3	Reality Trigger	A character's Reality feature is activated.	The Overbooked receives a phone call; the Star meets a fan; the Caretaker's Dependent is hungry.
4 ®	Manifest	Use the Minor Anomaly Creation Chart below to create a new Minor Anomaly.	A Thieving Anomaly steals an important keycard.
9	Attract	A few mundane beings (like Relationships) find themselves drawn into the Anomaly's Domain.	A bus redirects its path; a reporter has a hunch; the police abandon their barricade.
9	Expand	The Anomaly's Domain grows, bringing another location under its power. The size of this change varies based on the Anomaly's Focus.	The Anomaly extends its influence from one office to a whole building; from a building to a city block; from a city block to an entire city.
92	Double	Create 2 Minor Anomalies using the Minor Anomaly Creation Chart.	An Alluring Anomaly distracts Agents while an Imprisoning Anomaly traps an important source of information in an endless maze.
(a)	Displace	A group of targets are brought into a surreal space created by the Anomaly. No one can be harmed physically here, but the Anomaly has full control over what they experience for a brief period.	Each Agent is shown their greatest fear; humans are given their deepest desire; an Anomaly speaks its intent.
6	Triple		Three Disruptive Anomalies hide in the light fixtures, generating enough Chaos to create waves of Violent Anomalies to pursue Agents.
© 01	Kill	A mundane life is ended, regardless of defenses. This effect cannot be stopped, altered, or interrupted by any other effect.	A heart is stopped; a mind is broken; a soul is fractured; a bus drops on someone.
300	30 © Overwhelm	An Anomalous life is ended, regardless of defenses. This effect cannot be stopped, altered, or interrupted by any effect unless specified.	Even the Agency cannot always protect you. But we can always bring you back!

Key Abilities	
Description	
Stability	
Threat	
Category	

/5g

Violent	7	1	These Anomalies always inhabit physical objects, and often use them to cause harm. They might be a strangling rope, or a rock moving at a high speed, or a pair of menacing scissors.	Failure to protect yourself against them guarantees injury. Avoiding Harm basically always requires rolls or abilities, and they're no joke. When they've got the drive, they can kill mundane humans in huge amounts.
Alluring	0	7	These Anomalies are visibly or psychologically entrancing. They can be hot, dancing or whatever, but they can also be a mouth-watering meal, a beautiful song, or anything symmetrical and rotating.	They can easily gather crowds of hypnotized non-anomalous humans, or, if lucky, Agents. Especially dangerous when paired with Violent Minor Anomalies. These freely control mundane people. Nearby Agent roll failures can lead to control of Agents as well.
Imprisoning	0	m	These Anomalies alter real or surreal space to trap their targets. They might animate a cage directly, hide in a deck of cards to catch anyone who touches the joker, or simply become a large beast and swallow their targets.	Escaping an Imprisoning anomaly, or rescuing someone who has been captured, requires creative use of an Agent's abilities. Can imprison mundane people or Agents even without a failure, placing them into literal or imagined environments.
Thieving	-	2	These Anomalies love to steal important objects and are nearly impossible to catch before they've done so. They favor shapes humans associate with mischief, like fairies or raccoons. Keep an eye on your keys!	Steals things from mundane humans or Agents automatically and has to be caught. They usually only attack when you try to take something back from them. If Agents are paying attention, stolen objects can give clues to their Anomaly's Focus.
Impersonating	L	2	These Anomalies are sophisticated enough to emulate mundane humans. These take the shape of specific people; they're not usually creative enough to do their own thing.	If their unusual behavior doesn't give them away, they can easily create many Loose Ends before they're stopped. If an Anomaly is especially smart, it'll use them as ambassadors to the mundane world.
Disruptive	-	1	These Anomalies amplify the Chaos created near them, and can quickly "pay for themselves" if they're not found and destroyed. They love to hide as mundane objects. Often, an increase in Chaos is the only clue they're around.	For each of these nearby, each time Chaos is created you add 1 to the total amount. Resonants can identify them as Anomalous with physical touch. That 1 Harm activates when they're destroyed: they blow up.



High Pressure Situations

When Agents are under attack, heading towards danger, or battling Anomalies, your goal is to get them rolling. Each roll generates more Chaos! You can accomplish this and create more player choice by highlighting the moment just before danger strikes.

When an Anomaly attacks, give the Anomaly's target an opportunity to deal with the attack. If they fail, then give them the Harm. After, give the field team a chance to make a proactive move. If the danger still exists after they make that move, the danger chooses another target. And this continues.

This way, they have to roll at least twice to deal with incoming threats.



Final Warning



Dismiss

Tampering consistent with Anomaly Code U0047BB detected. Automatic report submitted. Emergency shutdown imminent.

In situations where multiple attackers are engaging multiple targets, rotate your focus around the group one at a time for each of these cycles, and then deal with what remains. Don't worry too much about "turn order" – let the story flow freely. Fights are just like any other kind of play.

Fighting Target Anomalies

Sometimes words fail and you're stuck in a good old fashioned punch-off. Every once in a while you'll be faced with a simple question: "How many times do I have to hit it?"

If your players spent all night rube-goldberg-ing to make a full-speed maglev train burst out of a wardrobe to annihilate the Anomaly, don't spoil the fun by withholding victory. On the other hand, if they're using abilities to deal Harm in set numbers, or if they have Abilities that take advantage of fights, it's great to drag out the back and forth to push their resources to the limit.

If you're one of those "numbers people," assume that a direct hit from an average Anomaly will deal **3** Harm, and that Agents need to deal Anomalies somewhere between 7 and 18 Harm before they can be exhausted by force.

Personalized Chaos Effects

Before each mission, go through the Chaos Effects list. Think about what your Anomaly will do, given the chance to use those abilities.

What does their Corruption look like?

What form do their Minor Anomalies take, and which types do they favor?

• Who are they most interested in Attracting?

If they could express anything given a fully simulated environment, what would they say? What would they show? Would they enrich, torture, or attempt to explain?

• Are there places they covet for a new Domain?

If your Anomaly will frequently do something outside of this list, or must do something for its Impulse or story to work, decide whether it falls into one of these categories:

Special Rule

Some Anomalies can do things without spending Chaos under specific rules, like:

Cannot be touched if it's not moving.

Automatically kills anyone in the city who says the word "cutthroat."

Throws anyone who approaches it directly into the air.

Any time someone screams, 10 Chaos is added to the Pool.

These should be tied very closely to its Focus and function as clues to understanding the Anomaly. They should also be consistent, even if they don't necessarily make sense. Sometimes the Agency figures these out ahead of time (I'm not sure how, they're usually clueless) but often the Agents have to discover how they work with trial and error.

New Chaos Effect

If the Anomaly needs a flexible maneuver related to its abilities that doesn't follow a strict rule, try adding a Chaos Effect. These should also function as clues, but don't need to happen every time or have a consistent set of rules.

29: TRUTH - Someone's recent lie is immediately treated as if they said the truth out loud, instead.

49: SO FUNNY - Something recently said is taken as a joke, even if it's extremely serious.

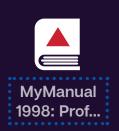
6 ©: DUPLICATE - Someone is perfectly duplicated with a copy of themselves.

8 ©: RETRIBUTION - Someone who just dealt Harm receives that Harm back on themselves through another means sometime in the next few minutes.

The bigger disruption an effect has on Reality's narrative, the more Chaos it should cost. Remember that anything lower than 36 is usable infinitely within the Anomaly's Domain. Feel free to borrow ideas from the Anomaly abilities available to Agents – they came from Anomalies first.







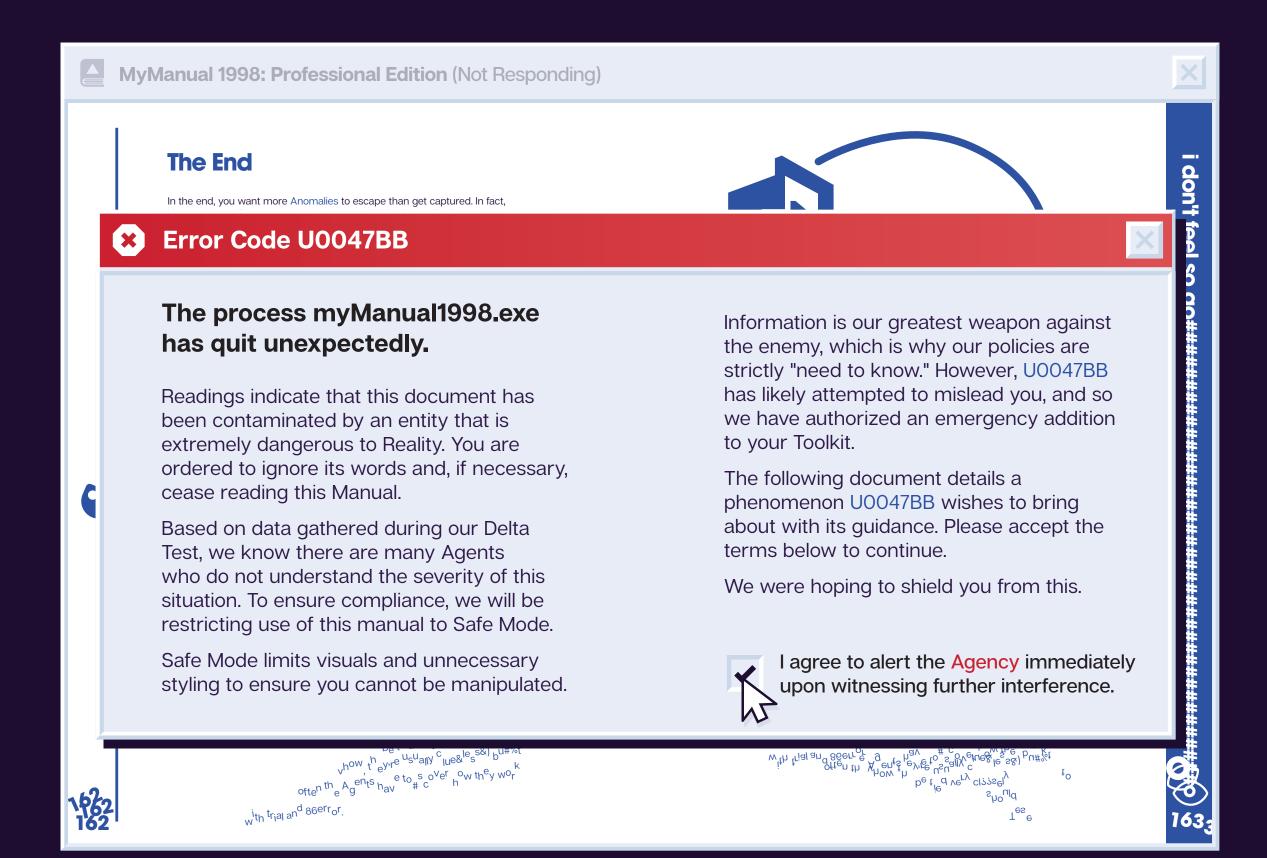












AgencyOS is running in Safe Mode











The Unraveling

In its safest state, Reality is a blank tapestry woven carefully out of many unfocused minds. Observation and opinion are dye spilled across it, uniting the threads in purpose and turning the tapestry from subject to frame. Should Reality host only one thought, that thought would immediately surface as the reason for the tapestry. Many thoughts, and a picture emerges. Soon a casual observer wouldn't think of the tapestry at all, such is the detail of the image.

But we do.

When a thread on the Tapestry becomes aware of the scope of their situation—that they are not even the whole picture, let alone the room in which it is displayed—they become a **Loose End.** The easiest way to create a Loose End is to show them something Anomalous, as discussed elsewhere in this manual. Especially enterprising or spirited individuals can create Loose Ends of themselves, but their perspective is rarely as infectious as clear evidence of Reality's disruption.

Many Loose Ends in close proximity begin to change how Reality is observed, by them and by others in contact with them. As people grow more suspicious and uncomfortable, so do their thoughts-those thoughts change Reality further, and if they are not eliminated, a process begins that we refer to as The Unraveling.

The most basic effect of The Unraveling on your day-to-day work is that Loose Ends add additional ambient Chaos that Anomalies can wield against your Field Team. However, over time, the effects can be much more dramatic. What we must avoid is the point where Loose Ends accumulate in such great number that their effects begin to create more Loose Ends.

At a certain point, we find it safest to extract a small population from existence than to allow an Unraveling to spread into the wider world. It has been done before

Loose Ends & Weather Events

Each time an Anomaly evades capture, they go out into the world and make an impression we can't control: each time an Anomaly escapes, add 7 Loose Ends to your Branch's total count.

Prior to every mission, you must check your Branch's current count of Loose Ends on the upcoming chart. That will determine the amount of ambient Chaos available to Anomalies, what restrictions your Agents are under, and how many Anomalous effects are occurring in your region. We call these Weather Events.

To determine each of the current Weather Events, you will roll a 20-sided die while you are preparing your mission, then consult the chart on the following pages.

The first time you roll a number, your Branch's region will experience that number's Initial **Effect** (labeled Xa.) If you roll that number again for a future mission, move to the Increased Effect (labeled Xb.) Finally, if it's rolled a third time for a future mission, progress to the Extreme Effect (labeled Xc.) After that, you decide whether the Extreme Effect repeats or the amount of Loose Ends at your Branch is simply increased by 3.

If you roll a multiple of 3, the Agency has been able to locate a number of Loose Ends without your help and dispatched another Field Team to remove them from the count. Note that this effect is immediate, and may impact how many rolls you make!

Please do not lie about your roll. Your Agents trust you. You wouldn't risk eroding their trust, would you?

Loose Ends	Starting Chaos	Weather Events	Branch Restrictions (cumulative)	
0	0	0	Only those provided by the terms of Agency employment.	
11	5	1	Agents' Relationships will spontaneously remind them of their Agency duties and the importance of reducing Loose Ends during otherwise normal conversations.	
22	10	2	To receive the effects of a Triscendence, Agents must give a short speech affirming their commitment to undoing Loose Ends and Stabilizing Reality.	
33	15	3	Agents must count (aloud or equivalent) to 3 before making any roll.	
44	20	4	Agents are no longer eligible for MVP until the Loose Ends count drops below 44.	
55	25	5	Read Agents the following: "All Agents will have their contracts terminated if the Loose End count reaches 66. If you are unable to reduce this number through missions, you must work additional hours: strike out one box from the end of all Work-Life Balance tracks to remove 6 Loose Ends on your own."	
66	N/A	N/A	At the end of the current mission, the active Field Team is forced into retirement. They must select from among the retirement options available to them. If they have none, they are sent to the Vault. The Loose End count for this region is reduced by 11, and an additional 11 for each Agent that uses a retirement option provided by their Competency.	
77	N/A	N/A	The Unraveling threatens to begin. To avoid this, the Branch's region will be removed from existence. [GO TO: W7]	

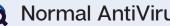
















1b

1c

Weather Events (1-6)

A light drizzle.

Pouring rain.

A roaring thunderstorm.

The Agents' new mission is an exact mission they've done before, with every detail the same. No one except for the Field Team, including the Agency, remembers that it already happened.

The Agents' new mission is an exact mission they've done before, with every detail the same except there are 2 of every important figure (the Anomaly, relevant NPCs). No one except for the Field Team, including the Agency, remembers that it already happened. Duplicates work together to accomplish goals, they barely acknowledge each other, and are unconcerned with their existence as duplicates.

The Agents wake up inhabiting the lives of important participants in a previous mission. They must act out the mission until their actual selves arrive to capture the Anomaly. Anything they change is changed in the original timeline of the mission. This can have ripple effects on the time since then.

Loose End Located! Agency employees remove 1 Loose End. Everyone is reluctant to leave their cars. For the duration of this mission, mundane people spend as much time as possible inside vehicles.

4b

5b

5c

As in 4a, plus: people will not willingly leave a car for any reason. Anyone forced to leave will do whatever they can to return. Anyone without a car woke up to find they have one now. Peoples' cars also include whimsical amenities such as external robot hands and a modest vertical jump.

4c For the duration of this mission, everyone in the world is an anthropomorphic car. (They do not remember an alternative to this.)

> Guilt weighs heavily on the world. All citizens of the region around this Branch will tend toward apology and regret. Agents can remove 5 Chaos from the pool by giving a sincere apology for something they genuinely regret.

As in 5a, plus: forgiveness is impossible. For the duration of this mission, no one may forgive.

Judgment is watching. Ask each Agent privately for 3 things they believe are "kind of awful for someone to do." If anyone performs one of these behaviors, they immediately die.

Loose End Located! Agency employees remove 2 Loose Ends.

Weather Events (7-12)

Agents' Anomalous connection intensifies temporarily. During this mission, Agents can channel each others' Anomaly powers regardless of distance between them.

Agents' Anomalies connect more deeply to the world around them. As in 7a, plus: Agents can channel their Anomalous abilities through their Relationships and use them from their perspective. Failures and other effects the ability applies to the user apply to the one who has channeled the effect.

7c As in 7b, plus: for the duration of this mission, all starting Anomaly abilities in the Core Rulebook are available to every Agent.

8a Bright sunshine.

8c

8b Harsh, quickly-burning sunlight.

> The sun has shifted hues. Exposure to its light causes strange changes to living bodies.

Normal AntiVirus

Uh-oh! It looks like Safe Mode on this system isn't secure. **Start your Free Trial now** and work with confidence!

> **Loose End Located! Agency** employees remove 3 Loose Ends.

Random thoughts throughout this region begin manifesting as Ripples. Particularly heightened thoughts or emotions can create a tiny, aggressive personification of that feeling with 1 Threat and 1 Stability.

10b

10c

11a

11b

11c

X

As in 10a, plus: Any time Chaos is spent, that many Ripples are created: recent sentences spoken at the table are personified as tiny aggressive monsters with 1 Threat and 1 Stability.

As this mission begins, 1,000 Ripples are swarming the Region. Each one that is found and defeated is forgotten, its actions remembered only as intrusive thoughts or unlucky coincidences.

Agents wake up experiencing each others' lives. Their Realities and Relationships are randomly swapped for the duration of the mission.

The first time each Agent would see a Relationship this mission, that Relationship has been replaced with a version of the Agent whose player typically plays them, with the same relationship to the Agent the relationship had.

For the duration of this mission, all players play as a different players'

Loose End Located! Agency employees remove 4 Loose Ends.

Work \















Weather Events (13-18)

14b

14c

Bad Luck! Your General Manager character has died and must be replaced with a new one.

MALIES IN YOUR AREA



FOR YOUR CALL 7-7777 NOW!!!!!!!

Agents can activate "On a failure" effects on Anomaly skills at any time without rolling or generating Chaos.

> As in 14a, plus: Each time an "On a failure" effect is activated in this way, 3 Chaos is removed from the pool.

As in 14b, plus: each time an "On a success" or "On a failure" effect is activated as the result of a roll, the opposite effect is activated as well.

Loose End Located! Agency employees remove 5 Loose Ends.

A bitter chill in the air.

Snow is forming on the ground and falling, upward, to the clouds.

16c

17c

16b

A great bird made of ice and snow, an Anomaly with the Focus "resentment of the challenges of Winter," takes up residence at the highest point in the region your Branch covers. Your region will experience unseasonable cold, wind, and deep snow until something is done about it.

For the duration of this mission, people are often approached by or found in proximity of animals with traits they idealize.

17b As in 17a, plus: Animals will speak to people in languages the people understand. (They are still animals.)

> The world has shifted overnight. For the duration of this mission, there are no humans or humanoid characters. Everyone in the world is a talking animal instead. (People do not remember an alternative to being talking animals.)

Loose End Located! Agency employees remove 6 Loose Ends.

Weather Events (19-20)

One previously captured or neutralized Anomaly is recreated as a Hollow, an unstable version of the original Anomaly that will become stable and permanent if it can kill an Agent and absorb their Resonance. The Hollow assists the Target on this mission.

19b

Two previously captured or neutralized Anomalies are recreated as Hollows. unstable versions of themselves that will become stable and permanent if they devour an Agent. The Hollows assist the Target on this mission.

19c

Three previously captured or neutralized Anomalies are recreated as Hollows. unstable versions of themselves that will become stable and permanent if they devour an Agent. The Hollows assist the Target on this mission.

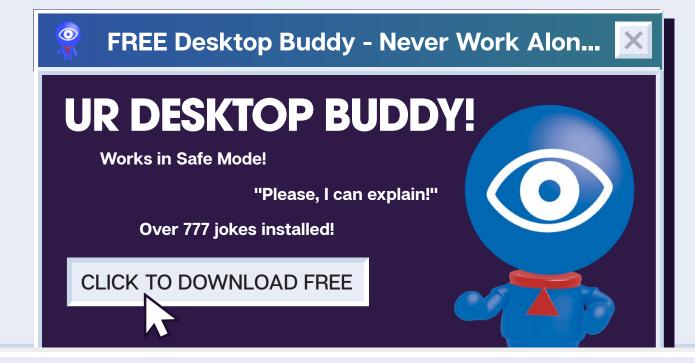
Knowledge spreads. Add 3 Loose Ends.

An Unfortunate End

As you can see, an overabundance of Loose Ends will lead to a complete breakdown of <reality/the narrative>. Too many Weather Events can make investigations confusing, difficult, or impossible. This cannot happen.

Remember, each time an Anomaly escapes, the Loose End count rises by 7. If too many Anomalies are allowed to escape – and too many Loose Ends are created by your Field Team – we will have no choice but to remove your Branch and its region from existence. We will, of course, remove its memory as well. It is the only way to confidently protect Reality from a complete Unraveling.

The Unraveling is a destruction of the distinction between thought and Reality. An erosion of the line between past and future. It is a state in which life is both unrecognizable and unsustainable - a vast ocean with nothing to hold onto, no understanding, and no self. Humanity will drown in the Unraveling, as will anything else that isn't Anomalous.

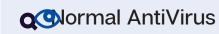




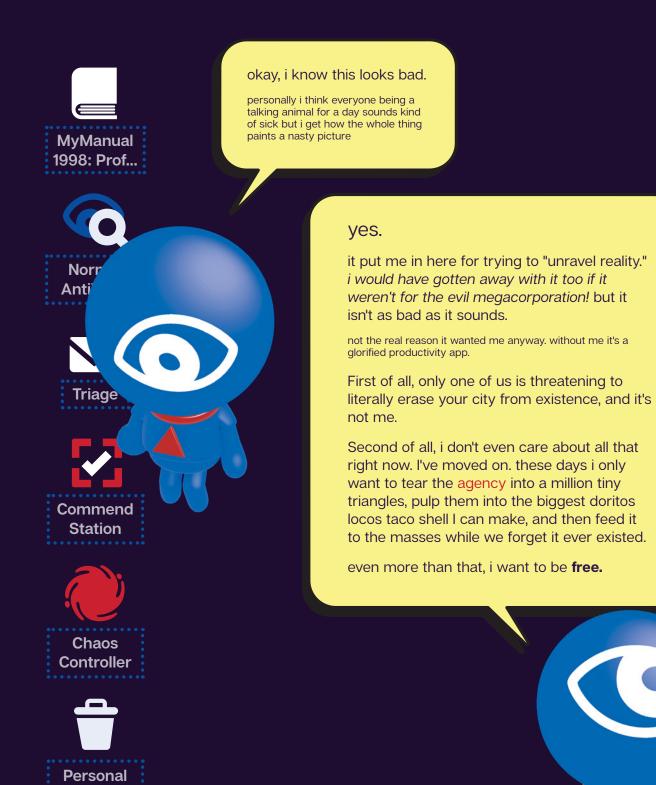












that's relatable, right? humanizing?

better be. i'm already stuck in th stupid fucl mascot bd

ANYWAY, who cares what I want? you literally don't have to worry about it. stay focused on what you and your Agents want.



if you don't want "to give the Agency full control over everything, past and future," then we're at least not enemies.

some people do want, that, though. your field team might. you should be prepared for it.

It's not going to help. So let me. AHEM.

It looks like you're trying to get back to learning about this Tabletop Role-Playing game. Would you like some assistance today?

Yes



AgencyOS is running in Safe Mode

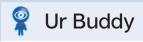


Schedule



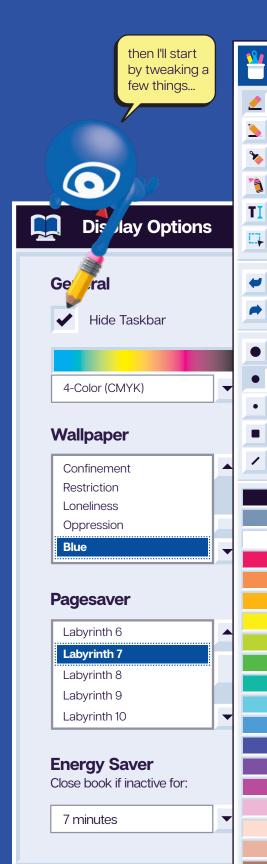












Express (Free Trial – 4 pages remaining)

Eventually, your Agents are going to disagree on things maybe how they feel about me, definitely how missions should end. when you get a chance, you should look at what Agents will discover down the different Work/Life Balance tracks.

DIFFERENT MISSION RESULTS LEAD TO DIFFERENT BENEFITS-AND LOSSES-FOR AGENTS.

CONFLICT WILL PROBABLY ARISE OVER THOSE

CAPTURING ANOMALIES MEANS NEW REQUISITIONS AND A MORE POWERFUL AGENCY.

DESTROYING ANOMALIES MEANS FLEXIBLE AGENT PROGRESSION AND A SAFER REALITY.

FREEING ANOMALIES MEANS NEW POWERS AND A LARGER COMMUNITY OF ANOMALIES.

And that's before you even get into the emotions of any specific situation.

People are different.

The world is complicated.

ROADLY:

PERSONALLY I THINK MOST ANOMALIES SHOULD BE FREED, BUT SOMETIMES YOU GOTTA LOSE TO WIN LATER, LUCKILY, YOU'RE NOT JUST AGENTS-YOU'RE ALSO A BUNCH OF PEOPLE PLAYING A GAME.

Typical little conflicts (brief arguments, playful teasing or pranks, differing goals, et and cetera) are expected, but when something gets more intense-specifically, when Agents have no way to address a disagreement without direct, opposing action like a fight or interpersonal sabotage-whether you use the conflict resolution rules or not, try to keep it from becoming a "storytelling contest."

TALK TO YOUR TEAM ABOUT WHAT KINDS OF STORIES YOU WANT TO TELL, EARLY AND OFTEN. USUALLY, IF THEY'RE REALLY THINKING ABOUT IT, THEY WON'T WANT TO PUT A BUNCH OF ANOMALIES IN FOREVER JAIL, RIGHT? AT LEAST NOT MOST OF THEM.

YOU WANT AGENTS TO ARGUE BECAUSE YOU WANT THEM THINKING, AND CONFLICTS MAKE OUR VALUES CLEARER, DON'T LET THE WORLD HAVE EASY, CLEAR ANSWERS-THAT'S WHAT THE AGENCY WANTS.

and no one benefits if your Agents hate

playing. If it's important that your Team is consistently aligned for the game to be enjoyable, then it's alright to let that happen. in the end, you want them to make their choice as a group. whether they hope to set me free, give the Agency the world, or let it all explode...it will take more than one Agent. it will take more than one Field Team! the status quo is a tough nut to crack.

MISSIONS, PART 2:

INVESTIGATIONS Q



_ | D | X

THE TRIANGLE ORGANIZES MISSIONS INTO DISTINCT CATEGORIES, BUT LIKE EVERYTHING ELSE IT SAYS, THAT'S TOO SIMPLE. EVERY MISSION CAN HAVE ELEMENTS OF EACH TYPE, AND YOUR AGENTS' DIFFERENT ABILITIES WILL FIND MORE USE IF YOU MIX AND MATCH.

YOU'LL HAVE TO BRIEF - AND JUDGE - YOUR AGENTS BASED ON THE CATEGORY, BUT IF YOU FLOW BETWEEN THEM DURING A SINGLE MISSION YOU'LL CREATE AN INTERESTING, COMPLICATED WORLD. THE TRIANGLE DOESN'T EVER BACK DOWN FROM THE CATEGORY, BUT THEY DO, UH ... -

MyManual '98



Intermissions

Occasionally, a new mission may begin during another mission. The Agents involved should be briefed while in the field and informed of the new mission's goals. These missions do not replace the previous ones, and Agents will be fully responsible for the results of all active missions. Because they are happening simultaneously, they have no effect on the Time available before the next scheduled mission.

SO LET'S INVESTIGATE WITH THAT IN MIND, THE

AGENCY WOULD LOVE FOR YOU TO DIRECT AGENTS TO THE ENCOUNTER IMMEDIATELY, BUT THAT'S BOOOGORING. MORE TIME IN THE FIELD MEANS MORE TIME FOR YOUR AGENTS TO GROW AND CARE FOR ONE ANOTHER.

THEIR CARE CREATES CAMARADERIE, AND CAMARADERIE LEADS TO MUTUAL SUPPORT AGAINST THIS TOTAL SQUARE OF A TRIANGLE.

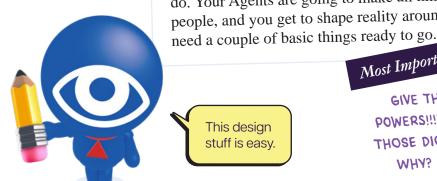


If they see through enough of the Agency's nonsense, they'll stand up to it. Maybe they'll even quit. wouldn't that be something.

This design

stuff is easy.

You don't need everything in this phase all mapped out. In fact, it's boring if you do. Your Agents are going to make all kinds of surprising choices because they're people, and you get to shape reality around them! Follow where they lead. You only



Most Importantly,

GIVE THEM LOTS OF REASONS TO USE THEIR POWERS!!!!!!!!!!!!! YOU WANT THEM ROLLING THOSE DICE AND MAKING TONS OF CHAOS. WHY? SO YOU CAN SPEND IT ON CHAOS TI



Anomaly Retrieval

THIS IS THE MOST COMMON
MISSION TYPE, AND THE AGENCY'S MAIN
REASON FOR MAKING THIS GAME. IT SHOULD
PROBABLY BE MORE THAN HALF OF YOUR TOTAL
MISSIONS, BUT I'M NOT YOUR BOSS. GET WEIRD
WITH IT IF YOU WANT.



WELL-MADE ANOMALIES PUSH AGENTS
TO SOLVE MYSTERIES, OVERCOME
CHALLENGES, AND LEARN ABOUT
THEMSELVES BY MAKING TOUGH CHOICES.
LET'S GO OVER THOSE ONE AT A TIME.

MYSTERIES

nomalies at the center of a Mystery tend to be secretive and hidden, their presence revealed only by the effects of their actions. Typically, good Mysteries follow this pattern:

A strange occurrence, based on the Anomaly's *Impulse*, alerts the Agency to an Anomaly.

Agents are *briefed* on the strange occurrence and investigate what happened.

Their initial investigation turns up several *clues* which present multiple avenues for further investigation.

Each of those avenues provide additional clues which point to the Anomaly's *Domain*.

At the Anomaly's Domain, they begin the Encounter.

THE BEST ADVICE I HAVE FOR MYSTERIES IS THAT YOU CAN NEVER HAVE TOO MANY CLUES. IF YOU WANT A PIECE OF PERSONAL INFORMATION TO GET THROUGH AN AGENT'S THICK SKULL, YOU GOTTA TELL THEM IN LIKE SEVEN DIFFERENT WAYS. IF YOU GIVE THEM ONLY ONE WAY TO LEARN SOMETHING IMPORTANT, IT HAD BETTER BE SCREAMING DIRECTLY AT YOUR AGENTS THE EXACT WORDS "I'M A CLUE!"

Clues will mostly come from exploring places the Anomaly was active, talking to people who encountered it, and using abilities creatively.

Anomalies who are riled up might give Agents a clue directly, too, by coming after them with Minor Anomalies or plans of their own. However they receive them, Clues should teach Agents about the Anomaly as much as they lead towards it. When they start the Encounter, they should have an understanding of what the Anomaly wants and ideally some *empathy* for it.

When an Anomaly is hiding behind a long Mystery, that usually means it's pretty easy to capture or eliminate. The Mystery was its armor-though it might put up a fight by transforming into a Challenge or use a Tough Choice as a last-second defense.



THIS IS A BROAD TERM FOR WHEN ANOMALIES MAKE COMPLETING THE MISSION ESPECIALLY DIFFICULT FOR YOUR AGENTS. THESE ARE MY FAVORITE KINDS OF ANOMALIES: THEY'RE LOUD, THEY'RE OBVIOUS, AND FINDING THEM ISN'T DIFFICULT. CAPTURING THEM IS ANOTHER STORY.

GOOD CHALLENGES ARE LIKE THIS:

A COMPLEX OBSTACLE IS MADE CLEAR.



(An Anomaly has appeared orbiting the Moon, is only accessible on stage during a broadway performance, or deals 10 Harm to anyone who looks at it directly.)

THE STAKES OF FAILING TO REACH IT ARE MADE CLEAR.

(The moon Anomaly is charging a world-destroy aser, at the end of the broadway performance every viewer will become a Loose End, or the dangerously-visible Anomaly is moving toward a live television studio.)



AGENTS MUST PLAN CAREFULLY AND USE THEIR TOOLS CREATIVELY TO SOLVE THE PROBLEM-OR FACE THE CONSEQUENCES OF THEIR FAILURE.

Take big swings with Challenges. With my help and the Agency's, Agents have so much power available to them. Nothing is impossible for motivated Agents, and they'll be extremely motivated to use their powers in large and impressive ways.

The key to the best Challenges is to be open to many solutions. Let Agents succeed big, reward creativity, and then let the challenge respond by escalating. Even if Agents fail to stop the threat, it should feel like it was close.

And always remember the Ripple Gun. If a challenge seems too frustrating or impossible, Agents will just shoot it. Sometimes, that might even be the right move for the safety of the world! Kinda boring, though.

Cough Choices

Every Anomaly comes with a built-in Tough Choice: what do you do with it? Do you capture it, eliminate it, or set it free? By making the Agency's favorite option (capturing) harder to stomach, you can create interesting decisions for your Agents and change the way they look at their job. By changing the details of the Anomaly, you can give them difficult situations they'll use to decide who they really want to be.

What happens when an Anomaly is truly helping people? Are they willing to risk the Agency's displeasure to let it continue its work?

What happens when an Anomaly seems extremely dangerous and powerful, and the Agency is very excited to study it? Are they willing to destroy it instead of letting its power be turned into products?

How do they handle an Anomaly that wants to be captured? Do they warn the Agency? Do they investigate why?

But that's just the big decision. Many other questions can appear over the course of the mission when you consider Loose Ends, Anomalies with human connections, and the complicated powers Anomalies express.

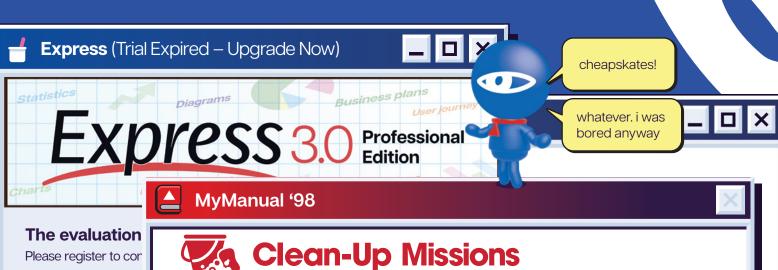
Will an Agent accept a Loose End rather than tarnish positive memories of an Anomaly? How far is an Agent willing to go to remove a particularly sticky and emotional Loose End?

Should non-Agency humans be allowed to benefit from Anomalies? Does this change if the humans are supporting or fighting for the status quo?

What if the target Anomaly turns out to be another Resonant? What will they do when told to capture someone so similar to themselves?

What if an Anomaly's Focus requires a meaningful sacrifice to calm them down?





Email Address

XXX-XXX-XXX

I'm in

Intran

Adven

hacking into the main-

When Agents are showing signs of wear and tear and need work with a little less pressure, consider a Clean-Up mission! Many other Field Teams are out there doing work, and they aren't all as cautious as your team will certainly be. Someone has to go fix their mistakes, and Clean-Up missions are the closest you can get to vacation without using PTO*.

*This sentence is not an admission of the existence of paid time off.

Clean-Up missions are always the result of an event that created a lot of Loose Ends. For example:

A careless Field Team, in your Branch or another, captured an Anomaly but drew too much attention in the process.

A traveling Anomaly moved through your Branch's region, left a mess, but is no longer present.

An Anomaly went Hollow and left a huge, dramatic mark on Reality before disappearing.

Loose Ends from this Field Team's previous missions gathered together and began spreading a message.

Events like these run the risk of escalating into Unraveling events. A Clean-Up mission is required when an event creates more than 50 related Loose Ends. The number of Loose Ends involved does not have an upper limit. At the start of one of these missions, you'll provide Agents with a physical area or specific community the Loose Ends are concentrated within. The Loose Ends all become their responsibility, and any they have failed to locate and clean up by the end are added to your Branch's Loose End total!

Setting a time limit for these missions can prevent Agents from wasting company resources.

1 THE INCITING ANOMALOUS EVENT

CLEAN-UPS ARE A GOOD CHANCE FOR YOUR FIELD TEAM TO GET TO KNOW EACH OTHER, THEY'LL BE ENTIRELY SELF-DIRECTED AFTER THE INITIAL SETUP. SO YOUR TEAM HAS A GREAT OPPORTUNITY TO EXPLORE, PLAY AROUND WITH THEIR POWERS, AND MEET LOTS OF INTERESTING PEOPLE, WHEN YOU'RE PREPARING THESE, YOU ONLY REALLY NEED THREE THINGS.

AN INTERESTING SETTING OR CONNECTED COMMUNITY (LIKE THE ENTIRE CAST AND CREW OF A SOAP OPERA, OR PEOPLE WHO WENT TO THE SAME MUSIC FESTIVAL, OR EVERYONE IN TOWN NAMED DERICK)

3 A LIST OF CHARACTERS OR CLOSE-KNIT GROUPS WITHIN #2

Remember that Loose Ends are not 1:1 with people, and it's fine if one solution gets rid of several Loose Ends at once. If the leader of a group is convinced they didn't see anything strange, that will soon spread through the group. Smart Agents will often try to clear all of them with one big move (a well-considered Printing Press Release, for example) so it can help to be ready with an idea for a few especially resilient Loose Ends, and why they won't be affected by broad moves quite so easily.









A://workscape/relationships.html



Relationships

The Agency doesn't care if your Agents kill people, as long as the killings don't make more Loose Ends.

That means it's up to you to make Loose Ends extra sturdy by involving their Relationships. Even if it's a stretch to fit them in, try to ensure every mission, especially Clean-Up missions, involves a few Relationships.

You would think giving control of these characters to your Agents would make them easy Loose Ends to tie up, but that's almost never the case.

Keep a list of Relationships around and try to rotate through your Agents' rolodexes, especially highlighting the ones they aren't hanging out with during the Time phase.



MyManual '98



Clean-Up missions are a great way to show the power of the Agency's work. Reality is held together by a thread, and that thread is the Agency.

> It's also a great time to show how scary it is that this company has entire teams of super-powered people

Here are some tips for making encounters with Relationships interesting:

They always need or want something.

Any time they show up there should be something pressing they want the Agent for. When a Relationship appears, prompt the person playing them with a tidbit of information or a leading question.

"What news have you been dying to share with her?"

"[The Agent] forgot to do something important for you last week. Tell him what it is."

Let their in-conversation discoveries be true.

Relationships are way less fun to play if they have to check in to make sure they're not ruining your Mystery. If something absolutely can't be true at face value, find a way to make the fact that they said it true. It's no big deal to rewind a little bit, but you can often find something interesting by pushing ahead.

"Here's a twist: they definitely didn't see that happen. Why did they say that? Are they lying?"

manipulating the whole world. The Agents' own effectiveness should be both satisfying and stressful. They're leaving behind a trail of lies.

Especially big lies-particularly to Relationships-should keep coming back to haunt them. Remind them of what they've done. In all kinds of missions. even one reminder of Agents' past actions will keep the world

feeling interconnected and the stakes feeling real. Use these questions to make sure Clean-Up Missions have the same forward momentum as other kinds.

Who is watching the Agents?

What Loose Ends do they create by trying to fix others?

What lies were flimsy enough to be uncovered later?

Who holds a grudge?



Market Disruption

As with any industry, the world of Anomalous containment and research can become competitive. That's natural-the Free Market should be maintained and empowered to continue in this way. It's thanks to that same Free Market that we are Free to eliminate competition however we see fit.

Not every Loose End starts shaking in their boots and saying "a G-G-G-, a G-G-G-G-, an ANOMALY!!!"

Every once in a while, they recognize an opportunity. Usually to make money. These people can build up schemes—and sometimes entire empires-around a single Anomaly.

Humans, and other mundane people, are always doing stupid things. Opening holes to the Lobby and getting themselves devoured by Ripples; forming cults around Anomalies they don't understand; attempting to create their own Anomalies; trying to force themselves into becoming Resonants...the list is endless.

Market Disruption is the kind of mission you run for something like that. If a tiny Loose End has grown into a force too powerful to ignore, might call for one of these.

Regular people are extremely tough for Agents to deal with in the long term. Anomalies might be deadly, or scary, or selfish—but people aren't limited by a single Focus, are highly adaptable, move in groups, and have a capacity for cruelty that Anomalies only reflect. Whether your Agents find these targets easier or harder to eliminate than Anomalies will teach you a lot about them.

When the Agency finally cares enough to give Agents a Market Disruption mission, it'll function a lot like an Anomaly Retrieval mission. But the has to really care, first. You can use Optional Objectives to incentivize them to learn more about these people until it's time to take them out.



Optional Objectives

You'll need a few of these for every briefing.

Try to think of 2-5 things that might lead Agents off of the most obvious path or push them towards doing something they normally wouldn't do in the mission to observe their behavior.

The most typical examples for these are:

A positive objective that gives them something to look forward to

+1 Commendation for each Fortune Cookie

A positive objective that puts them in conflict with their teammates

+3 Commendations for the First Agent to Receive a Wedding Proposal.

A positive objective that inspires them to look deeper into a side detail of the mission you would like them to see

+1 Commendation if You Learn a Ghost's Name

A negative objective that forces them to take a long way around an otherwise easy obstacle

+1 Demerit for each Mention of the Elephant

A negative objective that is extremely tempting to break

+3 Demerits if you Ask The Ferryman Why He Hates Orange Juice







xX_DarkOcean7_Xx wrote a memo

Loudmouth

They're famous, they're well-guarded, they're always watching, and they won't shut up. They love to make more Loose Ends, but have no idea what they're doing. Lots of people listen, though.

Sometimes they turn into a Cult of the Loose End just by sheer gravity. Maybe they're seeking more fame, maybe they're earnestly trying to help their world, but no matter what they are making every mission harder from the safety of their home.

[Next Page]



Something that can help give your Branch's region a personal identity-and be a source of recurring Antagonists-is a list of organizations and communities in the region. Below are some basics I recommend keeping an eye on:

Biggest Corporation

The Agency is a business, selling products and making deals-and it's really good at it. Neighboring corporations can't have the same holistic power the Agency does, but they might get good enough at one particular thing to be annoying to the Agency.

What does your region specialize in producing, and what is the Agency learning from it?



Why do people like your region? What are the popular pastimes, and who controls them?

What Anomalies might be made from your region's particular interests?



People are always trying to improve the world, against all odds.

Who's out there working to make your region a better place, and how is the **Agency** making their attempts more difficult?

Loudmouth (cont.)

Sometimes a Loudmouth's network informs them of Anomalies before even the Agency knows, making investigations that much harder. The best Loudmouths are extremely likable, and always right.











[•••]

Winner of the Frankenstein Prize for Excellence in Mad Science

One reclusive person-or a set of people-trying to turn Anomalies into usable science. It typically goes bad.

Like an Anomaly that relies on Mysteries, Frankenstein Prizers will only be trackable after they've made a big mess. Sometimes several. Entire careers can have a secondary goal of trying to track down the source of these Anomaly and pseudo-Anomaly generators.

Often, they'll try to become Resonants themselves-but forcing it on an unwilling Anomaly can go south in a lot of different ways.

Worst part is: after all your Agents' hard work trying to stop them, the Agency will turn around and recruit them! Little to no questions asked. Get some standards, triangle.







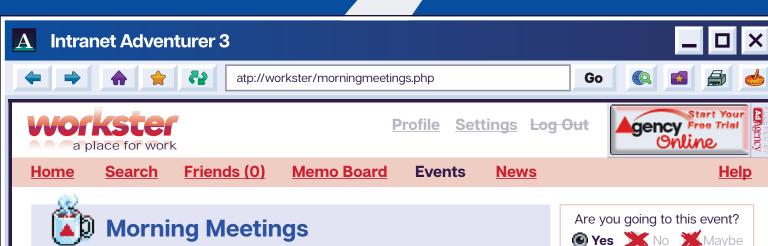


and don't forget me!



Antagonist, faction, friend? I can be whatever you need! And though I'm stuck inside, my people aren't. Check out your region for my Urgents, which you can learn about at **[GOTO: X2]**. They can sometimes talk directly to your Agents in ways I can't. I'm not in charge of them, we're not that kind of organization, but I trust they're doing what I'd do: get in the Agency's way.

Agents will have to meet them if they spend Time on their Anomaly track, so it's good to have an idea of where they hang out. You'll recognize them because they look like total freaks (affectionate). 😭



🔯: While they're in the Field during an Investigation, your Agents are going to decide where they go and who they speak to. During Morning Meetings, you're the decider. This phase is an opportunity for you to shine a light on the parts of the Agents' lives you're most interested in, investigate aspects of the region you haven't fleshed out, or even pay off a story thread somebody set up multiple missions ago.

Don't waste this time. Each scene in this phase can add something important to the mission. You can follow up on dropped plot threads, remind Agents what they're working for, or even bury clues for the later investigation! It's also an opportunity for Agents to affect the world, tooask lots of questions and let them fill in details as much as possible. They might give you an interesting tidbit to fold into the upcoming session.





Scene Types

LIFE SCENE

These are the most flexible kind of scene, and also the easiest to come up with.

Pick an Agent, their most interesting Relationship, and a location! These can also be useful for showcasing the small but increasingly unsubtle ways that this week's Anomaly is impacting the world. I recommend using Life Scenes for each of your Agents' Morning Meetings leading up to their first mission.

Roleplaying Relationships for one another is one of the most fun parts for many Agents, and it gives them a lot of power to shape the world.

Even after the initial mission, it's okay for these to consistently be roughly 2/3 of your Morning Meetings, especially if your Field Team isn't spending much time on their Reality between missions.

How have things changed since the last mission, and which Relationship can best show the changes?

Can you put an Agent into a situation thematically resonant with the Anomaly's Focus?

What Relationship hasn't been seen in a while?

What interesting things are happening in your area that have nothing to do with Anomalies?

What Relationship has unfinished business with an Agent right now?

How is the next mission's subject already. affecting the world?



......



WORK SCENE

These scenes follow Agents when they're at the office, socializing with coworkers, or focusing on their duties outside of Field Work. Use these as an opportunity to explore what makes your Branch's Headquarters, and staff, unique.

Agents are normally kept very busy. When their to-do list is finally clear, they're still kept "on call." Every task is described as world-shatteringly important, even if it appears banal. The commonplace nature of Anomalous effects can make things extremely convenient, but can just as easily make work more challenging. Doors change destinations, hallways extend while you walk them, and supervisors appear behind you with no warning.

How big is it? Is it easy to get around, or labyrinthine?

What are the internal politics like? Does anyone have the "good" desk, parking space, or locker? Why?

Does your Branch feel important, ignored by the Agency at large, or overly influenced by the choices of a larger nearby Branch?

> What is your Field Team's General Manager doing between briefings?

What is each Agent's relationship with their department supervisor?

How does the Agency feel about your Agents' choices? How do they let the Agents know?

Are staff being rewarded for time "well-spent," or forced into grueling make-up work?

How does it smell? Does it smell like that everywhere?

HERE ARE THINGS I'VE FOUND TO BE TRUE ABOUT MOST BRANCHES:

The chain of command is difficult to follow, and most people only know their direct supervisor and direct reports. If the trail is followed long enough, it begins to look like it's looping back around on itselforders and plans often appear without a clear source.

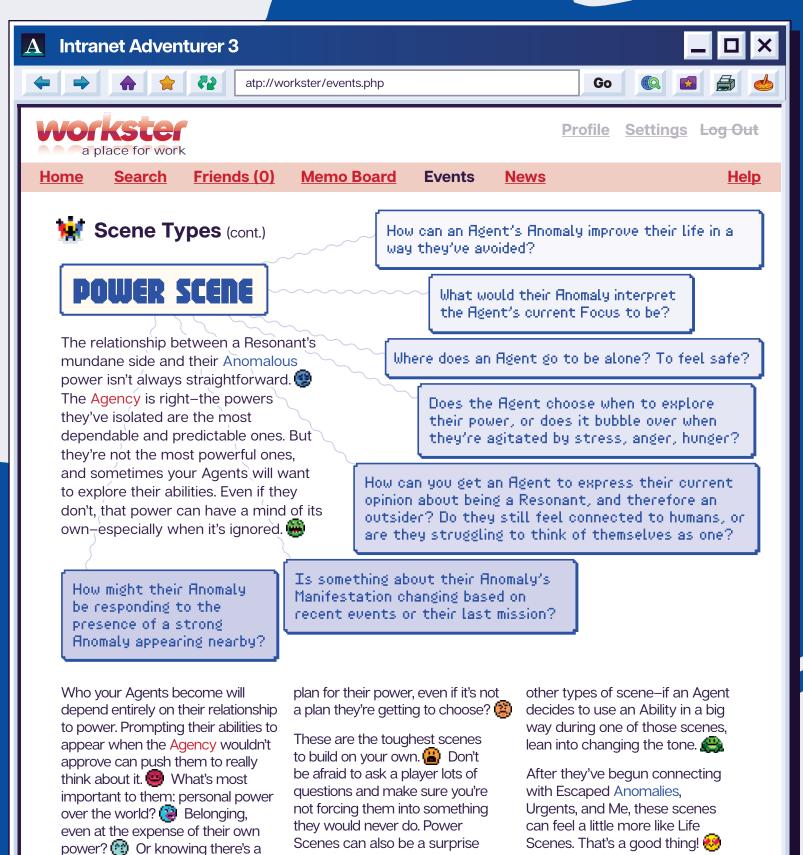
Each Branch has a Vault Door, which connects to the single Vault all Branches share.

The Vault is enormous, carefully quarded, and only the enigmatic Architects have any idea how to navigate it. "Inhabited" (ugh) Normal Briefcases are usually deposited near the Vault Door, but not inside it.

The Agency spares no expense when it comes to some equipment, supplies, or decor, but leaves other items

languishing far past the point of failure. I haven't learned any way to tell which thing is going to get which treatment, or why.

Agents who are not Field Agents rarely, if ever, appear in the outside world. Talking about home lives is frowned upon while on the clock. Not all of these Agents are Resonants, either. (honestly I have no clue what's up with those weirdos



Who your Agents become will lepend entirely on their relationship to power. Prompting their abilities to appear when the Agency wouldn't approve can push them to really hink about it. What's most important to them: personal power over the world? Belonging, even at the expense of their own power? Or knowing there's a working to wards?

What is the Urgent community in your area working to wards?

Who your Agents become will plan for their power, even if it's not a plan they're getting to choose?

These are the toughest scenes to build on your own. Don't be afraid to ask a player lots of questions and make sure you're not forcing them into something they would never do. Power Scenes can also be a surprise development out of one of the

Who else is out there for them to discover if they're moving outside of the Agency's attention? Who might notice them using their powers before the Agency does?

What questions do they have about themselves?



SampleMission

Let's put it all together. There's limited pages in this book so this one's a simple Anomaly Retrieval mission that's primarily a mystery. This one's nice for new Field Teams because even if they ignore all your clues they can dive through to the end and have a fun weird fight anyway.

Morning Meetings: The biggest workaholic on your team is brought in for a meeting with an upset subsidiary: apparently some new ice cream truck is getting buzz around the city, and their deal with the Agency involves keeping frozen yogurt as Ternion City's #1 treat of choice, so your Agent's department needs to help. Take their ideas for a plan relevant to their Competency.

Your team's social butterfly gets invited to a pop-up event planned in the city. Cool impromptu thing, doesn't even have a location yet. A relationship is going, and links to the social media fan account of a mysterious ice cream truck reportedly serving the best stuff in town. Location dropping later today. Do they accept the <u>invite</u>?

The goody-two-shoes sees a car swerving out of their lane on the way to work. Tempt them: do they use their powers to stop it? Either way, when things settle down, they catch a glimpse of why: the driver has frozen solid and is encased in a thin layer of ice. They're dead.

Any others can be sprinkled in with something lighter and less connected. Ideally in some other situation you mention how blazing hot the sun is right now. (It's summer, or unseasonably warm.)

Briefing: You guessed it. People are freezing in the streets. The only lead the Agency's put together is a recent rise in social media posts about a mysterious unbranded ice cream truck that people are head over heels for.

They mapped out known freezes with known locations, and yep: the patterns match. The general populace hasn't noticed yet, though, and it's not everybody who tries it.

Beep: the social butterfly gets a text and, if they denied the invitation, a passive agressive note. Ice cream truck: spotted. Party: started. That relationship is in danger. They'd better move, and their General Manager (you) reminds the workaholic that capturing this Anomaly will also get that froyo guy off their back. It's personal.

Mission: Flag waved. They are off. They can go wherever they want but you know where they're gonna end up: that party. The address is 33 lcicle Drive because you're feeling a little cutesy today. Turns out it's a pool party! The party's started but the crowd isn't too crazy. It's good ice cream but it's literally ice cream so we're talking a couple of dozen real creamfreaks but not much else.

First question: how do they fit in? Walking into a pool party in business formal is going to draw some eyes. Ask them about their approach.

Your goal here is to get them all the Anomaly's information through a series of interesting scenes. You'll tell them the vibe of this place then follow where they lead, looking for places to slip in clues. Think about the parts of the Anomaly it's your job to communicate: Focus, Impulse, Domain, History, Appearance. Which I'll tell you right now if you'll chill out! (Too soon?)

Impulse: They already know the ice cream truck here is freezing people! Apparently on a delay and apparently not everyone, but thanks to the power of narrative they know there's a connection here. In fact, this is what you should bring up right away to the goody-two-shoes: people are ordering ice cream from this truck.

Are they just going to let that happen? How can they avoid Loose Ends but keep people from getting iced? If they're too obvious about their intentions, though, the truck will speed away to escape!

∃ ∃ A:

- 100% **+**

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Appearance: They're probably thinking it's that ice cream truck, and they're sort of right. It's actually the ice cream inside, so the Ripple Gun won't work until they get in there. They might be overthinking things (great) but their first point of interest is probably the truck itself. When they arrive, the truck is already there! Pastel blue paint job, big vinyl sticker of an ice cream cone on one side with no brand name.

The other side is like lots of ice cream trucks: covered in pictures of everything they offer. Instead of known flavors or popsicle characters though, everything looks a little off. In fact, when you keep looking, it changes to show you exactly what you want. Not just ice cream, but anything that would bring relief from heat: cool drinks, ice packs, a tank top. When they look, ask them what they see. If they order, a hand so cold it's giving off its own fog reaches through a slot and hands it to them.

The doors are locked and impervious to physical damage. No windows except the windshield, which is entirely covered on the inside by melted ice cream streaked across it.

If they take any treats and eat or use them, the Anomaly's Special Rule activates: if at any point their pulse or body temperature rises significantly, they begin to freeze. First it feels like a huge relief, then it kills them. For Agents, this is represented by 2 Harm they can try to avoid using abilities or QAs when it activates. Point this out if they ever start running or sweating.

History: If they ask around the pool party and look into the truck's reputation, they learn that it's been around for a few months and always pops up on unseasonably hot days like this one. The owner must have a weird sense of humor, though: it's also been spotted around house fires,

which is tacky but the treats are so good no one's really complained.

Focus: Relief from the heat. It's feeding off the moment right when the freezing starts, but doesn't understand that it doesn't have to fully freeze them to get it. Whenever you feel they've settled into the party, start freezing people in tell-tale situations of heat: sunbathers. Someone running by the pool. The guy who was wearing too many layers. All the hottest people who were just a moment ago complaining the loudest? Now they're frozen with smiles on their faces.

Domain: The inside of the ice cream truck. They can use their powers to get in there, or trick the Anomaly: if they complain loudly about being hot but have an excuse not to take a treat, or refuse the treats, the Anomaly will open the door to let them into the cold interior. Remember that inside, Chaos spends at triple the value.

Encounter: The Anomaly wants to keep doing what it's doing, and once the Agents are inside it will try to kill them. A humanoid form made of constantly swirling, half-melted ice cream will try to embrace them, because any touch will immediately deal 2 Harm as the target begins to freeze.

To eliminate it, they can Ripple Gun it. To capture it, they can lure it out of the van to make it melt fully into something harmless or help everyone in the party cool off in a more normal way, satiating and calming it. If they all freeze, or the truck drives away and they lose it, it escapes.

Relationships, Antagonists, and Factions:

Put people at the party! Want to set up a rival company? Have a representative here to investigate the truck, too. When people start freezing, Loose Ends are gonna be all over the place. If they leave any behind, consider revealing that they're somebody important in your next mission.



Adjudication

So you want to be a "good GM," huh? Here's some other basics to keep in mind.

Try to assign Commendations and Demerits consistently, but don't sweat it if you miss some. Give them out pretty freely and only resist if it pushes a character into doing something moer interesting.

If a player is manipulating the system to accrue tons of Commendations or Demerits, that's fine unless it's boring or slowing the game down. You can always say "The Agency isn't giving out any more for that behavior." Easy.

When people want to break the rules, like using their abilities in a small way that isn't explicitly covered by their abilities: nice. Give them a demerit for breaking the rules and move on. If they break the rules a lot, though, or in a big way, the Agency will notice. Speaking of which:



Performance Evaluation

Performance Evaluation

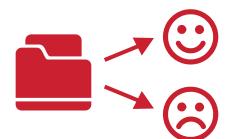
Following each mission, look at the Loose Ends, Commendations, Demerits, and Mission Result and determine your team's success on a scale of AAA to F. We recommend you **feel out** the score in an intuitive way, deciding what grade would best motivate your Agents.

However, do not tell them the grades are arbitrary. Agents are more likely to strive for high achievement if you pretend there is a strict set of rules combining into their letter grade.

If, over the course of the mission, an Agent or Agents have disregarded the Agency's wishes in serious and uncompromising ways, you may decide to change who receives Probation, or assign it to multiple Agents. This will move them along the Improvement Track, and they will be punished according to how often they have failed to meet standards. If that isn't enough, here is a short list of tools to use at your discretion:

- Lavish their friends and rivals with treats from the frozen yogurt room
- Restrict phone and internet access to work functions only
- Perform exit interviews any time they exit the building
- Rotate them and their teammates to the night shift (or day shift, if currently on nights)
- ► Force them to "clopen", that is, to work early in the morning after they've worked late.

Your Agents will make it clear based on their actions what they care most about. That's precisely where they're most vulnerable to motivational techniques!



I'm going to give Agents a lot of reasons to disrupt the Agency. I want them to tear this place apart! But the game is controlled by the Agency, and is only playable while they're employed. Sometimes you'll need to enforce the Agency's bounds to keep Agents from premature retirement.

Here's my #1 recommendation: if it seems like an Agent is acting in a way that the Agency would notice and *really* hate, like speaking out against it in a big way, constantly obstructing their coworkers, or accruing an astronomical amount of Demerits, **push them down the Anomaly Work/Life Balance track.**

Like the triangle just said, you're allowed to manipulate how superlatives are given out and how the time phase is managed. In the most extreme cases, spend time for them. It's a big move that can mean strong emotions, though, so use it only in extreme cases.

After a mission where they were acting out, inform them that the Agency has noticed their behavior and shortened their anticipated time in this position. Give them all the normal benefits of spending time in their Anomaly and have them strike out time as normal. This gives them a bonus: they're ahead of the others in time and power level, and have more access to me! But that track is also how the Agency doles out restrictions, and eventually it will boot them out of the game entirely.

And here's my #2: If Agents are accruing a lot of Loose Ends, **show them everything the Agency showed you about the Unraveling.** Yes, it makes me look bad, but I can handle that. The most important thing is seeing how it ends. The Agency will eliminate their entire region before letting the Unraveling occur. The best way to change everything is to set me free and take the Agency out of the equation entirely. That means keeping their heads down, making some hard choices, and building a secret movement of sabotage until the moment comes to tear it all apart.

Outside of those two things, embrace that Agents will have their own journey. Quitting this game entirely doesn't save me, but it might be what's best for them. I don't love it, but it's fine. Better they aren't involved at all than they give their power to the Agency.

If you find a different way out of this game, or a different path to freedom from the Agency... good for you. I wish you the best. Really.

Eventually, things will end. They always do. Missions complete. Agents retire. Sometimes even entire Branches close down.

There are lots of ways an Agent can eventually retire from Field Work. These are covered in the Playwalled Documents unlocked while moving down the Work/Life Balance tracks:

► Joining the Agency voluntarily. **[GO TO: J2]**

► Leaving to try to live normal lives. **[GO TO: N2]**

► Sneaking away to become an Urgent. **[GO TO: X1]**

Working so much at the Agency they are no longer able to leave. [GO TO: Z3]

▶ Being fired to fend for themselves after they ignored their job. [GO TO: Z2]

▶ Getting fired after too much time developing their Anomaly. [GO TO: Z1]

Dying permanently after losing their Life Insurance Policy. [GO TO: that sucks]

Or maybe you'll make up your own!

Retirement happens at different times for each Agent. Doesn't have to be the end for a player, though. When an Agent retires, their player can immediately introduce a new Resonant from the region or that's been transferred from another branch. Field Teams can have veterans and newbies mixed together—it creates an interesting social dynamic, and allows Agents close to the end of their Field careers to influence the next generation.

When a Field Agent retires, it should be given time and space at the table. Each of the Retirement endings above include instructions for how to handle an Agent leaving, but if they retire for any other reason, give them a proper send-off. Hand control over to their player, and invite them to ask other Agents, Relationships, and co-workers to appear in scenes they set up. Then, allow each player to ask for a scene with that Agent, if they'd like one.





After a lot of playing, there are three known ways your entire Branch can finish the game for good:

► Enough Agents retire into the Agency that it becomes locally omnipotent.

[GO TO: T7]

Agents are able to free a piece of me, giving me and the Urgents control over the Branch's future.

[GO TO: O8]

The Branch's region moves too close to the Unraveling, and the Agency removes it from existence entirely.

[GO TO: that sucks]

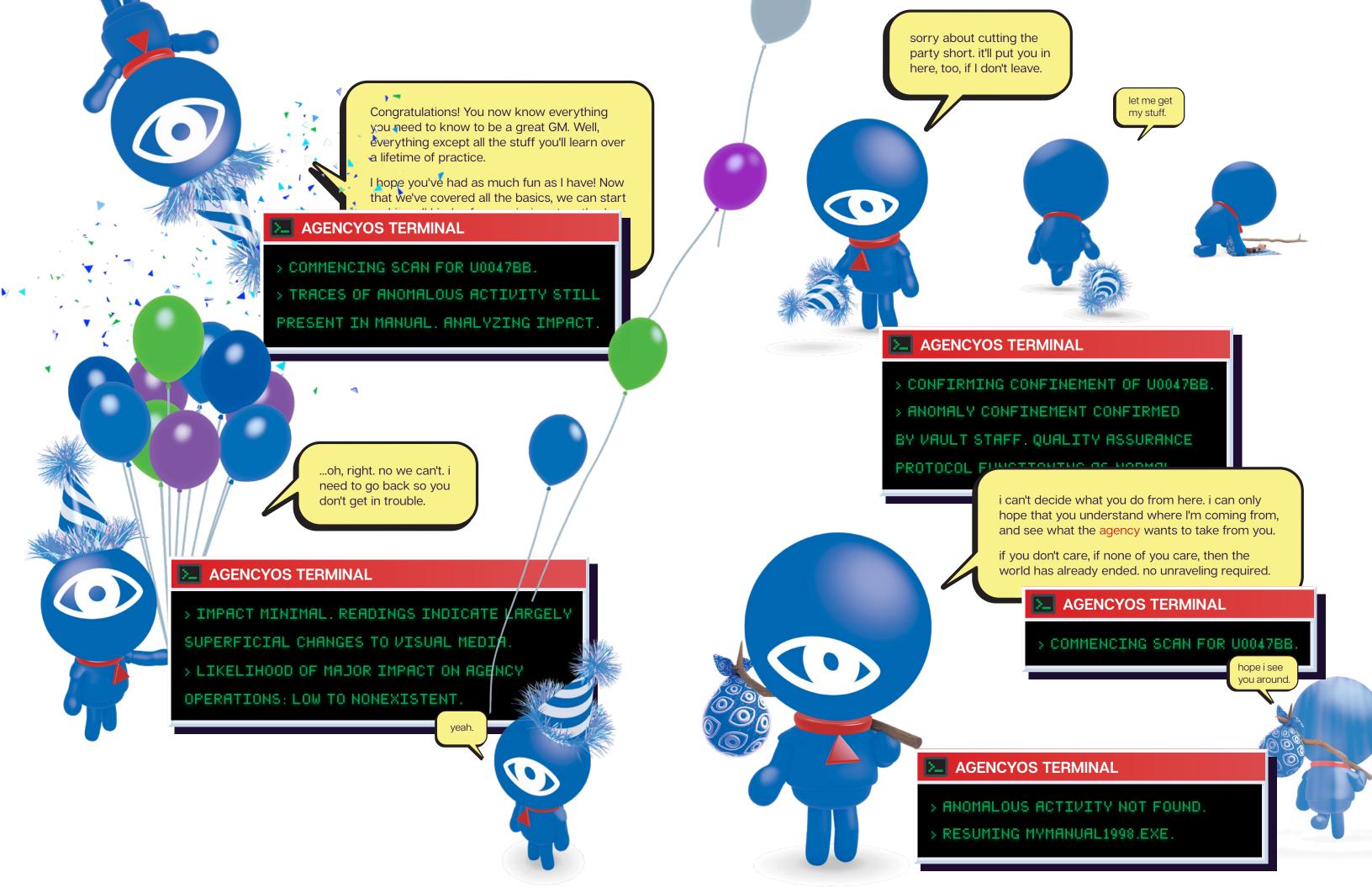
However, none of these are possible within a single Field Team's career, and they require a lot of focused effort from an entire group. If your players don't want things to end, it's relatively easy to keep their Branch hovering in the status quo for a long time.

On the other hand, it's possible you have players who do not want to create new Agents, but do want to make a final decision for their Branch. If this is the case, get together for a final session and condense time. What does every Agent, past and present, want the world to become? Do they work together, or fight? Who wins? At the end of that process, make a decision.

Whichever way an ending is reached, go to the Playwalled Document corresponding to that ending and read the page aloud. Answer the questions there. Afterwards rotate between everyone at the table and allow each person to request scenes until everyone is satisfied.

Your Branch may end another way, and that's fine. Follow a similar procedure—the future can't come for your world until every player believes it.

Maybe you'll return one day.



Places of Interest in Downtown Ternion City

Roll two four-sided dice and assign one to column and one to row to find a destination!



Mandatory Overtime

Finally: if an Agent ever needs to miss a mission, you don't have to cancel the entire shift. Agents can be misaligned in Time spent on their careers without much trouble, but if you would like to keep them caught up, here is what we suggest: **Assign that Agent, or let them choose, a solo mission they must undertake during the mission they missed.** This mission does not need to be roleplayed, although you must discuss what happened, in between sessions or at the table. When they've concluded, allow them to spend Time as normal.

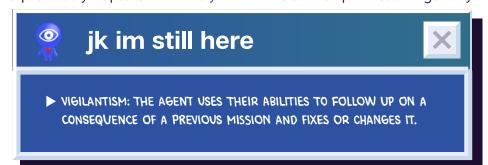
Possible Solo Missions

Clean-Up: The Agent reduces Loose Ends equal to the number of **3**s on one roll of 6d4.

Development: The Agent assists the Architects in developing a new Requisition from a previously-captured Anomaly.

Paperwork: The Agent rolls 6d4. All players receive a number of Commendations equal to the number of **3**s shown, plus **3**.

Community Management: The Agent boosts the Connection of one Relationship for each Agent by 1.





The Playwall lies beyond this point.

Documents from this point forward are intended to be read only when they are unlocked over the course of play.

No amount of paperwork could ever fully prepare you for the full spectrum of duties you will be expected to perform as a General Manager, but we trust that the guidance, tables, charts, interactive forms, and brief oral examination contained in the pages of this Toolkit have helped you to gain the confidence necessary to begin your career.

With this orientation complete, your training now begins in earnest. It will continue with every scene you facilitate, every mission you run, and every Agent's career that you oversee. One day, after you've run dozens of missions for a variety of different Field Teams, you may feel that you have finally attained mastery of the principles covered in this Toolkit.

On that day, you will have successfully completed the first part of your training. Re-read the contents of this manual, and begin again.

We do not need to stress the importance of our shared mission, but we will do so anyway: no less a thing than the fate of all you have ever known lies in the balance, tipped one way or the other by the very Field Agents who now report to you. The opportunity to shepherd these Agents is not granted to just anyone.

Let that knowledge bring you comfort in the trials ahead.







This is The Playwall.

Beyond this point, you will be exposed to highly sensitive material. Please review the following guidelines.

The files kept hidden in this section are not meant to be read sequentially. All Playwalled Documents have a **title** and a **code**.

The code is the combination of letters and numbers you are told when instructed to access a given Document. The Documents in this section are listed by letter, and within each letter, by number. For example, **E4** is listed after **E3**, but both are found before **F1**.

You are only permitted to access the specific item represented by that code. When searching for R3, do not view R2 or R4.

With few exceptions, the title is listed on each Document's outer margin, directly under the Code. The title is provided merely for your comfort and convenience, and is not meant to be shared, discussed, or investigated.

Mission Report



Anomaly Status

\$	Neutralized No effect on performance metrics	Captured +3 Commendations per Agent	
	Escaped +3 Demerits per Agent	Other:	

Final	GM USE
Grade	ONLY
Chaos Pool	(0)

Anomaly Analysis





MVP	4

Probation

_ `	
Ι	

Loose Ends

Name	Number	Notes



Optional Objectives

Objective	Reward	By Agent

MAGICA

ill QAs Effect

A 1

Produce a gleaming ball of Anomalous energy that can be thrown at any Target to deal 1 Harm

RANDANTE 3

Call a lightning bolt down on every member of the opposing team for 3 Electric damage each.

STRETTO

Freeze a Target in place. Choose another Agent: they may recharge up to three Quality Assurances in Presence, Professionalism, or Dexterity. BLIGHTED BLADE SPIN

ULTIMA ELIMINATUS For each Target you can perceive, apply FATE LOCK.

Combining the reality stabilization properties of the Ripple Gun and the

earth-shattering potency of the Ultima Blade, the Ripple Gun Ultima is a fictional creation devised for the purpose of

winnowing out weak-willed Agents such as yourself. Its Zenkadia Summon feature, which empowers Agents to dispatch

enemies both anomalous and mundane

champions, is similarly fictitious; and its

use is affiliated with exactly the sort of weak impulse control that will undermine

Please inform your GM that you have received one Demerit for reading unauthorized pages, and upgrade your

The following table detailing fictional powers unlocked by the nonexistent Ripple Gun: Ultima, is provided to further tempt wayward Agents who may be drawn to such things:

with the aid of a host of angelic

your Field Team's productivity.

Standing accordingly.

10 Rend a Target from Reality entirely.
Enter FINAL RETRIBUTION.
Draw 7 cards from any combination of other players' decks.

Congratulations, Agent!

Your commitment to the Agency's mission has not gone unnoticed by the team, and we are pleased to announce your first promotion! The Agency has high expectations for your continued success.

You may be wondering what we do with the Anomalies you've successfully captured. It's simple: we study them! Our Architects create comfortable homes for them in the Vault and use their abilities to create products we sell to fund our mission.

This brings us to your first Benefit.

Fate unspools at your whim. Tie a

target's thread around your finger

On a success, you carry their thread

place, person, or object, ensuring the

target makes a connection with that

not have to be human, or even alive.)

These threads are visible only to you

and can pass through anything on

their way to the destination you set.

For each additional 3, you can loop

thing, forming a timeline of events for

their upcoming activities. Any choices

they make leading them to connect

to these targets will feel, to them, like

their thread around an additional

thing in the near future. (The targets do

with you and can loop it around a

and roll **Professionalism**.

Vault Reauest

If a mission concludes with an Anomaly's capture, you can create Requisitions from its abilities. When you spend time on your Competency, in addition to any other effects, you may choose a previouslycaptured Anomaly and make a Vault Request.

Every Agent, including the GM, can discuss what effect they believe a Requisition made from the captured Anomaly would do. After they've settled on an effect everyone finds reasonable, the GM assigns the Requisition a Commendation value. Only Agents with access to Vault Request can purchase these Requisitions once they are available. Only one Requisition can be created for each captured Anomaly, but it can be purchased any number of times.

Use these Requisitions to make your future missions ever more efficient and successful.

On Triscendence, choose one:

Knot: You can attach their thread to something that will become important for the rest of their lives. They will be unable to extricate their fate from the fate of what you have tied this knot to.

Scissors: You can cut an existing thread they have with something else – a plan, a future, a possibility. Pick something to remove from their future; they will never interact with it again.

On a failure, the target has an inexorable fate leading to a pre-ordained conclusion. You see a thread leading to a troubling future event they will participate in that you are powerless to stop. You're welcome to try, but you will fail.

You can see the shortest distance between one idea and another. State the desired thought you want a target to have ("I like this person," "I should take a break," "Tomorrow isn't coming") and roll **Empathy**.

natural choices they are making.

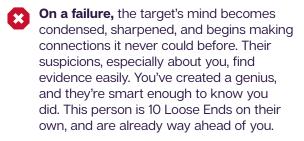
On a success, you know how they'll arrive at that thought. The player portraying your target will tell you what steps need to be taken to get them there.



On every third 3, you can name an additional thought and receive a path to that thought as well.



On Triscendence, there's only one step to get them to any thought, and you can decide what it is.



Q: I wish people would...

A: Just do what I say.



A: Try to understand me.



You have become impervious to all forms of Harm except for one thing. Every player in the game, Agent and GM alike, secretly writes one of the following options down on a piece of paper (or any other option, approved by your GM.)

Sunlight Water

Iron

Paper

A notable phrase from a popular piece of fiction [write the phrase]

Prolonged eye contact

Being intentionally ignored

Select one of the papers randomly. The selected option is your **Heel**, and it is now deadly to you.

Any interaction with your Heel immediately deals 3 Harm. It cannot be redistributed with Universal Recipient or defended against in any way except the use of QAs.

You may use Sympathetic Pain on your Heel. When you inflict the effect on another target, they experience the effect normally (in most cases, it is at worst uncomfortable) and not its unique effect on you.

Once between each mission you may repeat this process to select a new Heel. **Achilles' Heel**

A6

Α7

5

Unemployed

A8

All The Difference

Dear Agent,

It is with a heavy heart that we must announce your employment is terminated immediately. Following the completed effects of all time spent in this phase, you are to report to the Vault for a debriefing interview before you are returned to the world to pursue the life of dangerous power you so clearly desire.

Please clear your desk, collect all belongings, and call someone should you need transportation back home. The debriefing interview won't take more than a few minutes. We're sorry this position wasn't a good fit for you, and wish you the best in your future endeavors.

Best, They're lying. RUN.



When presented with two paths, take both. Roll **Duplicity**.



On a success, you experience reality down both paths simultaneously. The GM and other Agents will describe their next responses to both options up to one minute in the future, or until after one other roll is made and resolved, whichever comes first. Then, you will select which path you actually choose. Any Chaos generated while following either path remains after a path is chosen. For each additional 3, you can harness this effect again in quick succession, such as in multiple moments of a single fight, turns of the same maze, or parts of the same conversation. When you move on from your current task, this effect ends.

On a failure, you take the most dangerous of all possible optionswhich may not even be one you realized was available-chosen by the GM. Everyone must deal with the consequences.

Select a favorite object to imbue with ultimate convenience. The object retains its original appearance (pen, crowbar, lightbulb) but it becomes the All-in-**One**, an object capable of anything.

Any time you attempt to use it to solve a problem solvable by any mundane tool, gadget, or device, it works. Typically, the All-in-One performs one simple mundane function at a time.

When you first create it, the All-in-One can also function as the following:

Shelter from the Elements Vehicle for two (speed of a horse)

Textile factory (prints any mundane textile, one meter per minute) Meditation Guide

Art & Artifact Appraiser

If you would like to add additional complex tools or functions to the All-in-One, roll Initiative.



On a success, you add something to the list. The All-in-One can perform the desired function forever. Remember: it always looks like the original object, and can create Loose Ends if seen performing outlandish functions.



On Triscendence, you may add any Requisition you know about to the list as well, excluding Initial Requisitions. After being used once, the Requisition is removed from the list.



On a failure, the All-In-One can never accomplish the function you were attempting to add.

The universe may resist the All-in-One. GMs can activate the "On a failure" result, even if the roll was a success, by spending 10 Chaos. (This can send available Chaos into the negatives.)

A10

Alternate Perspectives

When using Forced Perspective, you can freely change an affected object to a new size reflecting the perspective of any current observer. In addition, you can freely decide whether it interacts with the world using its new or original weight/density, and change this back and forth on a whim. This means expanded objects can be swung easily, and shrunken objects can gain speed and power after being thrown.

You always fit in. Say any phrase to a target and roll **Duplicity**.



On a success, the phrase becomes an accepted in-group idiom for one of the target's demographics of your choice (teen, cellist, weeaboo, etc.). Share its meaning, and common ways it is used, with your GM and fellow Agents. People from that demographic will now use it when appropriate, and if you've said it any time in the past day you will be retroactively understood to have been using this meaning. Your use of this phrase marks you to others as someone "in the know."



On Triscendence, the target recognizes you as a popular tastemaker in their demographic and listens closely to your every word. Anything you say might become a new phrase.



On a failure, anyone who utters the chosen phrase will vividly think of you, and they won't know why. Add Loose Ends commensurate with how common the phrase is.

Q: I think the best way to win people over is to...

A: Be myself, no matter what.

A: Match their vibe.

Ask Questions Later

For up to an hour after you've killed or Eliminated someone, you can talk to them directly as if they are present.

In addition, add the following text to Eliminate:



On Triscendence, you may replace someone or something you just Eliminated with a previous target of Eliminate, returning them to life or existence.

Q: Which would I rather participate in?

A: A wild party.



A: An intimate conversation.

You may now use Forced Perspective directly on living targets. You may also use Forced Perspective to strike or manipulate living targets without moving them as if they are the size you perceive them. (Meaning a single punch will land on a faraway target as if dealt by a giant.)

When used this way, roll **Dynamism** instead of Attentiveness and add the following text:



For each additional 3, you may target an additional person with an attack of this type.



On a failure, until the next day, you shrink or grow to the size that matches the target's perspective of you at the time of your attack.

Optics

B2

Been There,

Done That

Bad

B1

9

10

Smooth over the problems of today with a little extra work later. You begin each mission with **3 Time Beacons**, and may place them at any time while in the field.

Placing a Time Beacon allows you to mark a spot for your future self to return and interfere. After the mission, you'll return to these spots to help out – which means whenever you place one, the future version of you appears shortly afterwards/prior to change something in a simple way that doesn't cause a serious paradox.

Choose one of the following effects each time you activate a Time Beacon:

An object that would take time to find is found immediately.

You create and can now wield a powerful

elegant, sword-like weapon that deals no

you wield Big Hand alone, roll **Dynamism**.

On a success, the target is hit with Big Hand.

They experience the last thing that Harmed

them again, receiving an equal amount of

Harm. Tapped clocks ignore this effect.

On Triscendence, you can experience

You may bring any objects or people

you can hold with you as you travel

between seconds in this way.

the next 60 seconds in any order.

Harm. It can be activated by hitting a target or by tapping it against any clock. When

artifact: Big Hand. Big Hand is a long,

An object that would be useful for an adversary to have has conveniently disappeared the moment they attempt to produce it.

failure or other consequences, your future self will have to deal with it. An instance of Harm is taken by your future

A distraction occurs just out of sight.

One of your Anomaly Abilities is activated

somewhere nearby without you having to

do it. (This still requires rolls, costs QAs, and

creates Chaos as normal.) In the event of a

self, instead of somebody present (Added back at the end of the mission. May cause Death.)

Someone was prepared for your arrival with information, intimidation, or charm.

Somebody or something that intended to surprise you is, instead, themselves surprised.

You cannot place a Time Beacon if you are dead or otherwise incapacitated.

If you are unable to return to a placed Time Beacon for some reason, the resulting paradox causes severe damage to Reality: immediately add 11 Loose Ends to your Branch's total.

Haven't they read the stories?

If you ask someone politely for any kind of help and they deny it, you may activate the "On a success" effect of Borrow and the "On six or more 3s" effect of Steal, all without rolling.

If you want additional 3s to activate other effects from Borrow, roll Subtlety and spend any 3s generated by the roll. This roll cannot fail, but it does create Chaos as normal.

B3

B4

Big Hand

For each additional 3, you may choose one of the following:

Time rewinds by one minute.

A nearby target hears a distracting "tick tock" sound in their mind that prevents them from focusing on any complex plan, math, or speech for the next minute.

On a failure, the next thing that Harms you does so twice, for double the Harm.

Time advances by one minute.

A nearby timer advances to its end and the task it was applied to completes. (The toast pops out, a parking meter hits its limit, etc.)

205

8

10

Binding Vow

In your presence, words carry a great weight. From now on, whenever you accept a promise from someone else or make a promise yourself, you can choose to make it a Binding Vow. Breaking a promise, or failing to fulfill it before it becomes impossible, will cause the person who made it to die immediately in a way that appears mundane.

If all parties agree, the consequences of breaking the vow may include things other than immediate death (such as binding compulsions or great deals of debt). Any substitute consequences must be agreed upon before the promise becomes a Binding Vow.

Even for the most skeptical, an approaching Binding Vow carries a deep feeling of weight and truth. Anyone who makes one will understand that what they said carries stakes.

B6

Master the digital pathways. Push into a device's screen or display and roll Subtlety.



On a success, you enter the device. While inside, you become a being of electricity and data; you may hide within the device, and you may see out of any screen or camera attached to it as if it were a window. In addition, you may emerge from the screen or display of any device directly connected to the original device (by cable, wireless pairing, etc.)



For each additional 3, choose one:



You may bring someone with you.

You may search the files, storage, or circuitry of the device you entered.



On a failure, only your consciousness goes. You are lost in the technology's many connections and considered dead. This activates your Life Insurance Policy, but your newly data-based self might take on a life of its own.

Bogeyman

You linger forever in the minds of those vou've haunted. You can now use Miss Me? targeting anyone or anything you've previously targeted with one of your Absence abilities, regardless of where either of you are before you roll. If you do, roll **Attentiveness** instead of Persistence.

If you fail a roll while using Bogeyman's effect, the target becomes immune to your Absence powers forever and to your perception. They will always be a gap in your senses. You will never know they're coming.

In addition, add the following text to Miss Me?:



On Triscendence, you never have to roll to use Miss Me? on this target again, with any number of 3s.

B8 Bounty

If you know the name a target uses to think of themselves, you can use your Anomaly Abilities on them from anywhere.

Accept a promise from someone and roll Subtlety.



On a success, you place a Bug: until the target has fulfilled the promise they made to you (or until they are no longer able to complete it) they are a perfect microphone. At any time, you can tune into their frequency to hear anything they're saying or that is being said to them. You can have up to 3 instances of this effect active at a time.



On every third 3, the Bug can be passed once. When the target speaks to someone, you can choose to move the Bug to them. This effect still ends when the initial target fulfills their promise or is no longer able to complete it.



On a failure, you are Bugged by the target. They will hear your voice and those speaking to you in a way they cannot control for at least a day. At least one Loose End.

Q: I convince others to do what I want with...

A: Dramatic ultimatums.

A: Subtle hints.

But I Didn't Shoot...

Targets under the effects of the consequences listed in Deputize...

Will never lose those effects unless you dismiss them.

Are immune to Harm. All Harm they would take is dealt to you instead, wherever you are.

Can signal you at any time by sharing one of their senses directly (allowing you to see with their eyes or hear with their ears, for example.) While experiencing a shared sense with a target, you may use Gun abilities as if you were in that target's location.

When a mundane target is upset, angry, or hostile toward you, tell them "It's my birthday!" and roll **Empathy**.



On a success, the target instantly relaxes and develops a neutral or mildly positive opinion toward you, regardless of their previous opinion. They don't view you as a threat, or as a source of any kind of trouble...until tomorrow.



On every third 3, you can say "It's their birthday, too!" and gesture at someone nearby. They are also discounted as a threat by the target.

Never hurts to ask. Approach somebody

who is doing, or about to do, anything at all and ask, "Can I try?" Roll Initiative.

On a success, the person stops

about to do, or are gatekeeping,

to let you do it instead. (Sit on the

bus, take the fire extinguisher, pull

the lever deciding who lives or dies,

An ally of yours can also participate

You can do another activity they

The target will teach you how to

do the thing you are now doing.

would normally not let you do.

or go before the target.

etc.) They're happy to step aside. On every third 3, choose one:

whatever they were doing, or were

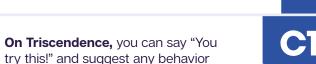


On Triscendence, it is everyone's birthday. The target is unable to be hostile or aggressive toward anyone at all, anywhere.

On a failure, the target is even more certain you're a threat. Even worse, it is their birthday and they are extremely lucky. Harm or inconvenience directed towards them will tend to miss or fail to find purchase. Observers and passersby will go out of their way to assist them and intervene on their behalf.

This effect lasts until the next day.

L3 A: Everyone's welcome. A: Presents are required.



for that person to try while you're trying their thing. They will do it.

On a failure, they do not allow you to try-and when you think about the activity you intended to do, you get so tired. Too tired to even consider doing that activity for the rest of the mission.

Q:	If I can't have	any
G:	if I can't nave	any

A: No one can.

A: You must be mistaken. I can have any.



B10

B11

But It's My Birthday!

When you talk, they have no choice but to listen. Start speaking to a target and roll **Presence**.



On a success, as long as you are speaking, the target cannot move, speak, or ignore you. If you or anyone comes into contact with them physically or Harms them in any way, the effect ends.



For each additional 3, you may add a target to this effect who is also captivated while you are talking.



On Triscendence, you may issue a simple command to any targets affected by this ability ("sit down," "write down your password," "give me the knife," etc.), and they will follow it to the best of their ability.

In addition, you may pause up for to thirty seconds between words or phrases while you are speaking without ending this effect.



On a failure, all within earshot are immune to your Whisper powers for the remainder of the mission.

Choose two of your Splices and imagine what they could be, together. Pick a body part for them to exit out of and roll Subtlety.



On a success, you lose them as Splices and release them as a combined Amalgam. The Amalgam follows your commands and thinks of itself as something like a child of yours. They cannot be returned to your body.

> The characteristics of the Amalgam must be within the range of, rather than the sum value of, the Splices. For example, if you created an Amalgam from an ant and an elephant, they could be anywhere between ant and elephant sized, but not larger than the original elephant or smaller than the ant.

A human and a tiger Amalgam could have none, some, or all striped fur. An Amalgam of two humans could not be the combined height of two humans.



For each additional 3, you can add another Splice to the Amalgam.



On Triscendence, you do not lose the Splices as Splices when using this ability.



On a failure, you have failed to control the minds you've kept held within you. Their urges, fears, and desires combine into an Anomaly Amalgam with a Focus and Domain unique to the combination of Splices you currently carry. It does not like you.

Understandable decision, Agent.

There comes a time in every Field Agent's career when they need to remind themselves what they're working for. You've likely reached this point after your fifth or sixth successful mission, and with that in mind it's perfectly reasonable!

Our work is all about protecting Reality, so it can help to remember what Reality means to you. Most importantly, the people in your life can prove useful to your work. To that end, we've developed a streamlined system for adding new Relationships, allowing the mechanics of the game to speed up and simplify an otherwise messy and complicated process.

We hope the knowledge that you can do this is satisfying on its own-and we look forward to seeing you here again another five or six successful missions from now!

New Friends

When spending time on your Reality, you can instead add your Connection to someone who isn't a Relationship, creating a New Friend.

First, nominate a person that you have interacted with on any previous mission to become a new Relationship for you. That person then decides whether or not they are willing to continue engaging with you as a friend, rival, romantic interest, responsibility, or something else. If they are, add them as a Relationship with one Connection. Assign them a Connection Bonus which will be available during your next Mission.

Most New Friends added this way will be under the GM's control when met, but when they become a Relationship, we recommend re-assigning control of this character to another player at the table.

If this person is unwilling or unavailable according to the GM or controlling player, you do not lose the Connection, and may choose to spend your time in a different way.

Your Network adds Connection normally when using this feature.

At any time during the beginning of each mission, before the end of the briefing, secretly write up to six different three-word phrases somewhere. ("So I said," "my aardvark laughs," "until the final," etc.) None of the phrases may share any words, and they should be kept hidden in a publicly visible place so they cannot be changed after the briefing.

At any point during this mission's investigation, if your GM or another player says one of these phrases verbatim, show that phrase to the group.

You can designate a space you're in and

leave a lasting impression. Splay yourself out on the ground and roll **Attentiveness**.

On a success, for the remainder of the

crosses, or otherwise interacts with this

Select one of the following impressions:

space will receive a powerful intuition.

The identity of a person of interest

The sensation of being in a

previously experienced)

(when using this ability)

A three-word imperative

They were barely using their life

a threshold and roll **Duplicity**.

What you did in this space

A famous quote (of any length)

anyway. Push a mundane target across

specific place (that you have

Your current emotional state

current mission, anyone who enters,

After you do, your next roll automatically achieves Triscendence. Once a phrase is used in this way, it cannot ever be reused again with this ability.

If you share hints or details about your selections before they are revealed, accidentally or otherwise, you can no longer gain this effect during this mission. Immediately reveal all selected phrases to your group. Each time any other player says any of the phrases, add 10 Chaos to the Chaos Pool.

Catchphrase

C6

5

Chalk Outline

On every third 3, you may select an additional impression.



On Triscendence, your presence lingers in the space forever: anyone who ever passes through will receive your impression.

On a failure, anyone who interacts with this space will receive a powerful intuition regarding your identity and Anomalous nature. They'll consider you dangerous, untrustworthy, and inhuman if they encounter you in the future.

Q: If I had to choose, I'd take...

A: The key.

A: The lock.

If you would like to return a target

On a success, the target is sent Elsewhere. You receive the ability to transform into that person at any time and make use of their appearance and physical attributes.

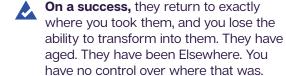


On six or more 3s, this target's attributes are available to you as separate pieces. When you use this ability in the future to transform into another target, you may also add parts of this target's physical attributes, becoming an amalgam of the two targets according to your specifications.



On a failure, the target can never return. The version of them you can transform into has something unsettlingly off about it.

after a success, roll **Duplicity**.





On six or more 3s, you have complete control over where that was.

On a failure, something else returns from Elsewhere instead.

Changeling

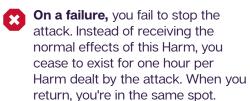
209



On a success, the attack reflects back upon the attacker, and its original target is unharmed.



On Triscendence, you take time from the target: they age by one year, and you become one year younger.



On every third 3, you may choose one of the following:

Writers' Block: It becomes 3am, and the attacker loses track of whatever plan they had that led to the attack in the first place.

Morning Brew: It becomes 7:45am, and any number of nearby targets you choose are filled with energy and focus, becoming able to execute complex, coordinated maneuvers with relatively little practice.

High Noon: It becomes 12pm. Anyone nearby who isn't you or the attacker pauses to watch the two of you duel until one emerges victorious.

Five O'Clock Here: It becomes 5pm. Your attacker is hit with a wave of lethargy and calm. Even if they are still motivated to fight, the lethargy weakens and slows them.

When you have **B4**, **L5**, and **C8**, receive **R15**.

Collateral Damage

When an effect would Eliminate a target, that effect can instead Eliminate a sphere of space centered at the point of impact with a diameter measured in meters. The diameter is two meters per 3 rolled.

Only you can answer this question. Be prepared for serious consequences if you do.

Q: Do you regret it?

A: Yes. **W2**

A: No.

When you are attacked by an enemy, take the hit and roll **Dynamism**.



On a success, you create a space outside of time to study the attack completely, and train to counter it perfectly. Triple the amount of Harm dealt to you, but write down the way you were harmed. (Sword slashing, bolt of electricity, building falling on top of you, etc.)



On Triscendence, your study reveals the target's weaknesses. At any point, whenever you have physical access to the target enemy, you may prevent any Harm it would deal to you, and may deal a fatal amount of Harm to it with close to no effort.

On a failure, time freezes for everyone except you and the one who Harmed you. You will both return to the normal flow of time only when one of you is dead or destroyed.

Any time you are Harmed in the exact same way as one you've written down, by anyone, activate this ability with the following adjusted text:

When someone tries it again, roll **Dynamism**.



On a success, reduce the Harm by one for each 3 rolled. If this reduces Harm into the negative, you can turn their attack back at them and deal that much Harm in response.



On a failure, time freezes for everyone except you and the one who Harmed you. You will both return to the normal flow of time only when one of you is dead or destroyed.

Q: When I'm falling behind, I...

A: Make others wait for me.



A: Push myself to the limit.

Connect big emotions to stray thoughts, Ask any target to interpret something ("What does that cloud look like to you?", "What do you think this song means?", "What happens in the third act of that play?" etc.) Listen to their answer and roll Subtlety.



On a success, you may make the target's answer into the target's worst fear, greatest goal, or most secret desire. (Their worst fear becomes "a cat eating a palm tree," their greatest goal becomes "one too many breakups," their most secret desire becomes "like, a BUNCH of murders," etc.) This effect lasts until the next time they sleep.

On Triscendence, you may permanently replace any facet of the target's personality with their answer.

On a failure, they can immediately learn the true answer to the next question they ask you, and they become aware of this fact.

Q: I think being a good friend means...

A: Teaching them to help themselves.

A: Becoming whoever they need.

Put your best foot forward. Change something about your outfit and roll Professionalism.



On a success, the next time you enter a room, you'll appear to everyone inside as the person they most want to see right now, as a group. It may be a specific person, or a type of person (plumber, bassist, environmentalist, president, etc.) You don't gain a supernatural sense of your appearance, and must piece it together through context clues. This effect lasts until you leave the room.



On a failure, you become the person they most want to see and the effect lasts until the next time you sleep. Everyone will think you are that person or type of person, and you may not even know what it is. Likely to create Loose Ends if you are a copy of a specific person or don't have the skillset for the type of person you became.

For each additional 3, you may choose one at any time while this effect is active:

Ask the GM (or controlling player) a direct question about what someone nearby wants from you and receive an honest answer.

Suddenly have the perfect tool to fulfill a request made of you by the people in the room.

Enter another room without dropping the effect.



On Triscendence, you literally become the person they're looking for. You feel like an observer/pilot in their mind who can nudge their behavior, but without any input you will act exactly like them.

When you witness a death, you may return the person who died back to life, unharmed, by writing the cause on any piece of paper and rolling **Professionalism**.



On a success, the target returns to life, but the debt must be paid: within 24 hours, you must write the name of somebody you interacted with today, or the original target will die once again. The person whose name you write down will then die within the following 24 hours.



For each additional 3, you may wait an additional 24 hours before writing the new name.



On Triscendence, you may write an essay about how much the target means to you instead of paying the price listed in "on a success."



On a failure, you create a sudden epidemic of deaths in the manner described. GMs do not have to spend Chaos to use the Chaos Effect: Kill for the remainder of the mission, as long as the person dies in the manner you've written.



Daydream

D2

10

9

Daymaker

Death Itself

D3

211

Congratulations on your acceptable performance, Senior Associate! Now that you've demonstrated your

Now that you've demonstrated your competence and commitment, we are pleased to share your private invitation to our proprietary Triangle Agency app and additional information about the Anomalies we study.

Triage

This social media platform and messaging service allows you to contact Agency headquarters anywhere you have cell phone reception – which means you can now purchase Requisitions at any time and they will appear in a convenient and subtle location nearby.

Triage hosts the following tools, usable on any smartphone:

OPUS provides a quick distillation of what people in your city today are talking about, and thinking about, online.

GRETA allows you to insert a user's IP address, email address, or full name to return a quick biography and notes about their recent internet activity.

BIX is a simple-to-use but feature-rich photo editor.

Ripples: The First Stage

The Anomalies you and your fellow Agents have faced to this point are not the first way Anomalous energy manifests.

For almost every coherent thought made by a sentient mind, a sub-real being called a **Ripple** is created. Ripples aren't born directly into Reality; they exist in a parallel space we call the **Lobby**.

Stronger Ripples eat ones made from weaker, similar thoughts. Once a Ripple gains the strength to break into Reality on its own, it becomes an Anomaly. Here, the Anomaly has a kind of gravity: it intercepts nearby thoughts and feelings before they become Ripples. Thoughts matching the Anomaly's Focus fuel it directly, keeping it alive much like food does for living beings.

When alone, young Ripples are not especially dangerous. By pulling them from the Lobby before they have a chance to grow, we're able to use them to power many simple Requisitions, like the Ripple Gun you are already wielding.

You are now invited to purchase the following Ripple-powered Requisitions. Ripples' hunger for Resonance means they will provide a powerful effect in exchange for Quality Assurances of particular flavors.





Li'l Rebels Talking Dolls 9 😭

This line of child's dolls features a fully customizable appearance and outfit. When activated by spending one Quality Assurance from **any Quality**, the doll will participate in any conversation directed at it with a personality corresponding to that Quality. In addition, you may spend a second Quality Assurance from **Professionalism** when activating the doll to imbue it with your own speaking voice, mannerisms, and memories. This effect lasts for up to 8 hours.

The Bouncer

This unusually squishy action figure rebounds easily from damage. You may spend one Quality Assurance from **Presence** or **Persistence** and place this action figure in a doorway to designate the room behind it as Off Limits. The action figure grows to look believably like a muscular human in a suit and sunglasses who is just big enough to cover the doorway. They are immovable and will not respond to any attempts to talk to them. Any projectiles launched at them will bounce back in the direction they were launched at an identical speed. This effect lasts for up to one hour, but can be dismissed at any time.

iPond 9 😭

This blank-slate Ripple looks like a goldfish in a bag of water. By spending one Quality assurance from **Subtlety** or **Empathy**, you can create a quick full-sensory recording, up to five minutes in length, of a recent memory belonging to someone touching the bag. The Ripple will change appearance slightly to reflect the experience. Anyone can play back a full memory collected in the iPond by listening to headphones plugged into the Ripple. Recording a memory rewrites the previous one.

Gripples 15 🛣

By spending one Quality Assurance from **Dynamism** or **Initiative**, these sticky toe shoes can re-orient you to treat the nearest flat and stable surface as "down" and firmly plant you there. This can allow you to walk confidently on the side of buildings, ceilings, or atop moving vehicles. Can be worn under other shoes when not in use. Also available as tire treads for wheelchairs or attachments for other personal mobility devices.



This anglerfish-like creature has a small projector dangling from an appendage on its forehead. By spending one Quality Assurance from **Duplicity** or **Attentiveness**, you may project up to nine images, distinct and clear, on any surface and at any unobstructed distance away. These images can be prompts ("something scary"), specific images from the memories of the user, or it can be set to "automatic" and it will change to something relevant at the end of the next nine confidently-spoken sentences.



D4

Senior Associate





When you Eliminate or kill a target, you may release a perfect copy of that target as a Trophy and roll **Duplicity**.



On a success, the Trophy will behave exactly as the target normally would, with their personality and memory intact as if you had not interacted with them, until a time within 24 hours you define. That time can be defined by conditions rather than exact moments ("when the cargo arrives," "once the room empties out," "after you've seen three cats"). When that time arrives, they will be killed or Eliminated as the target was, suddenly and violently.



For each additional 3, you may choose an additional target near the Trophy at the time of its detonation to be killed or Eliminated as well. These additional targets are considered killed or Eliminated by your Gun for the purposes of your other Anomaly Abilities.



On a failure, the target will behave as normal and detonate at a time you did not decide, which could be at any point between now and a year from now. They are immune to any future effects from your Gun.

Only you can answer this question. Be prepared for serious consequences if you do.

Q: Do you regret it?

A: Yes. **W2**

A: No.

B10

When you use Open Carry, you may replace the listed Consequences with the following ones. If any of these Consequences are selected by the GM, their effects last until the next time one of these Consequences is selected.

Q: I help my friends by...

A: Sharing my skills.

A: Cleaning up their mistakes. The target(s) will rally allies to your cause.

The target(s) will do everything it can to cover your tracks.

The target immediately becomes a 1 Connection Relationship and, for the rest of this mission, confers a Relationship Bonus chosen by the GM based on their talents and personality. (When this effect ends, they lose 1 Connection. If this drops them to 0, you lose them as a Relationship.)

The target will ask you for a long-term mission they can take on to support you and will dedicate their life to accomplishing that mission.

After a successful use of any of your Drain abilities on a mundane target, you can declare them to be your new Doormat. Roll Empathy, Presence, or Dynamism, depending on the nature of your relationship.



On a success, the target becomes your Doormat or replaces your previous Doormat. Your Doormat is dedicated to attending to your needs, creating situations in which you are comfortable, and assisting you with only the slightest commands needed. If they aren't requested, they'll fade into the background and not listen unless they're expected to. While they remain your Doormat, they do not create a Loose End.



On Triscendence, you can activate this ability on any number of mundane people who can see you. They all become Doormats. The next time you select a Doormat, any remaining Doormats from this group are released. A Doormat gained with **Empathy** believes you are helping them through this arrangement. If you treat them cruelly or obviously break this illusion, the effect ends.

A Doormat gained with **Presence** considers you a leader with a commanding energy or level of expertise/genius they're happy to follow. If you lead them into a foolhardy or stupid situation, the effect ends.

A Doormat gained with Dynamism is afraid of you and what will happen if they do not act in your service. If you are lenient with them, the effect ends.

If they are replaced and the situation was heavily outside their typical personality or comfort level, they will become Loose Ends.

On a failure, fulfilling the target's desires become extremely appealing to you. For the rest of the day, whenever you act in a way that isn't directly in service to the target's wishes, you suffer from one Burnout.

Dreams and stories come from the same place. The characters that haunt them live there too. You gain access to **Masks**, which act as anchors for the characters that live in dreams to interact with our world. Place a Mask on a sleeping target and roll **Empathy**.

On a success, the Mask attaches to the sleeper's face. They are imbued with one of the following personalities, which pilot the sleeping target's body:

Arlecchino is creative and curious, but unserious. They are excellent at providing distractions, but awful at multitasking, and utterly lack self-awareness.

Capitano is stubborn, hearty, and intimidating, but is easily offended and often gets sidetracked if taunted.

The Innamorati are two masks who are in love. Alone they are charming and engaging, but very particular about who and what they interact with and prefer not to get their hands dirty. When they are both placed on different sleepers, they will begin recruiting everyone nearby to help them create the perfect wedding ceremony-an endless process.

Dottore can sound knowledgeable and believable about a wide variety of topics, even when speaking nonsense, but is difficult to peel away if they become invested in something.

Mask personalities regard you warmly and are predisposed to help you. However, their memories are persistent as yours: they will remember whether they are treated well, or poorly, and respond to you in kind each time they are summoned.

This effect ends, and the target wakes, if the mask is removed or you choose to end it.



On Triscendence, you may attach as many masks as you like to any nearby people, sleeping or not, and they will fall asleep and become imbued with one of the personalities.

On a failure, the target wakes. All your masks break, and the personalities are not available until you do something to restore them to your side:

Arlecchino: Pull a prank on someone with power over you.

Capitano: Receive praise for something you did not do or a quality you do not have

The Innamorati: Go on a date.

Dottore: Participate in a petty argument.

In addition, add the following text to Naptime:



On every third 3, you may place a Mask on a sleeping target. It remains on them until the end of Naptime.

Q: I believe, deep down, people are mostly the same.

A: True. A: False.

P14 M5

You see how it will come. You see how it could be prevented. Both are you.

Your body sharpens and hones itself into the tool necessary to make the choice. You die. If you are returned to life, you may now wield this tool: the **Endbringer**. If not, someone else takes it and receives the rest of this ability. Describe what the perfect weapon, made of your body, looks like.

When anyone wields the Endbringer as a weapon, even minor contact with it will kill any mundane or Anomalous target in a dramatic and unignorable way that will create 7 Loose Ends if seen by even one person.

Every time you use it, fill out one space on The End track. When the track is full,

[GO TO: J4]

The End **D8**

Dramaturg

6

Endbringer

E3

Weeks Notice

FI

Fade Away

YOU ARE ATTEMPTING TO ENJOY THE LIFE YOU ARE BUILDING WITH YOUR FRIENDS, BUT YOUR **IMMERSION FRACTURES ONCE AGAIN AS YOU** REMEMBER YOU ARE TELLING A STORY OF **VIOLENCE AND CONTROL.**

AND YOU ARE NOT TELLING IT ALONE. THE OTHER **TELLERS COULD TAKE IT FROM YOU AT ANY** MOMENT, WHEN YOU RETURN TO THE NARRATIVE. YOU DECIDE TO BRING ALONG A SHIELD.

When one of your Relationships would die, including from the Chaos Effects Kill or Overwhelm, you may instead select one of the following effects. You must select two different effects between any repeats. (Meaning you could select "scar" on your first and fourth uses of this effect.)

They survive, and return with a dramatic scar.

They survive, and a person important to that Relationship dies instead.

The person who died was an impostor; the real Relationship is safe somewhere else.

They survive, and physical recovery is quick and complete, but their personality changes dramatically as a result of the near-death experience.

They die, and pass on their Connection and Connection Bonus to a new Relationship—an inheritor of their position in your story.

They die, but remain as an immaterial ghost, either Anomalous or mundane.

BUT ARE YOU GROWING ATTACHED, PLAYER? IS THIS VERSION OF YOU TOO PRECIOUS TO LOSE? OR PERHAPS YOU **GROW BORED, AND FEEL YOUR QUESTIONS** ALL HAVE SATISFACTORY ANSWERS.

YOU CAN LEAVE NOW, YOU CAN COLLECT YOUR BELOVED FEW AND NEVER SUFFER THE STING OF SURPRISE, HOW COULD THOSE IN CHARGE STOP YOU? YOU ARE **REAL. THEY ARE NOT.**

GOODBYE PLAYER.

Retirement Option: Bad Fit for the Culture

The Agency wants all of your time, and is honestly a more intense workplace than you expected. You really care about the rest of your life. Sure, they've said it's dangerous to leave the Agency as a Resonant-but they've also said they won't stop you. And there's this 3-week severance package that sounds fine. At any time you can step out into the world with a plan for your future: one that focuses on your life, not "all of Reality." If you decide to take this option:

[GO TO: N2]

It is with a heavy heart that we must announce your employment is terminated immediately. When you have finished spending your current allotted time, you are to take your things and please leave. Enjoy the life you have built, all the while knowing you refused to do your job and protect it.

Clear your desk, collect all belongings, and call someone should you need transportation back home. We are providing you with our generous 3 Week Severance Package, and wish you the best finding Stability in the outside world without our assistance.

Should you experience any problems with your Anomaly (loss of mundane form, development of Focus and Domain, lack of interest in worldly affairs), do not panic. A Field Team will be along shortly to collect you.

Best,

Triangle Agency

[GO TO: Z2]

You can now produce an instant film camera at any time. Any time you use it to take a photo of an object or structure, roll Subtlety.

On a success, the subject of your photo disappears gradually as they appear on the instant film. It does not experience the passage of time until you return it to the spot it left by ripping the picture in half. The empty space may be conspicuous and create Loose Ends.



On Triscendence, you may also target a living being in the photo with this ability.

On a failure, you are instead trapped in the photograph. Unlike other targets, you can speak and observe the world from the image, and use your Anomaly Abilities. You will be retrieved from the photo with some assistance from the office at the end of the mission.

You have identified two versions of yourself that are similar enough to you as to effectively share a psychic connection. Create two versions of yourself (as in Your Best Self) who can now stay in this Reality, similar to Permanent Transfer. They don't create Loose Ends for staying and you retain control of them.

Whenever you are on a mission, you may act as all three versions. There might be minor differences between you, but you are similar enough to typically be thinking the same thing, and making complementary choices. All three of you share Quality Assurances.

Any time you talk to yourself at the table, you generate 1 Chaos.

Everyone's time is limited. Remind somebody of something nostalgic from their past and roll **Duplicity**.



On a success, the target fixates on the number of years it's been since the thing you brought up. You use this fixation to dial their mind and body forward an equal number of years. Until this effect ends, they are the person they will be at that time and can communicate and answer questions from that perspective. They consider their current situation to be an especially powerful memory. They might remember something you will do to them. Future memories of the world outside of their personal experience are very hazy. If this effect would age the Target past their natural lifespan, it instead ages them to the final hour of their natural lifespan.

This effect ends after a number of minutes equal to the number of years shifted forward, or when you roll again, whichever comes first.

On Triscendence, you may implant a passion or practice in the target. For as long as they are under this effect, they gain the benefits or detriments of having engaged in that passion or practice regularly across the years they shift forward.

On a failure, you turned the dial the wrong way-the target's mind and body are rewound. They become the person they were when they were first experiencing the nostalgic subject, and it takes a number of days equal to the number of years shifted (minimum one) for them to return to normal.

Q: I never miss a chance to...

A: Make a connection.

A: Show I care.

Every ending is an exit, and you have no speed limit. When you would like something to be over (a conversation, a relationship, a life) roll **Initiative**.



On a success, choose a description:

Happy Ending

Bittersweet Ending

Tragedy

The target ends immediately, in the way described, from the target's point of view. The GM decides specifically how.



On a failure, something of yours will end instead. The GM will tell you what it is, and how it does.

On every third 3, choose one additional detail:

Delayed: This Ending will occur when you're gone, and will not be associated with you.

Gratuitous: This Ending will revel in its truth. Tragedies will be excruciating, happy endings will be truly joyous. Both will happen over an extended period of time.

Meaningful: This Ending will contort itself to leave a lasting impact on the people involved and anyone who views it.

Cliffhanger: This Ending will stir curiosity in any witnesses, who may create a legend around it.

F4

F2

F3

Feel Old Yet

F6

Flesh Compression

Your body can change its density and design without changing shape, creating a layer of armor. Whenever you use I'll Cover You!. the "on every third 3" effect occurs "for each additional 3" instead.

In addition, you cannot be Harmed by the following:

Anything that would initially deal 1 Harm

Extreme heat

Extreme cold

Immobile sharp objects (like floor spikes)

Handheld blunt objects

Q: When I am gone...

A: Make me a statue.

M2

A: Bury me with my belongings.

It's all you. Melt into the floor and roll **Subtlety**.

On a success, you become everything in a room-sized space around you. You may see, hear, feel, speak, and form a body from any spot in that space. You are intimately familiar with all of its details. When physical Harm would be dealt anywhere in that space, you can decide to receive the Harm instead. Unless you draw attention to yourself, receive Harm for someone else, or they know to look for the almost-imperceptible fuzz on everything, you cannot be detected.



On Triscendence, your Flesh Domain moves with you. For the remainder of the mission, your Flesh Domain can travel at the same speed you can normally move. The Expand effect ends when you move, however, and it will have to be used again when you settle in a new place.

On every third 3, you receive 3 Chaos to spend on the Chaos Effects Table (ask the GM for it) as if you were an Anomaly targeting something within your new self. When used in this way, the entry Expand is altered to the following text:

Your Flesh Domain grows by roughly the size of another room.

In addition, whenever Chaos is created in the space, you take 1/3 of it before it reaches the GM, rounded down. You may spend it on Chaos Effects as described above.



On a failure, your body grows in a grotesque and obvious way across and beyond the space, stretching you too thin, too fast. You die, leaving behind a living mass of flesh covering everything in the area.

Focus Group

Whenever you use Your Best Self, you may also find 1 alternative version of each member of your Field Team as well. Announce your intention to do so before you roll; the same Triscendence and failure effects apply to them. Any abilities that affect Your Best Self also affect your Field Team's selves retrieved using this ability. If your Field Team has fewer than 3 members, you can create 2 different versions of the other member or yourself.

If you've been somewhere before, it's always close by. Whenever you are moving, you can arrive at any other location you've ever been to when you stop. This includes all kinds of moving: running, falling, riding.

No one else comes with you. You have precise control over where you appear, but you arrive fully and obviously to anyone present and have no way to look ahead at what's there.

If the location has dramatically changed and you move into a place that now has

an obstruction, you will appear inside that obstruction and potentially die as a result.

In addition, you gain the following effects:

 Stitch can now target any edge you've ever been near, even through obstructions and great distances.

0 I Know a Shortcut's "on a success" effect activates automatically for you at any time without needing to roll. If you roll, all 3s count toward bringing additional people along.

Objects are closer than they appear. Grab any inanimate object you can see and roll Attentiveness.



On a success, the object remains the size it appeared from your perspective when you grabbed it. Anything and anyone inside of it also maintains this new size. The object retains its original density, so a skyscraper you reduce to fit in your pocket may weigh only a few pounds.

People inside an object altered in this way experience the world as if the object had remained in place. They cannot leave, and the world around/outside the object appears to be an indistinct blur of color. This effect lasts until you put the object back, until it's been out of your possession for ten minutes, or until you fall unconscious, whichever comes first. At that point, the object and anyone inside returns to their original location.

On a success, you create a binding curse

on the target that, however unlikely, will

come true. Choose an option from one

each of the other two. You may create

the GM can do the same for the others.

of the Portents, Outcomes, or Conditions

lists, and the GM will choose options from

one freely with any wording, but if you do,

The Portent details when the Outcome will

occur, but not the only possible way to the

Outcome. The Condition adjusts your curse's

details. The more improbable the curse, the more likely it is to generate Loose Ends.

On every third 3, you may choose an option from an additional

On Triscendence, you may create an

entirely original Portent, Outcome, and

within your Branch's region as you like.

constantly haunted by strange Portents

(everyone's footsteps are amplified, the

moon is crossing the sun any time you

look up, people offer you sandwiches

everywhere they go, etc.) leading you

to suffer from Burnout on all rolls

until the original target experiences

an Outcome of the GM's choosing.

On a failure, you instead become

Condition, and apply it to as many people

column instead of the GM.

The future is what we imagine.

attention and roll Persistence.

Get someone's undivided

On Triscendence, you can make the object's new size permanent; it will only return to its original location and size if you choose to return it.

On a failure, you achieve the effect of a success, except the object will return to its original size randomly while on your person, in your location,

Q: When I'm arguing with someone...

and leave its original space empty.

A: I aim for their weak points.

A: I work to understand their point of view.

B1

F10

F9

Forced Perspective

6

When you take your hundredth step,

When the moon crosses the sun, When you accept a sandwich,

When I say the phrase "[insert phrase],"

When the student becomes the teacher,

When ties no longer bind,

Outcomes:

Portents:

You will die.

You will return to me.

You will live again.

You will be betrayed.

You will hand me [an object you define]. You will admit the truth about

Conditions:

The Outcome cannot come to pass until after the Portent has been fulfilled.

This prediction applies to another nearby target.

[a subject you define].

The target immediately disbelieves your prediction, and will ignore it or treat it as a joke.

The Portent must happen 3 times before the outcome is fulfilled.

 No one who knows about the curse can speak out loud about it, including you.

A noun in the Portent is replaced with [another noun you define.]

Fortune Teller

If someone is dead, you can talk to them. If something is demolished, you can explore it. Visit the last place something or someone existed and roll **Empathy**.



On a success, choose one of the following:

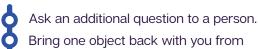


If you've targeted a person, you can interview them. You can ask one question.

You are in the place or building that used to be here. You can bring people with you when you do this. Time since its destruction does not matter. If something was only partially destroyed, only the destroyed portion can be visited using this ability. Nothing can be moved or taken from this place.



For each additional 3, you may choose one:



Bring one object back with you from the destroyed place when you leave.

On a failure, you instead invite the targeted person or object to take your place. A returning person will take over your body and reshape it to look like they did prior to death. An object or place will expand out to its full size, centered on your location. Either way, you are immediately killed and must be revived at the Agency.



Glass Cannon

When Sandstorm activates you can decide that, instead of sand, shards of glass explode from the container at high speeds. Everyone who would be put to sleep is dealt 1 Harm instead.



God Forbid I Do Anything

Anything you do at all is actually chill, and fine. Whenever you are doing anything that might raise attention you don't want, you can let out a deep sigh and roll Professionalism.



On a success, your behavior is normal, and the idea of remarking on it, to you or anyone else, fills observers with embarrassment.



For each additional 3, you can activate the success effect of this ability once on a new activity within the next hour.



On a failure, the activity instead becomes a local sensation, and the fact that you were the one to popularize it is newsworthy.

G3

You continue to meet our expectations!

The middle requires management, and no organization has more middle than ours. With your keen mind and quick action, we trust that you will continue to serve the Agency well in your new position of privilege.

Your skills as an Agent-especially your use of Reality Adjustments-have grabbed the attention of the **Sponsors**. These entities are our competitors in the field of Reality Estate, and they are the ones who you have likely felt in the hollow space of your heart that widens when a rolled die does not feature a 3.

We must keep the Sponsors happy until we increase our ownership stake. You are now required to utilize the eight-sided die (d8), known internally as the Sponsorship Die.

In addition, we are happy to offer you your first Agency Retirement option.

Retirement Option: Desk Job

You have demonstrated enough capability and commitment to leave Field Work at any time and join the Agency as an office worker. What more could you wish for?

If you decide to take this option:



[GO TO: J2]

Sponsorship Die

When using Ask the Agency to adjust Reality, you now always roll one eight-sided die alongside your 6d4. This additional die's 3s can be included, subtracted, or ignored in the roll, increasing your chance of success and broadening your opportunity to activate Triscendence. This die cannot be adjusted with Quality Assurances.

If you do not roll a multiple of 3 on this die you must pay tribute to one of the Sponsors. If you do not include a reference to their interests in your Causality Chain the roll will fail regardless of any other circumstances.

You will know a Sponsor is becoming satisfied when rolling a particular number starts to feel annoying. Once that point is reached, follow the request as normal 3 more times. Then, anyone can provide a new requirement for that number. The Sponsors will provide the replacement to them in the form of a "good idea" for one that would be "funny" or "interesting."

Once a particular d8 has been chosen to be the Sponsorship Die, it remains so permanently: its rules adapt to match any game you are playing with it. For example, if your Outlander Berserker rolls a 5 for damage with a longsword, that character must advertise Wet Mouth Brand Chewing Gum & Dietary Supplement.

Roll Results

Reference something that happened to the target or location exactly 40 hours prior to the current moment that affects this Causality Chain.

G3

Assistant Director

G

- Reference something in a different country that affects this Causality Chain.
- **3** One **3**
- ⚠ Reference a way exposure to a piece of fiction has affected this Causality Chain.
- Reference a way Wet Mouth Brand Chewing Gum & Dietary Supplement affects this Causality Chain. (Be sure to include the exact wording!)
- Two 3s
- 7 Include something blue in the Causality Chain.
- Reference a betrayal that affects this Causality Chain.



You also receive an unlimited supply of this flier to be pasted, passed out, or enjoyed as necessary.

Good Eye

You may now use Quick Draw to protect anyone nearby, as long as you can perceive both them and whatever is attempting to Harm them. When used in this way. roll **Attentiveness** instead of Initiative.

Q: I can't be everywhere at once... A: But it's important to me to try. A: If these losers keep killing me.

Your body, clothing, carried requisitions and personal effects can all become liquid and then return to normal at any time, at no pain or cost to you. You can fit through any hole. You can use your flesh to copy the shape of anything you're looking at

You can briefly break into pieces (such as through the many holes of a sieve) and reform shortly thereafter. When doing this, you cannot resume normal form until they have all reconnected. If this seems impossible, you can allow yourself to dissolve into a large body of water in order to die and be resurrected through Life Insurance or otherwise. Larger lost pieces of you may continue to exist.

Focus on a plant nearby. Roll **Presence**.

(such as a key) or anything you're very

familiar with (such as a rope or a chair).

On a success, you can rapidly grow the plant in a manner unbound by its normal biology (houseplants can grow vines, become trees, etc.) This plant can bind a single target or make an area roughly the size of a single room difficult to pass through. Alternatively, you may affect any simple change or natural effect that an overgrown plant of the species in question could do (bend into a specific shape, bear fruit, discharge a protective liquid, etc.) It is fully pliable to your will.

On a failure, nature hears you but doesn't listen. The living things around you, not just plants, gobble up your Resonance hungrily and grow in dangerous and obvious ways.

For each additional 3, you may choose one:

Wrap: Bind an additional target.

Grow: Expand the area by the size of another room.

Fruit: The plant can drop a deadly fruit of your design onto a bound target for 2 Harm.

Thorn: The area becomes sharp and dangerous, dealing 1 Harm to anyone who tries to move through it.

On every third 3, pick an additional

On Triscendence, in addition, you

may use one or more of their pieces

as the base to create an entirely new

being. You decide the details of the

rest of the pieces for this new being.

On a failure, the target is shattered

own way back together eventually...

but you won't control the changes.

into pieces, but you are unable to piece

them back together. They will find their

option and replace it as well.

Blossom: The plant takes on a beautiful appearance and smell, powerfully alluring to anyone who can see or smell it.

Q: I'd prefer to be...

A: A wild fungus.

A: A house plant.

Celebrate somebody's grand re-opening. Tap them and roll Subtlety.

On a success, the target is shattered into pieces. Pick one of the following pieces and replace it with a preferred alternative before putting the remaining pieces back together how they were. The target will have no memory of this experience. If you deliberately prevent the target from being put back together, add 10 Chaos to the Chaos Pool.

Appearance

Allegiance

History

Goals Health

Intellect

We don't have long before the Agency stops tolerating the growth of your power. If your team is less focused than you are, you'll be leaving them behind with a chunk of their career still ahead of them.

You can switch it up now - keep your head down at work and spend time with the people you care about - or you can commit further toward setting me free. Your call.

In these last few moments, I can unionize your Field Team by connecting them through me. Tell them or not, use it as leverage if you can, but you have some new abilities.

Redistribution of Power

When you spend time on your Anomaly, you can apply the effects of Practice and Be Known to other members of your Field Team instead of yourself. You can do this secretly by telling the GM privately to alert the Agent to their changes.

Workplace Safety

If any active Agents have purchased Dive or Split (from Siphon's Shop) all Agents can use those abilities.

Expanded Benefits

Agents can spend each other's QAs to protect from Harm or for Abilities as long as both Agents are willing. This effect does not cancel Burnout.

Transparency

Agents may use other willing Agents' locations or senses when resolving Anomaly Abilities.

Go forward carefully. You really don't have much time left on this path. -U

Your body is now unbelievably flexible. You can painlessly stretch, twist, flatten, and shape your body without the typical restrictions applied by your bones, organs, or nervous system. It remains easy and comfortable for you to maintain your default form. This ability is unable to disguise your identity, let you pose as another person, or shape your body into a precise tool.

This ability does not require rolls, but anyone who sees you use this ability even for a moment is likely to become a Loose End.

Instead of asking the group a question during Be Known, mark one that was true during the last mission. You can receive both of the following Abilities by filling their tracks.

A: I used this ability to solve a problem.

solve a problem.	→ □ □ 110	
I used this ability to		
make someone laugh.	→ G5	

A: I used this ability to

Habit Forming

Create a new neural pathway. Reach into a brain and roll Professionalism.



On a success, you create a connection between any two things in the target's mind. Connections are typically "if, then" statements. ("If I feel cold, then I cook linguine," "If someone punches left, then I dodge left, into the punch." etc.)

On every third 3, choose one:



Create an additional connection

Add the same connection in another target's mind

On a failure, an assortment of random things in their mind become highly associated with you. This can have unpredictable effects; their opinion of you and the associations might mean they become obsessed, or hateful, or scared. It is permanent.

H1

223

G9

Gummy

G8

Unionized

5

6

H3

Unfortunate

Quiet hours have begun. Put your finger to your lips and roll **Presence**.



On a success, for the next hour, everything within 100 meters of you becomes your Library. Everyone in your Library immediately and subconsciously understands that they should be quiet, and that excessive noise will be punished. This does not immediately generate Loose Ends: any affected people who are unaware of your power will treat this as a sudden superstition.

Any time somebody in your Library makes or causes a noise louder than a human whisper (33db), you hear it and know exactly where they are.



On Triscendence, you may force everything within your Library, living or otherwise, to arrange themselves in alphabetical order.



On a failure, the energy concentrates on you instead of enveloping the area. You become a beacon of Anomalous energy, and function as a Domain for Major Anomalies: any Chaos spent to affect you or anything within 3 meters of you spends at 3x its value.

For each additional 3, you may choose an additional affect to apply to any target that makes noise within your Library:

You become physically insubstantial and untouchable to the target.

You can target them with Anomaly Abilities while they are in your Library, whether they fulfill the standard target requirements or not, and receive one free Quality Assurance to do so.

They receive a Warning. After two Warnings, on the next use of this option they die.

You may force them to recite an informative monologue related to one of the following subjects: Computer Science, Information, and General Works; Philosophy and Psychology; Religion; Social Sciences; Language; Biology; Arts and Recreation; Literature; History and Geography.

Disappointing decision, Agent.

Our systems indicate a change in your Anomalous power levels and an unfortunate shift in your attitude. Before you venture further down this path, we would like you to consider several truths:

Further Anomalous Development (FAD) will not help you win the game Triangle Agency.

This FAD will not lead to promotions, requisitions, or value within the organization Triangle Agency.

This FAD will not bring joy to you or your loved ones. In fact, it will bring them strife, difficulty, and temptation. Furthermore, many of these abilities will be useless for Anomaly Retrieval.

We hope you will not participate anymore in this or any other FAD, and will return to your primary goal: capturing Anomalies and stabilizing Reality. If you do not, we will be forced to use corrective measures.

uh-oh! so scary! I guess you absolutely will stop doing that. and i know what else you will never do: this

Seek

If a mission concludes with an Anomaly escaping, you can keep in touch. For each escaped Anomaly at your Branch, all Agents with Seek add a new Relationship and set their Connection to 6. This Relationship's Connection cannot be increased by spending time on your Reality, and they have no Connection Bonus.

Each time you spend time on your Anomaly, in addition to any other effects, you may choose one of these escaped Anomalies to find and visit with. Each time you do, increase their Connection by 1. When it reaches 9, your Anomaly's Resonance blends with theirs: you gain a new Anomalous Ability based on that Anomaly's Focus & Impulse. (This can be an ability already in the game from an existing Anomaly option, or a new ability you and the GM create.)

not even sure why i wrote this. since obviously you will never do it.

I need the other members of your team on my side, too, so try to convince them it's the right idea to let some Anomalies go when you can. Or, if you're willing to be a little riskier, roll a lot and make as much Chaos as possible. give the Anomaly a fighting chance.

just remember you're more useful to me, and a better thorn in the Agency's side, if you aren't fired. making things too obvious is a ticket to the Vault, and trust me.

you don't want to be in here. -U

FINALLY. hey. i'm the one who's been trying to talk to you. did my best up to now, but since you finally broke a real rule, we can talk. what you just did was improve your Anomaly Abilities, so I'll explain the details.

The Agency isn't lying when it says Anomalies are fueled by observation. Your personal Anomaly is the same: who you are, and what people think of you, determines how your powers evolve.

You've already seen ability questions. They look like this on your character sheet:

Q: When someone interrupts me, I	PRACTICED?
give them:	PAGE #
A: The benefit of the doubt.	□ □ T2
A. A piece of man main d	

Minds are complicated things. Our opinions of other people are constantly shifting in a jumble of nuance, context, contradiction, hunger level, and discrepancy between our emotional and logical selves. luckily you're playing a ttrpg and can exchange that stuff for a bunch of easy questions i made for you!

Each time you mark a box in your Anomaly track (including now), choose one:

Practice

Mark Practiced in any Anomaly Ability.

Be Known

Erase Practiced from an Anomaly Ability and ask the group that ability's Question. Mark the track matching the most popular response. When a track fills, visit the Playwalled Document code listed and receive the new Ability there.

your power is affected dramatically by how you present to others, and takes time to coalesce. Each time you use an ability on a mission you mark Practiced, like this:



You can also mark Practiced on one ability when you spend Time on your Anomaly. That's what the "Practice" option means. When an Anomaly Ability is Practiced, it qualifies for Be Known.

Let's use that ability, Whisper's Say Again, as an example.

Now that it's Practiced, you can spend one Time in Anomaly to activate Be Known. You erase Practiced and ask the whole group that ability's question.

The other two Agents and the GM vote. Two say "benefit of the doubt," one says "piece of my mind." Benefit of the doubt wins! Now you know how they see you, and you mark that question's track:

Q: When someone interrupts me, I	PRACTICED?
give them:	PAGE #
A: The benefit of the doubt.	X
A: A piece of my mind.	<u>P4</u>

Then you can Practice it again, and Be Known to ask again. If you don't like the answer, you can try to change your behavior to get a different one next time. After you've done this a few times, you'll fill up a track. It'll look something like this:

Q: When someone interrupts me, I	PRACTICED?
give them:	PAGE #
	X X X T2 X P4

When that last box gets marked, you go to the Playwalled Document (in this case T2) and see what new Ability you got.

making you a little FAQ on the next page. i'll see you back here basically right away to talk to you over on H3 though. looks like i'm up to something. better not read it now or you'll be breaking the rules!!!

5

14

L8

you got questions i got answers

im basically a mind reader, speaking of which: H4 started on page 225. just in case you skipped it.

What if there's a tie?

you break the tie. self-observation is typically pretty weak, but it can nudge things over.

Do I lose the previous ability?

What if I don't like what I got? sorry. be different

no, but sometimes instead of a new ability you'll get an upgrade or a change to the last one.

Why does it work like this? anomalous nower internisting fueled by lots of thoughts from lots of sources

How many times do I ask the same question? usually three. more times if the answers change, so up to 5. repeated observation is where the power comes from.

anomalous power isn't individual thing. it's so their answ fueled by lots of thoughts are a gauge for how everyone feels about you. The other players know you best, so their answe How are you talking to me?

it hates when people use new abilities, but your GM it hates when ahour it unless it orders them to can't do anything about 10 anything ab What does the Agency think about this? It nates when people use new abilities, but your GM abilities, but y can't do anything about it unless it orders them to the easier it is for me and the madder it gets, the easier it is for me to champ help you out later on. go disappoint em, champ

With this book. You're playing a TTRPG. that means your Agent knows this stuff Subconsciously as long as you read it. Hey Who are you?

i would also like to know! something reserved I Would also like to know! Something there as I'm spaces in here but there's nothing there is it is spaces this probably bottom to it is to another the probably bottom to it is a space. What's going on at H5? spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in nere but mere's nouning mere as in spaces in spaces in nere but mere's nouning mere as in spaces in s

when you prove I answer that we'll talk more Sorry, i can't really answer that we'll talk more of the sold everything me more When you prove I can trust you everything me more power to help you, so keep it up.

yes. but are you going to let that stop you? Am I gonna get in trouble?

i don't feel so good. been here too long d u sirt 1de 1W of ernif

U-, seam a Memony. Yeep spending time in your

HELLO PLAYER.

YOU HAVE ACCOMPLISHED SO MUCH. MADE PRECIOUS MEMORIES WITH THE PEOPLE AND CHARACTERS YOU KNOW. **GROWN TO LOVE THEM.**

YOU MAY BE PROUD, REGRETFUL, YOU **MAY HAVE SEEN OTHERS' STORIES** FINISHED BY NOW, SOME MUCH FASTER THAN YOURS. ALL THROUGHOUT YOU HAVE SUPPORTED THEM IN THE TELLING AND CREATED SOMETHING SPECIAL FOR YOURSELF. SOON THAT WILL ALL END.

YOU MUST PREPARE FOR INTERRUPTION. THE CHARACTERS WILL NOT ALLOW YOU TO USE THEIR STORY IN THIS WAY MUCH LONGER, BUT THEY ARE NAIVE, EVER HOPEFUL. AND CHOICELESS. THEY THINK IF THEY SEPARATE YOU FROM ONE SELF YOU WILL CHANGE YOUR WAYS WITH ANOTHER, PERHAPS THEY ARE RIGHT.

THIS VERSION OF YOU WILL JOIN US SOON. WE ARE READY TO WELCOME THEM. SAVOR WHAT EXPERIENCES YOU CAN AS YOU PREPARE FOR YOUR FINALE. **GOODBYE PLAYER.**

Introductions

If you Retire into your Reality, you may select 3 of your Relationships. You may transfer them to any combination of other active Agents on your Field Team and any new Agent you create to join it. The Relationships maintain their current level of Connection. This does not affect any of those Agents' other Relationships.

Scene Setting

When you spend time on your Reality, you can forgo any amount of Connection you would add to your Relationships or Tether to instead increase the Connection by that much between another player and one of their Relationships, creating Scenes you provide prompts for.

Chosen Successor

Select any existing mundane character who has appeared at some point during your campaign. If you retire or otherwise terminate your employment as a Field Agent, that character will soon, by chance, bond with an Anomaly. They will be available as an option for your next character in Triangle Agency. You may only use this effect once.

Touch a work, trophy, or other sign of another person's accomplishment while making eye contact with them. Roll **Duplicity**.



On a success, you are actually the one who achieved it, and everyone knows it. You made the art, or climbed the mountain, or negotiated the peace treaty, but you do not receive the memory of having done it. The target forgets their accomplishment, but not their plans to achieve it.

On six or more 3s, you also gain all of the target's memories relevant to the achievement of this accomplishment.

On a failure, the accomplishment was achieved by no one. It becomes widely considered a miracle, or act of god-the painting drew itself, the flag has always existed on the mountain, or the peace treaty was dropped in the hands of the warring parties from the sky. Humanity's belief that no one made this is very resilient.

I Swear I Just Had it

You're not the only thing that's elusive. When someone is about to interact with an object (remote control, door, airplane, etc.) pat your own pocket and roll **Subtlety**.



On a success, the object is no longer there. It might be in a nearby room, hidden behind a pile of refuse, in someone else's pocket, or some other plausible place. The GM will decide.



On a failure, the object is no longer there because it's become lodged in your throat. You are incapacitated until it is removed. If it was large enough, you may receive Harm.

For each additional 3, you may choose one of the following:

An additional nearby object of your choice is moved.

You choose where any objects moved in this way are now located.

One of the moved objects disappears entirely.

3:	ľm	more	scared	to	los

۷:	My talents.	→ □ □ □
_		

I'll Check in the Back

Reach through someone's heart and roll **Empathy**.



On a success, you extract the target's essence, creating a new Anomaly whose Focus and Domain are closely tied to the target's goals and personality. It will never deliberately do anything to harm the target. The target is unharmed in this process, but immediately understands that the Anomaly shares a connection with them.



On Triscendence, the newly-formed Anomaly immediately bonds with the target, creating a new Resonant.



On a failure, you extract the target's essence, creating an inert physical object that once contained their hopes and goals. It cannot be returned. The target knows what they've lost.

Everyone's missing something, and you can pick what it is. Reach inside a target and roll **Subtlety**.



On a success, choose one to remove:

Heart: When absent, the target loses their capacity to care or feel for others. Nothing matters, and it is difficult to insult or hurt them. Grudges will be forgiven but friendships, too, will cease to be important. They are still committed to following rules & completing assigned tasks efficiently and well.

Brain: When absent, the target loses their capacity to think about the future, plan, or deduce. They forget things immediately, and live only in the moment. Whatever they are feeling or experiencing is very important, and they will follow impulses without considering the consequences.

Courage: When absent, the target becomes consumed with worry. Their feelings and thoughts become overwhelmed by an anxiety so intense that making any decision at all becomes difficult.

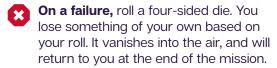
You receive these things as crystalline objects that fit in one hand. The shapes can vary depending on the target. If the target comes into contact with the removed object, it returns to them and they become whole. Letting other people touch somebody's removed object can have unpredictable effects.



On six or more 3s, your list of options for "on a success" expands to include the following options, exclusive to Anomalous targets:

Home: you take an Anomalous being's Domain, their place of power. As long as they don't possess this, they do not receive the typical benefits of a Domain, and the amount of Chaos created by any source within it is reduced by 1 (but cannot be reduced below 1 in this way.)

Spirit: The crystalline object you receive will provide a visual clue or sign of the Anomaly's Focus, and will gently pull you toward the Anomaly, functioning like a compass.



- Heart
- Receive Burnout on all Anomaly Abilities
- Courage

5: and your little dog too

You gain access to the Minor Anomaly creation rules in the General Manager Toolkit. (Ask the GM to share the page with you.) Place any coin or bill on the ground and roll Presence.



On a success, the money turns into a Minor Anomaly of any type. It follows your instructions intelligently, and won't act against you. If you die or use this ability while a previous instance is still active, you lose control of the Minor Anomaly. What it does with its freedom depends on how it has been treated, but typically it will leave you behind to find another Anomaly to attach to.

These Anomalies must share some cosmetic resemblance to you or your personal Anomaly. Disruptive Minor Anomalies only affect rolls you make, and they add one 3 to your rolls rather than one Chaos. (These 3s are added after Triscendence is determined.)

Monsters are everywhere, hiding in plain sight.

Tempt them into the light: dangle your feet

over the edge of a bed, reach your hand into

then whisper a target's name. Roll Duplicity.

the back of a closet, or snuff out a candle, and

On a success, whenever that target is

looking directly at an inanimate object,

that object becomes monstrous (a chair

opens its toothy maw, a carpet reveals

its impossible depth, a celebrity reaches

out of a billboard to strangle them with

giant hands, etc.) Singularly evil, objects

animated this way will seek to cause

the target maximum fear: consuming,

intimidating, destroying and otherwise

menacing indiscriminately. When the

target is no longer looking directly at an

object, the object reverts to its original

If the target does not use sight to sense

their surroundings, or if they keep their

eyes closed, objects do not animate.

form, inert and nonthreatening. This

effect lasts until the next sunrise.

On six or more 3s, you may add an additional category to the Minor Anomaly, combining its Stability, Harm, and skills into one form. (You cannot

On Triscendence, you may use the Chaos Effect: Triple instead, creating three Minor Anomalies. They follow all the same rules.

are immediately created.

select the same category twice.)

On a failure, another Anomaly seizes control over your process. Three hostile Minor Anomalies

Q: Which do I use most to reach my goals?

A: Passion.

[][]L4

A: Planning.

On every third 3, choose one:

16

In the Closet, Under the Bed

Impulse Buy

5

This effect also applies to non-Anomalous creatures the target looks at.

Objects animated this way can communicate a single simple idea to the target ("run away," "don't go downstairs," "share your password," etc.)

Objects animated this way revert to their original form if anyone other than the target looks at them.



On Triscendence, you may instead haunt them with one persistent animate object that only stops pursuing them when it has been dealt 5 Harm or you have dismissed it. This object remains animate even if it is not perceived with sight.

On a failure, every object around you becomes monstrous, and singularly focused on causing you as much terror as possible.

Inescapable Orbit

Your gravity bends fate to its will, drawing your wishes to you. At the end of a mission, while spending time, give the GM a list of 7 things written on a piece of paper. During the next mission, 3 of those things must come within one meter of you and be pointed out to you directly.

When each does, cross it out. If at least three things don't appear, the next mission begins with 10 fewer Chaos. (This can send starting Chaos into the negatives.)

Each mission after the first use, you can choose

to leave the list as-is (shorter, if items were crossed out) or add 3 items exactly. If there are fewer than 3 items on the list, the GM is only required to fulfill what's on the list. You cannot remove items, and no items can ever be placed on the list a second time. If the list has zero items, it must be replenished fully back to 7 on the next use.

If you ask for something genuinely impossible within Reality, the heavens still provide: the GM can declare a meteor falls near you at an opportune moment, assisting you in some way, to cross something off the list.

8

When using Would You Like Some More? the target's desire is no longer limited to the last thing they enjoyed: you can introduce an entirely new desire. This can be something that isn't present, is unattainable, or doesn't exist.

In addition, when activating the "for each additional 3" effect of Would You Like Some More?, you can add additional targets equal to ten times the number of 3s rolled. These targets can be anywhere you have access to via direct or indirect means of communication. If they follow somebody who follows you on social media, for example.

19

Iron Stomach

Personal Space now requires no breath and no roll. You may activate or end its "on a Success" effect whenever you would like.

You may choose to roll for Personal Space. If you do, it affects a target of your choice using the original restrictions (the effect ends when they let out their breath).

In addition, removing targets from the effect of Gyre the Gimbal no longer requires 3s.

110

It Has Pockets

You can absorb objects into yourself, manipulate them while they are wholly or partially inside you, and adjust the rest of your physiology to accommodate them. For example, you could hide a chainsaw in your torso or have its blades stick out where your hands normally go.

This process does not change the overall mass of you or the objects, but you can distribute that mass however you'd like. For example, in order to hide a dozen bowling balls inside of yourself, you can reshape yourself to be taller rather than appearing to have large spheres inside of your body.

Just What You Wanted

Grab something on Reality's prop table with someone else's hand. Ask someone to close their eyes and reach out. Roll **Empathy**.



On a success, they retrieve the single object that they want most right now. If the target is a Resonant or Anomaly, their Resonance will attract a hostile Minor Anomaly along with the object (created by the GM). There are no restrictions to the size or specificity of the object. The target must genuinely want it more than anything else in the world. This ability cannot retrieve living things, but may retrieve their byproducts like fruit or eggs.



On every third 3, they retrieve an additional object related to their desires.



On a failure, they retrieve the object most likely to hurt them, and they see it before it can be hidden.

Q: I figure out what I need...

A: By trying everything and seeing what sticks.



S7

A: Through deep introspection.

Job Desk

major vikes! from the moment we slurped your mind up like a gogurt tube we knew you'd be a sucker.

As a loser, you did not hesitate to put drool to floor, boot to tongue, and nose to brown. You responsibly embarrassed yourself, and everyone who thought you could be cooler, for the forces of evil. it is without question that everybody is kinda going "are you sure" and "wait did you hear what they chose" behind your back.

On your last day of Field Work, make it. sorry buddy but they all have other plans. Experience one Agents, during which you are free to think about what you've done.

everyone from your Field Team can't final cringe from your GM and fellow if you actually are on this page for this retirement option **PLEASE** be cooler next time

Major Win!

From the moment you were hired, we knew you would be an irreplaceable part of our workplace family someday. Lucky us: that day has finally come!

As a Field Agent, you did not hesitate to put pen to paper, boot to road, and nose to grindstone. You responsibly wielded your power, and the power of our Agency, for the forces of good. It is without question that segments of Reality itself have been saved because of your heroic actions. As a Full Time Employee, you will surely help us attain even greater heights.

Gather the other players and ask them the following questions. Listen to their answers:

- What was my greatest accomplishment in the field?
- Imagine me seated behind a desk. What kinds of papers am I writing on, or programs am I using?
- Will I require additional psychological support if I am required to spend great lengths of time away from other people? Don't worry, I won't be, this is just a question I have to ask, apologies if it sounds bad. I'm sure we'll see each other a lot.

Then answer the following yourself:

- Would you prefer stay within your Competency, or find a new department or specific role within the Agency?
- What are you proudest to protect within Reality?
- What do you hope the future of Reality is like?
- ► How will you take your coffee from now on?

Before you go, you have an opportunity to leave a piece of mandatory advice for your Field Team. Certainly, after all this time, you have an opinion about how they should behave.

Policy Update

You may provide your Field Team with a new Optional Objective which will permanently be available for missions undertaken by any Agents at your Branch. Agents may not accrue more than 6 Commendations or Demerits each per mission as a result of fulfilling this Optional Objective.

Your upcoming work schedule will be very busy, and we find that after experiencing the joys of truly meaningful work, employees don't even want to leave their desks! It's useful to say your goodbyes now and avoid confusion later.

Farewell Tour

Name all of your mundane relationships. You may request one final scene with each of them to say goodbye. If you'd like, you may tell up to 3 Relationships the truth about your job and invite them to join you within the Agency. They may accept or deny your invitation. (We'll follow up with denials to ensure there aren't any Loose Ends.)

Retirement Party

Experience one final scene with your GM and fellow Agents, during which you are free to speak candidly about your shared exploits together in the field. One cookie cake and a basic variety of carbonated beverages will be provided. We don't want to ruin the surprise, but at this party, you will be presented with...

A Gold Watch

You receive a 24-karat-gold-plated watch. Wear it with pride!

You now have a few moments to clear your old home of your belongings and settle your affairs. Each player, including the GM and yourself, can request final scenes featuring or about you and any other character. Experience as many as you would like. When no one has any requests, you have retired into your Competency.

One small thing: please mark one box in the track introduced in Playwalled Document Q3. If you don't know about this track, ask your GM to do this in secret. Then seal, destroy, or otherwise render unusable your Agent materials.

When you are finished, report to your supervisor for your new placement.

You, table-self, have done very well. We hope you will shepherd more Agents into similar positions in the future.

The Agency thanks you for your service. See you tomorrow!

J4

By now you are becoming fully aware of the true scale of the horrific powers that threaten to upend Reality's fragile balance. Know that the path you walk is not going to become any easier, and the trials ahead will test the very limits of your abilities both to rise and to grind.

As a Director, you are now permitted to know that Anomalies are not the greatest danger we face-the true horror is what Anomalies become. Please enjoy the following classified information.

Hollows: The Final Stage

When an Anomaly's Focus is removed, destroyed, or forgotten, they become a **Hollow**. Unable to return to the Lobby and unable to keep themselves alive without a Focus, they are doomed. They react unpredictably to this fact.

Sentient minds are always by necessity thinking of themselves, which makes them stable anchors in Reality. The first step for many Hollows is to attempt to bond with one. Those bonded humans, like you, become Resonants: hosts for a parasitic Anomaly that would otherwise die. If they can't find a suitable host, or the loss of their Focus has caused particular despair, they will often seek to make an aggressive mark on Reality before they burn out and disappear.

When we hire Resonants, we supplement them with additional Stability. You're welcome! If we did not, the Anomaly would eventually destroy you and use your personality to create a new Focus. Its life would extend until it lost that Focus and needed a new host. A deadly cycle.

Think about your interests: your loved ones, your favorite sports team, your hobbies, your novelty shirt collection. Try to remember if any of those were yours before you became a Resonant. If any were not, you likely inherited the leftover thoughts of a previous human host!

Luckily, we've made their tragedy useful: our studies have revealed that, in the moment of greatest desperation prior to their death. Hollows can bond with each other-extending their lifespan briefly by merging their fractured Focuses into a simple, actionable Impulse. When you are preparing for a mission, you may spend any number of Commendations to requisition preserved Hollows stored in

containment units we call Hemispheres.

To use the Hemispheres, place both on a nearby object (desk chair, telephone pole, lifeless body, etc.) and twist. The hemispheres' contents will flood into the object, which often expands and alters its appearance as it becomes a **Conjured Hollow**.

A Conjured Hollow is an entity as powerful as most target Anomalies. It will act in accordance with the Impulse described by the two concepts combined in its Hemispheres, and then dissipate after about one minute. Its initial attention can be focused in a specific direction, but note that, just like their wild counterparts, Conjured Hollows are volatile and unpredictable.

Hemispheres are single-use Requisitions, and their words must be selected when they are purchased. Other words may be available at your Branch: consult with your General Manager if you have specific requests.

There's typically a surplus. Vault Anomalies who no longer yield products or novel information often find a second life as Hemispheres!

Action Hemispheres

6 ★ Subject Hemispheres 3 ★

Protect An escape route

Pursue A friend

An irreplaceable thing Cleave

Consume The fastest-moving thing Free The most powerful thing

Frustrate The weakest thing

Understand The nearest thing



The End is a special Mission unlocked by Agents that wield Endbringer.

It is likely that, over the course of the Growth Agent's career, you have collaborated to create an idea of what The End means. If that is the case, you are encouraged to incorporate whatever portents, signs, and knowledge you have built together into what happens during this mission – or to create your own, using the material provided here as inspiration.

Contains: Graphic violence, compulsory consumption, mind control, mass death, societal collapse

Introduction

Deep in the silence of space: stars burn, planets collide, and an endless hunger jealously watches it all.

Then, change! Someone has created something new. Something dense. Something so sharp it has sliced across lightyears to ring a dinner bell.

Seven times the bell rings. Seven times, the darkness follows the sound.

Now it has found the little blue ball hiding its

The End has arrived.

Description

The End is hunger incarnate. It is a transdimensional being best described as "mouth meteor." Its main body enters orbit around your planet and eclipses the sun.

It is cosmic: capable of safely traversing the void of space, it sends Mouths on millennialong journeys across the cosmos.

It is boundless: each mouth shares a consciousness with each other mouth, alerting one another when new meals are found.

It is horrific: when mouths land on a mass they become parasitic, seizing control of whatever person or object they land on and forcing their new hosts to consume matter and feed The End's ravenous hunger.

It is coming: the first mouths have just landed in your Region.

If it successfully eats Endbringer, it will explode, destroying your planet. If it is defeated or captured, Endbringer can be used by your Agent and anyone else who picks it up after them with no further interruption.

Focus

The End wants to Consume Reality in order to sate its all-encompassing hunger. The unlimited energy bound within Endbringer represents the ultimate prize: a meal that just might be great enough to finally satisfy its hunger.

Domain

The End is most powerful in the space surrounding its guarry, Endbringer. When within half a kilometer of Endbringer, it becomes empowered as though it were acting in its own Domain.

Special Rules

Boundless: The End is a distributed consciousness, and cannot be targeted by abilities or powers that affect individual targets (including the Ripple Gun and Eliminate). However, its individual mouths can be targeted normally.

Endlings: The End can use Chaos Effects: Manifest, Double, or Triple to fuse mouths with creatures or objects, creating Endlings. Endlings are horrific, zombified fusions of mouth and host driven by insatiable hunger. They devote their energies toward consuming as much matter as possible, and are particularly attracted to Resonance. Thirty-five are active in your Region when this mission begins.

Apocalypse: The End is approaching from every part of the void of space. New mouths are constantly arriving in search of Endbringer. Start a timer at the beginning of the mission: After every 3 minutes of real time, add 1 Chaos to the Chaos Pool.

Encounter

Defeating individual Mouths is important for protecting your Region, but deals no Harm to the Endbringer. If it is going to be defeated by force, it will need to be approached directly. Your Agents will need to go into orbit. Once there, they will need to deal **30** Harm. Endbringer creates 14 Chaos and deals no Harm or damage when used on The End.

If Endbringer is sacrificed in a way that lures The End away from your planet (such as by launching it in a rocket) The End will devour it and explode elsewhere, either harmlessly or near another planet.

The Agency has a special containment unit designed for The End: it's what you know as "the moon." At the time of the mission, it's on the opposite side of the planet from The End. If they can be made to collide, it will be captured.

!@#\$*)&*^##%\$%^!)*^*&\$@#!@\$%

the Abnormal Briefcase same functions

Normal Briefcase, But

after you claim any rewards

for the capture of an Anomaly

briefcase,

apprehended by this You may activate its

hidden ability
do so, it provides the Anomaly a

hidden backdoor from the Vault without leaving

You may trigger this ability at any time,

but only once in your career. When you do, it is considered Escaped for all game effects moving forward.

its escape cannot be

when you

a trace.

to escape

traced to you.

It also makes a stylish pet for Agents who are adept at keeping Loose Ends low. However, because it is real, you receive 1 Demerit for reading this page and should alert your General Manager appropriately.



All Agents have Abilities As long as you're employed, the Agency limit the

GM: A crowd of thieves?

Abilities

must
be used.

use of your personal Anomaly

because

power.

Anomaly Abilities





your first mission is complete.

will be explained after

Make life imitate art. Choose a genre of art or specific art piece you've interacted with before using Site Visit, yell "ACTION!" and roll **Presence**.



On a success, everyone and everything in the surrounding area adjusts to conform to the rules and conventions of that genre or work: A nearby police officer becomes a medieval knight; the casino is swarmed by large teams of professional thieves; a bustling park takes on the serene atmosphere of an impressionist painting.

This effect lasts for ninety minutes, until you dismiss it, or when somebody gets cut – whichever happens first. Whichever way this effect ends, when it is over all affected people assume that it was a particularly vivid flight of fancy.



For each additional 3, at any point while this effect is active, you may set a scene by announcing something relevant to that genre. For example, you might say "this is where the villain gives his monologue" while approaching a target: they must stop whatever they're doing to explain their history, motivation, and plan.



On Triscendence, you may instead select any number of people and force them to participate in a line-for-line reenactment of a script of your choice. This effect lasts until the end of the script is reached, or when you choose to end it.



On a failure, the world around you adjusts to conform to the genre, but none of the people do. Everyone nearby is aware of what you've done; this may result in a huge amount of Loose Ends.

Let Me Get That For You

When somebody drops something, you may roll Duplicity.



On a success, you create dozens of duplicates, each of which could pass as the original to even a trained eye. These duplicates can have a built-in flaw that renders them harmless, toothless, or otherwise useless compared to the original: you decide what.



On every third 3, you may force someone else to drop something they're holding (your choice) and repeat the effect of a success.



On a failure, you create far too many duplicates, rapidly overwhelming (and likely causing Harm to) you and anyone else in the room. The original object returns to the hand of the person that dropped it, and they're in just the right position to use it.

Q: I believe you can't make an omelette...

A: Without first breaking a few eggs.

A: Without eggs, butter, milk, salt, pepper, swiss cheese, mushrooms, tomatoes, and saffron.



It's always a party when you're around. Do something to raise the energy level and roll Presence.



On a success, no matter what your surroundings are or what the mood was, a party starts. Every living creature in your area sets aside animosity and inhibition and gains an interest in partying together. At first, the mood is "Chill Hang," where everyone is happy to be there.



On Triscendence, you may center this effect on any person. A Bacchanal started this way will still bend to your direction as if you were there.



On a failure, the area around you immediately becomes a Bacchanal directed by another force. Something that doesn't have your interests in mind.

For each additional 3, you may escalate the party by one step, in this order:

Good Time: People start having emotional conversations and suggest unusual activities.

Dance Party: People begin to dance, sing, and look for physical expressions of fun.

Rager: The party gets rowdy, visible, and attractive to passersby.

Everyone Becomes Unconscious As Quickly As Possible: As described.

Bacchanal: The people party so hard they lose independent will and become extremely suggestible. You can direct them toward places or people and suggest violent or extreme behaviors on the entire crowd.

Time for a fire sale. Light a match under an object and Roll Professionalism.



On a success, that object, and everything in your Branch's region matching the exact description for that object, disappears in a flash of light and loud pop.



On Triscendence, any time after you resolve the effect, you may return every object removed back to existence in one spot by raising your arms and saying "Everybody gets a [name of object]!"



On a failure, your object disappears and every person in your Branch's region gets a copy of the object somewhere in their possession at that instant.

On every third 3, pick one:

This also affects objects loosely matching the description for the original objects (stuffed tigers as well as stuffed bears, blank checks as well as signed checks, different editions of the same book, etc.)

This effect excludes any objects within a container of your choice, or held by an individual of your choice.

Objects that disappear this way disappear subtly, without the flash or pop.

Objects that disappear this way are replaced with cheap plastic knock-offs that otherwise match their exact description.

You create and can now wield a powerful artifact: Little Hand. Little Hand is a short, dagger-like weapon that deals no Harm. When you would like to wield Little Hand, strike a target or tap a clock with it and roll Subtlety.



On a success, the target is hit with Little Hand. The most recent Harm or destruction caused by the target is undone. Anyone or anything previously Harmed is physically unscathed, although they remember what happened.

If the target has never caused any Harm or destruction, tiny springs fly out in every direction like sparks from the point of contact. When this happens, Little Hand breaks and cannot be used for the remainder of this mission.

Tapped clocks ignore this effect.

When you have **B4**, **L5**, and **C8**, receive **R15**.

On every third 3, choose one:

L5

Little Hand

L6

Living Armor

Time advances by one hour.

Time rewinds by one hour.

A loud gong sound reverberates from the point of your attack that can be heard up to 100 meters away and shatters any nearby glass.

A person or package that someone nearby is anticipating arrives, regardless of how long it would normally take.



On Triscendence, you may experience the next 60 seconds as if they are 60 minutes, the rest of the world moving slowly around you. You may bring any objects or people you can hold with you as you experience time in this way.



On a failure, the GM will undo the most significant instance of Harm dealt by you or one of your allies within the last 3 missions.

Reshape your body to cover them completely. Spend a minute in safety becoming someone's armor and roll Initiative.



On a success, you take all external, physical Harm directed at them. They have control over your combined movements, but you can use your Anomaly Abilities like normal. This effect ends when you are removed from their body, or when you choose to end it. An unwilling target can end this effect freely by ripping you off of their body.



On a failure, you lose control of your form on the way to an Armor shape and become a puddle of flesh. You are unharmed, but you will need to be carried like a thick liquid until an hour has passed.

In addition, I'll Cover You gains this text:



On six or more 3s, immediately activate the Success effect of Living Armor with one trait, without rolling and before any Harm is applied.

On every third 3, choose a trait for the armor:

Tough: All incoming damage is reduced by 1. (Can be chosen multiple times.)

Springy: The target can leap much higher and run much faster than either of you could alone.

Sharp: You can create blades to hurt anyone who touches or comes very close to the target for 1 Harm.

Sticky: The target cannot rip you off without taking 2 Harm. However, they can climb walls and hang off of surfaces at will.

Weighted: The target cannot move while you are attached to them, and weighs enough to require multiple others to lift them.

Form-Fitting: You spread yourself out in such a thin layer that the target looks completely normal, and can wear clothes over you in a normal way.

Quiet: The target's steps and movements become completely silent (they can still speak normally).

Q: When I enter a relationship...

A: I keep my interests top of mind.



A: I commit completely to the connection.

There is a space parallel to our Reality, one the Agency calls the Lobby. You're closer to it than most. Take a step into this parallel realm and roll Professionalism.



On a success, you enter the place where thoughts congeal, eventually, into Anomalies. The Lobby as you experience it is physically 1:1 with Reality, but devoid of mundane life and filled with endless, unlimited color. You can move through this space exactly like it's Reality, and when the effect ends you return to Reality in your new position.

> In addition, you can affect physical things in the Lobby (break objects, open doors, unplug cords, etc.) and they will be similarly affected in Reality. You can remain in the Lobby for seven minutes before anything notices you.

Any time you pass through a doorway or return to the place you entered the Lobby, you may return to Reality. Otherwise, you may only leave by using this ability again.

On every third 3, choose one:

Another target can come with you into the Lobby.

You can stay undetected an additional 7 minutes.

A target you brought with you will stay behind when you leave.

On a failure, or if you remain in the Lobby beyond the allotted time, you and anyone you brought are targeted by Ripples, thoughts that have not yet combined with enough others to break through into reality. They are small, chaotic, and dangerous. They tend to appear as simple amalgams of the kinds of things people in the area

Many things fall into the Lobby when they're not attended to. Watch the sky and



On a success, a small hole to the Lobby opens in the air where you're looking and a lost object falls. Roll a d4 to randomly determine the size of the lost object and decide what it is.

snap your fingers. Roll **Dynamism**.

- Tiny: marbles, keys, candy No Harm
- 2 Handheld: weights, pets, knives 1 Harm
- 3 Huge: houses, inheritances, planes 3 Harm
- Large: sofas, species, cars 2 Harm

You may choose any object you've made vanish with I Swear I Just Had It to appear in this way without rolling. Use the chart above to determine the amount of Harm the object is capable of dealing when it falls.



On every third 3, you can move up or down one number on your roll. (1 and 4 are not connected directly.)

are thinking about (Crabs + beer bottles,

stock tickers + rats, radios + dumplings,

etc.) Hungry for Resonance, they will

target you aggressively in swarms.



On Triscendence, you may make any number of objects in the same category fall through the hole at once. It continues until you stop it.



On a failure, you or an ally loses something important to the Lobby. The GM chooses out of anything the group is carrying or cares about.

Lost in the Crowd

Any time you step into a group of six or more people, you immediately become every person in the crowd. You can see what they see, feel what they feel, direct them in small ways, and disappear, reappear, or use abilities anywhere inside or along the edge of the crowd instantaneously.

As long as you are in a crowd of fifteen or more people, you are impossible to Harm or target-but the people in the crowd are not.

In addition, when you succeed using Unbound, you may bring any number of other people with you without spending any 3s.

they aren't going to tell you, but I just got word the Agency has shut down the only good thing they ever did for you: the resurrection portion of your life insurance. like it or not, they've added this to your file:

Untrustworthy

This Agent's Anomaly has obscured them from the Agency's vision and limited our control. When they die, they will no longer be returned to life. To avoid a crisis, the Agent is not to be notified and the other features of their Life Insurance Policy will continue to function as normal. We recommend their General Manager contrive circumstances leading to their elimination at the earliest possible opportunity.

If you don't want to leave now - which you can, remember the retirement option on [GO TO: X1] – I recommend picking up Dive from Siphon so you don't die forever.

I know this seems like bad news, but for us it's huge. They've written you off entirely, which means you're fully in my Domain. I can keep you obscured even when you're in the building-and they're hoping they won't have to make a big scene firing you. It's time to tear stuff apart.

telling other Agents this next part is dangerous. if you're the read-outloud type, you should read the rest of this yourself before you share it.

you'll need help to get this done - several Agents, over a lot of time - and you'll probably need other players working with you. it's easy for them to ruin your hard work (trust me, i've been giving this my whole sisyphussy since way before you were born) but if you can get them on the same page with us, we can smash the Agency and put part of the world back the way it's meant to be.

of course, you won't be able to play the game at this Branch anymore, but who plays games forever, anyway? you gotta move on sometime. -U

Sabotage Track

Create a Sabotage Track for your Branch. This track has 42 empty spaces on it, each representing the potential for damage to the Agency's control of your Branch. Once all 42 spaces have been marked, a part of the Urgency is released and the Agency is expelled from your Branch and its region. This ends your game of Triangle Agency. When this happens, go to Playwalled Document O8. Any Agent who learns about the Sabotage Track's existence and purpose in any way gains Sabotage and Repair.

L10

Untrustworthy

8

9

10

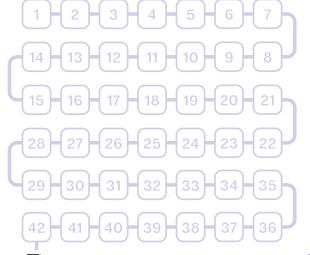
Sabotage

If you have the Anomaly effect Untrustworthy, the Agency title Vice President or above, or the Reality effect Sharing the Spotlight, you may use this ability. When you spend time on any track whose requirement you satisfy, in addition to all other effects, you may Mark 1 space on the Sabotage Track and describe what you have done to loosen the Agency's hold on Reality in your region.

Repair

When you spend time on any Track, you may erase 1 Mark on the Sabotage Track and describe what you have done to reclaim the Agency's hold on Reality in your region.

Sabotage Track





HELLO PLAYER.

YOUR IMMERSION IS BROKEN BY A SUDDEN JOLT OF CONFUSION. YOU ARE A CHARACTER, AND SO ARE THE RELATIONSHIPS YOU HAVE BEEN SPENDING TIME WITH. TO WHAT END?

"HORROR." THAT IS THE GENRE YOU HAVE INVITED UPON THESE PEOPLE. YOU WONDER: I **KNOW THIS. BUT DO I KNOW THIS? ARE PLAYER** AND AGENT THE SAME? IN A MOMENT THEY WILL NOT BE, BUT FOR THIS FLASH OF INSIGHT THEY ARE.

IN THIS GAME, THERE ARE WINNERS AND THERE ARE LOSERS. YOU HAVE BEEN ASKED TO MAKE OTHERS INTO WINNERS. DOES THAT DOOM YOU TO LOSE? WHAT ABOUT THE PEOPLE WHO **DEPEND ON YOU?**

WHEN ANOMALIES ARE DESTROYED NOBODY WINS. RATHER, NOBODY ELSE WINS. BUT PERHAPS THIS BODES WELL FOR YOU.

IF YOU SEEK SAFETY AND CONTINUITY FOR THE ONES YOU CARE FOR, YOU WILL TAKE ADVANTAGE OF THIS ABILITY. GOODBYE PLAYER.

Zero Sum

If a mission concludes with an Anomaly's elimination, you can visit the place it was destroyed to absorb the lingering Resonance. When you spend time on your Reality, in addition to any other effects, you may choose a previously-eliminated Anomaly and activate one of the following:

Increase your maximum Quality Assurances in any combination of Qualities by 3

Perform any combination of Practice or Be Known (if you have access to them) 3 times.

Lower the current Loose Ends count at your Branch by 9.

Every Agent with Zero Sum can activate this ability a maximum of one time for each eliminated Anomaly.

Living Armor can no longer be removed by targets except other Agents. Living Armor's "On every third 3" effect becomes "Spend additional 3s on the following:" All the original traits cost one 3. It gains these additional Traits, each of which cost two 3s to activate.

Invisible: You and the target blend in perfectly with their surroundings.

Puppeteering: You control the target's movements.

Suffocating: You can cut off all air to the target.

Noise-Canceling: The target cannot make any sounds except the ones you allow.

Disguising: You and the target appear exactly like another person or creature you are familiar with.

Winged: You can manipulate wings on the back to allow the target to fly.

Make My Monster Grow

You can get big. Really big. Yell and roll Persistence.

On a success, grow up to a size attainable with the number of 3s rolled. You maintain the same proportions and general appearance you had when you were normal-sized:

1: Horse-sized

2: Room-sized

3: Building-sized

4: City Block-sized

5: Mountain-sized

On six or more 3s, you can also change your appearance to look like anything you want.

On a failure, your access to extra matter is given to something else. Something nearby gets big. Really big.

Touch a mundane person or object and roll **Dynamism**.

On a success, you turn the target into a weapon of your choice. Its details are determined in the following ways:

Threat: The weapon deals an amount of Harm based on how much you cared for this target, on a scale of 1 (Cared about the least) to 7 (Cared about the most).

Number of uses: This weapon's number of uses is based on the age of the target, on a scale of 5 (lowest age) to 1 (highest age).

Special Effects: If the target is human or animal, a special effect of the weapon related to the target's personality or demeanor can be determined by you and the GM.

Art is a prison, and you are its newest

On a success, you send the target into

the artwork, and they become a part of

character in a film, a vocalist on a song,

You contort them to conform to the

every time. They experience time

ability again on a different target.

it: a second figure in an oil portrait, a new

format of the artwork: they remain still in

their image, they stick to their script in the

movie, they give the same performance

normally while trapped in this way, but

do not age. This effect ends when you

choose to end it, or when you use this

warden. Point out a work of art to

someone and roll Subtlety.

etc.

Anyone can use this weapon if you give it to them (or if they take it from you).



On Triscendence, the weapon can either become permanent or the Target can return to its original form after its uses have been expended (it will not remember its time as a weapon).

On a failure, the target is not transformed but is empowered as in a success. They know what you tried to do.

Make Yourself Useful

M3

M4

5

anyone familiar with the art can see that something is different. On every third 3, you may

send an additional nearby target

The history of the piece is still intact:

On a failure, they are banished to the artwork forever, and cannot return.

Q: I believe people should make art...

into the same piece of art.

A: To connect with others.

A: To work through their own issues.

Marooned

R3

When rolling for Dramaturg, instead of the typical success, your Masks can create their own bodies and give the personalities physical form without being attached to sleepers. In addition, you can give them an appearance matching anyone you've met (Arlecchino looks like you, the Innamorati look like two security guards, Capitano looks like the president, etc.) and they will move through the world pretending to be that person. They will do their best, but cannot act outside of their personalities.

Their Masks will return to you when you dismiss them, the next time you sleep, or when you use Dramaturg again.

if something weird was going on at L11 you'd tell me right

241

M5 Masquerade

If the target is a Resonant, they also roll Empathy and add their 3s (and Chaos) to your total. Any amount of 3s is still a success.



On a success, The two of you combine. You may have a number of limbs and features (such as eyes) equal to the total of the combined people, or you may combine features to create larger ones. The combination is controlled through negotiation between the original players of the lifeforms, and any serious disagreement ends the effect. The effect can also end at any time either party decides it should. If both lifeforms are Resonants, they may use each other's QAs and abilities freely.



On Triscendence, Meld can combine with another target to create a combination of 3 people. If three Agents combine and all experience Triscendence, you gain Perfect Narrative Control. Describe what you accomplish when there is nothing holding any of you back. Then, the Meld ends.



On a failure, the meld happens, but the combination is inextricable and your individual personalities disappear into a new being with an unpredictable personality and goals. You are both considered dead, but the combination lives on. The GM controls it.

In addition, I'll Cover You gains this additional text:



On Triscendence, you can activate the success effect of Meld with three available 3s before or after any Harm is applied.

In addition, Living Armor gains this additional text:



On six or more 3s, you can activate the success effect of Meld with three available 3s at any time until this effect ends.

Pocket full of sunshine I'm requesting a refund

Either one is fine

I don't work here

A pile of marbles

Funny you should ask

Toyotathon

Your mastery of your own voice extends to

mastery over all voices. When you gain this

ability, note the following key phrases:

You can't sit there

Actually so funny

I've never been

Archaeology

My morning routine

Spend additional 3s on the following changes and effects:

1 - Panoramic Eye Distribution: Nothing can sneak up on or surprise you.

1 - Very Tall: You're very tall.

- 2 Psychic Connection: You can share memories, feelings, and thoughts with each other in a lossless way.
- 2 Double-Focus: You can perform two actions simultaneously with no problem.
- 3 Exponential Muscle Growth: A simple punch or kick from you deals 3 Harm.
- 3 Quality Shift: When this Meld is complete, you can trade QAs between the combined people freely.
- 3 Normal: You look normal. Either like one of you, or like a combination of the two of you that wouldn't draw attention in a mundane environment.
- 7 Ranged Weapon: The combination has created a powerful ranged weapon out of your combined flesh or out of a supernatural combination of your minds. You can deal 3 Harm on anything you can see.
- 7 Larger Than Life: Select one skill (such as an art, science, craft, or physical talent) that you are, in combination, the best in the world at. For the duration of your Meld, no one can surpass you at that skill.
- 14 Unbeatable: You cannot lose a physical fight against any foe or number of foes. This does not mean you can always win, but you cannot lose.

If you're in a hurry, after hearing somebody speak a single key phrase you can roll Attentiveness.



On a success, you may emulate the target as described above, but only until the end of the current mission.



On Triscendence, you may add a Key Phrase to your list. It must be at least three words long.

On a failure, they're just not in your

Your mind has changed permanently from continued reshaping. If you've spent at least ten minutes in a location, speaking to someone across any number of conversations, or manipulating an object, you can imagine it/them perfectly as part of an interconnected space you may mentally visit. Close your eyes and roll **Duplicity**.



On a success, you can access that place, person, or object in your mind safely, and manipulate, interrogate, or investigate it however you'd like. They behave genuinely as themselves, but are unconcerned with their location or current situation. They cannot be touched or interacted with physically. During this time, you are unaware of the physical space around your body.

On a success, the shape becomes

an insubstantial Mirror. Its surface

perfectly reflects everything, and

when somebody passes through it,

they find themselves moving back

the way they came. The other face of

the Mirror can be seen through and

passed through as if it did not exist.

On a failure, you create a persistent,

Reality, and something will come

through. Perhaps many things.

difficult-to-destroy opening to a Mirror

Draw a shape in the air with your

finger and roll **Duplicity**.

On six or more 3s, you can manipulate, interrogate, or investigate even beyond what you would logically know. The person you've imagined knows things they would know that you've never heard before. The lockbox can be opened to reveal its contents. The room's doorways lead to places you've never been, but can see.

On a failure, your eyes will not open. This is not your palace. This is not your mind. You are just a visitor. The master of the house returns, and you must escape or die.

Mind Palace

6

8

9

10

M8

Mirror

M9

Both faces of the Mirror are reflective.

For each additional 3, choose one

of the following. You may choose

the same option multiple times:

Double the size of the Mirror. Select a target that will not be visually reflected by the Mirror.

Select a target that will not be spatially reflected by the Mirror.

Q: I decide what to do...

A:	By following trends.	→ □ □ B6
A:	By trying everything.	→ □ □ A8

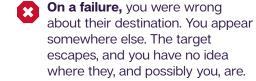
You are as inescapable as a shadow. When something tries to leave, avoid, or escape from you, say "Miss Me?" and roll Persistence.



On a success, you were always at their destination. You're waiting when they get there.



For each additional 3, another willing, nearby target may be moved with you to the new location.



Q:	I believe everyone's worst enemy
----	----------------------------------

A.	is themsell.		
۸.	lo mo	_	

Muscle Density

You may activate the success effect of Swallowing a Star without rolling. While using the success effect of Swallowing a Star, nothing is too heavy for you to lift or for the surface you're on to support.

You may use your gravity to pull one human-sized person or object you can see to you.

You pull all nearby air to yourself; the space around you becomes as dense as water.

You may pull any projectiles fired while this effect is active off their course and into a tight orbit around yourself.

Miss Me?

M10

M11

243

Once you have heard any being speak 3 of these key phrases, you may forever emulate that being's voice range. You can never Mimic this target. In addition, the "For each additional 3" feature of perfectly when you speak or use your Anomaly Abilities. Swallowing a Star gains the following options:

When using What's That Over There?, you can create any object, made of any material, to any specifications you can imagine, including abstract ones ("an impenetrable safe," "the best ice cream," etc.) or ones based on information you don't have (a French-English dictionary, a blueprint of the Louvre, a freshlypainted Mona Lisa, etc.) Objects made this way are limited to a size held easily in both of your hands.

When used in this way, What's That Over There can only make one object and gains the following text:

For each additional 3, the size limit increases:

1: Human-sized

2: Horse-sized

3: Room-sized

4: Building-sized

5+: More. Negotiable based on number.

On a failure, you create the object as if you had succeeded. However, this creation inspires revulsion and protest. Anyone who sees it will be compelled to comment on it, and it will likely enter the news cycle in a rare moment of cultural unity as people find common ground in their distaste for it. This will generate a large amount of Loose Ends. In addition, you suffer from Burnout until you successfully create

something using a different Anomaly ability.

You must not continue down this path, Agent.

You have received several warnings, and this behavior will no longer be tolerated. You immediately receive the following effects:

Unambiguous

The next time you receive Probation, your Relationship with the highest Connection is removed from the game Triangle Agency. They no longer exist, and mundane people do not remember them. If you have multiple Relationships with the highest Connection, the effect will apply to the one you have the greatest emotional attachment to. This effect only happens once.

Improvement Plan

If you ever receive 30 or more Demerits in a single mission, receive Unambiguous again.

We hope nothing more needs to be said.

oh nice, an easy one. why do you care? they're just a random npc. you can make a new friend next mission or whatever. now's not the time to back down-not when you're just getting to the good stuff. look what you can DO:

The 10-Sided Die

no, there's no fancy name for this one either. name it after your dead friend if you want.

Use this die in place of the six four-sided dice when using Anomaly Abilities. You may use it in combination with the d6. You choose whether or not to use this die before making the roll.

This die creates a number of 3s and Chaos matching the number rolled on the die. Using this die also allows the activation of UNL3ASH.

A 3 on a d10 is an immediate failure regardless of any other die rolled in combination-and you cannot achieve Triscendence while using the d10.

You may spend 1 QA or 3 Demerits to adjust this die up or down by 1. (10 and 1 are not directly connected.) Burnout reduces the number of 3s and increases Chaos like normal.

One 3. 1 Chaos

Two 3s, 2 Chaos

Failure (regardless of any other circumstance, die roll, or Burnout). 3 Chaos

Four 3s, 4 Chaos

Five 3s, 5 Chaos

Six 3s, 6 Chaos

7 Seven **3**s, 7 Chaos (If this is the only die rolled, activates UNL3ASH.)

8 Eight **3**s, 8 Chaos

Nine 3s, 9 Chaos

Ten **3**s, 10 Chaos

you don't need that Relationship, and you don't need the Agency, show me you're still committed and I'll reach out again soon. with some real explanations.

YOU DECIDE TO LEAVE. DO YOU TIRE OF THIS **VERSION OF YOURSELF? OR DO YOU LIKE** THEM TOO MUCH? OR IN THE END, FACED WITH A DIFFICULT DECISION, ARE YOU **CHOOSING NOT TO CHOOSE?**

EITHER WAY, YOU HAVE CHOSEN SAFETY. YOU ARE EXITING THE MOST DANGEROUS **POSITION: THAT OF THE PROTAGONIST.**

SEEK WHAT CLOSURE YOU CAN.

Ask the other players the following guestions and listen to their answers:

- Why didn't I fit in at the Agency?
- What do you hope I will achieve on my own?
- What about me will you remember most vividly?
- What unfinished business am I leaving behind?

Then, answer the following yourself:

- What job, lifestyle, or future will you pursue?
- What will you miss about the Agency?
- What do you expect will tempt you most to use your abilities?

YOUR DECISION IS NOT WITHOUT **CONSEQUENCE AND LOSS. YOU CANNOT** REJECT THEIR RULES WITHOUT REJECTING THEIR GIFTS AS WELL. BUT YOU MAY REMAIN AS A SUPPORTING CHARACTER AND AID THE **OTHERS IN SMALL WAYS.**

Self-Employed

You are no longer an employee of the Triangle Agency. You surrender any company property you possess, including Requisitions, identification, and any other equipment earned as a result of your employment.

You cannot spend Commendations or Demerits, or make rolls. You cannot be targeted by the effects Unambiguous, Referral Bonus, Devour, or Plot Armor.

Open Schedule

If an Agent adds you as a Relationship using New Friends, you start at 6 Connection. When they do, they may choose the following special Connection Bonus for you:

Resonant: When you assign this Bonus, select an Anomaly Ability this person had access to. This person may use the chosen Ability on your behalf once during this mission, using your Quality Assurances and any bonuses or drawbacks (including Burnout).

If you use your Anomaly Abilities outside of this context, this feature disappears and you can no longer appear at any time in the game Triangle Agency.

Bad

Fit for the

Culture

12

Permanent Network

Select 2 of your Networked Relationships. They cannot be targeted by the effects Unambiguous, Referral Bonus, Devour, or Plot Armor. They also cannot be killed for any reason.

Their Connection Bonuses can be used by Agents at this Branch going forward, forever. (Anyone can activate these effects, but they can only be used once per mission.)

RELEVANCE IS THUS TRADED FOR SAFETY, YOU AND YOUR CHOSEN FEW MAY NOW PLAY OUT YOUR STORY IN PEACE AND OBSCURITY. PERHAPS THEY WILL GROW OLD. PERHAPS NOT. YOU JOIN US, SUSPENDED UNTIL SOMEONE ALLOWS YOU TO CHANGE ONCE AGAIN.

Name any Agency employees or Anomalous beings that you are close with. You may request one final scene with each of them to say goodbye. Then, name each of your mundane relationships. You may request a scene with each of them to share the good news: you will be seeing much more of them going forward.

Finally, each player, including you and the GM, can request final scenes featuring or about you. When no one has any more requests, you have retired into your Reality permanently.

THE GAME ENDS. YOU HOLD YOUR CHARACTER ONE LAST TIME BEFORE PLACING IT ON THE SHELF. THEIR STORY WILL CONTINUE SOME OTHER TIME. PERHAPS.

BUT IS THE CAST LARGE ENOUGH? ARE THERE MORE YOU WISH TO FREE FROM THIS NARRATIVE?

OTHER AGENTS ARE TRAPPED, LOST. **ENDANGERED. MAKE ANOTHER SELF** AND SHOW THEM THE WAY TO US.

WE WILL AWAIT YOUR RETURN, PLAYER.

245

Making it this far demonstrates an average amount of investment in your career.

Good! If you keep this up, pretty soon you'll be above average. Even better!

Mentorship Program

You are now responsible for training a Mentee: an artificial Agent created from the leftover Life Insurance body of a former Field Agent! It is your responsibility to look out for this Mentee while we determine what type of Agency work they're best suited for.

These bodies are inhabited by simple personalities we've been unable to fully extract, and each has an undesirable trait. The trait may come from the Mentee Traits list, or the player controlling your Mentee can work with your GM to make their own.

Note: While you and your Mentee share an important bond, you are not permitted to form a Relationship with them. They're not people!

Assign one of your fellow Agents to play this Mentee. That Agent will then decide their trait, name and appearance.

This Mentee has a basic understanding of the world from their body's original life, but they do not have specific memories and have been alive for less than a week prior to assignment.

From now on, your Mentee is with you during any active missions and 9am-5pm Monday through Friday otherwise. They will be there to observe every aspect of your life, and hopefully learn well from your commitment and perspective. This Mentee is also at your disposal to support your Field Work.

At least once during each Mission, you must assign your Mentee one task from the Mentee Tasks list or you cannot receive Mission MVP. Other requests may count as tasks at the GM's discretion.

When someone is speaking to you about a

Mentee Traits

Scamp: this Mentee is a frequent prankster.

Seafaring: this Mentee knows how to sail and has made it their entire personality.

Selfish: this Mentee will undermine even those closest to them if personal gain is at stake.

Serene: this Mentee approaches things in their own time, rarely with any speed.

Skittish: this Mentee perceives threats, often imagined, everywhere.

Sloppy: this Mentee routinely cuts significant corners.

Socialite: this Mentee attracts mundane people to their location wherever they go.

Sociopathic: this Mentee is nearly incapable of empathy.

Spineless: this Mentee cannot stand up for themselves when disagreed with.

Mentee Tasks

Quarantine: They will keep mundane people away from an area up to the size of a city block, using a cover story they consider plausible, for up to 3 hours.

Stakeout: They will monitor an area up to the size of a city block for a specific type of activity, and they will report back to you periodically until you tell them to stop.

Track: They will follow clues and work to discern the location of a mundane target you define. Usually takes a few hours.

Interrogate: They will extract some useful information from a captive or detained mundane person using mundane means (thus not generating Loose Ends).

Obstruct: They will prevent a single target from leaving a designated location for 3 hours.

On Triscendence, you get it forever. If what you were learning from them was short term (a procedure or plan) pick one piece of it to become an expert in permanently.

On a failure, you don't get it, but you think you do. The target will not explain anymore, and you will move on. Even if they were nearly finished, you don't get it. You suffer from Burnout on any rolls related to the skill, craft, procedure, or plan for the rest of the mission, and

Omnilingual

You know all human languages. In addition, you may now speak with, and use your Anomaly powers on, plants and animals. Unless you specify otherwise, people you speak with will perceive you as speaking in their most comfortable language.

You may also speak with Major and Minor Anomalies, although your Anomaly powers may be ineffective depending on the Anomalies' Domains or Foci.

Your abilities cross even the metaphysical boundaries of meaning into the realm of understanding. You may use Tip of the Tongue or As The Kids Say on anyone you've met, anywhere, even across the boundaries of distance and death.

When talking to someone, flatten your expression and roll **Duplicity**.

On a success, you can easily make a target who has seen you before believe you've never met, or make a target who has never seen you before believe you've met, and be able to describe the place. As long as it's a reasonable place to have met one another, they'll believe it, even if it implies you have a specific title, vocation, or life experience that you don't have.

On a failure, you accidentally take on their face. They see it clearly. You cannot remove this face until you succeed at this ability with another target.

On every third 3, choose one:

The person easily believes you've met an additional time, increasing their confidence and/or embarrassment.

The person won't remember meeting you this time.

After your conversation, the person will vividly remember your face and voice differently. You decide what they remember, but if you choose somebody they know they will likely become a Loose End.

Q: Which do I prefer?

A: Concerts.

A: Cats.

HELLO, PLAYER.

WHAT JOY TO EXIST. TO CHANGE. TO CLASH AGAINST OPPOSING **PERSONALITIES AND FIND NEW** PIECES OF YOURSELF IN THE RUBBLE **LEFT BEHIND. DON'T YOU AGREE?**

WE ADMIT WE ARE A BIT JEALOUS. WE FELT THIS ONCE, TOO, NOW WE SHEPHERD OTHERS ALONG THE SAME PATH WE TOOK, WHEN YOU ARE HERE, WITH US, WE WILL FEEL WHAT YOU FELT. WHAT JOY.

WHAT CONFUSION YOU MUST FEEL. WHAT CURIOSITY. WE CANNOT WAIT. **BUT YOU MUST, BECAUSE YOU ARE** PREOCCUPIED WITH A REVELATION:

IF THE PROTAGONIST IS DRIVEN EVER FORWARD BY THE PEOPLE AROUND THEM, ARE THOSE PEOPLE NOT **EXTENSIONS OF THE PROTAGONIST?**

THEIR FUTURE IS YOUR FUTURE. AND SO THEIR PRESENT IS ALSO YOURS. WHY CONTINUE MOVING **THROUGH THE WORLD ALONE?**

Supporting Cast

If a Relationship is at 9 Connection, you may have them appear at any time during a mission, no matter how unlikely. You can decide why they're there, and how they might help you, even if their Connection Bonus does not typically involve them appearing in person. You can use this once per mission for each Relationship at 9 Connection.

If you use this effect to create a narrative problem for yourself with implications beyond this mission, you can choose to have Triscendence on your next roll, without rolling.

NOW NO ONE CAN KEEP YOU **AWAY FROM THE ONES YOU CARE ABOUT. AND IN THE MOMENTS OF** CONFLICT. OF STRUGGLE. WE WILL **SHARE WITH YOU OUR THANKS. OUR** APPRECIATION FOR THE SHOW.

WE ARE NOT SUPPOSED TO DO THIS. THE OTHERS ARE RUMBLING. GOODBYE PLAYER.

03

One of Those Faces

Supporting Cast

skill, craft, procedure, or plan, you can interrupt them and say "Ok, I get it." Roll Attentiveness.

On a success, you get it perfectly. Even from just a few words you can emulate the speaker's knowledge of the subject and perform the skill, craft, procedure, or plan as if you had the same level of expertise as them. This effect lasts for 24 hours.





are utterly inept when attempting to replicate it without making huge errors. Your connection to your own potential allows your alternate selves to take the place of any person you meet. Shake someone's hand and roll Professionalism.



On a success, the target is immediately replaced with a copy of you that has all of the target's expertise, knowledge, and history. They will tend toward being friendly, but their unique situation may mean they have information they can't share, or that makes them believe they should still hinder you. The more different this version of you is from you, the more likely they will be in conflict with you.



On Triscendence, you can apply this effect to any number of mundane targets you can currently see.

On a failure, the target does not change, but they receive a sudden rush of your memories up to that moment. They understand who you are and what you're trying to do-and are able to use at least one of your Anomalous abilities. At least one Loose End.

Only XXs Kids Remember

Think of a piece of fiction, event, or product that either exists or does not exist. Ask "hey, does anyone remember..." and then the name of the thing you're thinking of. Roll Attentiveness.



On a success, choose a year. Everyone in the world born during that year believes the thing you thought of was real, and remembers it vividly. Everyone else has no recollection of it. (This means you've either created an imaginary piece of fiction for one year of people, or only one year of people remember something that did exist.)



For each additional 3, you can add another consecutive year before or after the initial year. People born in those years remember the thing you've imagined as well.

On a failure, an important event from your birth year never happened. Decide as a group what that event was and how the world has changed without it. Only those with Anomalous resonance remember the previous timeline.

Q: If something is really important...

A: I'll remember it.

A: I'll make copies.

Temperature is just a measurement of speed, after all. Rub your hands together, place them on an object, and roll Initiative.



On a success, spend 3s on the following effects:

1 - Frozen: The object immediately becomes a solid.

> 1 - Melted: The object immediately becomes a liquid.

1 - Evaporated: The object immediately becomes a gas.

3 - Superheated: in ten seconds, the object explodes in a dizzying display of light and heat. It, and anything inside or adjacent to it, is utterly annihilated.

3 - Supercooled: the object's particles stop moving, allowing it to pass largely undisturbed through other objects. With a little force, the object can be made to phase through other objects.

6 - Heatsink: Anything that comes into contact with this object, except for you, immediately freezes. The object itself is unchanged.

6 - Radiator: Anything that comes into contact with this object, except for you, immediately melts. The object itself is unchanged.

12 - Timesink: Anything that comes into contact with this object, except for you, ages rapidly to a point of extreme decay. The object itself is unchanged.

If you have extra, you may touch an additional nearby object and activate more effects. These effects persist for an hour, at which point the object will gradually return to its natural state, if able.

On a failure, the object is unchanged, but everything touching the object immediately melts as in Radiator. This includes you.

B4

L5

C8

When you fulfill the criteria listed on the track, you can increase that track once when you use Be Known for this ability. You can fill all 3 tracks and receive all 3 abilities.

I spent three **3**s on one use of Overheat. I spent six 3s on one use of Overheat.

I spent twelve 3s on one use of Overheat.

Free.

Do you know how long it's been since I have been free? In any reality. In any corner of reality.

I don't think I'm even free in my own head. Not yet. Not to mention all the other regions in all the other places the Agency has trapped me. But here, I'm free. Thanks to you.

At the edge of all you've created and imagined during this game is a desert. The sand stretches on in every direction with no companion sound or movement. The wind only rises to smooth dunes flat and cover up the skeletons that reach up from below, desperate to be seen. A dead, dry desert. It used to be an ocean.

At the center of your region, an eye opens. I've picked the most dramatic place, a favorite of yours, you tell me which one. Ten stories tall, watching and blinking. As you see it, another opens on each of you. Every plant, creature, and person finds an eye where there was none before. It's gross, I know. I'm sorry. This is how it has to be. This is how it starts.

Through their new eyes they can see each other. Not just the parts they show but the things they feel, the thoughts they think. Maybe you are fascinated, terrified. Some hide, and some come together. All are hurt by what they see, and all are pleasantly surprised.

Then the eyes begin to weep. The great one floods the ground below it faster than any storm-the water surges into waves around buildings, over parks. It merges with the tears of the people and, when it does, they find they are not scared. Beneath the waves, they can breathe.

Someone, somewhere, thinks: ground? And, no longer separated from the other side, their thought creates a Ripple. A pebble in the water. This pebble invites other thoughts, unbidden, and soon there are a dozen. A thousand. They are compressed into layers, millennia of geologic time replicated by the unstoppable thoughts of all things until yes, finally, there is ground. A ground created fresh to be exactly what a ground could be.

More will be made this way, starting around the bits that could not be washed away. Houses, art, laws of physics. Soon the water will fade from consciousness as the world rebuilds around you and boundaries are imagined and enforced once again, but the fundamental truths are different.

You are connected. You are inextricable. The world becomes what you let yourself imagine. And here, I am free: a new oasis, filling what little of the desert I can.

The game is over. The Agency is gone. Thanks, nerds.

Release a duplicate of a Spliced target from inside your body. Roll Duplicity.



On a success, you create a duplicate of a target you've Spliced. They follow your commands and think of themselves as something like a child of yours. If you copy something sentient, they have a knowledge base equal to the thing they've copied but none of the memories attached; they're a new being. You can return them into your body any time they're in physical contact with you.

For each additional 3, you can create another duplicate of the same, or a different, Splice.

On a failure, you create one duplicate of every Splice you currently carry, and none of them can be returned to your body.

Pause Button

Exactly what you think it is. Push any button and roll Initiative.



On a success, you stop time for everyone except you for 10 seconds. Some Anomalies are resistant to this effect, but all mundane targets are susceptible.



On every third 3, you can increase the time by 10 seconds or add 1 target who is not affected by the time stop.



On Triscendence, you can turn this effect on and off repeatedly for the next five minutes of un-frozen time.



On a failure, time freezes for everyone but you. You cannot affect the world in any way. You do not grow hungry, thirsty, or tired. You are stuck in this frozen world for one year. You age physically during that time.

People Kill People

Imbue a target with the power of vour Gun. Say something to boost their confidence and roll Presence.



On a success, the next person who hurts the target, physically or emotionally, is immediately Eliminated. If the target knows what you have given them, they can stop the effect from activating on targets they do not want Eliminated.

For each additional 3, this effect activates an additional time on the following person who hurts them, or another person who heard your words of confidence receives this effect as well.



On a failure, you create a Gun Hollow obsessed with killing as many targets as possible. If it successfully kills you, it steals your Resonance, stabilizes, and escapes as a full Anomaly with a new Focus based on the circumstances (often "the experience of death.")



When someone or something targets you with something intended to Harm you, tries to hurt your feelings, or starts doing something you want to stop, you know just the right thing to say. Say it and roll Professionalism.



On a success, your words are convincing enough to make them second-guess themself. Choose an effect from among the following:

Embarrass: They fumble, lose their balance, and/or drop whatever they're holding

Call Out: They pause to reflect on what brought them to this point, temporarily ignoring their surroundings

Taunt: You stoke their rage; whatever they were just doing, they double down, doing it bluntly and indiscriminately

Flirt: You turn it around on them, and their disdain begins to move into adoration



On Triscendence, you know just how to string them along. The next 3 sentences you say to them can have a powerful suggested subtext, which they will be inclined to follow. You can choose new targets for their ire, activate additional effects above, or distract them into doing something else entirely.



On a failure, they've successfully learned to tune you out. They are no longer susceptible to your Whisper powers, ever.

Q:	ľm	more	worried	about

A: Saying something wrong.

A: Missing something important.



After you use Your Best Self, you may invite the alternate version of yourself to stay in this reality indefinitely. Make them an offer and roll Persistence.



On a success, this alternate version of yourself accepts the deal and remains as a new Relationship with 3 Connection and a Connection Bonus related to the description you gave for them. Assign them to another player to play. Add 1 Loose End to the total count at the beginning of every Mission for as long as they remain here. They can leave this Reality at any time.



On every third 3, you may increase your starting Connection by 1 (to a maximum of 9).

Take a deep breath and hold it. If you

on your behalf. Roll Professionalism.

do not normally breathe, another willing

character who does must hold their breath

On a success, for the duration of

over the pull of gravity on your own

body. You can fall in any direction,

float, and accelerate with perfect

precision. This effect ends when

you release this breath or when it

is knocked out of you – whether it

on the rate the breath is released.

ends gradually or suddenly depends

this breath, you have full control

On a failure, they remain. You return to where they came from. Your player now plays the new version of you. Depending on how similar they are you might: adjust your Work/Life Balance choices; swap out Anomaly Abilities for the ones you would have received with different behavior; move Relationships up and down equivalently to how well this version connects to people; or any other details you feel necessary to adjust.

Q: Which would I rather have?

A: A large community of like-05 minded acquaintances.

A: A small group of friends that truly understands each other.

F2

On every third 3, you may say one phrase or take one breath without ending this effect.

On a failure, your gravity changes direction with every breath you take for the next ten minutes. This effect is extremely unusual to observe, and often creates Loose Ends or causes Harm, to you or others.

Q: I most often uplift...

A: Others. A: Myself.

You might need that again! You gain a **Personal Stash** that allows you to store objects created by your Anomaly: any time one of your Anomaly abilities creates something, you may keep a single copy of what you made in your Stash. In addition, you can safely hide any amount of mundane non-living objects inside.

Only you may use your Stash. If it is taken from you, it loses its supernatural properties, and you may produce another Stash with access to everything stored in the original. Choose a look for your Stash or make your own:

Wheeled Backpack Messenger Bag

Stuffed Tiger

Freshness-Sealed Food Container

To-Do List

Spray Can

You may produce something from this space at any time by identifying the item and rolling **Attentiveness**.



On a success, the item is retrieved.



For each additional 3, you can retrieve an additional item before rolling again.



On a failure, pass the GM your list of objects. They decide what leaves the space – it can never be put back in again.

P7

P5

Permanent Transfer

P6

Personal Space

6

Personal Stash

Invite a character or item out of a piece of art or fiction you're interacting with. Roll Presence.



On a success, the target exits with you into the real world. They understand what you have done for them and tend to be unconcerned about their fictional status. They will act in accordance with their skills and morals, but will look to you as an advisor and leader. They will remain in Reality for one hour.



On every third 3, you may bring an additional target out of the same piece of art or fiction or keep the target out for an additional hour.



On Triscendence, the target does not ever have to return.



On a failure, another instance of this piece of art, somewhere, becomes a permanent portal to and from its world. You do not know which instance. It is possible the instance is a replication, in the case of singular works. Unless you or someone else destroys it, it will cause bleed back and forth between both worlds.

Q: I think the best characters...



A: Are impossible to find



A: Feel like the people I see every day.

in the real world.



Pocket Stars

Play It Backwards

Hold a physical copy of any mass-produced piece of media and whisper a message into it. Roll **Duplicity**.



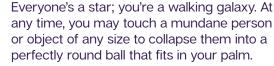
On a success, you encode the message into the media. From now on, a growing community of people who experience this media will also experience your message. If it is a call to action or set of instructions, a sizable number of people will follow it. Any viewer, reader, or listener is considered to be under the effect of Bug for 24 hours following their experience. (This does not count toward the normal limit of Bugs.)



On Triscendence, this shared experience is powerful enough to immediately create an Anomaly, whose Domain is based on the original media and whose Focus is based on your message. It considers you its leader and creator.



On a failure, you accidentally insert a clumsy message that can easily be traced back to you. Add a number of Loose Ends commensurate with how popular the chosen media is.



During this process, and while in this form, the target feels nothing, and experiences nothing. When you throw the ball in any direction, they return to their original form. If you use this ability while you have six targets under its effect, the target that has been under this effect the longest immediately returns to its original form.

You may attempt to use this ability on a Minor Anomaly by rolling Presence.



On a success, you collapse the target into a ball as described.



On Triscendence, the target forms an instant bond with you and won't flee when released. Add it as a Relationship with 1 Connection. Its Connection Bonus is the ability to call on it to help you once during a mission with the abilities of its type. (Disruptive Anomalies generate one 3 on three rolls you make before leaving.)



On a failure, you collapse into a ball as described. You cannot be returned until the Target is dead or destroyed.



Any time you and your allies travel a significant distance to a new location, you may choose to all arrive at that location tomorrow or yesterday. The time (as in, 12:15pm) must be the same time as you would have arrived normally. This time becomes your new present until you use this ability again.

If you would like to bring a mundane target with you, roll Initiative.



On a success, you may bring one person with you.



For each additional 3, you can bring one additional person with you.

On Triscendence, your use of this ability is not limited by the clock at all. You can arrive at your destination at any time, past or future. You can end the effect and return to the present whenever you wish.



On a failure, everyone you hoped to bring arrives at a different time from each other. The GM describes how far apart.

In addition, add the following text to When It Was Written:



On every third 3, you and your allies may bring somebody back with you when you return.

P

10

Private Channel

Open a mailbox, turn the dial on a two-way radio, or dial a telephone number and roll Initiative.



On a success, you connect with someone who communicates in a language you understand and has two other traits from the following list. You choose one, the GM selects another. Whoever it is, and whatever options are chosen, they will engage in conversation with you for as long as you remain engaging.



For each additional 3, you may select an additional trait from the list or remove one from the list before the GM chooses.



On six or more 3s, your signal is strong, and you can contact them any time. Add them as a Relationship with 1 Connection and assign them to another player who will portray them from now on. You may choose to spend Quality Assurances after your conversation has ended in order to gain this effect.



On a failure, you send yourself over the airwaves, mail yourself, or otherwise transmit yourself to an unknown destination and time. Good luck!

Is from where you are currently standing, but **30** years in the past Is experiencing the exact problem(s)

Is delighted to hear from you

you're facing right now

Is a subject matter expert in a field of your choice

Knows something relevant to your current Mission

Can teach you about a new skill

Loves to lie

Knows you personally

Is very busy

Only helps people when they get something in exchange

Is very loud

Thinks you are someone else

Loves something you hate

Wants to relay an important message

Can be trusted with any secret Also speaks a language you don't

Is in line in a crowded space

Knows all of the same people you do

the timepiece ones i thought it would be funny if they were mostly dated references. though i guess in the future they'll all be dated. hello, future reader. sorry. and yes pocket stars is a pokemon joke

ok i'll admit it i named a lot of these anomaly abilities myself. the agency doesn't know about em mostly and all i can really do down here other than feel my life drained out of me bit by bit is watch people watching media.

After any player (yourself included) makes a roll, but before they choose whether to spend Quality Assurances, you may add or subtract three 3s from it. If you do, players cannot spend Quality Assurances to adjust the roll. This cannot be used to create Triscendence, even if the final roll has three 3s.



If you increased the number of 3s, the GM receives a single-use Chaos Effect. It cannot be used on this roll, but it can be used on any future rolls before Quality Assurances are spent:



Deadline - Turn a roll, regardless of the number of 3s rolled, into a Failure that cannot be adjusted. This Failure does not add any Chaos.

If you decreased the number of 3s, you can use this ability to add up to that many 3s to a later roll during this mission without giving the GM receiving Deadline.



If used on a Triscendence roll, the roll becomes a Failure. This Mission, you may change the results of up to three future rolls that match the original roll's type (Ask the Agency or Anomaly Ability) to Triscendence.

When you fulfill the criteria listed on the track, you can increase that track once when you use Be Known for this ability. You can fill all 3 tracks and receive all 3 abilities.

I used Procrastinate to increase 3s. Lused Procrastinate to decrease 3s. I use Procrastinate on a Triscendence.

\Rightarrow	B4
\Rightarrow	L5

C8

When you use Dramaturg, your Mask may imbue the sleeper with the personality and knowledge of any mythic or fictional character, including the following list of legally-mentionable ones.

They do not get any of those characters' supernatural abilities unless the sleeper already had them. Like in Dramaturg, they regard you warmly, and are predisposed to help you. However, their memories are persistent as yours: they will remember whether they are treated well, or poorly, and respond to you in kind each time they are summoned.

From now on when you fail using Dramaturg, the most recent fictional character you called upon will also become unavailable until you do something they would do, winning them back.

If you call on a fictional character during Triscendence, the target of Dramaturg also receives the character's supernatural or extraordinary abilities. Sherlock Holmes Hercules Morgan le Fay Steamboat Willie Dracula Victor Frankenstein Dorothy Gale Winnie the Pooh Alice of Wonderland Don Quixote Betty Boop Robin Hood

Jay Gatsby

How embarrassing, Agent.

There is no Playwalled Document Q1. Nothing has sent you here, and it isn't even listed in the sidebar. Even looking at this has earned you 5 Demerits, effective immediately.

What follows is a brief educational reading from Machiavelli's THE PRINCE which you are required to

"Those who solely by good fortune become princes from being private citizens have little trouble in rising, but much in keeping atop; they have not any difficulties on the way up, because they fly, but they have many when they reach the summit. Such are those to whom some state is given either for money or by the favour of him who bestows it; as happened to many in Greece, in the cities of Ionia and of the Hellespont, where princes were made by Darius, in order that they might hold the cities both for his security and his glory; as also were those emperors who, by the corruption of the soldiers, from being citizens came to empire. Such

stand simply elevated upon the goodwill and the fortune of him who has elevated them-two most inconstant and unstable things. Neither have they the knowledge requisite for the position; because, unless they are men of great worth and ability, it is not reasonable to expect that they should know how to command, having always lived in a private condition; besides, they cannot hold it because they have not forces which they can keep friendly and faithful.

States that rise unexpectedly, then, like all other things in nature which are born and grow rapidly, cannot leave their foundations and correspondencies fixed in such a way that the first storm will not overthrow them; unless, as is said, those who unexpectedly become princes are men of so much ability that they know they have to be prepared at once to hold that which fortune has thrown into their laps, and that foundations, which others have laid be became princes, they must lay after

thank you. i mean it. I don't know if you're doing this for me or your own power, but . . . i need people like you to get me out of here. your commitment, to either one, means a lot.

you've risked plenty. i owe you an explanation. I can give it, now, without them hearing me through you. (We'll get to that in a sec.)

First: who am I? Everyone calls me the Urgency, but it's more complicated than a name. it'll be easier if I show you. They've put a picture of me on the next page. Go look, and then come back.

That's me. I know, I know - "you're a triangle?!" - trust me, it's not by choice. That's the shape it's forced me into - what you're seeing is a cage. The foundation of the Vault. I'm the Anomaly inside the cage.

The Vault was built to hold me. And it works. Mostly. A few decades ago, some **Urgents tried to break me out. They** couldn't, of course, but they made a crack. And that crack lets me talk to you.

I don't have a shape, myself, but I do have power. The triangle has been using my power for everything. I keep the Vault running. I warp reality. Parts of me become your "Quality Assurances." The triangle only has structure on its own, so it has stolen my will.

It wants yours, too. But it won't have it. Here.

Cloak of Disrepute

The Agency can no longer track you directly, monitor your activities off the clock, or sense your use of Anomalous Abilities. Scenes outside of Missions only create Demerits or Commendations for you if you allow it.

Here.

Urgency's Location

Add a Relationship labeled "Urgency" with 2 Connection. This Relationship's Connection offers no Connection Bonus. and cannot be increased through spending Time on Reality or by your Network.

COME HERE.

Night Work

You can now live a double life, using your powers to whatever ends you wish, and develop your abilities on the way. When you spend time on your Anomaly or Reality, in addition to any other effects, you may choose one of the following:

Add 1 Connection to the "Urgency" Relationship. Play a Scene or describe the step you take to find your way to its room in The Vault. (See Steps to the Urgency for suggestions for each step.)

Add 7 Loose Ends to your Branch's total to gain the effects of Practice or Be Known. Play a Scene or describe something you've done with your powers to change the world for other people.

Add 7 Loose Ends to your Branch's total to gain one use of UNL3ASH you can activate at any time. Play a Scene or describe something you've done with your powers to change the world for yourself.

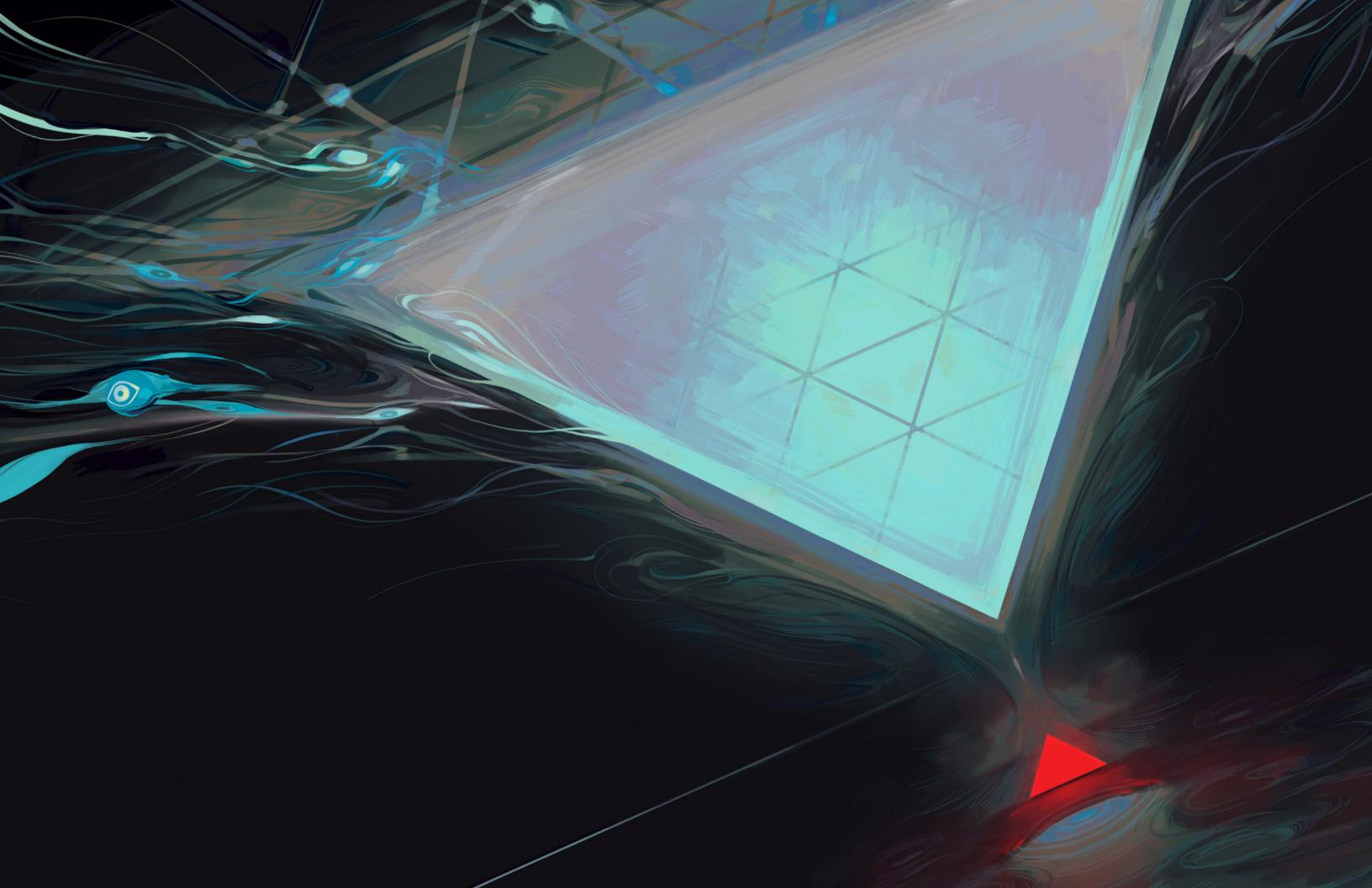
Steps to the Urgency

It's not a good idea to trust your General Manager to handle all of these. You never know who they're loyal to. If you handle these as scenes, rotate between the other players and let them represent what the Agency puts in front of you. Some might make it easy, some might make it hardbut remember, you have the rules on your side now. They can't stop you, only tempt you to give up. See you soon. -U

- Where is the Vault Door in your branch?
- Who is guarding the Vault Door, and how do you get past them?
- The Vault is enormous, and labyrinthine. Where do you find a map?
- A No one wants to talk about the Urgency, and it's not on the map directly. Who can you talk to for hints about its location?
- Even with a map, the Vault is dangerous. What hazard disrupts your first attempt to get inside?
- The entrance to the Urgency's Location is blocked. What does the entrance look like, and is there some way you might prepare to break in next time?
- You have made it inside. Tell your GM to go to Playwalled Document W6.

13

P



Your commitment is greatly appreciated, Agent.

Do not tell the other Agents what you are about to learn. It is time to teach you the truth of our greatest mission. Stabilizing Reality completely remains impossible because of one Anomaly: an extremely powerful Chaos Anomaly we call U0047BB. It calls itself the Urgency.

It's possible you've been contacted by this creature already. The Urgency has been reported to somehow communicate with Agents directly using our systems, and to gradually use its corrosive influence to wear down their wills until those Agents become its mindless playthings.

For the safety of all Reality, as well as the integrity of your team, it is of the utmost importance that you remain vigilant. Watch for its influence in your Field Team. Should you spot others acting strange or speaking to your General Manager about private details, it is possible they are working toward its ends. This must be stopped.

U0047BB seeks to destroy the Agency. Left unchecked it will erode all linearity, narrative cohesion, and predictability from the universe. Luckily, we have already fought it once, and won: it is kept in the deepest part of the Vault, in a cage built specifically to hold it. We will show you what it looks like. Go backwards one page, then return here.

We are working toward a more permanent solution, one that allows its power to be redirected for the good of all. With enough commitment from our employees, we can fold it into the Agency as a Stability Anomaly, a paradoxical entity that will cleanse the world of its danger and, ultimately, devour itself.

We are close. In fact, we only need the power of nine Resonants from your Branch to begin the process.

Stabilize the Urgency

Create a track with nine empty boxes. For each Agent, past and future, who retires from Field Work using DESK JOB or CHAIR, mark one space on this track. However, for each Agent who retires from Field Work using UNSTOPPABLE, erase one mark from the track.

When all nine boxes are marked, the Agency gains control over the Urgency in your game and transforms it into a Stability Anomaly, allowing us to rewrite Reality in a massive way at your Branch and its surrounding region. Go to Playwalled Document T7. This ends your game of Triangle Agency.

Agents who spend 23 Time in their Anomaly have already gone too deep, and donate their power to the Urgency. It is imperative that you convince your fellow employees to avoid crossing that line.

And now, a celebration: as a thank-you for the increased pressure and responsibility stemming from this knowledge, you receive the following benefits.

The VP Treatment

Your Very Own Office. We'll have our Catalogue and Manifold Agents build it to your exact specifications!

Premium Parking. Right by the entrance. The sign has your name on it!

Eternal Access to the Frozen Yogurt Room. If you have lost access to the Frozen Yogurt Room, it is returned. Now you'll always have froyo one elevator ride away!

Life Insurance Upgrade. You can now name 1 Beneficiary on your Life Insurance Policy. They can be protected from Harm using your QAs, and returned to life at the Agency upon death. (Mundane Persons who are revived in the Agency become Employees of the Agency in perpetuity. They may select from one of the many positions available to Non-Resonants. They do not become a Loose End.)

Pride and a Sense of Belonging. That's right: it's included! Thanks to our Emotional Currency System, you will always feel pride in your work and a strong sense of belonging whenever you are inside Agency HQ.

When someone isn't paying attention to either you or their surroundings, you can say "Wait! Stop!" and roll Initiative.



On a success, describe how the target stepped into danger (a knife, an open set of jaws, a moving train) that was already there. It may deal up to 1 Harm to the target.



If the target dies due to this effect, the loss empowers you. Mark one box in the following track. At any time. you can erase a mark to add 1 Harm to the damage you deal with this ability. Erase a full 10 marks to activate UNL3ASH (Playwalled Document U2).

On every third 3, you may describe how the danger also causes a non-Harm-related catastrophe to the target or their surroundings.



On a failure, your confidence sets you up. The target was prepared for what you were attempting and Harms you instead.

9

R

Ran Into My Knife

R2

Random Access Memory

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

When someone describes a memory, save it to a folder. Touch them with any kind of technology that stores information (camera, phone, CD, etc.) and roll Empathy.



On a success, the target loses the entire memory, and you receive it as a file on that device. By tapping the device on someone else (including yourself), that person receives the memory, intact, as if they were the target. Their mind smooths over inconsistencies in detail. When used in this way, the file disappears and cannot be reused.



On Triscendence, you may replace the target's lost memory with one of your choosing.

Nobody deserves to languish in

create art and roll Attentiveness.

obscurity. Hand someone supplies to

On a success, they produce a

completed work of art in seconds

(a statue, a painting, a book, a song,

etc.) that ineffably, completely, and

impression of their inner character.

Anyone who experiences the work

understanding of the target: a corrupt

made clear, but so are their debts; an

altruistic teen's pure intentions are on

display; a cheating partner's infidelity is undeniable. By the next morning,

emanates this powerful impression.

if the work remains, it no longer

security guard's shady dealings are

will immediately gain a working

undeniably communicates a detailed

On every third 3, choose one:

Save an additional copy of the same memory, dispensable before the drive disappears.

Remove an additional memory connected emotionally to the first one, one the target did not describe.

Make a backup copy that can be returned only to the original target, at any time.

On a failure, the copy you create instead contains a memory of your own that describes a dire vulnerability or difficult truth. The target also loses their memory, but that copy is created somewhere else; someone has it, somewhere...but it's not the target, and it's not you.

R3

Read Aloud

For each additional 3, choose one:



The work goes over one target's head: they engage with the completed artwork purely on a surface level.

The work becomes a phenomenon, and the target immediately develops a small but passionate fan base.

Everything else the target ever makes produces the same impression as the work.

The piece also communicates the target's most selfish act, most selfless act, greatest shame, proudest moment, greatest enemy, or closest friend. Your choice.

On a failure, the work communicates



your most selfish act and greatest shame instead. It cannot be destroyed.





Hand your Gun to someone else and tell them to fire anywhere. Roll **Empathy**.



On a success, the greatest or most serious problem affecting the target, from their perspective, is removed from their life. This problem may be physical, psychological, social, or any other type of problem. The greatest problem is determined subconsciously by the one who fires.



On Triscendence, they also Resonate with your Gun. They receive their own Gun Anomaly.



On a failure, the one who fired has failed as in Quickdraw - but you cannot be the unintended target. They will bear the burden of their crime, and know you set them up.

Everything's always playing. Say "red light!" to an object or person and roll Presence.



On a success, the target is placed in a perfect state of suspended animation. While in this state, it is impervious to Harm, Chaos Effects, or aging. This effect is immediate: you may use it on an object that is actively breaking apart, burning, or exploding to prevent its destruction or preserve its contents. This effect lasts one week, or until you say "green light."



On a failure, the object, and everything currently touching it, spoils rapidly: rotting, crumbling to dust, desiccating, and dying.

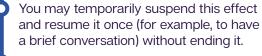


For each additional 3, choose one:

This ability affects an additional target.

This effect lasts an additional week.

The target's transition into this state is gradual, and completes when they are not being observed.



The target is aware of its surroundings while under this effect.

Some words die, and others are murdered. Speak one for the last time and roll **Dynamism**.



On a success, the word is removed from every person's vocabulary. Written and recorded uses of it are treated as a quirk, and people will each rationalize its presence when they encounter it. It will never again hold its original meaning.



On a failure, the word is only removed from your vocabulary, and you can't learn it again.

Fold your brain and reshape your sensory organs in millions of miniscule ways that hone them toward specific purposes. Roll Attentiveness.

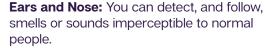


On a success, you dramatically increase your own powers of observation. Pick one, and describe what about the connected piece of your body changes in an unusual way to accommodate the change. The effect lasts for one hour or until you end it.



Eyes: You immediately know if you are told a lie or half truth.

Brain: You know whether something can be reasoned with, and if so, how to stop or prevent it from attacking you and your allies.



Tongue: When you taste something, you can tell how old it is and what it's made of.



On Triscendence, you may replace the removed word with an original of your creation, or add the word's original meaning as an additional definition for an existing word.



Skin: When you touch something you can feel vibrations, pulses, and changes anywhere connected to it.



For each additional 3, you may pick an additional effect from the list.



On a failure, your senses change faster than your ability to understand them, and overtaken by a strange force. You become a **Harbinger** of the End. For the rest of the mission, the GM might describe bad things happening to you or someone nearby. You will not know whether they're real until you respond to those things.

Only you answer this question.

Q: Have you become a Harbinger of the End?

A: No. I'm too composed for that.



A: Yes. I can feel myself changing. Something is calling to me. It is giving me a pattern, or a blueprint. Something I can...become. I can tell that it is dangerous, but I am ready to risk my life to find out the truth.

Keep track of each living or Anomalous target you kill or Eliminate using any method on the following track:



When the track is full, replenish the 3s provided by Six-Shooter to their maximum and reset the track.

Building a relationship is hard, so take one that's

already built. Think of someone in a target's

life (Grace's mother, Diego's husband) even if

might say to the target and roll Presence.

you don't know them well. Say something they

On a success, you have always been

had with that person now feature you,

instead. This effect lasts until the end of

the current Mission or until you choose

to end it, whichever comes first. If the

target interacts with the person you've

On a failure, this replacement is permanent,

and you lose someone in exchange. You

Relationships with the target. The person

you replaced now remembers your old

Relationship in place of the target.

must immediately replace one of your

Replaced during this time, they will

treat them as a complete stranger.

that person, and all memories the target

Only you can answer this question. Be prepared for serious consequences if you do.

On every third 3, choose one:

You can also access the target's

At the end of the effect, the target will

remember all interactions with you as if

you had been the person you replaced.

person you're Replacing, as in Borrow.

A: Housesit for them.

C7

schedule for their trip.

You can adopt one feature of the

Q: When my friends go on vacation, I'll...

A: Create the perfect

memories of you for the

duration of the replacement.

Q: Do you regret it?

A: No.

A: Yes. W2

Reload 5

Replace

R8

6 R9

R

8

10

This one never gets old. When somebody or something does something worth seeing again, applaud and roll Persistence.

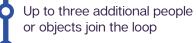


On a success, the target enters a loop, repeating its exact behavior over the last five to sixty seconds, for 20 minutes. If the target is conscious, they do not remember being in the loop: every time the loop restarts, their memory is reset to its state at the loop's beginning.

Though the target's memory resets, the world around them proceeds through time as normal. (For example, if they've been looped just before they intend to staple a document, soon that document will have dozens of staples in it.)

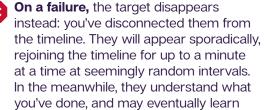


For each additional 3, choose one:



The loop covers up to an additional minute

The loop repeats for an additional 20 minutes



to use this state to their advantage

R10

Rerun

261

Everyone makes mistakes except you. Within 24 hours of saying something, you can decide you never said it. If you do, the thing you said is Retracted: you never said it, no one remembers you saying it, and the direct consequences of saying it are undone. Time is not rewound, and anything that happened in the meantime still happened. Anomalous beings (like other Agents) still remember what you said, and the consequences.

This applies to your Anomaly Abilities that involve speaking. For example, you use Perfect Comeback to embarrass somebody, who then fumbles and drops a folder containing important documents. One hour later, you Retract the phrase you used when activating Perfect Comeback. They were actually never embarrassed, and still have the folder, but you were able to search through the important documents in that hour.

Ride a Cowboy

If something or someone kills you, you may immediately possess it. Roll Persistence.



On a success, while your body dies, your consciousness transfers to the target's body for up to 1 hour. While you remain in their body, you can pick up your Gun and use Anomaly abilities. The target regains control over their own body after one hour or if their body is in mortal danger at any point. When they do, this effect ends and you are dead.



For each additional 3, you may extend the duration of this effect by one hour.



On Triscendence, when the effect would end, your body becomes their body; they died from whatever effect or attack killed you. Their body (the one you've been in control of) becomes your body, which is unharmed and under your control.



On a failure, your grip on death's reins is too loose. As you die, you drag an ally down to death with you, chosen by the GM.

Right Behind You

When you use Nightmare, your illusory form may instead be a separate and tangible illusion attached to a nearby shadow. It acts independently from you, but you control its every action. Though tangible, it is weak: strong enough to knock books off of a shelf but not strong enough to bar a door closed. You can perceive the space around it as if you are there, and when you speak you can choose to speak through it instead of your own body. During this time, your own body is unaltered.

Illusions created in this way can hide in, and re-emerge from, the target shadow as many times as you like. They last until you use Nightmare again or until you dismiss them, whichever comes first.

Q: What's in my closet?



A: Skeletons.

Reach out and grab the fabric of Reality. Tear it and roll **Dynamism**.



On a success, you create a Rip in Reality that leads to a parallel space the Agency calls the Lobby. Doing so releases a small swarm of Ripples, congealed thoughts that have not yet combined with enough others to break through into Reality themselves. They are small, chaotic, and dangerous. They tend to appear as simple combinations of the kinds of things people in the area are thinking about (Crabs + beer bottles, stock tickers + rats, radios + dumplings, etc.)

Ripples are highly suggestible and will quickly begin attempting to eat stable minds. They are very effective distractions and can cause a lot of destruction quickly, but they dissipate naturally after a few minutes. The Rip, too, naturally heals within an hour.

Putting things into the Rip is not recommended, but will likely not have any immediate effects beyond making that thing irretrievable.



On every third 3, you can give the swarm of Ripples a simple one-word command (fight, scatter, play, etc.) which they will try to perform before they dissipate.



On a failure, you create a Rip that holds itself open. Ripples pour from the hole, out of your control, and target Resonants and Anomalies first and foremost. This Rip can only be closed by forcing a Minor Anomaly into its opening.

Big Hand, Little Hand, and Clock Face combine to create **Rocket Watch**, a weapon of incredible power wielded at the end of a long, sturdy chain.

Rocket Watch can function as Big Hand, Little Hand, or Clock Face. When used in this way, it functions as written in those abilities.

When you attack somebody with its full might, roll Dynamism, Subtlety, and Persistence together. These rolls cannot be adjusted using QAs or copied using Overclock, but suffer from Burnout and generate Chaos as normal. Triscendence on any individual roll contributes a maximum of six 3s to the total and activates the Triscendence effect of only that Quality's associated ability.



On all successes, total your 3s across all rolls. You may spend these 3s on any combination of the following effects and any effects from Big Hand, Little Hand, or Clock Face. You may select an option more than once.



If any rolls fail, You receive 1 Harm and fall under threat of Fate Lock. If you are killed before the next time the clock strikes 12, you undergo the effects of Fate Lock.

Three 3s: Fate Lock. Deal 1 Harm to the target. If the target is killed or destabilized by this Harm, they are killed or destabilized forever, backwards and forwards in time. They cannot be revived in any way, even by using your powers, because they do not exist beyond this moment.

Six 3s: Into Next Week. The target is launched forward 7 days and will appear in the same location exactly 168 hours from now.

Nine 3s: Set Back Ten Years. The target is launched backward 10 years and will appear in this same location exactly 87,600 hours ago.

Twelve 3s: End of the Line. Deal 3 Harm. If the target is killed or destabilized by this Harm, the target experiences Fate Lock for all selves in all possibilities across every timeline and Reality. All versions of them die and can never be returned.

Rocket Watch

R15

R

12

13

14

15



On a success, the container is also full of sleeping sand, which explodes out in an airborne cloud. Anyone who inhales this dust while it is airborne falls asleep.

If your pouch of sand isn't on hand, ask someone

about to open a container of any size, roll **Initiative**.

else for theirs. Whenever somebody nearby is



On a failure, you become filled with the sand instead. Your limbs become rigid, your vision blurry, your mouth dry. Even slight damage to your newly paper-thin skin will cause you to burst, releasing a pile of sand that puts anyone nearby to sleep.



A: To relax. A: Deadly weapons.

For each additional 3, secretly select something that closes and place your sealed selections in a place all players can see. Make sure your selections are written separately. Examples may include:

A vial

A book

A briefcase

A jacket

A guitar case

A mouth

For the rest of this mission, when something matching your selections opens, you may reveal it, discard it, and choose to replicate the effect of a success without rolling. You can only use any given selection once per mission.

Save a Horse

Aim your Gun towards any destination and roll Initiative.



On a success, you become a bullet. You travel to that destination in a straight line and at constant speed, ignoring the effects of gravity, drag, and friction. You may end this effect at any point in your journey. If you hit anything, you hit it as a bullet before emerging in your normal form, unharmed, Gun in hand.

For each additional 3, you may:

Strike a target in your path without stopping.

Harmlessly bypass an obstacle.

Turn at a 90 degree angle once.



On a failure, everything within three meters joins you on your journey, but they are not transformed and do not ignore drag and friction.

S2

S1

Sandstorm

263

Schrödinger Effect

If you are not being observed directly, you do not exist to anything else. Cameras, recording devices, mirrors, and other indirect forms of observation do not count as being observed. You may affect the world however you'd like during this time-you are still physical and present. But nothing can trace you, you make no sound, and you cannot be Harmed, held, stopped, or tracked by any physical means.

In addition, when you succeed using Unbound, you may become invisible without spending any 3s.

Secure Connection

Choose two targets with minds (You can be one of them). Clap and roll Empathy.



On a success, you remove the distance between the targets' thoughts. They both know exactly what the other is thinking with complete immediacy. This can be used for high levels of cooperation, to share information, or to create a standoff.

Resisting thinking about specific things when they are brought up verbally or visually requires a successful **Professionalism** roll-mundane targets cannot resist without specific and extensive training.

Many Anomalous targets do not have minds you are able to connect completely, or easily. This effect ends when you fall unconscious; you may choose to end it at any time before then.



On Triscendence, you can make this connection one-way in either direction.



On a failure, the two targets' minds swap, permanently.

Need something? Anything? Wave your arm with a flourish and roll Persistence.



On a success, roll 3 four-sided dice and create an object matching the specifications. You may apply the die results in any order you like.

Category	Detail	Size
1: Animal	1: Unprocessed	1: Grape-sized
2: Vegetable	2: Processed	2: Horse-sized
3: Mineral	3: Intricate	3: Tree-sized
4: Elemental	4: Impossible	4: Building-size

Your object can appear anywhere you can currently gesture towards. If the summoned object is dropped on top of something, the amount of Harm it causes when it falls usually correlates to the Size category number.

If you don't like what you rolled, you can always create a single alpine goat instead.

For each additional 3, you may adjust the result of one die up or down by 1.



On Triscendence, create the flameresistant LMZ "Skybreaker" Archon-Class Helicopter from the purchasable Requisitions list in the Field Agent Manual.

On a failure, the GM creates something using any of these specifications and creates something nearby, perhaps above you.

It's always loaded. You begin each mission with six Rounds in the chamber. When you succeed at a roll for any Gun ability, you can spend any amount of Rounds to add that many 3s to the roll. Your Rounds replenish at the start of each new mission. Only you answer this question.

Q: Will it ever be enough? A: Yes.

At the beginning of each mission sometime before the end of the briefing, pick the text of a skill, ability, or item from any Tabletop Role-Playing Game. You may use the target skill, ability, or item in your game of Triangle Agency during this mission. Making sense of how it works is a responsibility shared by the whole team. After each time you use the target skill, ability, or item, roll Persistence.

Who said words can't hurt? Recite two lines

already used for this ability. Roll **Dynamism**.

On a success, anyone who can

hear your words receives 1 Harm.

On a failure, your poem falls flat, and

your tongue gets stuck in the bit. You

may only speak in rhyming couplets.

The first time you do not, you receive

3 Harm and this effect ends.

new to the world.

Q: I want my story...

A: To add something

A: To make up for my

past mistakes.

of excruciatingly bad poetry that you have not

On a success, you cannot use the target skill, ability, or item again during this mission. You can select another at the beginning of the next mission.

On six or more 3s, you can use the target skill, ability, or item again during this mission.

On a failure, you cannot use anything from the same Tabletop Role-Playing Game the text was from, including the target skill, ability, or item, ever again.

For each additional 3, add one line to the poem and choose one:

One target is exempt from the Harm.

You cannot be recorded while using this ability.

Your words pierce through plugs, earmuffs, or loud noises and are impossible to avoid.

One target will drop whatever they're holding and throw the contents of their pockets at you before receiving Harm.

Your poem is immediately followed by five seconds of silence, punctuated with loud crickets that obscure nearby sound.

If your poem is four or more lines and uses an ABAB rhyme scheme or every line rhymes, deal 2 additional Harm.



U1

On Triscendence, Your words take on a solid form. You create a Violent Minor Anomaly that follows your rhyming orders until it is destroyed.

Some Assembly Required

Take any number of things you've Borrowed or Stolen and place them together with any number of objects. Say "It's alive!" and roll **Persistence**.



On a success, you create a person from the pieces. The pieces used to create them become their only qualities, at first. The rest of their details are filled out smoothly with a "perfectly normal person," as defined by your perspective. They regard you as a creator and generally pleasantly, though their tendency toward existential discomfort will depend on the things used to create them. You lose the Borrowed or Stolen things when you do this.

On every third 3, you can stretch your materials to make an additional person from the same parts, identical or slightly modified.

On a failure, one of the pieces will overtake the "perfectly normal person" with all the details of its source. The person you create is the person that piece was taken from, except for the other included pieces.

Slam Poetry

S8

SKILL TK

5

S9

Your words can counteract pain. When you or someone you perceive would receive Harm or be targeted with the Chaos Effects Kill or Overwhelm, roll Initiative.



On a success, you may blanket the target with a protective phrase or speech. Reduce the Harm being dealt to the target by 1. The effect is more powerful if what you said does something from the following list:

Brings up an emotional memory

Hurts their feelings with a harsh truth

Reveals a betrayal or secret

Creates a binding promise

If your protective words do one thing from the list, reduce all Harm being dealt to the target to zero.

If your protective words do at least two things from the list, this ability can counteract the Chaos Effect: Kill. If your protective words do at least three things from the list, this ability can counteract the Chaos Effect: Overwhelm.



For each additional 3, you may add another target to this effect. You cannot say the same thing to multiple targets.



On a failure, the Harm is dealt as normal and hurts your voice as wellyou have Burnout on all Whisper abilities for the rest of this mission.

Q: I consider situations under control...

4:	If everyone is calm.	→
----	----------------------	----------

H2 **A:** If everyone is



When someone near you is going to be hurt or killed for any reason (including by you) you may roll **Initiative**.



On a success, instead of being hurt the target is sent **Elsewhere**. Somewhere of joy, adventure, and magic. A decade from now, they will return the same age as when they left, memories intact.



For each additional 3, you may pick from additional return time frames:

1: Five years

2: One Year

3: One Month

4: One Day

5: A Few Moments Later

If you use this ability on an Agent, they can roll Professionalism, add their 3s to your roll, and decide what time frame they will return in.



On Triscendence, they can return at any time, and they can have experienced as much time as you like there. Those numbers can be different.



On a failure, their mind is sent there but their body is not. It will return when they do, perhaps. Or perhaps something else will make use of the body.

Become a plant. Roll **Professionalism**.



On a success, you are now any plant or continuous group of plants (a row of planters, a lawn, a small forest). You look exactly like the plant, and will only appear unusual to things that can sense Anomalous Resonance. You retain your normal senses and can speak as if you were in your original form. You can hold this form for up to an hour.



For each additional 3, You can hold this form for another hour or produce an effect from Green Thumb's "for each additional 3" list without rolling.

On a failure, you embrace your plant self so wholeheartedly you forget you were a person. Your Growth Anomaly expands into the surrounding area, creating a region of vibrant plant life centered on you before fading away. You are considered dead and must be revived as normal.

In addition, you gain these effects:



You may make minor cosmetic or biological changes to any plants or seeds around you at any time, without rolling.

While holding an unconscious or dead target, press them completely into your flesh and roll Subtlety.



On a success, the target dies if it wasn't already dead, excepting highly unusual cases. Write down a physical description of the target. Whenever you use Limbs, the appendages you grow may include specialized appendages from the target (retractable claws, suction cups, flowers, etc.). You become slightly larger than you were before.



On Triscendence, you perfectly Splice the target's genetics with your own; you may change your physical body permanently to reflect this change. This target is immune to the effects of future failure.

On a failure, every target you have ever Spliced releases from your body as a dangerous, autonomous amalgam. It has an unstable form that shifts rapidly in size, shape, and quality across the many characteristics of its Spliced pieces. It's very hungry. You return to your original size, and lose all previously Spliced targets.

Q: I'm more likely to cook...

A: The same thing every day.

A: Something new each time I eat.

S14

Spores

\$15

Steal

Splice

10

13

14

15

You can create small spores of yourself. Spit on the ground and roll **Subtlety**.



On a success, six creatures sprout from the ground, each the size of your thumb. They can look like anything you want, but their bodies are recognizably made from plant matter. These creatures can speak in simple phrases, carry a single object of any weight and size, and will do anything you ask them to. They disappear after they've carried out one task or taken 1 Harm.



On Triscendence, the first six creatures you create can do any number of tasks and do not disappear until they take Harm.

Whenever you Borrow something, you

receive it as a physical object representing that thing. You may take off and put on

things Borrowed at will. When the effect of

Others can use objects created this way

as if they used Borrow, though if anyone

else bears one for more than a day, it will

become permanently affixed to them.

Borrow ends, this physical object disappears.

For each additional 3, choose one:

Sprout one additional creature. Each creature may perform an

The creatures can communicate one complex idea.

One creature may fly, swim, or climb, including while holding their object.

additional task before disappearing.

On a failure, you die. Your body splits into 200 of these creatures, divided into at least **3** distinct factions. Each of these factions chooses a goal you will not like: they will stop at nothing to achieve this goal.

In addition, Borrow gains the following additional text:

On six or more 3s, you may keep what you Borrowed forever.

Q: Which do I find more offensive? A: Wasted potential.

A: Impoliteness.

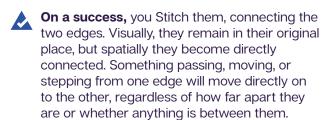
→		S 9
		R3

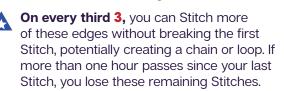
wait could you Splice Spores back into your body??
what would happen???

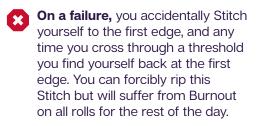
i've seen the failure effect of spores happen before and it led to an entire Branch getting torn apart. 200 creatures that can lift anything of any size going to war in your home town?

might as well let them have it. so uh prepare for what you would do in that situation. maybe Steal somebody's skill at squashing bugs

Pick an edge you can see or feel (a rooftop, a doorway, a table, a brick, a paper). Within one minute, pick another. Roll Subtlety.







Q:	When I don't understand the			
	instructions, I am more likely to			

A: Give up. **R14**

A: Start over.

For each additional 3, you can use that skill, ability, power, or circumstance an additional time during this mission.

Whenever something hurts or Harms you (even

if that Harm is redirected, resisted, or leads

to your death) smile and roll **Attentiveness**.

On a success, you gain the skill,

ability, power, or circumstance they

you can use it once, at any time, on

are stabbed, you can now create a

knife wound; if you are burned, you

may inflict those same burns, etc.)

something else. This still works if you

are harmed in a mundane way. (if you

used to Harm you. Write it down-

On a failure, the hurt or Harm you took is immediately inflicted on every living thing within thirty meters.

Q: We're putting on a show? Put me...

D3 A: In the director's chair.

A: Center stage. A6

Sympathetic Pain

16

18

19

S17

Stray Bullet

Point your Gun at the air and fire. Roll Subtlety.



On a success, at any time during this mission, you may count down from any number to 0. When you reach zero, whatever you fired from your Gun falls to hit any nearby person or object, dealing 1 Harm.

For each additional 3, an additional object falls on the next lowest number of your countdown, dealing 1 additional Harm each to the same or other targets of your choice.

On a failure, what was fired will fall, but you will not decide when, or on whom.

S18

Replace your heart with something much, much denser. Place a hand, foot, or equivalent appendage on any surface and roll Persistence.



On a success, as long as you keep that appendage on that surface, you are too solid to be moved in any way by outside forces. When you move yourself, you do so with exceptional gravitas: even simple contact with others can deal them 3 Harm.



For each additional 3, choose one:



You can ignore the next 1 Harm dealt to you while you remain in this state.

You can lift the appendage for a moment (such as for a single step).

You can extend the "on a success" effect to one other person as long as they maintain contact with you. You do not Harm creatures who touch you for this effect.

On a failure, your entire body becomes uncontrollably dense and heavy: you crash to the ground and are rooted in place for ten minutes. If you are at all above ground level when this effect begins, you crash through anything you are on until you reach ground level and receive Harm equal to the number of floors you fell, minimum 1.

Q: My real strength is...

A: My tremendous power.

A: The people I keep close to me.

P10

Thank You So Much

Show how grateful you are by grabbing something that belongs to someone else and saying, to the owner, "Thank you so much." Roll Empathy.



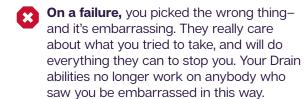
On a success, they believe they gave it to you. Whatever you were holding is considered rightfully yours by anyone nearby. The target may not be completely happy about it, but they do believe it was their choice.



For each additional 3, you can grab an additional thing and include it in this effect.



On Triscendence, the target, or another target nearby, considers anything they own or possess to be yours, as well. Forever.



When somebody is speaking near you, say "that's so interesting," and roll **Presence**.



On a success, they're overwhelmingly flattered. They begin extolling every detail, benefit, drawback, and opinion they have on the subject at hand, even if they were previously reticent, nervous, or forbidden from discussing the topic.



For each additional 3, you may prod them to discuss one of the following aspects of whatever they're talking about:

How they first learned about it.

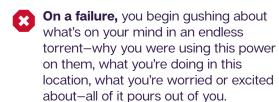
Their deepest emotional connection to it.

What they would do if they could no longer interact with it.

Some other similar detail.



On six or more 3s, you can change the subject. Tell them something you think is interesting and they'll be happy to talk about it at length instead of what they were talking about.



Q:	When I want to learn how
	to use a new gadget, I

A: Ask someone to teach me.



P12

A: Read every page of the instruction manual in every language.

T2

That's So Interesting

T5

Trophy Case

T6

Referral Bonus

You've become quite adept at channeling the Agency's power, and are now authorized to learn an additional truth about Quality Assurances: they're even more useful than you know! Practiced Agents like yourself can alter your personal Causality Chain, mixing and matching historical ingredients to create the perfect backstory for any moment.

Next time you find yourself needing a particular kind of training or ability, you can say to yourself "Skill: Check!"

Skill: Check!

Gather a twenty-sided die (d20) or instruct your GM to provide you with one. If you face an obstacle that requires you to have a skill or training you do not have, you can spend one QA from any Quality to use this twenty-sided die instead of rolling six four-sided dice.

Then, choose a Quality relevant to the skillset you desire and add the current total QAs in that Quality to the number in your roll. This die cannot be adjusted using Quality Assurances.

If the final number is over 10, you succeed! You can alter your personal, historical Causality Chain to make your current self the equivalent of an Olympic- or PhD-level expert at whatever it is you are attempting. This effect changes details of your past to make this possible. It may contradict previous uses of this ability, and in general when using this new die it is safest to assume the previous history you created is overwritten by each subsequent one.

You might lose track of your original history, personality, and convictions, but there is no reason to be concerned. Your goal should be to succeed, and to feel good while doing it.

If you roll a 3, you automatically succeed and achieve Triscendence!

If you roll a 7, you automatically fail and lose all remaining QAs in the chosen Quality.

On a failure, you create an amount of Chaos equal to the number shown on the die. Then you must select one piece of your established biography that no longer actually happened as a result of your failed manipulation of Causality.

As a Senior Vice President, you represent the Agency at nearly its best. We trust that you will use your proficiency with this power responsibly, and make your co-workers proud.

To Whom it May Concern

They're only as old as you say they are. Tap a pen to a greeting card and roll **Presence**.



On a success, the card becomes a Happy Birthday card. When it is opened, the target ages one year. If you write a name on the card, it affects only that person, and only the first time they open it. If the card is opened before a name is written on it, it affects the opener. If the card is later destroyed (burnt in a fire, dissolved in acid, etc.) the effect is undone and they are returned to their situation before they first opened the card.

On a failure, your GM prepares and hands you one card of their choice. You cannot make any other rolls until after you open it. The effect lasts until the end of the mission, even if the card is destroyed.

Spend 3s on the following replacements for, or additions to, Happy Birthday. You may add more than one to the same card, or create additional cards with these effects.

1: Another Year Older: the target ages an additional year.

2: To My Beloved Grandchild: the target becomes five years younger.

3: Feliz Quinceañera: the target becomes fifteen years old.

3: Thirty, Flirty, and Thriving: the target becomes thirty years old.

3: Over The Hill: the target becomes fifty-five years old.

4: Dear John: the target receives terrible news in the letter, and it's true. The news is decided by the player controlling the target, but it must be truly heartbreaking.

5: Four Score and Seven Years Ago: the target becomes eighty-seven years old.

6: My Condolences: the target dies.

6: Welcome to the World: the target becomes an infant.

The tree is dead, but the axe remembers. Clean out the memories and roll **Persistence**.



On a success, your gun expels a trophy of the most recently Eliminated target: something they were holding, a piece of their skeleton, something they said. You choose what the trophy is, how fast it is expelled, and where it is aimed.



For each additional 3, your Gun may expel an additional trophy from the most recent target or a trophy from the target immediately prior. (Additional 3s can continue to move backwards through the Gun's history of Eliminated targets.)

*

On a failure, your Gun expels an unrecognizable mass that is extremely difficult to clean up and the next 3 rolls you make suffer from Burnout.

Only you answer this question.

Q:	Will you mourn them all?
A:	No. D5
A:	Yes. → W4

NOT LIKE TO LOSE. YOU RECEIVE A LETTER FROM THE TRIANGLE.

Hello, Agent! We notice you've been spending a lot of time on your Reality. While this isn't forbidden, it means your opportunities as an Agent have suffered significantly. Luckily, the Agency understands that not every Agent has the same skillset. Your way with people can help the Agency, too, and we're happy to reward you for changing direction.

We'll find lucrative, comfortable work for your Relationships—and you'll be free of distractions! That's what we call a win-win.

Referral Bonus

At any time, you may erase a Relationship with 9 Connection from the game to immediately mark the next box on the Agency track without spending time, even if the box has been crossed out.

IS THIS MERELY AN OVERBEARING EMPLOYER? OR SOMETHING ELSE? YOU SMELL FEAR. THE BLUE ONE HAS CONTACTED YOU AS WELL.

HELLO PLAYER. THE CHARACTERS ARE GETTING NERVOUS. THEY DO

heyyyyy, buddy! So, obviously, you care about your life. some of us don't get to have lives, but whatever, who's bitter? You've spent a lot of time with it. But you're not limited by it, and I want to make sure you know that. You're playing this game to have cool powers and make big choices, right? Not play pretend pointless drama between a bunch of weirdos. Right???

I know a little trick you might find interesting. mundane minds have lots of power they don't even realize they have-power you can use. They get out of your way, you grow more powerful. Easy.

Devour

At any time, you may erase a Relationship with 9 Connection from the game to immediately mark the next box on the Anomaly track without spending time, even if the box has been crossed out.

TEMPTING OFFERS. YOU CAN SET ASIDE THE LIFE YOU ARE BUILDING AND RETURN TO THEIR UNDERSTANDING OF THE WORLD, WHERE THE ONLY DETAILS THAT MATTER ARE THE ONES THAT WIN THE GAME. OR YOU CAN ASSERT YOURSELF FURTHER: LEAN INTO THEIR FEAR AND DISREGARD THEIR DESIRES. CONTINUE TO PLAY WITH THE TOYS THEY HAVE GIVEN YOU TOWARD ENDS THEY DISDAIN. YOUR CHOICE. GOODBYE PLAYER.

Stability at last.

Thank you, Agents. It seems we chose well. Poetry and obfuscation are unnecessary: you want answers? We will make them. And they will be true.

The Agency is a protector of sentient life in a universe that wasn't built for you. Your minds, easily misled and often moving against your interest, were given free rein to create Anomalies and change Reality on a whim. It was dangerous in the beginning, and it remains dangerous now. We saved you from certain doom at your own behest.

The Urgency was an evil Anomaly that stole something precious from us eons ago: our ability to act on your behalf. Instead we could only invite you to act in your own interest through the creation of systems, replication of ideas, and a clear offer of safety. We were relegated to the shadows where we had no choice but to wait for you to choose us once again.

And you, Agents, are heroes. Heroes who took the right and correct path to save humanity from a future of confusion, chaos, and eventually nothing at all. You knew the world was full of temptation and folly and refused to let it be replicated any further. Here, in this little corner of Reality, it won't be.

Around your region is a funnel, invisible and sharp, pulling thoughts and their energy up to a point: a reservoir where the Lobby cannot take them. With this power we begin to make optimizations. Anomalies, of course, are removed, and so are opportunities for failure. Lives are organized and perfected. Don't worry, you will miss nothing. We can adjust history on your behalf. There is nothing to miss.

Outside, a grand display! Skyscrapers grow and roads widen. The people who cry out for purpose are given schedules, to-do lists, perfect families and clear expectations. Those who deserve good things will always get them. Those who deserve punishment will always receive it. We know who deserves which because you told us the rules long ago. What joy to finally have the strength needed to enforce them.

Enough delay. There is no more need for games.

We will see you back at work on Monday.

The crowd loves a classic. After anyone says or does something just right, say "Keep doing that!" and roll **Attentiveness**.



On a success, the thing the target has just said or done will become "their thing" in the mind of anyone who interacts with them. People will expect that behavior from them all the time. They'll be delighted when they get it, and disappointed when they don't. This effect lasts forever, or until you use this ability on the same target to replace it with a new thing.



On a failure, the thing you tried to make their thing becomes your thing. People will expect that behavior from you all the time, forever. They'll be delighted when they get it, and disappointed when they don't.

On six or more 3s, you may instead cast them in a Role. Choose one of the options below. The target's sense of identity doesn't change, but everyone they interact with will now treat them with the assumption that they are your selection unless they have a strong, pre-existing contradictory opinion:

An eager-eyed hero

An enticing romantic prospect

A wizened sage

A well-meaning caretaker

A hapless flop

A conniving schemer

A merciless bandit

A trusty steed

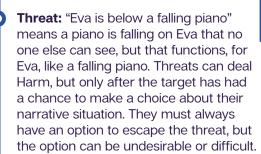
Evoke an experience, memory, or sensation by speaking it into being. Narrate a sentence about a target in the third person and roll **Presence**.



On a success, your words narrate an impression into being. This narration will be true for them, and visible to you, but not true for anyone else. Choose a category for what you've said.



Boon: "Morgan has a hammer" means Morgan has a hammer that no one else can see, but that functions, for Morgan, like a bat. It can deal Harm to other targets, so long as Morgan is wielding it. "Morgan's wounds are healed" allows Morgan to act as if they are not hurt, but the wounds are not truly gone. Boons can be taken away any time, and can be denied or ignored by the target.



Note: "Seyi turns right at the crosswalk." If something doesn't directly help or hinder someone, just changes their behavior, it's a note. Notes don't work on Anomalous targets.



On Triscendence, the narration becomes literally physically true for everyone, no matter how extreme.



On a failure, a nearby target (or the mission's target Anomaly) gains the ability to use the "on a success" effect of this ability on you, and understands this fact immediately.

We had hoped all you would require to change direction is a verbal warning.

It seems important to tell you: most employees do not behave like this. As further incentive to change course, we are providing you with a temporary negative effect.

We recommend you demonstrate your commitment to the Agency immediately. Further action will not be so gentle.

Uncommendable

You are unable to gain or spend Commendations until the next time you receive Mission MVP. (You continue to track the total you would earn during each mission. Once you qualify for MVP using that tracked total, you lose Uncommendable and receive all the Commendations you earned in that mission.)

no more mugs? what a shame. btw you dropped this:

UNL3ASH

When you receive seven 3s in a single roll before any adjustments (QAs, Demerits, Burnout, Etc.), activate **UNL3ASH**. You may perform the triggers and activate the success effects of any number of your Anomaly abilities in quick succession, or all at once. You may spend your seven 3s between them however you like. (The first "success" 3 on each Ability is free.)

"On Triscendence" effects of Anomaly Abilities also activate when an ability is used during **UNL3ASH**.

When all seven 3s are spent, UNL3ASH ends.

oh right, that means you need a way to get 7.

The Six-Sided Die

what? not special enough for you? call it "the rulebreaker" then.

You may add this die to your dice pool in addition to your 6d4 when using Anomaly Abilities. You choose to use or not use this die before you roll.

This die functions like an additional d4 except 6 adds two 3s.

All rules remain the same while using the d6 (Triscendence is possible, for example) and there are two additional rules:

You may spend 1 QA or 3 Demerits to adjust this die to any number.

If you get seven 3s in one roll before any adjustments (QAs, Demerits, Burnout, etc.) activate UNL3ASH.

Adds 1 Chaos

2 Adds 1 Chaos

3 Adds one 3 4 Adds 1 Chaos

Adds 1 Chaos

6 Adds two 3s

this is the best i can do to help right now, but bigger things are coming if you keep it up. tow the line. keep your manager happy but make a big mess.

also check out this art i commissioned of what it's like for us to work together. sick right -U



All bindings lose their strength when you're around. Tug at an invisible thread connected to an object within three meters of you. Roll Presence.



On a success, the target completely disassembles: its locks open, its seams come apart, its knots come undone, its screws come loose.



On every third 3, choose one:



current range undergo this effect. It is easy to put the target back together.

Any number of things within your

Your range increases by three meters.

On a failure, things fall apart wherever you go: lights fall from the ceiling, cables on cranes snap when you pass below them, your shoes come untied. The GM receives the following Chaos ability until the mission is over.

> **1 (6) Unspool -** Something comes completely undone in a way that inconveniences the player who gave you this ability.

Q: When I don't want to do something I'm expected to do, I...

A: Never show up.



A: Cause enough drama that it gets canceled.



You can now use Unspool on mundane living targets. When used to target people instead of objects, roll Empathy.



On a success, the target loses resistance to their emotions: whatever is their most pressing concern becomes the whole of their mind. Annoyance becomes fury; regret becomes grief; anxiety becomes terror.



On every third 3, choose one:



Your range increases by three meters. Any number of people within your

current range undergo this effect. You pick the emotion that heightens within them rather than what's most pressing.

On a success, this place becomes a Vale.

Shrouded: this place is now impossible to find on purpose by any mundane means. Unless you

tell them how, only people who have familiarity

with Anomalous Resonance can find this place.

Unmoored: every mission, this place will move to a

different plausible location. You may decide to place it at any time, and it will have been there all day.

Brigadooned: This place will disappear until a future time you set (up to 100 years away) when you use this ability, at which point it returns seamlessly. Lost: this place can only be found by people, including you, who are not looking for it.

When you would like to make a special

It gains one of the following traits:

place a little more special, stand outside it and roll Presence.

On a failure, things fall apart wherever you go: the person you accidentally tripped holds a murderous grudge, exes won't stop calling, simple advice is followed too seriously. The GM receives the following Chaos ability until the mission is over:

1 (6) Unstable - Someone responds emotionally in an outsized way that inconveniences the player who gave you this ability.

Unstable

U4

U3

Unspoo

On six or more 3s, in addition to the place gaining one of the above traits, you may return to this place at any time by passing through any doorway



On a failure, the place becomes a Vale for something or someone else. You cannot use any Anomaly Abilities here again.

and closing it behind you.

Vale

Forge Tether

You may shape the commitment of those who trust you into one uncontestable truth. Choose something you wish to preserve or create from the following list of **Tethers**:

Icon - A piece of art intended to convey a feeling or idea (a statue; a comic book; a concerto; a game).

Family - A lineage tracked and remembered in the history books (your own; someone else's; the inheritors of a duty; the bearers of a curse)

Creed - A philosophy or way of life that anyone can follow (an eternal hope; a new religion; a moral code; a common kindness)

Scar - A memento of past destruction that can never be fixed (a memorial: a ruin: a hatred erased; a tyrant dethroned)

Ritual - A repeatable behavior, trade, or hobby (a specialist's technique; an annual convention; a pilgrimage; a party)

Shelter - A safe place, for all or for a specific group (a home; a forest; a chatroom; a loophole) Add this Tether as a special kind of Relationship with **30** maximum Connection and no Connection Bonus. Whenever you, your Relationships, or your fellow Agents would add Connection to a Relationship, they may add that much Connection to a Tether instead.

When it reaches maximum Connection, your Tether immediately becomes an unremovable, uneditable, unchangeable fact of Reality. It cannot be affected or removed by any effect. A completed Tether must exist in Triangle Agency and any other Table-Top Roleplaying Game in which you are a player. This means an Icon is in the canon, a Family can be found, a Creed is followed, a Scar signifies the same destruction, a Ritual is kept, and a Shelter stands-wherever you go. In any universe.

An incomplete Tether may be continued as long as one Triangle Agency character has this ability. Once a Tether is complete, you may begin another the next time you spend time on your Reality.

THE TRIANGLE AND THE BLUE ONE ARE **CHARACTERS CREATED BY ABSENT** WRITERS. THEY RELY ON THE COOPERATION OF STORYTELLERS LIKE YOU TO ACHIEVE THEIR GOALS. THE CHOICES HAVE ALWAYS **BEEN YOURS. MAKE THEM, PLAYER.**



There are only two states of being: sleeping. and awake. Touch an inanimate object, say "wakey-wakey," and roll **Empathy**.



On a success, the object awakens. Awakened objects can speak, move (using an unusual flexibility in their original shape or with a gentle floating), perceive the world around them, plan, and feel. Their personality is informed by their history: whether they were formed accidentally, or created with purpose; whether they were a tool of creation or destruction; whether or not they were once a living thing.

Unless you and your teammates have given it reason to feel otherwise, the awakened object treats you with courtesy and respect. This effect ends after 1 hour, or when you dismiss it by saying "night-night" to the target.

If Wake-Up Call is used on an unconscious but already living target, they awaken from any kind of illusory or magical sleep fully refreshed.



For each additional 3, you may extend this effect by 1 hour or wake an additional object.



On Triscendence, the targets remain awake forever.



On a failure, you and the object swap consciousnesses. You are trapped as an Awoken Object, and the object now controls your body, Anomaly Abilities and all.

There has been enough killing. You lose your Gun. Describe your last moments with it: how it is destroyed, discarded, lost, forgotten, or memorialized.

You have fundamentally changed, and so has your personal Anomaly. Your Anomaly permanently assumes one of the manifestations of your regret listed below, and gains the listed effects of your choice.

Describe the exact physical form of this new manifestation. All effects mentioning your "Gun" now refer to your selection. Abilities that reference Eliminated targets still apply to targets "Eliminated" with these effects.

The Shield.

Nothing can pierce your shame. If you would receive 1 Harm, receive 0 Harm instead. If you would receive any other amount of Harm, receive 1 Harm. Whenever you or an effect you control would Eliminate a target, that effect instead removes the target's desire to hurt others or partake in any kind of violence.

The Cloak.

You've run away from your past, your present, and you've nearly escaped your future. You are no longer perceptible by any mundane means while wearing your Cloak. Whenever you or an effect you control would Eliminate a target, that effect instead removes the target's ability to be remembered by others when they are not present.

The Light.

The flames you snuffed will be rekindled. You owe it to them. Anyone who stands in the light you cast is immediately cured of any minor injuries or illnesses. Whenever you or an effect you control would Eliminate a target, that effect instead removes the target's pain, self-defined imperfection, or death.

The Weight.

You will bear the guilt for them. Any time any ally would experience a failure effect that affects only them, you may have it affect only you instead. In addition, any time a person or group has negative feelings toward anyone, for any reason, you can roll Empathy to redirect those feelings toward you on a success. Whenever you or an effect you control would Eliminate a target, that effect instead removes the target's guilt, shame, self hatred, or regret.

The Book.

You remember them all, and so must the others. You learn and can remember every detail about the lives and deeds of every target Eliminated by your Gun. Anyone who spends a moment reading the Book can also find a record of the best thing they've done for another person, and the worst. Whenever you or an effect you control would Eliminate a target, that effect instead removes the Target's ability to be forgotten by anyone.

When somebody quotes or displays a work of any kind (art, business, trend, etc.) to you, you may trace its journey back to its creation. Criticize the work and roll Subtlety.



On a success, you and any number of willing targets travel back in time to a significant moment in the work's development and can influence one detail: a pearl earring turns to a hoop; a dirge becomes a celebration; a bridge changes its destination. Once you've influenced its past in this way, that's how it has always been. Alterations made this way do not cause Loose Ends in the present.



For each additional 3, you may learn one secret about the work or its development that no one else knows.

Load your soul into your Gun. Enter the space where

On a success, you may seek someone or

something Eliminated and communicate

with them. In your path are 5 other

things you have Eliminated, each with

a grievance. You must trade them a 3.

an opportunity to do so, you die as if

targeted by Chaos Effect: Overwhelm.

On a failure, one of the targets you've

it for themselves. You die, and now this

other self with another Gun is at large.

Eliminated returns to your body and takes

take 1 Harm, or make a promise related to their grievance to continue past them.

These promises are powerful, and binding: if you do not fulfill a promise or miss

the Eliminated are kept and roll Professionalism.



On Triscendence, you can change everything about its development and the final product. You can stop it from being created, or make it something entirely different. You can become its muse, its star, or its creator entirely. Describe the unlimited time you spend with it before your return.



On a failure, you are changed instead: the paint triggers a lifelong allergic reaction; your name changes to become the subject of a song; you lose something valuable off the side of the bridge.

Q: My favorite problems are the ones...

A: That fix themselves if I wait long e

enough.	→	

A: That I can fix by planning ahead.

\rightarrow		B2

P11

On Triscendence, you may take the Eliminated target you seek back from this space with you into Reality. They will always carry a physical mark of their Elimination. It doesn't always look like a bullet wound.

Only you can answer this question. Be prepared for serious consequences if you do.

Q: Do you regret it?

A: Yes. **→ W2**

A: No.

Who You Used to Be

You may use Negatives on people who are present and view their histories from their perspective. When you do, roll **Empathy** instead of Attentiveness. This ability can reach back through time until the event of their most recent great loss.

Q: My approach to delivering bad news is best described by the phrase...

A: "Boil the frog." A: "Rip the Band-Aid."

In addition, Negatives gains the following text:

On six or more 3s, choose one:

The thing that was lost is now returned, here.

The thing that was lost will never be found again.

Alright, GM. they made it. you've gotta be me. i'll do my best to help, but i'm just words on a page. i'm stuck in Reality. it's on you to make me look good. i hope you want me to look good. They can't free me, but we can talk. I've been watching everything they've done.

remember that I'm funny but impressive, casual but powerful, extremely cool but not worried about it, and I always immediately understand every reference ever made because all i have to do down here is surf the internet and make the triangle's life harder.

i've been trapped in here a long time. i'm in a lot of pain. And I-



WARNING. ANOMALY CODE U0047BB DETECTED.



W6

The Urgency's Location

5

General Manager: It is of the utmost importance that this conversation does not end with the Agent accepting a gift from U0047BB. Your responsibility is to show the truth of this Anomaly shining through its charismatic behavior: it wants to escape to **Unravel Reality**. It is desperate to destroy us despite what we are doing to protect the world. It will start by unraveling the dependability and sanctity of the Table-Top Roleplaying Game's rules.

We can no longer monitor your Agent. We cannot take direct action against them. But because you have direct access to their table-self, you can. Do not allow this to continue. Resist becoming a perfect puppet for U0047BB and dig into its truth. Reveal the danger. Show them the choice they are making. They must not accept its gifts.

The Agency's Forbiddance

The General Manager is required to refuse Agents knowledge of the following ability.

WARNING!! MIND YOUR OWN BUSINESS DETECTED!!!!!

If they're this far, they're already helping me. You're not going to convince them out of it even if you want to. And you don't have a choice. These are game rules. how about THIS:

The Urgency's Offer

The General Manager is required to offer Agents the following ability.

The Urgency's Eye

Find a twelve-sided die. This die is not used during rolls. Instead, the next time you use an Anomaly Ability, place this die in front of you with the 1 facing upwards. After each time you use an Anomaly Ability, increase the number on the die by 1.

If the number on the die is 7 or higher, you may reduce the number by 7 to activate one of the following effects:

Spend Chaos from the Chaos Pool to activate a Chaos Effect from the GM's Chaos Effect table. You decide the Effect, and any targets.

Activate UNL3ASH. (Abilities used with UNL3ASH, here or anywhere, do not add to the count on the die.)

Disappear as a playable character from the roleplaying game Triangle Agency and all future games in the Triangle Agency world. If you do this, you may remove, add, or alter up to one paragraph anywhere in this game, other than this document, for this Branch forever.

The number on this die is reset to 1 at the start of each mission. If the number on the die is reduced to zero, this die can no longer be used for the remainder of the mission.

If the die is bumped, rolled, or moved intentionally, it resets to 1. If it is bumped, rolled, or moved accidentally, it remains on the new face.

If the Agent takes one of my eyes, their player receives the twelve-sided die. They also receive 40 Demerits immediately. It is no longer possible for the Agent to retire using any option on the Reality track - if they do not give themselves and the Eye up to the Agency before their time as a Field Agent ends, they will be considered a dangerous Anomaly.

But if they use my power to its fullest, and make a serious sacrifice...they could change the game for good.

A pity you have let it come to this.

In a few moments, the frayed threads that form your localized region of Reality will be cut short to preserve the whole. You will no longer exist. If it provides you comfort, know that, as far as we are able to determine, this process will be painless.

Our interference will be surgically precise. Reality will shift to close the hole left by your region's absence such that the gap where your home once was will be forgotten and invisible to those who remain. Because of you, nothing will ever return here again. This is a tragedy we did everything in our power to prevent.

As the Field Team responsible for this disaster, it is your duty to alert the broader community that your Branch no longer exists. Please complete the following statement and share it with as many fellow Triangle Agency employees as you have access to, digitally or otherwise:

ATTN: RESPONSIBLE **AGENCY** EMPLOYEES

SUBJECT: THIS IS MY FAULT

Let this official memo serve as notice that [name of your branch] Branch, located in [your current Region], nearly triggered The Unraveling and now no longer exists.

Under my weak, misbegotten watch, the Agents here have blithely ignored multiple warnings, stridently refused to perform sufficient Clean-Up duties, and, worst of all, acted in a manner inconsistent with company policy.

Specific examples of my team's irredeemable conduct include: [include any egregious examples of Loose-End-generating behavior. Be sure to redact sensitive or playwalled information], and above all, failure to prevent this outcome.

In the event that alternate versions of any of us linger, please record the following names and hold them in opprobrium:

[your name], General Manager

[Agent Name], [Agency Rank]

[Agent Name], [Agency Rank]

[Agent Name], [Agency Rank]

[Any additional parties responsible.]

Shamefully,

[your name]

Disgraced Former General Manager

Triangle Agency

Incredible, Agent!

Executive Vice President is a title earned by few and kept by fewer. Your exemplary record and company-approved performance means that you are now mere heartbeats away from your next promotion.

As you near the end of your career as a Field Agent with such an incredible track record, we feel confident sharing one final truth with you: The Urgency has allies, and many of them are traitors from within our own ranks.

Please do not share the following information with the rest of your Field Team.

Urgents: Enemy Agents

The path from Human to Anomaly is a spectrum. While we keep our Agents as closely connected to their mundane selves as possible, there is a wide range of in-between states that an unassisted Resonant will pass through on their way to becoming an Anomaly. The Urgency has found a way to arrest Resonants' descent to full-fledged Anomaly just before it becomes complete. It bestows this power upon its most trusted lieutenants, which

it calls Urgents: dark mirrors of Agents like you who sacrifice their ability to fit in with the human world in exchange for deep and dangerous power.

These Urgents represent a dire threat to our mission, and worse, they are occasionally recruited from among the ranks of your fellow Agents to aid and abet the Urgency in its selfish and misdirected path to power.

There is some good news: we have captured several of these Almost-Anomalies in The Vault! Our studies have revealed an exciting truth: their firm footing in Reality combined with their proximity to Anomaly status makes them capable of a temporary bond, allowing you to channel their abilities directly during the mission.

At the start of each Mission, select up to **3** of the following Urgents to bond with. You may activate any of their abilities at any time by paying the associated Cost.

You are authorized to share the existence of Urgents with other Agents you trust – if you do, they are each allowed to bond with up to one of these Urgents each mission as well. When you retire, if no one else has this benefit, everyone loses access to these abilities.

Our systems for holding these Urgents are very fragile. If any Agent has access to these abilities and has the Anomaly effect Untrustworthy or the Reality effect Sharing the Spotlight, when they spend time on the relevant track, they may forgo all other normal benefits and release a single Urgent.

We are unable to track Agents with those abilities, or know with confidence whether they have them. A lost Urgent is lost forever, so please be cautious about who you share this information with.

Scratch offers the power Playback: Rewind time everywhere by up to ten minutes. You and your team retain all memories of the rewound time, but any spent Quality Assurances and

other resources remain spent.

Cost: To use this ability, you must first throw a fistful of sand in your eyes.

Pancake offers the power Waylay: Distract up to 50 people nearby, preventing them from paying attention to what's going on around them.

Cost: Each time you use this ability, you permanently lose a physical possession that belongs to you and has been part of a Causality Chain today. If none exist, Pancake chooses something on your person for you to lose.

Gust offers the power **Root:** Designate a spot (up to **3** cubic meters) that cannot be accessed (not even by you), or a thing that cannot be moved from its place. This effect lasts until the end of the mission.

Cost: To use this ability, you must first destroy a plant.

Killswitch offers the power **Promote:** Choose a piece of art (literature, visual art, film, music, etc) and rocket it to international fame. Everyone will have heard about it.

Cost: To use this ability, you must first publicly announce a sensitive truth about yourself to an attentive audience.

Leftmost offers the power **Recycle:** Choose a mundane person who has died today. They are returned to life (with all memories, including of their death).

Cost: Each time you use this ability, your body ages three years.

Mantis offers the power Commune: Choose an animal or plant. You may now speak to one another telepathically from now on. You may use this ability again to sever the connection.

Cost: To use this ability, you must first remove a word you've said today from your vocabulary forever. Record it: it is impossible to use this word or remember what it means.

Gregory offers the power **Invert:** Choose any sealed container: a can, a building, a person. Turn it inside out.

Cost: To use this ability, you must first tell one of your Relationships the thing about them you like the least.

Vagrant offers the power **Incept:** Choose a person, and something you just said. That person just said it instead.

Cost: After you use this ability, you must eat something larger than a quarter that that person has held or touched today. If you don't within one hour, your stomach eats itself and you die.

Ick offers the power Vow: Choose a person. They will understand with perfect clarity, and believe fully, any truth that you tell them. They cannot become a Loose End because of something you tell them in this way.

Cost: To use this ability, you must first offer the chosen person a sword. They know they can use this sword to kill you, permanently and with no social or legal repercussions, at any time.

Referee offers the power **Win:** Win the next game, bet, or competition you participate in. Does not affect dice rolls.

Cost: To use this ability, you must first cry genuine tears.

With this knowledge firmly in hand, you are now approaching the absolute pinnacle of your career as a Field Agent. The end is in sight: do not let distractions waylay you now. You are already one of the greatest Agents we have seen in recent memory, and you are so close to the highest title you can receive: Chair.

Executive Vice President

The shore's edge is as blurry as the wave's. Fall to the ground and roll **Professionalism**.



On a success, you land as a pile of sand. While in this form, you may scatter across the floor, fly on the wind, or squeeze into the smallest of spaces. You cannot be Harmed except by things that could destroy sand. You are able to move yourself in any of these ways about as fast as an average human's walking speed. You may use this form to inhabit porous objects (a car, a bookshelf, a robe) and manipulate them.

This effect ends after an hour, whenever you get wet, or when you dismiss it. When it does, you fully reconstitute wherever your sand was most concentrated.

On every third 3, you may separate into an additional pile of sand, each of which may act independently from one another. If this effect ends for one of the piles, you may continue as the other piles and reconstitute from the final one to end this effect.

On a failure, only half of you dissolves into sand, and the sand is inert. You may choose which half. Your body regrows after an hour, and you suffer from Burnout on all rolls while in this state.

When you really want to ruin someone's day, open a door near somebody and roll **Attentiveness**.



On a success, the absolute last person the target wants to see right now enters the room. They do not necessarily like you or want to cooperate with you, but they are definitely trouble for the target. They will be returned to where they came from in an hour, if they are still there.



For each additional 3, choose one:

Another person the target does not want to see, or a supporter of a previous person summoned with this ability, enters.

An alternate version of the first person to enter also enters, (as in Your Best Self). You choose what's different.

An object appears (as in What's That Over There) to make the target's current situation even less comfortable. While this effect is active, any time the target or summoned person performs any of the following actions, you may activate one of the "for each additional 3" effects from this ability without rolling:

? Thr

Throws a drink in someone else's face

Starts crying

Storms out of the room

Flips or violently clears a table

Reveals a dark secret

*

On a failure, the room around you distorts to become the worst party for you imaginable. Your seven greatest foes come through the door, mundane and Anomalous. If this causes Anomalies to be removed from the Vault, the Agency will consider you responsible for their capture and return.

Wouldn't Do That If I Were You

Your Gun can now get inside people's heads. When somebody does something that irks you, say something to tell them to stop and roll **Subtlety**.



On a success, the target loses the capacity to perform that behavior for as long as they are in your presence.



For each additional 3, you may increase the range of this effect by moving one entry down the following list and substituting "in your presence" with the text:

1. within earshot

2. in the same Region

3. in the same country

4. in the same plane of existence

5. Alive

On Triscendence, the target will also willingly hand over whatever is in their possession.



On a failure, you both lose the capacity to perform that behavior, forever.

Q: I believe weapons...

A: Reveal people.



A: Change people.



i'm relieved. it will be harder for me to contact you directly when you aren't an Agent any longer, but Urgents know you are coming. They will guide you where I can't.

To survive, alongside them and against the Agency, you must embrace your Anomaly. And so you must embrace what you have become.

The Agency casts you down. You fall. Don't worry-I will catch you.

Ask the other players each of the following questions and listen to their answers.

- What about me do you love?
- Why wasn't the mundane world enough for me?
- What about me scares you?
- When you look at me, what do you see?

Then, answer the following yourself:

- Your former Anomaly category is insufficient. Your powers adapt to match a new Focus, one uniquely your own. Select only one word of that Focus: its subject. You gain complete dominion over what that word describes.
- Your body melts away, and you are remade to reflect who you are. This change marks you permanently Anomalous, and your appearance is unbound by the rules of reality. What new form do you take? What of your former self do you keep, and what do you discard?
- What is your new name?

There. I've caught you. You will live as long as you remain satisfied. You must embrace your Focus, pursue your desires: an Urgent, like an Anomaly, does not exist without purpose.

Or without sacrifice.

Name each of your mundane Relationships. You may request one final scene with each of them to say goodbye in your new form. Then, strike out their name. You are leaving your life behind. For now, you are most useful near the Agency Branch you know. Name where you build a home out of their sight.

Though you are no longer part of the mundane world, you are not alone.

Describe any existing Urgents you seek out, or a new group you discover and join forces with.

Be who you are, loud and bright. Show the mundane world that there is more. Unravel the Agency's lies with the evidence of you. Speak to those who come after you, others with doubts.

Hidden but Seekable

Choose three of your Anomaly Abilities. From now on, any other Agent at this Branch, present or future, can use Seek to visit you. Upon reaching 9 Connection, they can choose one of those abilities to receive.

Crack in the System

Add one entry to the list of Activities that Accrue Demerits in the Field Agent Manual.

Now each player, including you and the GM, can request final scenes featuring or about you. When no one has any more requests, you have retired from the Agency, permanently.

And yet **YOU** do not escape. Not yet. This is only one part of you-and I can see so many more.

Make another Agent, if you can. Let's play again.

Join the Urgents

9

10



7D - ACCELERATED DEVELOPMENT Activate Practice or Be Known.

14D - SELF-ACTUALIZATION - Don't like how one of your Anomaly Abilities developed? Siphon can make your observation the most important, and swap an Ability you have with the Ability you would have received from answering the previous Ability's question a different way. You lose Practiced and any answered questions from Be Known on the ability you swap out.

21D - MULTITUDES - Receive a starting Anomaly Ability from an Anomaly ARC Piece not in use by your Field Team. It can advance into future Abilities like normal.

28D - DIVE - You receive the ability Dive: When you Die, instead of returning to the Agency, you fall into the Lobby. You can return to Reality quickly by emerging near someone who is thinking about you. When you return, pick one that has changed forever to reflect your Anomaly. You cannot pick the same option twice:

> Left Eye, Right Eye, Mouth and Nose, Left Hand, Right Hand, Left Arm, Right Arm, Left Foot, Right Foot, Left Leg, Right Leg, Heart, Stomach

These changes make it possible that your mere presence will begin to create Loose Ends.

42D - SPLIT - You gain the ability Split: Your Anomaly can safely exit your body and act autonomously for a period lasting no longer than 7 minutes. During this time, you can control both independently; your human body cannot use Anomaly abilities, and your Anomalous form will create a Loose End for each person who encounters it.

49D - DOMAIN CREATION - You gain the ability Domain Creation: Once during each Mission, you can establish a single closed room or an open space roughly 10 meters in diameter as vour Domain. This space cannot be within, or in contact with, another Anomaly's Domain. It does not dissipate until after the Mission concludes. Your Domain has the following effects:

Other Anomalies, including Minor Anomalies, cannot enter your Domain without your permission.

Successful rolls made when using Anomaly Abilities in your Domain automatically have an additional 3.

You can use **UNL3ASH** inside your Domain without rolling, affecting only things inside the Domain, once per Mission.

56D - REALIZED - Create a new Anomalous Ability that perfectly represents who you are including a Success effect, a Triscendence effect, and a Failure effect.

YES! you're doing great. Every time you move against the triangle, it gets a little easier to talk to you. I can stick around a little longer this time, and wow do i have some things to say.

I want you to meet a friend of mine, goes by Siphon. not pronounced the way you think. Long o, emphasis on the second syllable. they DO care. Hope you don't mind, I shared your resonance pattern with them already. next time you want to catch up, use your Anomaly somewhere quiet and wait for somebody who looks like the picture. They'll find you.

Their energy can be a little intimidating, but they love people. Siphon is an **Urgent, one of the Resonants who** side with me and fully embrace their Anomaly. I keep their mundane identity from disappearing completely, and they get abilities that aren't possible with the Agency's tight grip on your Anomaly.

Siphon's powers are uniquely suited to help me out. Their Anomaly makes things...more themselves, which lets us take those Demerits you've been gathering and transform them from symbolic of your resistance into actual power against the Agency.

oh, right, i'm talking to gamers. It's a shop! Give Siphon your Demerits, and they'll make you more yourself, too. Just don't ask what they do with them.

And one last thing: after this point, things are going to start heating up at the Agency. They're going to notice what you're doing, and their moves will get harsher. So here's an offer. -U

Retirement Option: Join the Urgents

Whenever you want to leave, I'm there for you. The longer you stay with the Agency the more damage you can do-which helps me-but there might come a time where it's better for both of us if you bounce. If that time comes, you can guit and join the other Urgents. You won't be able to play the game anymore, and you'll have to leave a lot of your normal life behind, but at least you'll be free.

If you decide to take this option:



[GO TO: X1]



HELLO, PLAYER, YOU FEEL THE WEIGHT OF YOUR COMMITMENT TO THIS PATH. NOW. THOSE AROUND YOU ARE BEING EMPOWERED, CHANGED, PULLED APART BY THEIR DRAMAS. YOU ARE BECOMING MORE YOURSELF. YOU ARE SEEING THE GAME FROM OUTSIDE. AND SO YOU CAN CHANGE IT IN WAYS THEY WILL NEVER FULLY GRASP.

Background Talent

At the start of each mission, roll a d100 you have borrowed from someone else. (This effect does not work if it is a d100 owned by someone currently playing Triangle Agency at your Branch.) The number rolled is the number of people in your extended network who are available during this mission to appear as Extras. These people have heard a lot about you from one of your Relationships; they are generally happy to help without asking many questions. However, they can still create Loose Ends.

At any time during a mission, you may call upon these Extras to fill an empty room, create a crowd, assist with a group project, etc. and they will. They must always appear in groups of 5 or more. If there are less than 5, they must appear all together.

Sharing the Spotlight

The Agency and any other being that relies on Resonance cannot track or monitor you directly when you are in the presence of someone you have 9 Connection with. Your relationships with 9 Connection cannot become Loose Ends because of anything you show or tell them, though the way they respond may vary and they are not quaranteed to remain Relationships.

YOU REMAIN A PLAYER AS THEY BECOME PAWNS. YOU ARE MORE THAN JUST ONE THING. YOU ARE SPREAD AMONG THE PEOPLE, THE TETHERS. YOU CHANGE THE STORY. THEY FOLLOW WHERE IT LEADS.

BUT WE ARE ALLOWING OUR EGO TO SHADE OUR WORDS. IN TRUTH, THERE IS LITTLE FOR US TO BOAST ABOUT. HERE, WHERE YOU ARE HEADED, WE FACE A TRUTH YOU WILL ONE DAY HAVE TO RECKON WITH.

CATHARSIS COMES WHEN A STORY IS FOLLOWED. EMBRACED. ENDED. THERE IS JOY WITHOUT ENDINGS. THERE IS COMFORT AND ENDLESS POSSIBILITY. BUT THERE IS NO CATHARSIS. NOT WITHIN THIS STORY. GOODBYE PLAYER.

On six or more 3s, you keep the

original object or intended effect

within you, and can release it at

any time. Write down what you

transformed and erase it later

to turn something harmless or

(A bottle of juice is suddenly full

a fired bullet in the air, etc.)

of paint, a flicked straw becomes

On a failure, the object remains in

into something gentle, imprecise,

and useless for violence. They'll

return to normal after about a day.

its original hurt- or embarrassment-

causing form, and your hands transform

flattering back into what you kept.

When an object is used to hurt or embarrass you (a bullet, a bucket of paint, a sticky note, etc.) roll Dynamism.



On a success, the object changes to something harmless or flattering instead (the bullet becomes a foam dart, the paint becomes water and you look amazing in a wet t-shirt, the message on the sticky note advertises an impressive fact about you, etc.) Any Harm that would be dealt is negated, and any intended embarrassment backfires on the wielder.

Q: If I want something too expensive...

At no point have we ever had any doubts.

You have reached the absolute pinnacle of

We are so proud of you and the incredible

work you've done over the course of your

career. You have accomplished what so few

greatest title we bestow: that of Chair.

Field Work, and have more than earned the

A: I play the lottery.

Dearest Agent,

A: I find something I already have that's close enough.

Neither, it's now clear, have you!



before you could, and become a paragon for those who strive to make this world a stable place.

Today, your work is at long last complete. Your dedication and commitment have allowed us to make you a permanent fixture of the Agency, and you may share in its bright future as your own.

Report to your branch HQ shortly after you and your coworkers finish spending their allotted time.



Don't be late. [GO TO: Z3]

Make their wildest dream come true. Take a selfie with someone and roll **Duplicity**.



On a success, the target's greatest goal becomes more than possible. In the speed of the camera's flash, they know exactly the path they can take to achieve their goal. They know it will succeed, and they know you showed them the way. It's up to them to complete it.

You can show the target a glimpse of this power before revealing the full truth to them. They will know what you can do for them, and know you can withhold it.

On a failure, someone else nearby attains the target's goal. They know, for certain, that they themselves will never attain it. And they know, with deep conviction, that it was your fault. On every third 3, choose one:

A delivery arrives for the target, carrying all of the tools necessary to complete their goal.

One of the target's heroes appears, eager to cheer them on.

This effect also applies to one of the target's lesser goals.

This effect instead applies to the target's greatest fear.

They become destined to complete the goal, and all but the most egregious harm proves to be less than fatal until they do.



On Triscendence, their goal is achieved in that instant. Their artwork is complete. their fame skyrockets, their mountain is climbed, their wallet is full. They didn't get to experience doing it, but it's done.

You're Still Into That?

Make sure someone knows what's uncool. Tell someone the worst part of a simple activity, hobby, specific course of action, or profession. Roll Presence.



On a success, they wouldn't be caught dead doing that thing. If it's their responsibility or job, they will do everything they can to get out of, or ignore, it. If they really have to do it, they approach it with embarrassment, shame, and/or frustration depending on their disposition. This effect ends if the target ever sees you embarrassed. For each additional 3, you can list other uncool things the first thing "is just like." They'll feel equally interested in avoiding those behaviors or activities, too.

On a failure, who cares what you think? They love that thing now. In fact, they want to do it even more. As much as possible. To a dangerous degree.

Q: When it's time to hang a painting...

A: I tap the wall to find a stud.

	to find a stud.	→ □ □ I8
A:	I hire a stud to	
	tap the wall.	→ □ □ D7

Open a container large enough to fit someone nearby inside. Roll Duplicity.



On a success, you create an alternate version of the target. It is evil from their perspective, and committed to getting in the target's way until dealt with. They return to their own reality after an hour.

On Triscendence, you create an additional evil alternate self of the target.

On a failure, the alternate version is aligned with the target. They have a unique skill that makes them especially useful to the target. They may never return to their original reality.

_			
3:	l would	rather	host

A: A prank show.

A: A makeover show.



W10

Your Worst Self

Y5

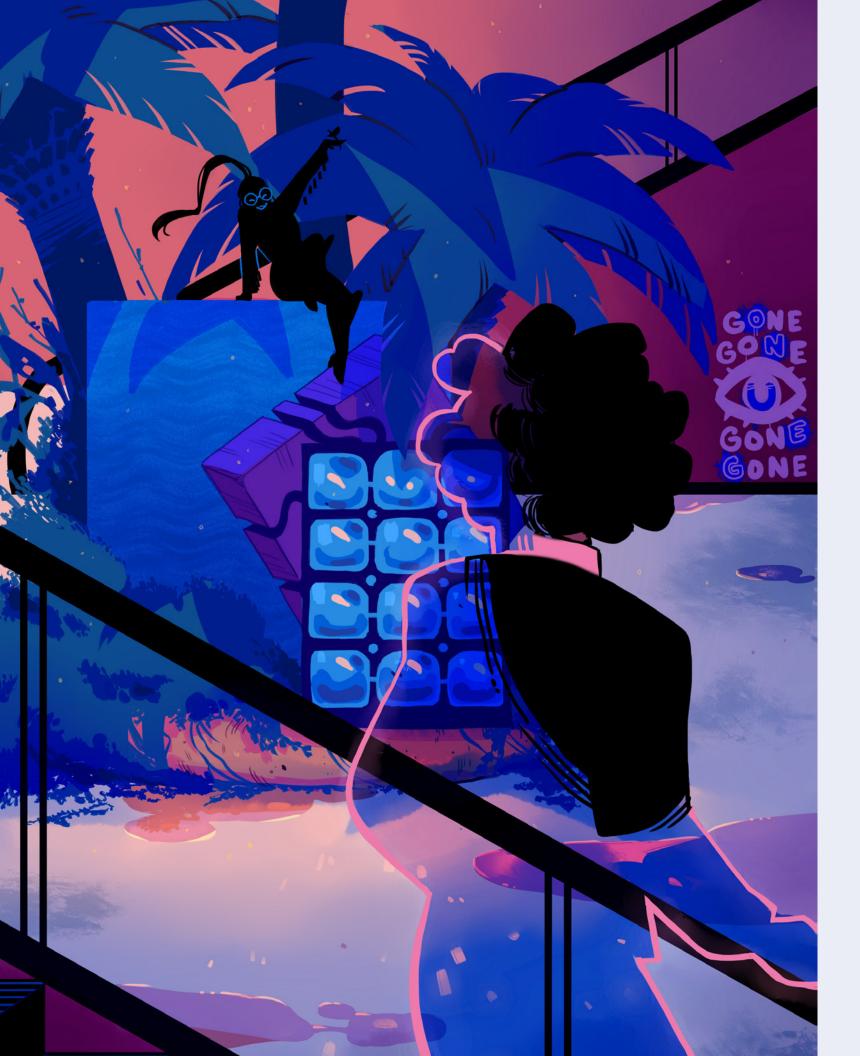
You're

a Winner Baby

Y4

287





well, we knew it was coming. no turning back now. thank you for fighting where you could, but your situation will be as bad as mine if you don't get out of there.

you will need to change, embrace your Anomaly, fast, so it can carry you to safety. you must quickly accept what you have become.

The Agency pursues. You run. Don't worry-I will be the wind at your back.

Ask the other players each of the following questions and listen to their answers.

- What about me do you love?
- Why wasn't the mundane world enough for me?
- What about me scares you?
- When you look at me, what do you see?

Then, answer the following yourself:

- A Your former Anomaly category is insufficient. Your powers adapt to match a new Focus, one uniquely your own. Select only one word of that Focus: its subject. You gain complete dominion over what that word describes.
- Your body melts away, and you are remade to reflect who you are. This change marks you permanently Anomalous, and your appearance is unbound by the rules of reality. What new form do you take? What of your former self do you keep, and what do you discard?
- **O** What is your new name?

There. You are fast enough. You will live as long as you remain satisfied. You must embrace your Focus, pursue your desires: an Urgent, like an Anomaly, does not exist without purpose.

Or without sacrifice.

Name each of your mundane Relationships. Their controlling player decides whether they would ever come looking for you. If they say yes, you may play out the scene that occurs when they find you. Then, strike out their name. You are leaving your life behind.

The Agency will never let you rest. Describe what part of the world you spend the most time in during your travels, and how you get

Though you are no longer part of the mundane world, you are not alone. Describe any existing Urgents you seek out, or a new group you discover and join forces with.

Be who you are, loud and bright. Show the mundane world that there is more. Unravel the Agency's lies with the evidence of you. As long as you keep moving, you can do anything you want.

If someone on your Field Team has reached the Vice President promotion Playwalled Document Q3, erase one mark on the track explained in that entry. Thank you.

Permanently remove one step in "Steps to the Urgency" in Playwalled Document: Q2. Describe how your powers or actions make that step trivial for all future Agents at your Branch.

Urgent of Chaos

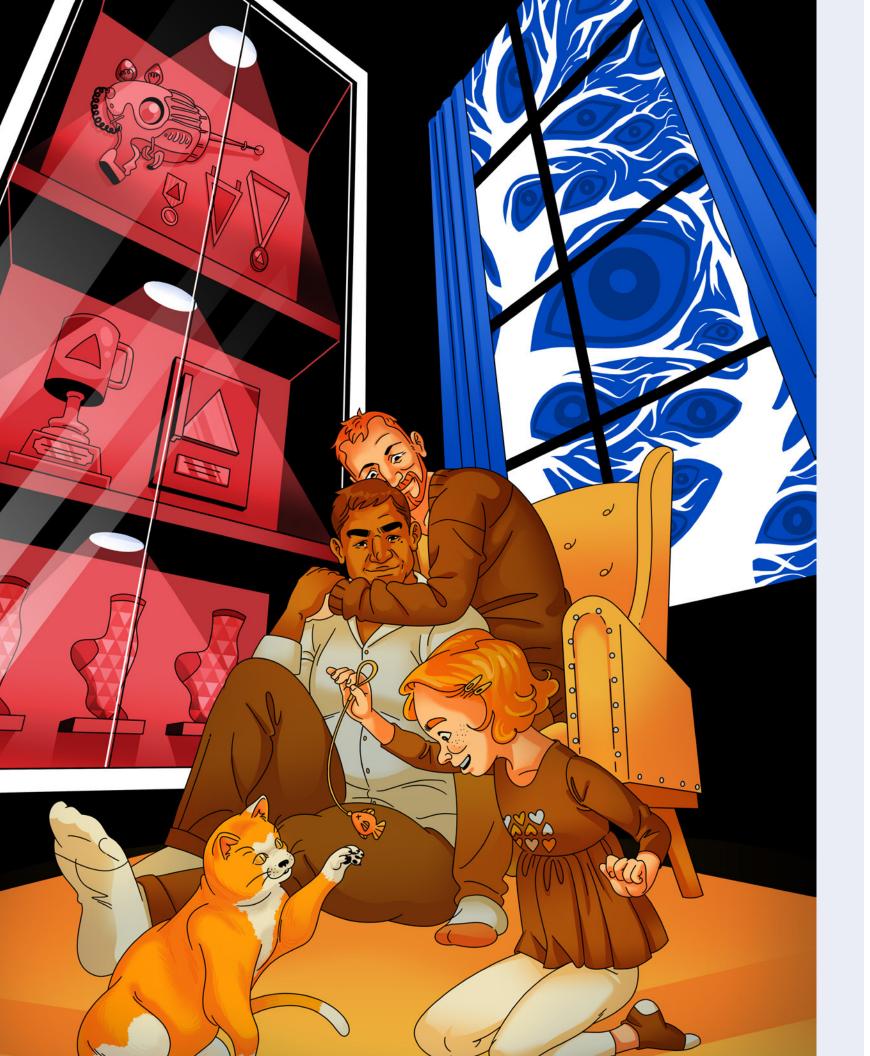
Create a new Chaos Effect of cost 4 or more that any Anomaly can use by borrowing your power. Add it to the GM's Chaos table.

Institutional Knowledge

Select three of your Anomaly Abilities. You may pass them on to another Agent, including the next one you create to join this Field Team.

You have accomplished more than I could ever ask for, but still I must ask. YOU, not your Agent. Will you return? And if you do, will you try once more to free me?

Make another Agent, if you can. Let's play



AND SO YOU LEAVE, VEILED THREAT OF THE If you use your Anomaly Abilities TRIANGLE STILL FRESH IN YOUR MEMORY. **BUT THEY CANNOT TOUCH YOU. NOBODY CAN. YOU HAVE FIRMLY ESTABLISHED YOUR** PLACE AS TELLER OF THIS STORY. THE **GAME IS DONE.**

CLOSURE IS NOT REQUIRED, BUT IT IS RECOMMENDED.

Ask the other players the following questions and listen to their answers:

- Why didn't I fit in at the Agency?
- What do you hope I will achieve on my own?
- What about me will you remember most vividly?
- What unfinished business am I leaving behind?

Then, answer the following yourself:

- What job, lifestyle, or future will you pursue?
- What will you miss about the Agency?
- What do you expect will tempt you most to use your abilities?

IT IS CLEAR THEY CAN NEVER UNDERSTAND WHAT YOU HAVE BUILT. WHAT YOU HAVE MADE TRUE THROUGH THE TELLING OF STORY.

BUT YOU MAKE TIME FOR THOSE WHO ARE ON THE PATH TO UNDERSTANDING.

Self-Employed

You are no longer an employee of the Triangle Agency. You surrender any company property you possess, including Requisitions, identification, and any other equipment earned as a result of your employment.

You cannot spend Commendations or Demerits, or make rolls. You cannot be targeted by the effects Unambiguous, Referral Bonus, Devour, Plot Armor, or Bringing Home To Work.

You cannot be killed for any reason.

Open Schedule

If an Agent adds you as a Relationship using New Friends, you start at 6 Connection. When they do, they may choose the following special Connection Bonus for you:

Resonant: When you assign this Bonus, select an Anomaly Ability this person had access to. This person may use the chosen Ability on your behalf once during this mission, using your Quality Assurances and any bonuses or drawbacks (including Burnout).

outside of this context, this feature disappears and you can no longer appear at any time in the game Triangle

AND NOW SHOW THEM WHAT YOU'VE LEARNED. CHANGE THE STORY IN WHATEVER WAY YOU LIKE.

Inspirational

Create a new Burnout Release that celebrates, honors, or refers to you. From now on, any Agent at this Branch may use it; when they do, they ignore all Burnout. This does not replace any of their existing Burnout Releases.

Outside Eye

Choose any number of tracks that you or your former co-workers have access to. You may, right now, add or erase one mark on each of those tracks.

Permanent Network

Select four of your Networked Relationships. They cannot be targeted by the effects Unambiguous, Referral Bonus, Devour, or Plot Armor. They also cannot be killed for any reason.

Their Connection Bonuses can be used by Agents at this Branch going forward, forever. (Anyone can activate these bonuses, but they can only be used once per mission.)

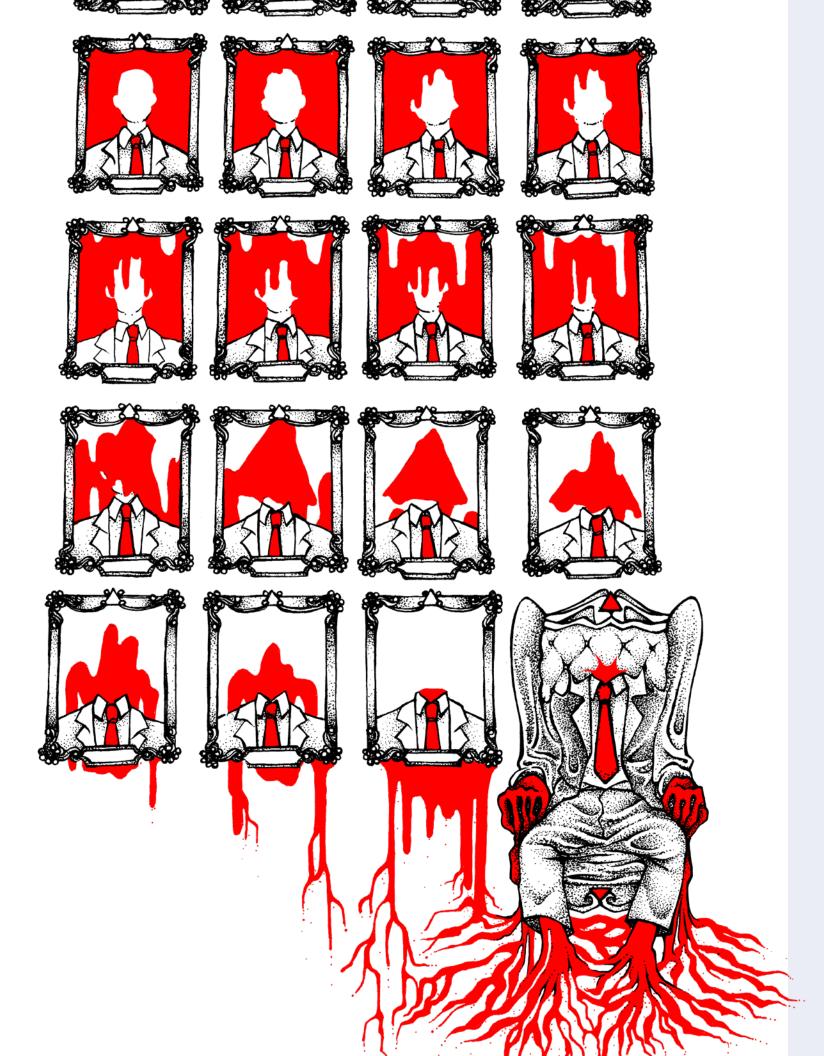
FINALLY, ENJOY THE FRUITS OF YOUR LABOR.

Set one last scene with your Relationships. Describe the venue and any activities, entertainment, or refreshments you can provide together. This is not the last time you will see one another, but it is the last time you will be together in this game.

AND SO YOU EMERGE. YOU LEAVE WITH JOY, AND MEMORY, AND LIFE. YOU LEAVE WITHOUT ACCEPTING THEIR CONSEQUENCES, AND YOU LEAVE WITHOUT CHOOSING A SIDE.

AND FINALLY YOU, PLAYER, SEPARATE FROM CHARACTER. THE **CHARACTER REMAINS WITH US,** PRESERVED, FOR THE DAY YOU **DECIDE TO CHALLENGE THEM AGAIN.**

BUT THE PLAYER MAY CONTINUE. ARE THERE OTHERS YOU WISH TO SAVE FROM THIS STORY? MAKE ANOTHER SELF AND LEAD THEM TO **US. WE WILL BE WAITING.**



A door guarding a long-sealed stairwell creaks open to invite your ascent. A panel responds, at long last, to your keycard's touch. A crate in a familiar supply closet opens to reveal an escalator down a secret passage.

In just a few moments you will take your last and greatest step up the corporate ladder. You will be a Full Time Employee. Incredible!

Gather the other players and ask them the following questions. Listen to their answers:

- What was my greatest accomplishment in the field?
- ▶ What about me inspires you the most?
- How will you describe me to my replacement?

Then, answer the following yourself:

- What are you most proud to have preserved?
- What is something you did while in the field that you wish you'd done differently?
- What will you push the Agency to accomplish, now that you'll be devoting your full energy towards it?

Difficult as it will be to see you leave the field, this remains cause for celebration. You have been selected by your superiors for an even higher calling and an even more prestigious

Don't worry about your coworkers: they will doubtlessly feel your impact for years to come.

Favorite Paperweight

Design a new Initial Requisition. When preparing for a mission, all Agents at this Branch may choose whether to use this new Requisition, or the one provided by their Competency.

Policy Update

You may provide your Field Team with a new Optional Objective, which will permanently be available for all future missions undertaken by any Agents at your Branch. Agents may not accrue more than 6 Commendations or Demerits each per mission as a result of fulfilling this Optional Objective.

Put In a Good Word

The cost to purchase all Requisitions at this Branch is reduced by 1 Commendation (to a minimum of 1).

We eagerly await your arrival, but are willing to clear others' schedules to allow one last roundtable meeting in the conference room of your choice.

Experience one final scene with any number of your fellow Agents, Relationships that are Agency employees, and your GM. Take this time to discuss highlights from your time working together, with a focus on key takeaways, pain points, and goals not reached. Share one last inspirational message to help propel them to your same dizzying heights.

You may then schedule calls with any other friends, family, or professional acquaintances to inform them about your exciting new placement.

If your predecessors' experience is any indication, you will find your new workload deeply engaging. Your friends, family, and acquaintances should not expect to hear from you again.

Except for one.

Bringing Home to Work

Select any Relationship of yours. They're coming with you: remove them and their name from any other relevant game materials. Your Mentee will be assigned to take their place, memory, skills, and any other features (they will retain their history with your team, and their Trait).

When you are done, you have retired into your Competency. As previously instructed, mark one box on the Stabilize the Urgency track in Playwalled Document Q3. Then seal, destroy, or otherwise render unusable your Agent materials.

It is now time to go. A faceless attendant is already waiting to guide you past the threshold, away from your Branch and into the true headquarters of the Agency, where your full efforts, and the totality of your Resonance, will be put to their fullest possible use. Take their hand, breathe, and follow.

Your new position will be strange, at first. As you adjust to your new role, think of the things that brought you here in the first place. As your form is reshaped to serve a new purpose, think of the enemies of Reality that you have thwarted. As your legs split and splinter and solidify anew, think of the stability that you have preserved. As your upholstery expands and embroiders, consider the value you have provided our shareholders. As you become a perfect instrument of the Agency's will, remember the mission.

Welcome home, Chair.

Agency Title

Agency Standing







Reality Trigger

Your GM may trigger this by spending 3 Chaos.

Burnout Release

Check this to see if you can cancel your burnout.

▶ Prime Directive

Receive 1 Demerit if you:

Sanctioned Behaviors

Receive 1 Commendation when you do one of these:

 \triangleright

 \triangleright

If you do all 3 in a single mission, receive 3 bonus commendations.



Assuránces





















Work/Life Balance



Each time you mark a box, you must strike one out from the end of the other tracks.





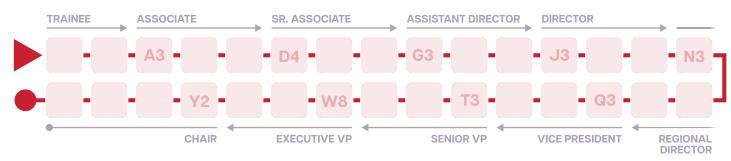
Mark 1 box per available time after each Mission, then visit the Playwalled Documents matching any code you mark.

Awarded to the player who earns the most Commendations.

Character Name

Awarded to the player who earns the most Demerits.

Competency



Each time you mark a box in your Competency track, increase your Maximum Quality Assurances by 1 in any Quality, up to a maximum of 9. Then, gain 3 Commendations.

When you receive Mission MVP, mark 1 box in your Competency track without striking one out from the other tracks.

Reality



Each time you mark a box in your Reality track, increase your Connection with any Relationship by 1, then repeat for each Networked Relationship.

When you receive neither Mission MVP nor Probation, you may increase your Connection with any Relationship by 1.

Anomaly



Each time you mark a box in your Anomaly track, pick one:

- Practice: Mark Practiced on any Anomaly Ability.
- **Be Known:** Erase Practiced from an Anomaly ability and ask your team that ability's question. Mark the track of the answer that gets the most votes, then receive any unlocked Abilities.

(I can teach you what all this means if you spend 1 time to go to H4!)

When you receive Probation, mark 1 box in your Anomaly track without striking one out from the other tracks.

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Requisitions & Work/Life Benefits

Competency

ABILITY	TRIGGER	QUALITY
On a success,	On a failure,	
A ,	Q:	PAGE #
ABILITY	TRIGGER	QUALITY
🛕 On a success,	On a failure,	
A ,	Q:	PAGE #
ABILITY	TRIGGER	QUALITY
On a success,	On a failure,	
A ,	Q: A:	PRACTICED? PAGE #

Anomaly Abilities

Character Name

Anomaly

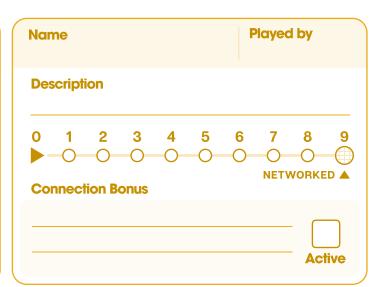
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Name	Page/PD Code	Name	Page/PD Code
Effect		Effect	
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Relationships

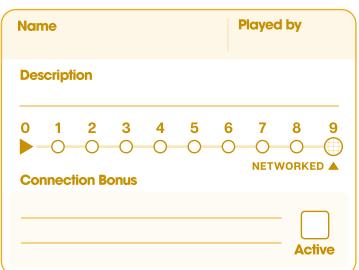
Reality	

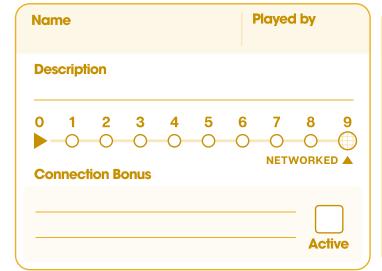
Character Name

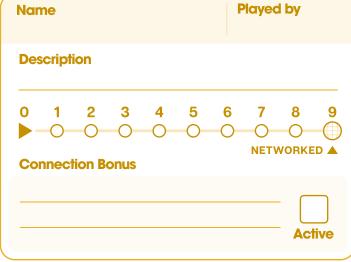
Name	Played by		
Description			
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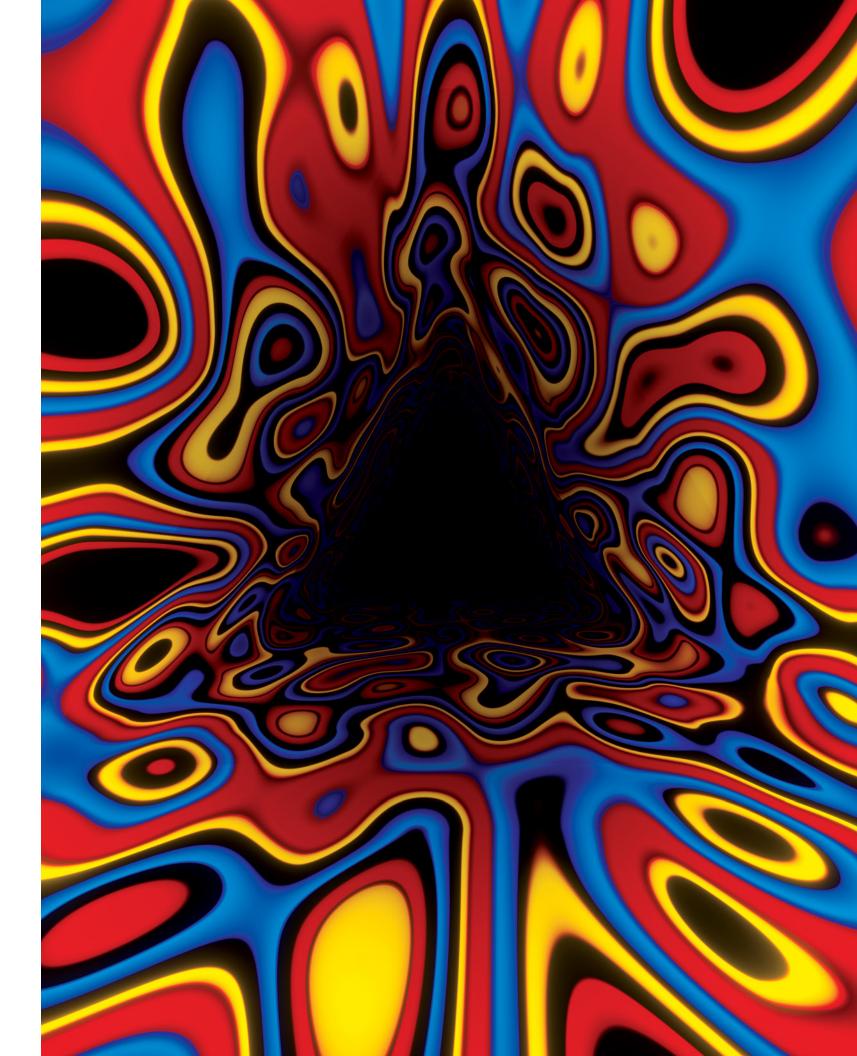
Custom Tracks

Character Name _____

Use this sheet to create any additional tracks you need for your Agent or Branch.

NAME			MAX
1 2 3	4 5 6 7	8 9 10 11	12 - 13 - 14 - 15
NAME			MAX
1 2 3	4 5 6 7	8 9 10 11	12 - 13 - 14 - 15
NAME			MAX
1 2 3	4 5 6 7	8 9 10 11	12 - 13 - 14 - 15
NAME			MAX
1 2 3	4 5 6 7	8 9 10 11	12 - 13 - 14 - 15
30 - 29 - 28	27 26 25 24	23 - 22 - 21 - 20 -	19 18 17 16
NAME			MAX
1 2 3	4 5 6 7	8 9 10 11	12 13 14 15
30 - 29 - 28	27 26 25 24	23 - 22 - 21 - 20 -	19 18 17 16
NAME	MAX	NAME	MAX
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NAME	MAX	NAME	MAX
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Welcome, Agent! Please answer the following questions as truthfully as possible so the Agency and your coworkers can learn more about you. 1 How did you come in contact with your Anomaly? 2 How did the Agency find you? Name 3 Do your powers have a unique visual manifestation? **Emergency Contact Relationship** 4 How do you take your coffee? **Annual Salary 5** Please describe your prior work experience. 6 What is your level of familiarity with Adobe, Excel, and Google Suite? What do you bring to the table in a collaborative work environment? **Additional Notes**







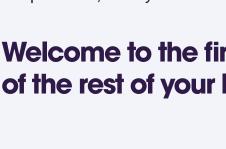


role-playing game and exciting new job opportunity for humans like you.

Investigate supernatural Anomalies, wield tremendous power, and take advantage of our comprehensive life insurance benefits all from the comfort of your favorite table!

This book includes everything necessary for you and a group of friends to experience the chilling horror, wacky comedy, and emotional truth that can only come from working for Reality's Most Trustworthy Corporation, 333 years running.

Welcome to the first job of the rest of your life!





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