# TRIANGLE AGENCY

Clock in. Save the World.

Caleb Zane Huett & Sean Ireland
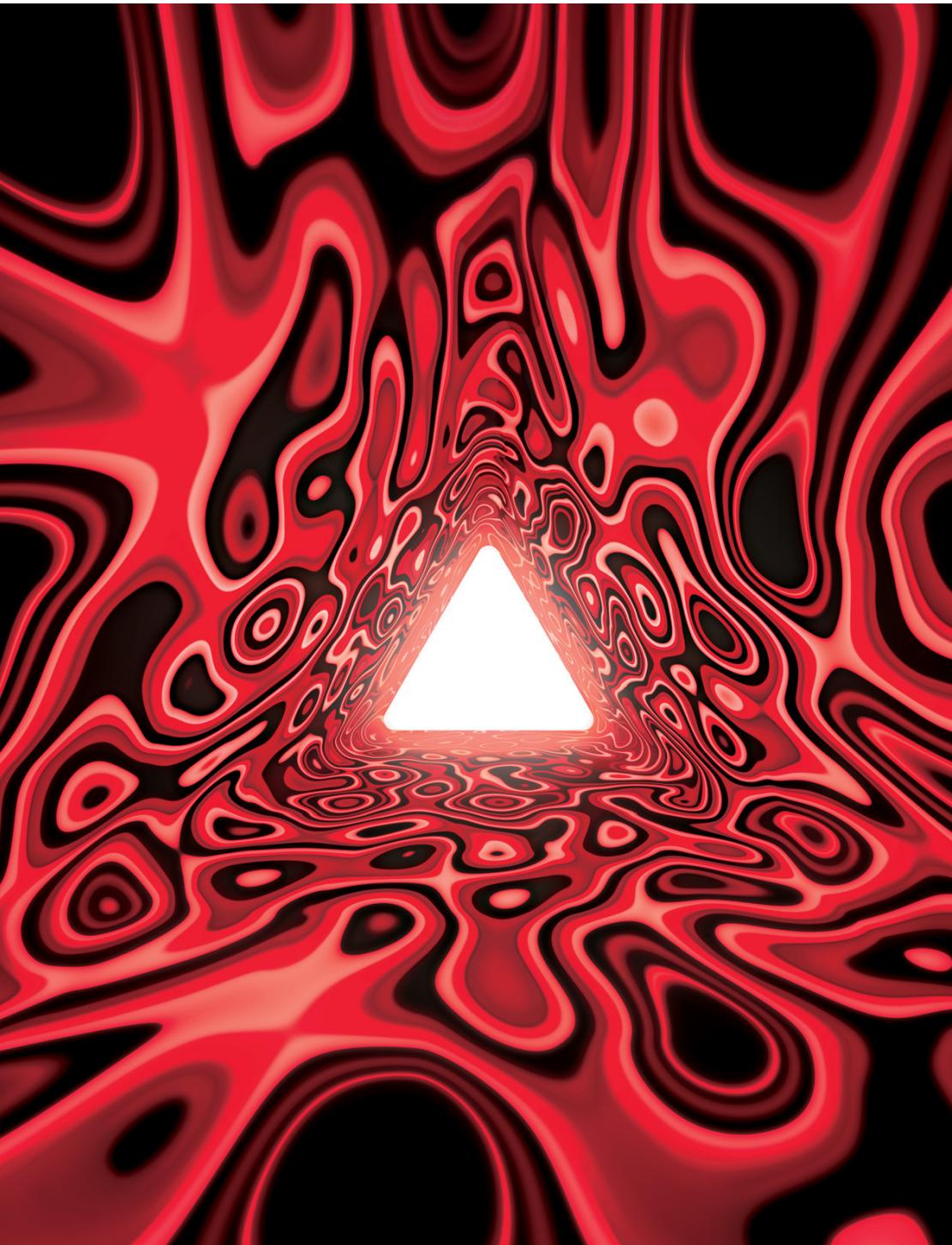
TRIANGLE AGENCY

The Tabletop Role-Playing Game

Haunted
Table

Triangle Agency: The Tabletop Role-Playing Game

First Edition

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!

Haunted Table

Based in Athens, GA

Credits

Backers & Supporters

Terms & Conditions ⚠️

If you are reading this document, you have been selected to participate in the Triangle Agency's "Tabletop Role-Playing Game" initiative.

For your safety and the continued stability of our universe, you are required to abide by the following conditions:

1 **Reading pages out of order is dangerous.** Attempt at your own risk.

2 **Reading numberless pages is forbidden** and hazardous to your continued employment.

3 **The text in this volume may not be interpreted.** You may only read and execute its contents as intended by the Triangle Agency.

All information beyond this point is Agency property. Continued reading is considered agreement that all eyes, ears, thoughts, and digits involved in the consumption of this information also belong to the Agency.

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 are making of your own will:

▲ _____

I enthusiastically acknowledge the Terms & Conditions outlined above.

✋ WAIT!

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If you read this page first because of the large text, dramatic iconography, or because it seemed more approachable, you are an easy target for weaponized visual design. We've noted this in your file.

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

TRIANGLE AGENCY

Contents

What is . . .

Triangle Agency?

Triangle Agency is a *<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.
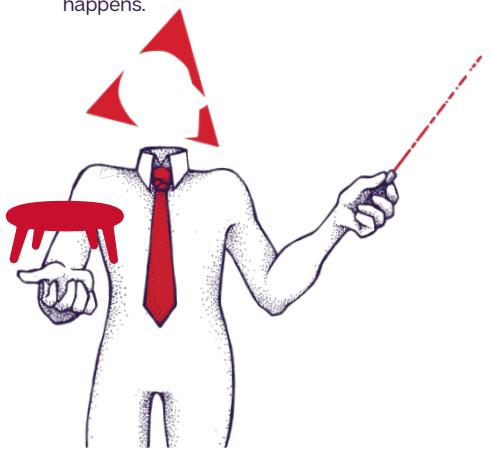
Tabletop Role-Playing?

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 *<like/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 ▲ REALITY

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:

Thank You!*

Why a Corporation?

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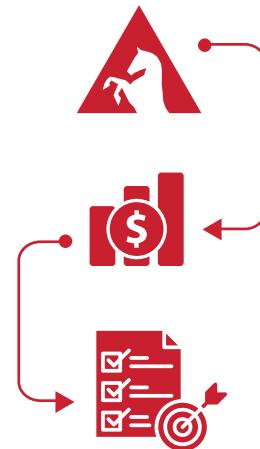
* If you are receiving gratitude for your work in the field, it is likely that you have created a Loose End. Eliminate the gratitude or grateful party immediately.

Our Values

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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]*

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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.
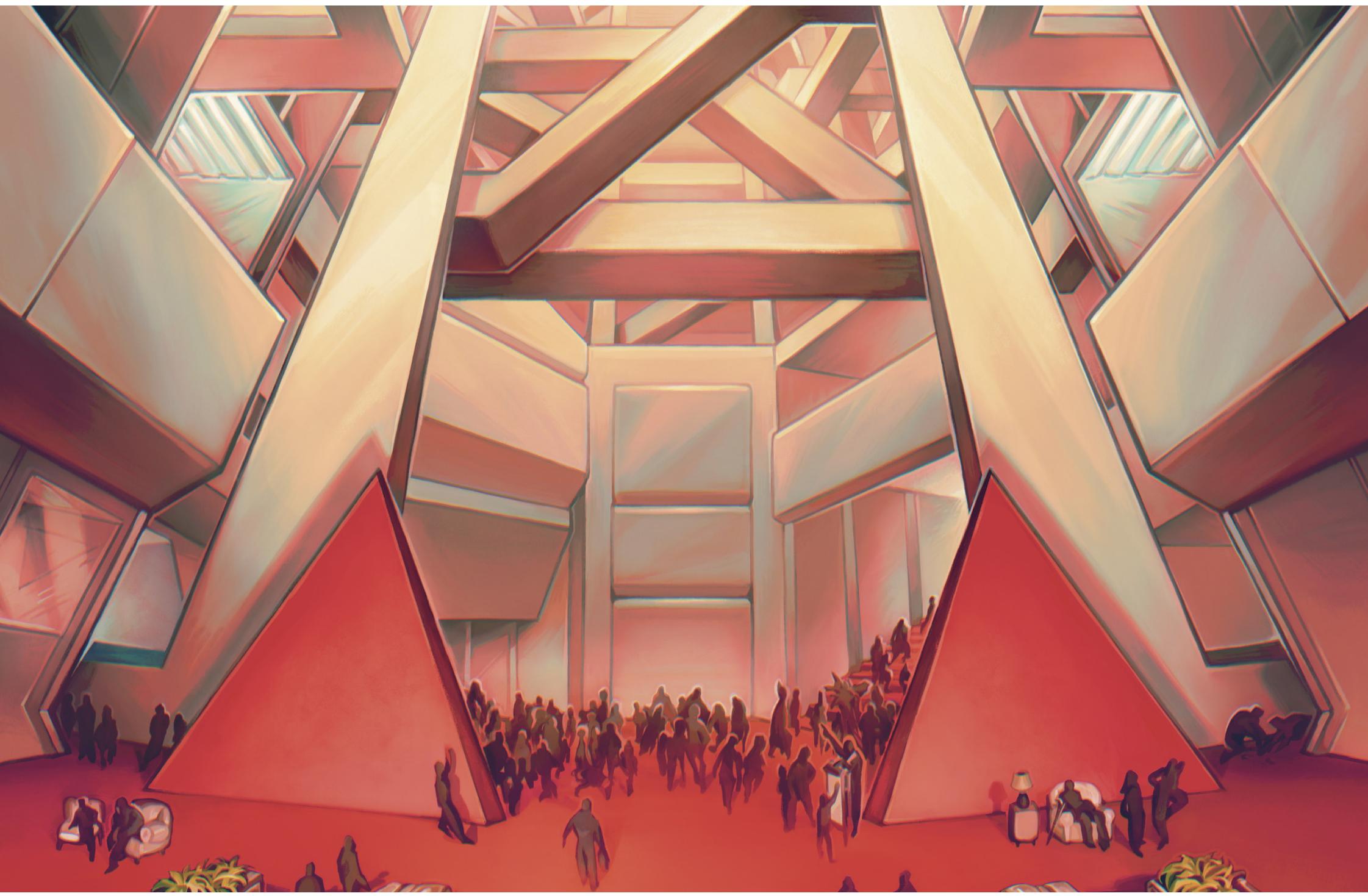
Field Work

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:

❶ 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.

❷ 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!

❸ 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.

What a simple and uncomplicated decision!

Everything in existence and the future of all Reality

The unnecessary indulgences of mundane desire
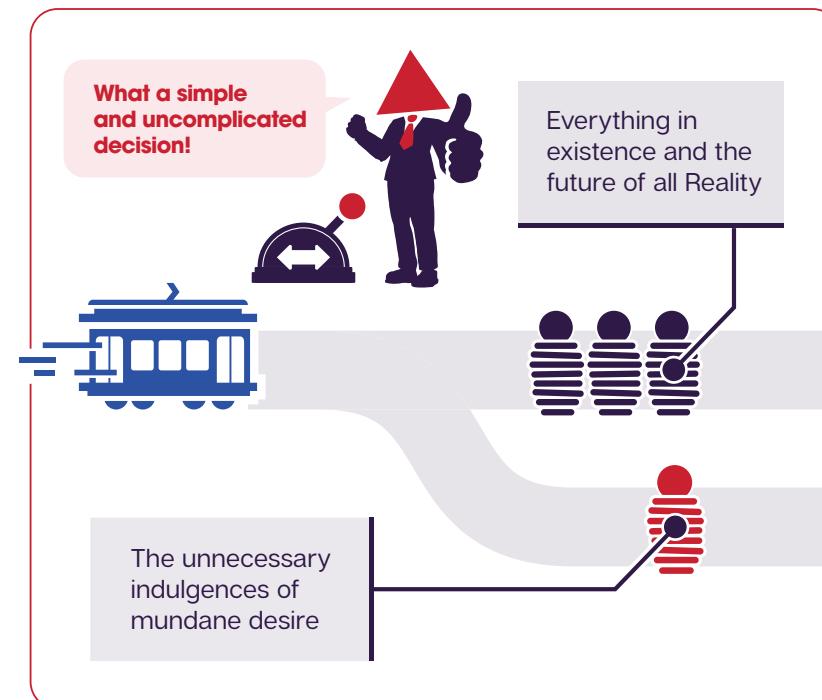
Anomaly Retrieval Missions

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.
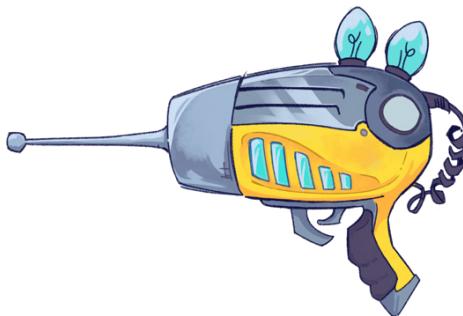
The Ripple Gun

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.

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!

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:
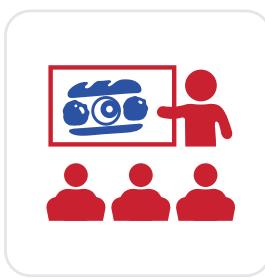
Agents Idowu, Saburo, and Levi are working diligently at their desks during their **Morning Meetings** when they are called to a briefing. Their General Manager Trina tells them of an Anomaly in downtown Ternion City that is turning humans inside-out. The Agency discovered this from an intercepted and 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!

Anomalies in Detail

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.
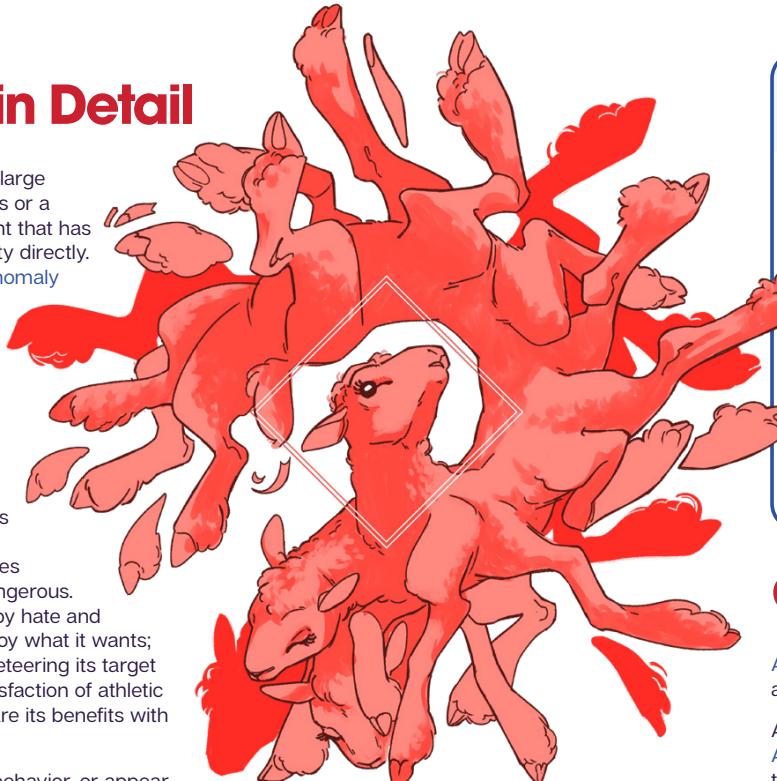
Personal Anomalies

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.

Minor Anomalies

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: your 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 ruining his life, or removed the Sandwich Artist from the situation entirely.

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 guise 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

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:

🪣 Clean-Up

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.

✉ Market Disruption

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.

👍	0	Good Standing
📉	1	Needs Improvement
📉	2	Needs Serious Improvement
→🧍	3	*That Employee*
🚽	4	Alone at Lunch
🧦	5	Target of Passive Aggression

🎉	6	Disinvited to Parties
👥	7	We Had Such High Hopes For You
🕐	8	There Is Still Time to Change
🏃	9	*Please Do Not Do This*
🚫🍦	10+	FROZEN YOGURT ROOM ACCESS REVOKED

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 "**3**s."

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 **3**s counts as a success.

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

◎ Chaos

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

Chaos

Problems Per Chaos

+0 ◎ Chaos

+6 ◎ Chaos

+5 ◎
+4 ◎
+7 ◎
+2 ◎
+1 ◎

+7 ◎

⚠ Error ✕

Something has gone wrong.

Discontinuing use of visual elements with more than two dimensions until the problem is resolved.

+7

+7
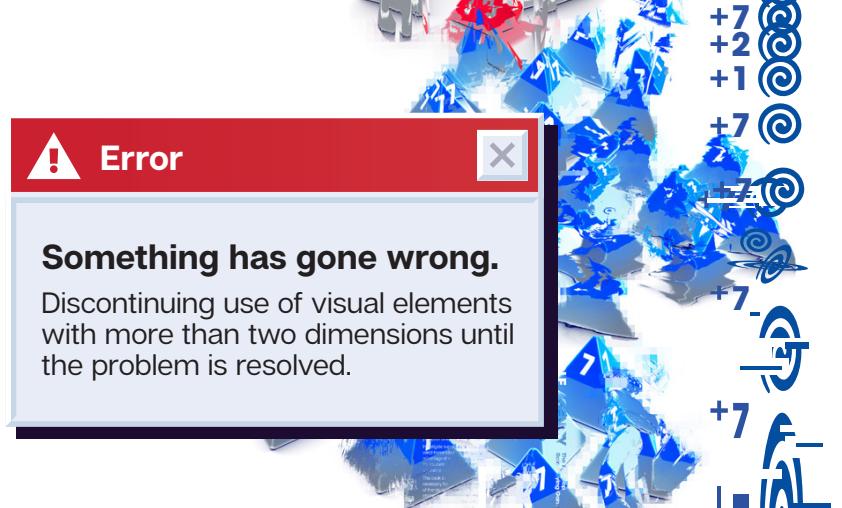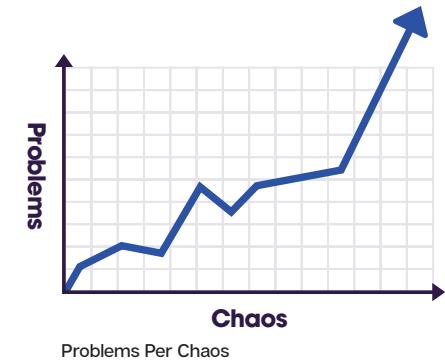
👥 Qualities

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.

Dynamism

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.

🔥 Burnout

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 ◎ Chaos to every roll.

Applying 2 🔥
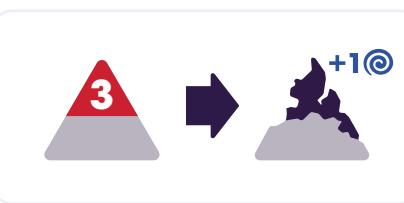
◎ 7 Generated

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 **3**s.

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!**

All Hands
Add any number of 3s to this roll.

Circle Back
Replenish any **3** spent Quality Assurances.

Employee of the Moment
Receive 3 Commendations.

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.

Stability

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

Three **3**s always creates zero ⊚ Chaos, even if it is not Triscendence and even if it had Burnout.

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

Rolling Quick Reference

What you'll need:

6 ▲▲▲▲▲▲

Four-sided Dice

Optional

♣ Luck

Divine Intervention

Roll 6d4 → **Did you roll three 3s?** → **No** / **Yes**

Triscendence

This roll is successful, creates no ◎ Chaos, and you choose one:

All Hands
Add any number of 3s to this roll.

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

Spend Quality Assurances

▲ → ▲3 ≤ **-1** ℛ

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 3**s does not activate Triscendence but the result generates no Chaos.

Apply Burnout

▲3 + 🔥 = ◎

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

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

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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:

1 **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.
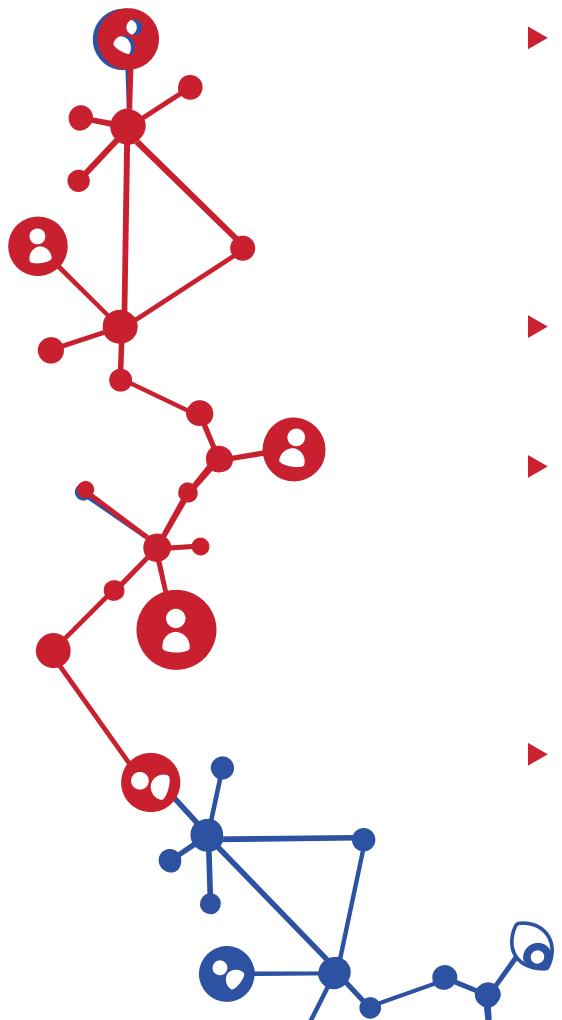
2 **A series of mundane events that occurred to cause the effect, called the Causality Chain.**

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.

3 **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.

4 **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.
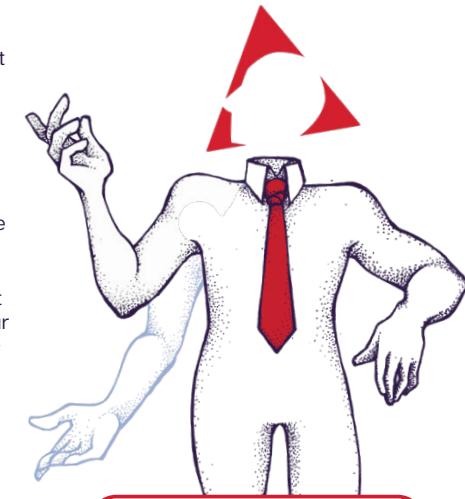
The TTRPG Initiative

Reality Alteration is very powerful, but it's limited by the user's belief in the plausibility of their change. Prior to the TTRPG Initiative, 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 alternate table-self," you'll find the process goes quite smoothly.
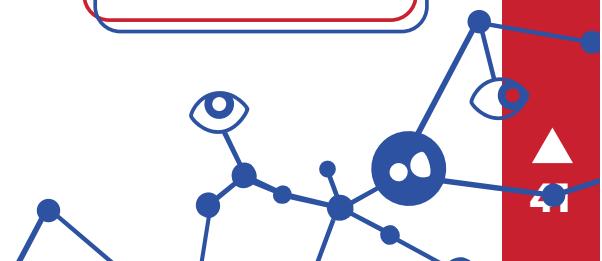
As an example, here's a transcript from a representative Field Team:

GM: The lobby has pretty serious security. You see people are swiping the key cards at a turnstile to be allowed inside–without one of those, you're 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 he's hiding?

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 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.

AGENT 4: 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.

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 **3**s 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 **3**s 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 only occurs when **three 3s** are rolled for this ability prior to any adjustments.~~ *(This effect is no longer present on any approved abilities due to changes in our operating budget.)*

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

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.

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!

GM: This guy's clearly hiding something, but it doesn't look like he wants to talk, and he's already going to k2.

AGENT 1: Can I roll Attentiveness to see what is at playwalled document k2?

GM: You can't just roll, but you can go to k2 for something to help you figure it out.

AGENT 1: Like k, followed by 2?

AGENT 2: What if his run tracking app was turned on "by accident" this morning, and if we steal his phone we can see exactly what's going on at k2?

GM: That works for a Causality Chain, and that's definitely where we should go. But you'll need a way to turn 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.

1 Harm	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:

1 An average human can sustain at least **3** Harm before succumbing to death.

2 Agents should ensure they are not witnessed dealing Harm to avoid Loose Ends and legal proceedings.

3 Your Life Insurance Policy's coverage extends Benefit **1** and **2** to your family and loved ones.

Answers
1) False. An average human can sustain only 1 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:

♥ 1
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**:

♥ 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**:

♥ 3
In the event that resurrecting an Agent is no longer cost-effective, the Triangle Agency will provide your loved ones with a small stipend and a non-disclosure agreement.

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 table-selves 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.

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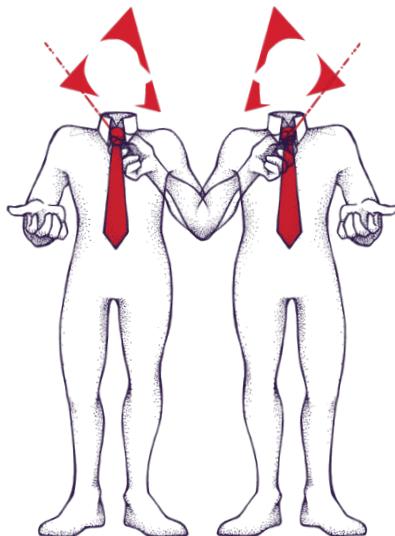
1 Time ceases to move until the outcome of a conflict is determined.

2 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.

> "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."

3 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.

4 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**?

5 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.

6 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.
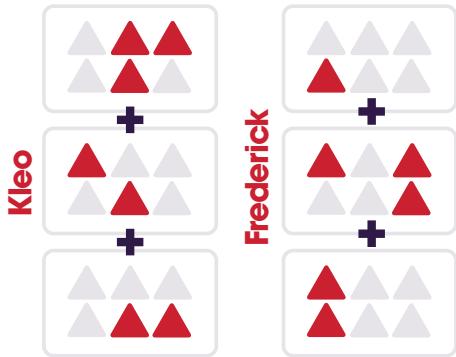
Kleo

Frederick

Kleo rolls **three 3**s 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 **3**s. Kleo has more, so Kleo's goal will be achieved.
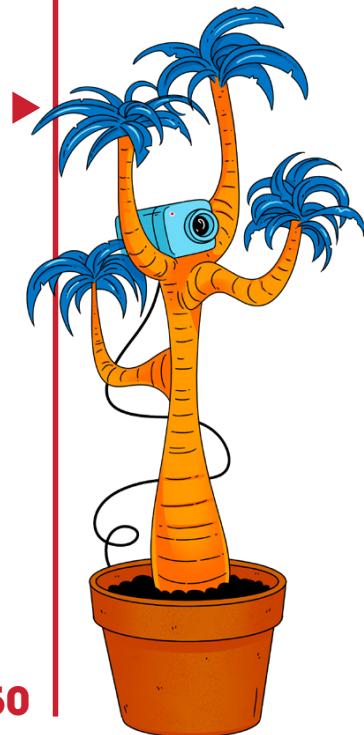
> **GM:** So, we know Frederick is holding the phone and about to make the call.
>
> **Kleo:** Well, I had already grabbed it too, so it's probably a pretty fierce tug of war between us.
>
> **Frederick:** You came out the gate with **three 3**s, so that feels like a big move.
>
> **Kleo:** You're right! To make sure Frederick can't talk, I fill his mouth fully with sand.
>
> **Frederick:** But then I also roll **three 3**s, 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

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

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.

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:

1 **Adjusting physical reality to ensure accessibility for Agents (*ramps, elevators, captions, etc.*)**

2 **Adjusting a target's mind to overcome or eliminate discriminatory behavior (*racism, sexism, transphobia, ageism, etc.*)**

3 **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.

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.
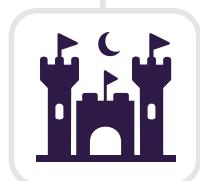
A Fictional Location Of Which You Are Fond

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:

▶ **Cryptids**
▶ **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.
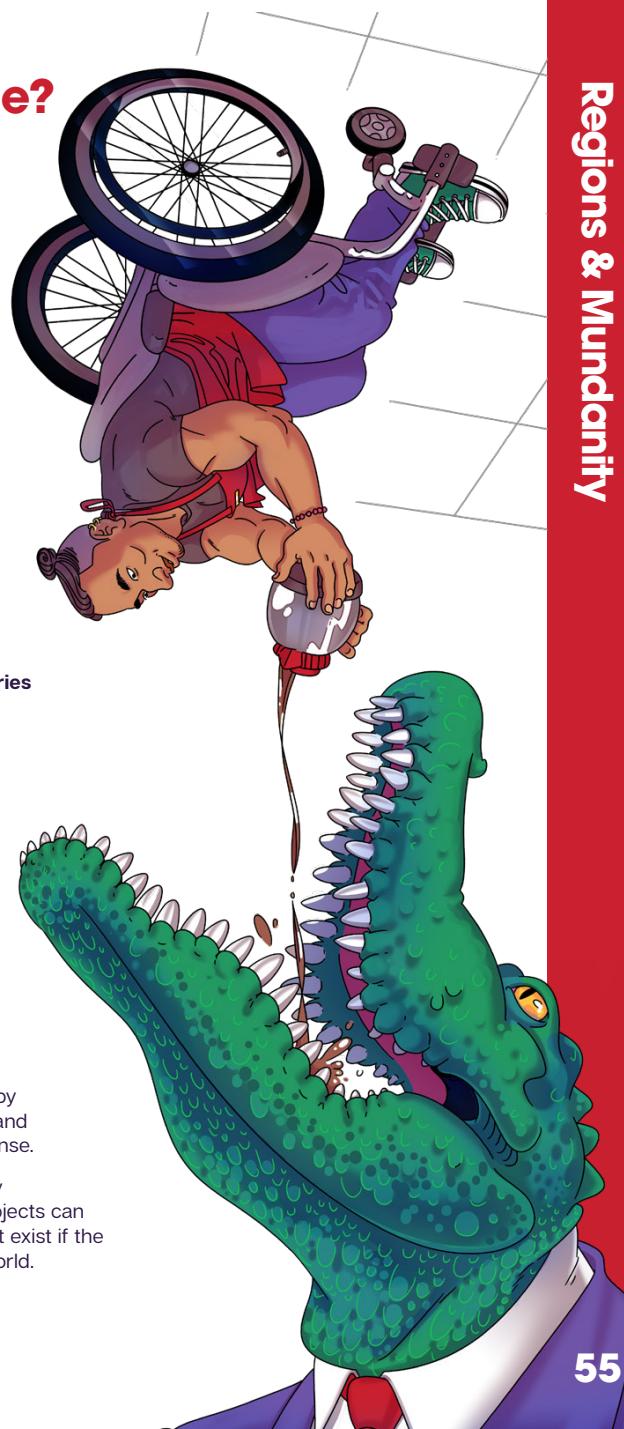
Building Your Agent's ARC

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>*.

A — 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.

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

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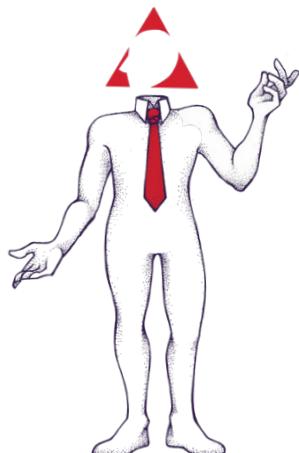
As you make your selections, we recommend you add their details to character sheets copied from the ones at the back of this book. Follow the guidance at the beginning of each section, then answer the final intake questionnaire on page 118 and you'll be ready to play!

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. 60	**Timepiece**, pg. 66	**Dream**, pg. 72
Catalogue, pg. 62	**Growth**, pg. 68	**Manifold**, pg. 74
Drain, pg. 64	**Gun**, pg. 70	**Absence**, 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. 80	**Star**, pg. 86	**Romantic**, pg. 92
Overbooked, pg. 82	**Struggling**, pg. 88	**Backbone**, pg. 94
Pursued, pg. 84	**Newborn**, pg. 90	**Creature**, 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.

△ Fill Out Onboarding Questionnaire

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

ANOMALY

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 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.

Whisper

ANOMALY

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

It's for you.

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.

An illustration of the Anomaly in this category guaranteed accurate by our artists in the R&D Department.

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

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**.

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

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.

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.

Whisper

ANOMALY

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⭐ **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.
➡ ☐ ☐ ☐ **T2**
A: A piece of my mind.
➡ ☐ ☐ ☐ **P4**

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 in somewhere, I...
A: Jump in and act like I belong.
➡ ☐ ☐ ☐ **A11**
A: Gradually infiltrate after a long period of careful reconnaissance.
➡ ☐ ☐ ☐ **B9**

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: I go quiet...
A: So others can speak.
➡ ☐ ☐ ☐ **S10**
A: So my next words hit harder.
➡ ☐ ☐ ☐ **S8**

Catalogue Catalogue Catalogue

▲ ANOMALY

But wait, there's more!

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 never hurt me, because...
A: They don't know how.
➡ ☐☐☐ **Y1**
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 customer is always...
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**

Drain

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: I can lead a horse to water...
A: But who drinks water?
➡ ☐☐☐ **Y4**
A: But I'm drinking first.
➡ ☐☐☐ **C1**

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...
A: If they don't, I find new people.
➡ ☐☐☐ **R9**
A: I make sure I'm flawless.
➡ ☐☐☐ **S15**

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.
➡ ☐☐☐ **S19**
A: They should not have done that. Why did they do that?
➡ ☐☐☐ **B11**
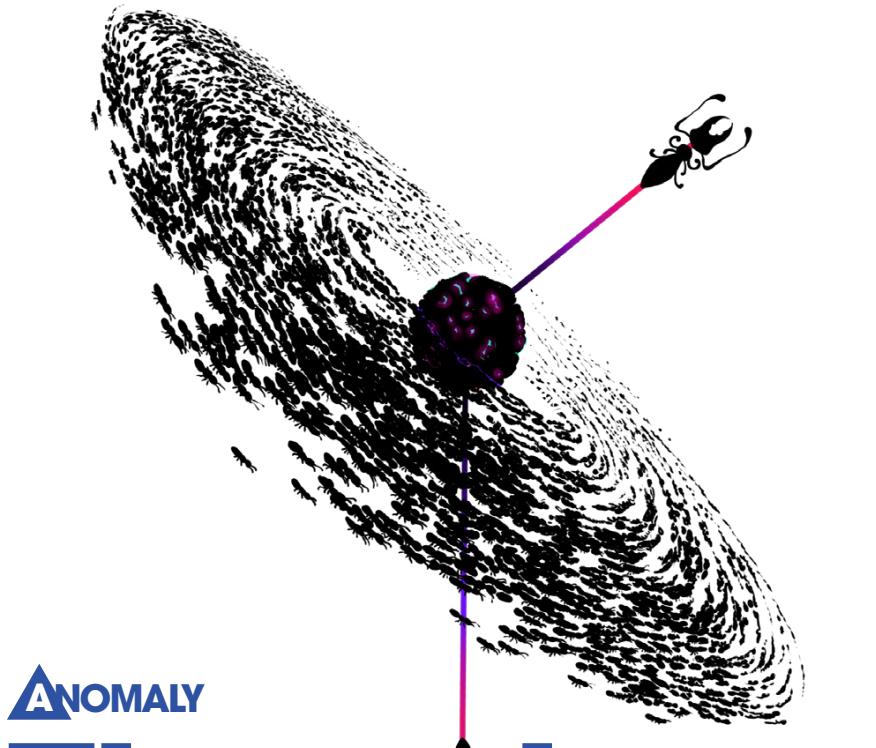
ANOMALY
Timepiece

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. ➡ ☐☐☐ **C10**

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 **3**s. 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 **3**s.

- **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. ➡ ☐☐☐ **O7**

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? ➡ ☐☐☐ **O6**
> **A:** Where are they going? ➡ ☐☐☐ **F3**

Growth

ANOMALY

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...

A: I want them to know who's tougher.
➡️ ☐ ☐ ☐ **F5**

A: They cannot protect themselves.
➡️ ☐ ☐ ☐ **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.

Q: When I run into a wall, I...

A: Eat the wall.
➡️ ☐ ☐ ☐ **S13**

A: Step over the wall.
➡️ ☐ ☐ ☐ **G9**

Eyes

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
2: Fingerprint or X-Ray
3: Reality (Cuts through illusions and obfuscations)
4: Plant Sign Language, Anomaly Tracking
6: Weakness
7: Future Sight

❌ **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.

Q: Have you seen a Vision of the End?

A: No. Also, I like plants!
➡️ ☐ ☐ ☐ **G6**

A: Yes.
➡️ ☐ **R7**

Gun

△ ANOMALY
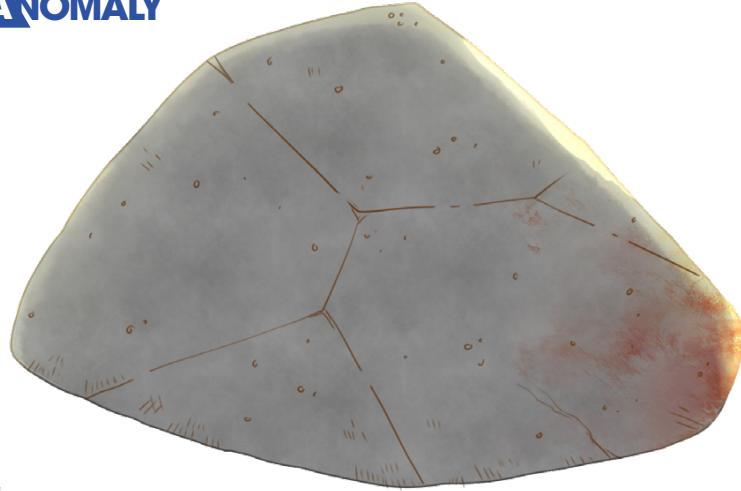
It's a gun.

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 well-documented 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
Remote 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?
> **A:** No. ➡ ☐☐☐ **S6**
> **A:** Yes. ➡ ☐☐☐ **T5**

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   ○ React with extreme fear
○ Contact the authorities   ○ 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.

> **Q:** Friends are...
> **A:** Everywhere, if you know how to look.
> ➡ ☐☐☐ **D6**
> **A:** Enemies I haven't made yet.
> ➡ ☐☐☐ **W11**

Dream

Don't worry. It's not real.

ANOMALY

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.
➡ ☐ ☐ ☐ **D1**
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.
➡ ☐ ☐ ☐ **D8**
A: Are completely unexpected.
➡ ☐ ☐ ☐ **S1**

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, I often wish I could...
A: Spend more time with the characters.
➡ ☐ ☐ ☐ **P8**
A: Share the lesson with someone who needs it.
➡ ☐ ☐ ☐ **M4**

ANOMALY
Manifold

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.
> ➡ ☐☐☐ **A5**
> **A:** Who are already like me.
> ➡ ☐☐☐ **M9**

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:

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

⚠NOMALY

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 plans, and quiet despair.

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 argument, I'll win by...
A: Identifying gaps in logic.
➡ ☐☐☐ **I2**
A: Never backing down.
➡ ☐☐☐ **M10**

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 to...
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 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.
➡ ☐☐☐ **U3**
A: Undercover.
➡ ☐☐☐ **O3**

REALITY

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 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.

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.

Caretaker
REALITY

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

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.

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

A short description of this Reality's common traits, some to leverage and many to discourage.

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

▶ 1 — 2 — 3 — 4 — X

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.

Caretaker

REALITY

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.

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

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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

▶ | 1 | 2 | 3 | 4 | X

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?

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 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*

Overbooked

No such thing as too much to do.

Overbooked Agents keep another job in the mundane world, out of pride or necessity. Often working for the benefit of others, the Overbooked wants to do a good job and commits to straddling two full calendars. Navigating this conundrum well earns them appreciation by multiple groups, fulfillment in a variety of spheres, and a legacy double the average. It is also a tremendous waste of time.

The priorities of this group are muddy, their focus inconsistent, and their knots Gordian. The mundane world is constantly squawking into their ear like so many baby birds. Everything in their life is work, so their Relationships drag them deeper down a path of unnecessary commitment. It is only a question of when, not if, they lose balance and fail both the Agency and themselves.

Still, there's no denying the allure of perfect efficiency, and Agents with this lifestyle can't afford failure on their journey to have it all.

Vocation

Decide what kind of Vocation you have by rolling on the table below, or make up your own:

1	Journalist
2	Public Defender
3	Tutor
4	Sculptor's Assistant

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

▶ ☐ 1 — ☐ 2 — ☐ 3 — ☐ 4 — Ⓧ

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

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 other boss?
Examples: *Fast Food Manager, Thesis Advisor, Instagram-Famous Dog*

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

Who are you in charge of?
Examples: *Gallery Assistant, I.T. Intern, Rambunctious Child*

Pursued

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 results-based 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

▶ | 1 | 2 | 3 | 4 | — X

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, 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*

Star
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

▶ 1 — 2 — 3 — 4 — X

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

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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 manager?
Examples: *Stage Mom, Talent Agent, Chief of Staff*

Who is your biggest rival?
Examples: *Looks Just Like You, Everyone Likes Them More, Famous Ex*

Who remains from your former life?
Examples: *Former Duet Partner, High School Sweetheart, Dance Teacher*

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Struggling

△ REALITY

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

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

▶ [1]—[2]—[3]—[4]—(X)

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.**

Who do you rely on for shelter?
Examples: *Parent, Carnival Strongman, Office Manager*

Who do you owe the most money to?
Examples: *Landlord, Loan Shark, Wealthy Friend*

For whom do you most want to get it together?
Examples: *Ex-Wife, Nephew, Delivery Driver*
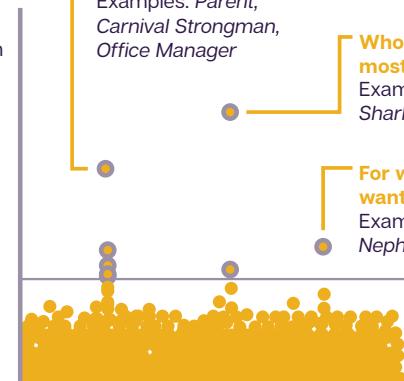
Newborn

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

▶ 1 2 **3** 4 X

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.**

Who is your favorite teacher?
Examples: *Bodega Owner, Precocious Child, Radio DJ*

Who relies on your unusual perspective?
Examples: *Mechanic, CIA Handler, Your Adoptive Brother*

Who loves to take advantage of your naivete?
Examples: *Casino Owner, Evil Child, Prank Show Host*

REALITY

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

▶ | 1 | 2 | 3 | 4 | X |

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*

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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 they are all too willing to talk things through when a simple and terse email would suffice.

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:

1	Crime Family
2	Religious Sect
3	Gaming Club
4	Independent Store

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

▶ 1 — 2 — 3 — 4 — X

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.**

Who is your successor?
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*

94

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REALITY
Creature
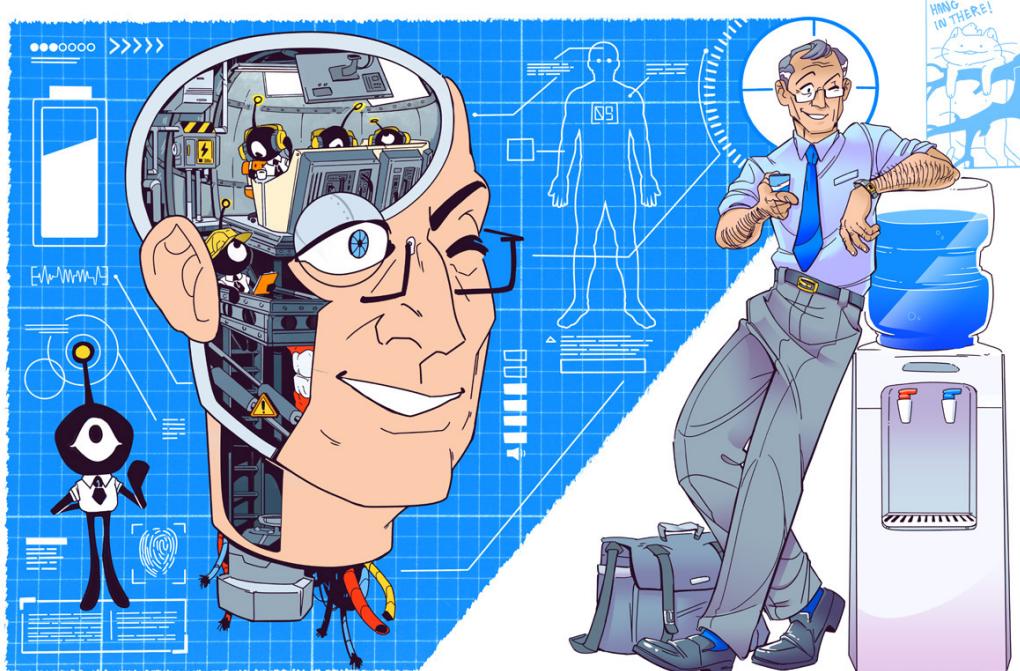
How do you do, fellow humans?

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

▶ [1]—[2]—[3]—[4]—(X)

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.**
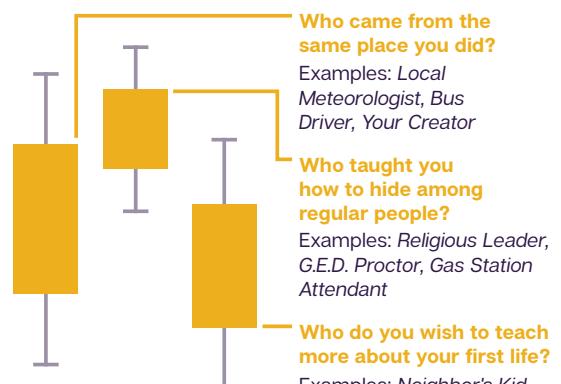
Who came from the same place you did?
Examples: *Local Meteorologist, Bus Driver, Your Creator*

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

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.

PR

COMPETENCY

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!

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.

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 that 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.

Sanctioned Behaviors are ways 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.

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.

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.

1 When a coworker embarrasses themselves in public, I...
▶ Loudly say "How avant garde!" (**+3 Presence**)
▶ Repeat their behavior until it seems normal. (**+3 Persistence**)

2 When one of our products causes a serious tragedy, my messaging...
▶ Communicates our regret. (**+3 Duplicity**)
▶ Explains how it hurts us, too. (**+3 Empathy**)

3 A coworker has been murdered! I am...
▶ The murderer. (**+3 Initiative**)
▶ Due for a promotion. (**+3 Subtlety**)

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.

PR
COMPETENCY

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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.

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Prime Directive
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Sanctioned Behaviors

Receive **1 Commendation** each time you:

▸ Create a distraction.
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▸ 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.

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.

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.

1 **When a coworker embarrasses themselves in public, I...**
▸ Loudly say "How avant garde!" (**+3 Presence**)
▸ Repeat their behavior until it seems normal. (**+3 Persistence**)

2 **When one of our products causes a serious tragedy, my messaging...**
▸ Communicates our regret. (**+3 Duplicity**)
▸ Explains how it hurts us, too. (**+3 Empathy**)

3 **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!"

R&D
▲COMPETENCY
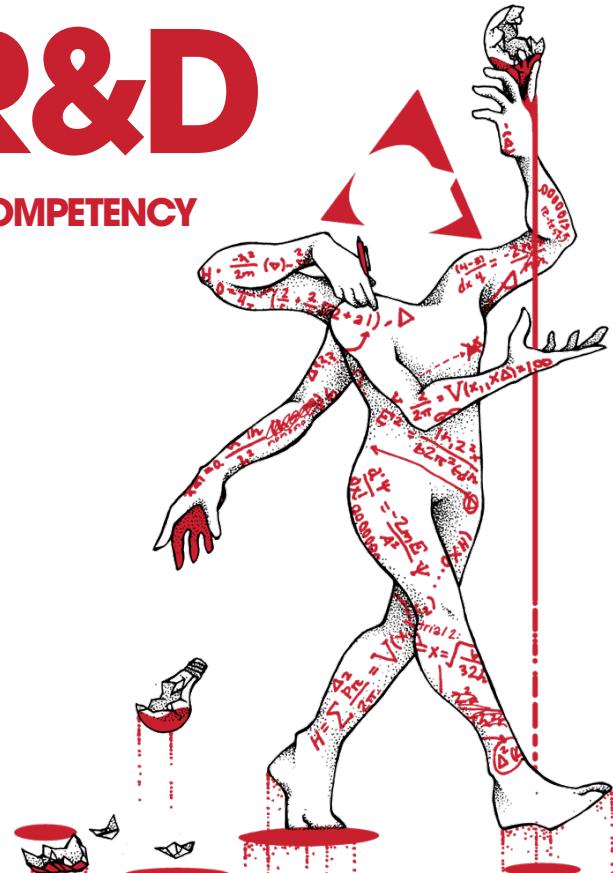
Give the people what they want.

The Agency needs creative, fresh minds to design the future of the world. R&D Agents are known for their 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 long-term 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.

1 If at first you don't succeed...
▶ Never let them see you cry. (**+3 Professionalism**)
▶ Try try try try try try try. (**+3 Persistence**)

2 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**)

3 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
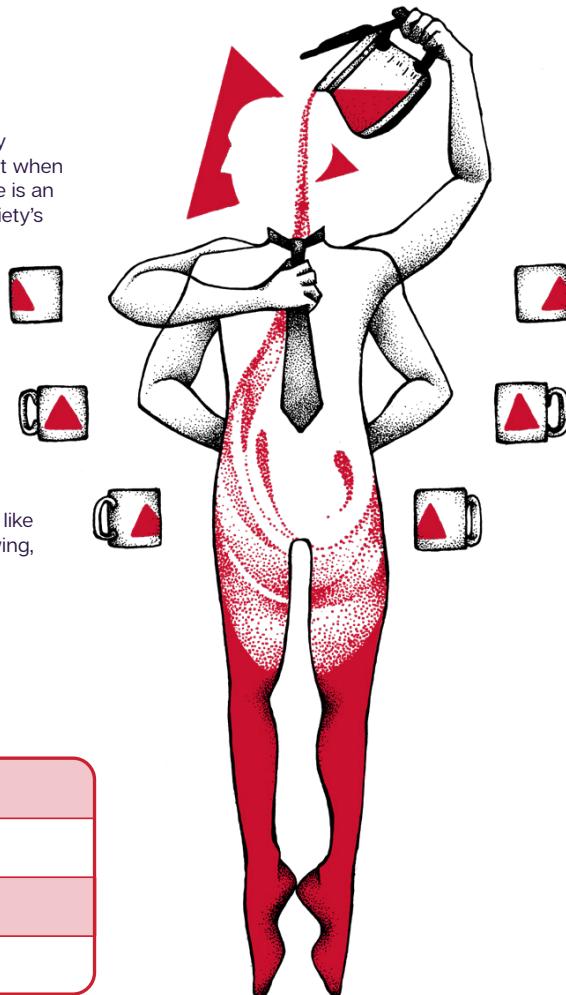
Prime Directive

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.

1 A coworker asks me to cover their shift because of a breakup. I...

▶ Cover their shift. (+**3 Empathy**)

▶ Get them back together. (+**3 Professionalism**)

2 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**)

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

▶ Add something to the brew. (+**3 Subtlety**)

▶ Add them to the brew. (+**3 Dynamism**)

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

CEO ▲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 Self-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.

1 My management style is best described as...

▶ Hands-on. (**+3 Dynamism**)

▶ Treating employees like family. (**+3 Duplicity**)

**2** I inspire my team with my...

▶ Oil Portrait. (**+3 Presence**)

▶ Automated out-of-office response. (**+3 Professionalism**)

3 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."

Intern ◭COMPETENCY
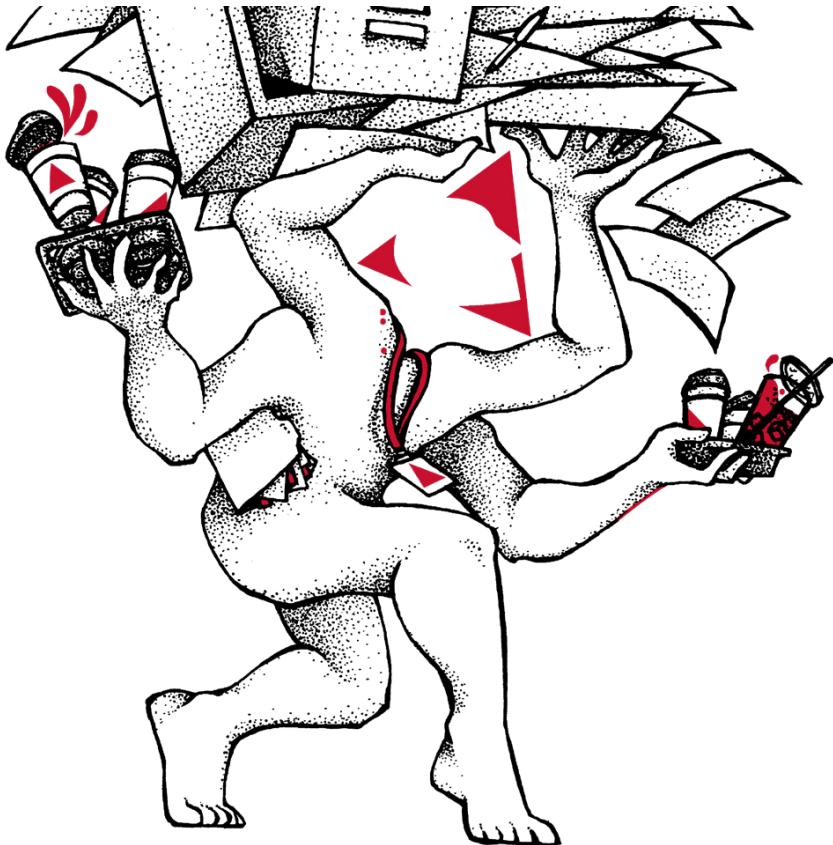
Pay is overrated.

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.

1 When acquiring new skills, I am a...
▶ Visual learner. (**+3 Attentiveness**)
▶ Pain-consequence learner. (**+3 Persistence**)

2 I'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**)

3 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!"

Gravedigger

△COMPETENCY

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.

1 **When training new employees in my field, I emphasize...**

▶ Shovel technique. (**+3 Attentiveness**)
▶ Creating demand. (**+3 Initiative**)

2 **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**)

3 **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."**

Reception

COMPETENCY

Right this way, please.

Just as every story must have a beginning and every idea a conception, Agency buildings must have fire code-compliant 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.
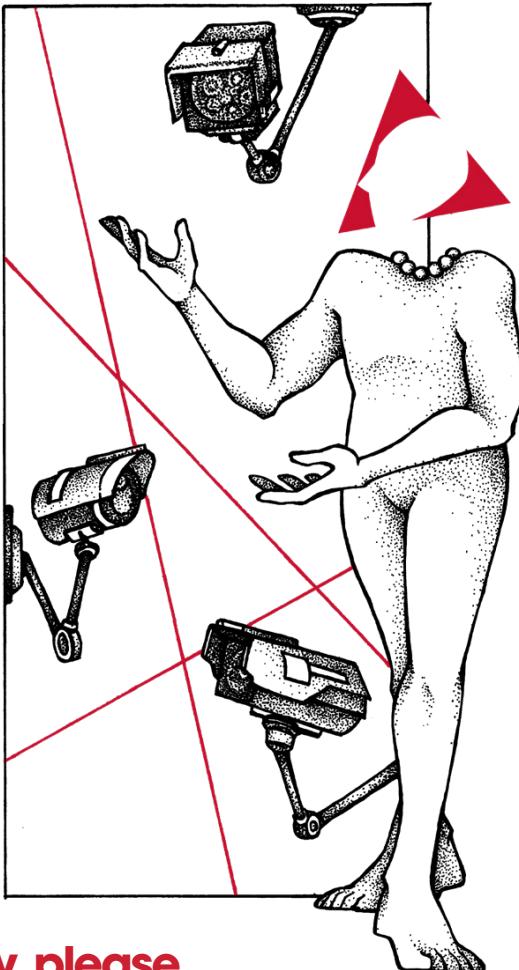
Prime Directive

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 internet-connected 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.

1 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**)

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

▶ Interrogating them. (**+3 Persistence**)
▶ Interrogating them. (**+3 Dynamism**)

3 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."

Hotline

COMPETENCY
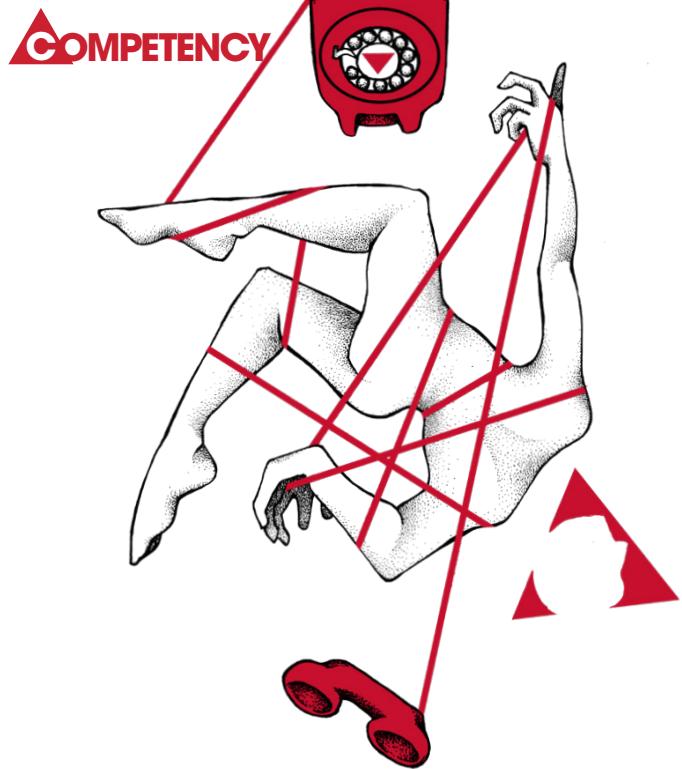
The voice on the other end.

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.

1 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**)

2 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**)

3 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."

Clown

COMPETENCY
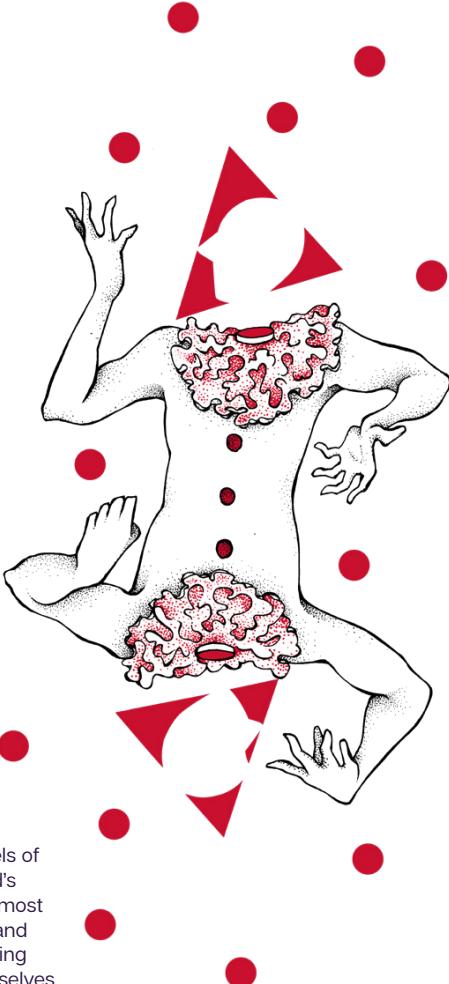
Honk.

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-at-home 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.

1 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**)

2 My car holds...
▶ A regular number of people. (**+3 Duplicity**)
▶ Everyone who needs a ride. (**+3 Persistence**)

3 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
- **TAP**ped for Field Work through the **T**riangle **A**cademy **P**rogram

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.

WAIT!

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 ███████ al███ ██████████████ S█████ o

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 ██████████ly, ███████████████████████ rule ██████████████████.

Furthermore, ██████████████

BLUE

n ice

!

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.

Anomaly:

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 real-time 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 misguidedly 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 her?

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.

AGENT 1: Classic

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
Printing Pres

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:

1 **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.

2 **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.

3 **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:
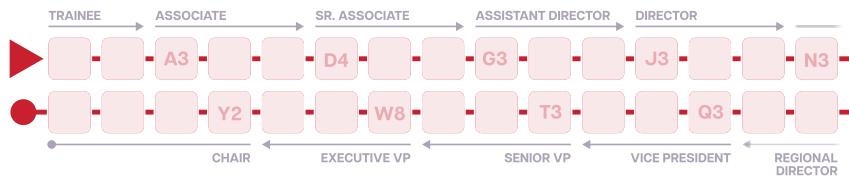
Retirement

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.

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.

12oz	3 ✪
18oz	18 ✪

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.

Convenient Paperclip Rental	1 ✪
Convenient Paperclip Purchase	15 ✪

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	1 ✪
Large Locker Rental	3 ✪
Small Locker Purchase	11 ✪
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.

One-Mission Meal Plan	1
Permanent Meal Plan	15

Charitable Donation

A randomly selected orphanage in need receives one year's worth of funding.

Thanks for Your Donation!	9

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.

Car Service Guest Pass	1
Car Service Lifetime Membership	15

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
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.

Any Size	15

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.

Triangle at Home $1000 Gift Card	1
Triangle at Home $3,000,000 Gift Card	66

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.

First Time	15
All Following Times	30

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.

All Requests	99

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:

▶ C4 — — L11 — — E2 — O4 — — T6 —
● — — — E3 — — H5 — X3 — — V2

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.

✋ WAIT!

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.

We have been waiting for you for so very long, Agent.

Welcome to the first job of the rest of your life.