



## **Truth, Inc.**

The year is 2110, and a sprawling company of immense power dominates the known universe. They claim to know everything - past, present, and future - and no one has every proved otherwise.

In this bleak and controlled future where the strange is considered harmful, you take on the role of strange characters with an interesting fate.

Will Truth, Inc. still control the world tomorrow, or will something untold happen to change everything?

*My thanks to people who let me subject them to this makeshift game:*

***Karen, John, Andres, Donte, Jason G, and Jeff.***

*My heart goes out to you for your loss.*

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*No editors were injured in the writing of this document,  
and boy does it ever show.*

*The fonts used are:*

*galette, gentium book basic, goudita sans, ultra serif sf, and bolts sf.  
In no particular order.*

*This poor excuse for a cyberpunk game designed and written by*

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*If you play this beast.*

*The game was designed in a little under a couple weeks for the  
Cyberpunk Revival Project on 1km1kt.com,*

***Long live the glorious benefactor (whoever that is).***

***Long live cyberpunk (whatever that is).***

*Above all remember the following three things: Its the goddamn future, these are cool motherfuckers, and the question shits on everyone.*

*Welcome to 2110.  
Truth, Inc. is not your friend.*



*Fortis est Veritas*

*The pure and simple truth is rarely pure and never simple.*

*Truth is more of a stranger than fiction.*

*Truth exists; only lies are invented.*

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## INTRODUCTION

Welcome to **Truth, Inc.** - a game of drama. Yes, drama. What does that mean you ask? Its a game about what happens when all hell breaks loose and shit hits the fan and, well you get the picture. Truth, Inc. is the center of the game, a large sprawling company in the distant future that has grown a little too powerful for its own good. In order to play you'll need to keep in mind three tenets, each a concept critical to the game. These are: **Its the goddamn future, These are cool motherfuckers, and The question shits on everyone.**

## GODDAMN FUTURE

This is a game of tomorrow, set in the distant future of 2110. I make no attempt to describe the future in its entirety within this text, instead use your imagination to invent it. That said, keep in mind that its the goddamn future and that means most impossible things are likely possible, and some even common place. If you want ideas for the future, here are some details common across all Truth, Inc. Games:

- ⊙ We've gone interplanetary (interplan for short).
- ⊙ Human regeneration & immortality is not rare, but not common either.
- ⊙ Virtual experiences are common and seem quite real.
- ⊙ Retro is in vogue, so a person from our time might almost feel at home in 2110, until the little things built up.

In essence you have one goal when you invent the future, make it cool. If another player suggests something that doesn't meld with your vision, but you think is cool, run with it. Remember, its the goddamn future after all.

## COOL MOTHERFUCKERS

Each player (except one) will create a character for the game. These characters are odd and powerful, each truly something special and full of awesome. These characters are cool motherfuckers. Don't expect the regular kind of things to challenge them, and don't be surprised when they roll over massive resistance like a knife through butter. However, there is another side to this brutal coin. When they fuck up, they really fuck up bad and screw the pooch hard.

Not only does each character have a set of aspects that make them awesome, they also get a set of one to three items which really drive the point home. These items are at the very crux of play, as they take center stage in the unfolding drama of the game.

When a characters wants to do something crazy, something so outlandish and awesome it makes you stop and think about the ramifications, that player has got it. They understand they are playing a cool motherfucker.

## THE QUESTION

The question may take many forms over the course of a single game of Truth, Inc. However, at the root of all its forms is one particular question: **"What is Truth, Inc. doing behind the scenes?"** In every incarnation of the game this company is up to something, dastardly or not. The truth of the matter is that something isn't right in the goddamn future and your cool motherfuckers are caught up in the middle of it.

Regardless of the form of the question at any given moment, its going to shit all over everything. Right at the start I said this is a game of drama and what happens when shit hits the fan, and the question is what leads the story down that dark tunnel towards the light at the end.

Dr. Thomas releases the docking mechanisms of the interplan battleship Relentless, allowing him and his friends into the bright sparkling interior. He is greeted by droid 23, a somewhat human framed artificial being manning the craft for lack of human resources. He orders the droid:

"Engage the zero-probability cloak 23. We need to maintain an element of stealth at the moment."

"Affirmative sir."

## THE STORIES OF TOMORROW

So you have the three tenets of play now, but still - what do the characters do? The answer to this question boils down the tenets and ties them together. In short, the issues of Truth, Inc. and its agendas spark play. Every character is one of the following: A Truth, Inc. **Employee** with a contract, a **Citizen** with a bond to Truth, Inc. or a **Fugitive** wanted by Truth, Inc. for some reason. While no two games are going to play the same, regardless each one is centered on this multiple-planet sprawling super-corp. Connecting each character to Truth, Inc. is one of the most important steps of character creation and helps to focus the play of the game itself.

## PREPARING FOR PLAY

When you get setup to play you are going to need a few things:

- ⊙ Six-sided die (those cubes with pips you find in game boxes)
- ⊙ Twelve-sided die (at a specialty store for gaming, or online)
- ⊙ Character sheets (copied or printed from the book, at the end)
- ⊙ One player to take on the role of Admin, who manages the game
- ⊙ One or more other players to take on the role of characters (citizens, employees, or fugitives)
- ⊙ Loose papers and such for the Admin to make notes

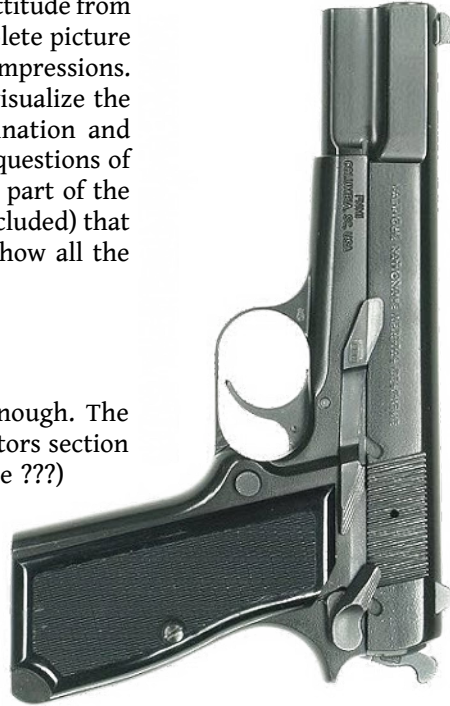
Once you have assembled these things you just need to spark your imagination and settle in for a good time. The first time you play Truth, Inc. the session make take some time, creating characters may take additional time and so on. I'd plan on having four to six hours for the first game, but once you know how it works you could easily half that.

## ATTITUDE IN PLAY

Playing this game requires a specific attitude from all involved. It does not provide a complete picture of the year 2110 and instead just offers impressions. It is up to the players of the game to visualize the universe. This process requires imagination and compromise. Players should be asking questions of each other and settling on answers, its part of the play. So always keep in mind (Admin included) that its not just the future as you see, but how all the players agree to see it.

## FIRST STEP

The first steps of play are simple enough. The Admin needs to turn to the Administrators section and read about character creation (page ???) and the other players keep reading on here about character creation. Both of these sections cover the same rules, but the Admin section has advice to help them build a starting situation by asking questions during the process. Once you have a cast of characters, away you go! However, before that lets introduce some basics of the game.



*Standard Sidearm of Truth, Inc. - Fires a plasma pulse, plasgun modeled after a Browning HP SFS. (retro is vogue)*

## TERMINOLOGY

There are a few terms used again and again in the game, and all players need to understand them. Some the details here may not make sense to you yet, but rest assured they will come together as you read on.

- ⊙ **Fuck!?:** This is a measure of how screwed your character was over a given period of time. Fuck!? levels lead directly to the chance of character improvement at the end of session. You track Fuck!? levels on your character sheet. There are some odd other rules that interact with this track as well. Whenever your character earns Fuck!? your character gets screwed over somehow - you might lose the use of a trait or item for some time, etc.
- ⊙ **Initiative:** This is a number which determines which character acts when. Initiative is determined the second the game switches into action mode from story mode. Regardless of the type of action (combat, drama, debate, etc.) each character will have an initiative. When action is joined, a six-sided die is rolled and added to Reaction to determine initiative.
- ⊙ **Items:** Each of these has been woven into the characters fate by Truth, Inc. in an attempt to control them and prevent them from disrupting their delicate web of the future. Each is powerful, rated in the boost they can provide to the level of actions. Items are the most powerful part of a character, but while the player creates them they are owned and ultimately managed by the Admin. Items, when handled right, are a lot like the White Rabbit (of Alice in Wonderland fame) of the game, leading the characters down a maze of adventure.
- ⊙ **Legacy:** This is Truth, Inc. created jargon - a term they use to denote when a proclamation they make may be in error. Not by fault of their own per say, but by the limitations of interference by Truth, Inc. employees themselves.
- ⊙ **Levels:** Some parts of the character are measured in levels, as are the results of rolls, and a lot of other various things. In general one level is **ok**, two is **good**, and three is **terrific**. Its as easy as one, two, three.
- ⊙ **Oddity:** This is a measure in levels of how odd a character is by the standards of the society in 2110. The world is a rather conservative place in the future, and being odd is very frowned upon. Choosing to make your character more or less odd is one of the central choices of character creation.
- ⊙ **Proclamation:** This is the main business of Truth, Inc. In 2110. They issue proclamations and so far have never been proven wrong. These could be about the past, present, or future. However, some of these are marked Legacy, and in that case Truth, Inc. pulls their punch suggesting that in fact this is only advice and they could be wrong. Wrong proclamations marked Legacy don't count against their perfect track record. In the game, the Admin lays down Proclamations, which are a powerful force establishing that something is true in the past, present, or future. Actions taken by anything in the universe to enforce a proclamations are level 7 (yes, that sure is a goddamn s e v e n there - look out!).
- ⊙ **Robbed:** This is what happens when you roll a 1 and fail. You earn one level of Fuck!? for each die rolled. if you re-rolled twice (three rolls total) and the last was a 1, you still fail but earn three levels of Fuck!?





⊙ **Roll:** When something interesting is happening in the game, one or more players will have to make a roll. This is a roll of the twelve-sided die plus some modifier. Usually this modifier is one of: *Attribute plus Aspect, Aspect plus Aspect, or Aspect plus Drive Level*. The roll is made with the following rules based on die roll itself: *a 1 always fails, results higher than 10 count as +10 and you roll the die again*. There are also some special conditions that apply here too - for instance: **Robbed**.

- ⊙ **Scurry:** When a player wants to interrupt the game to apply a trait or make an intervening roll, they can scurry. This costs them a rush point, and lowers their initiative five. Note that this means a scurry can allow them to act again, as their initiative may drop to below the current value. A player can't opt to make their character scurry consecutively, there must be another action in between.
- ⊙ **Statistics:** Called stats for short, each is a number or rating derived from the attributes or traits of a character. The game has the following stats: *Reaction, Kick Level, Rush, Resist, Drive Pool and Supernal Banks*.
- ⊙ **Success:** When you roll, you earn success equal to the amount of the roll above 10. Rolls below 11 result in a failure, earning the character a level of Fuck!?. With one or more success you either: bank up to nine points of success into a Supernal Bank, buy levels of action (1/2/3 levels for 2/5/8 success), or pay 10 to envision - establish or enrich a vision (add a level to a vision, or establish a new level three vision).
- ⊙ **Supernal Banks (SB):** These are a measure of pure awesome, and the more a character has, the more success they can bank for use later. Each can hold one to nine success for use later, but can't be manipulated just filled or emptied. This means a bank with 1 can't be added to, but can be emptied (spent) and refilled. *Note that supernal banks can't buy success on a failed roll*.
- ⊙ **Destiny:** Each character has a specific fate, a destiny which has been corrupted by the workings of Truth, Inc. These special people are guided by some mystical or unknown force towards this place, through their visions of where they should head. This is a track on the character sheet, and fills up leading to visions. The way in which you earn Destiny levels is complicated, and mostly in the hands of the Admin.
- ⊙ **Synergy:** This rule allows a player (or players) to combine levels from multiple sources into a single action. This could be from characters assisting another, or just wanting to combine their traits in colorful ways. When levels combine in play, you always count the total as the highest level, plus one for each assisting level to a maximum bonus of three. This means four characters can combine levels on a single action for +3.
- ⊙ **Traits:** Characters have one or more of these, each falling into one of these types: *Ability, Talent, Lightwire, Soloform, or Special*. Traits are the ways in which a character is cool and are rated in levels and die bonus. Traits are freeform and created by the player of the character. Each trait is either *Minor* or *Normal* - minor traits are expended when used in a scene (and must be refreshed) but normal traits are not.
- ⊙ **Vision:** Each character has dreams and goals, and a place that fate is leading them, outside the control of the web spun by Truth, Inc. Earning visions is one of the rewards of high rolls in the game, and allows a player to stop Truth, Inc. screwing with them. Visions are the only force in the game that can affect Proclamations. Each vision is rated in levels, one to six. When a Vision confronts a Proclamation the player rolls a

six-sided and a twelve-sided die looking to roll equal or under the levels of the vision. One success interferes with the Proclamation (and earns the vision an additional level) and two subverts it. If both dice fail, the player earns a level of Fuck!?.

The definitions above offer a lot of confusing detail sure, but they will make for an excellent reference later when playing the game. Now for some detailed explanation.

## ROLLING OUT ACTION

Rolling is at the very core of play - when who can make a roll and how to interpret the results really drives the game's rules. The game operates in two modes of play: **story** and **action**. When in story mode it's all about determining what is happening without rolls of the dice. In this mode, you are basically telling a collaborative story. However, once something engaging happens which any player thinks is precarious or risky, the mode switches to action. In action mode, who acts when is determined by initiative, and the results of rolls determines what your character can achieve. Now, keep in mind there is all kinds of action in the game: **combat, chases, hacking, arguments, issues, politics, and social subterfuge** are all action. These are broken into three levels of intensity, where three is highest and one is lowest:

- ⊙ **Level One:** *Broad Social* - Politics and Social Subterfuge
- ⊙ **Level Two:** *Social* - Arguments and Issues
- ⊙ **Level Three:** *Physical* - Combat, Chases, and Hacking

The intensity level of a type of action affects how it can interact in the game. This is an upward motion penalty (treated as a block) based on the difference. Social Subterfuge actions affecting Combat suffers a level 2 penalty due to the upward motion, while an Argument affecting a Chase suffers a 1.

The exact process of making a roll is broken in a few steps, and number one is: **identify the mode of action**. Of the seven types show above, one of them has to be selected. This has specific implications in the game - for instance you don't engage the action rules to seduce. There simply isn't any action mode that supports that, unless the seduction is meant to back another type of action. Here is an example. So say you are selling expensive pretty bracelets and you find a lovely girl to sell them too, but she isn't biting. You decide to seduce her and influence her choice to buy one, which would be an argument (convince her). In this case, the action leads up to an argument so you could do it in action mode with a roll. Let's see if we can't define the seven different actions modes clearly:

- ⊙ **Politics (I):** These actions are corporate or political in nature, social or otherwise meant to change the direction of large bodies of people with defined leadership. Persuade a company to assign a team to retrieve a derelict spaceship is a perfect example. The point here is: *convince or persuade organization*.

- ⊙ **Social Subterfuge [I]:** These actions are meant to change the minds of masses of people, from a roomful to a whole nation. Convincing a town that a character is not a thief - perfect example. The point here is: *convince or persuade many, or influence the feelings of many.*
- ⊙ **Arguments [II]:** These are much like the broad actions given above, but on a more personal level. Convincing one person or something, or persuading them to do something is considered an argument. The point here is: *convince or persuade other.*
- ⊙ **Issues [III]:** When issues come into play, it about the heart and emotions. These are like arguments of the heart, affecting how someone feels. If you want someone to fall in love with your character, idolize them, or treat them like a sister - that is all in the realm of issues. The point here is: *influence the feelings of other.*
- ⊙ **Hacking [III]:** Crime of the future, this is it. When you do anything illegal its a matter of hacking, even if its low-tech. If you want to bypass the keyed lock on that door, its a hacking action. Obviously, most things are digital in the goddamn future - so it usually is computer hacking. The point here is: *not getting caught red-handed, getting the job done.*
- ⊙ **Chases [III]:** You want to get away, or you want to catch those rude bastards - this is the chase. Simple enough right? Chases could be racing on foot, in a glidecar shooting across the city, or dodging asteroids in fighters around Saturn's belt. The point here is: *catch or escape.*
- ⊙ **Combat [III]:** In this case we are out for blood - you want to kill, maim, or otherwise injure another or perhaps their vehicle. There are types of scope for combat - space dogfights, rustic sword fights on the open lawn, martial arts contests, or the good old gun fight in the corridors of some high-tech facility. The point here is: *kill, maim, or destroy.*

Multiple types of actions can collide at once, one character can be in combat and another in social subterfuge, though if they want to interact mechanically the upward motion rules apply. There is never any penalty to go downward, so a person using combat to attempt to convince or persuade many suffers no level penalty, but may obviously suffer other issues from the fallout of their actions.

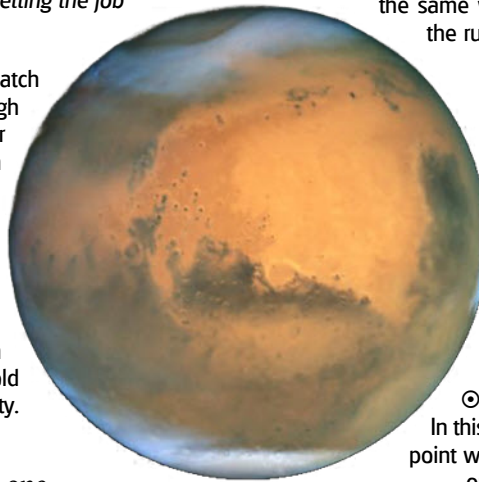
## ROLLING THE DIE

Once a type of action has been determined, the player can roll the die. In order to do this, they first build up a roll modifier. In this case they need to work one of these angles:

- ⊙ **Attribute + Trait:** In this case its a physical action and you select an attribute to use plus an applicable trait.
- ⊙ **Drive + Trait:** To do this you simply pay one drive for a +5 and then add an applicable trait.
- ⊙ **Trait + Trait:** If you can combine two traits, you can add them directly for a roll modifier.

Now note that at this point, no specific actions have been determined. Instead we are just talking in vague terms. In its a chase, and you are ripping across the stars in an interplan ship, you have an idea of what you want to do but you don't need to determine anything specifically. Instead you just say: I've got a 7 DEX and the trait "The Ace Pilot Envy of Everyone" at +5, working up the stat plus trait angle for a +12 roll modifier. Regardless of the specifics of this step, you end up rolling the die (the twelve-sided one) and then do the following:

- ⊙ **Roll a 1:** Even a cool motherfucker makes a mistake on occasion. You are **screwed totally** this round of action. You earn no success, can buy no action levels, and suffer some kind of complication.
- ⊙ **Roll an 11 or 12:** Wow, rock on you cool motherfucker! You count that roll as a +10 to the roll modifier and roll the die again. You keep rerolling until you get a less than 11 result, and count each additional reroll the same way. However, if you ever end on 1 you use the rule of 1 above, and get **Robbed**.



*Mars has a thriving colony of more than 20 million people in 2110, and several Truth, Inc. branches.*

If you aren't screwed totally at the end of the roll, you'll have a number as the total. This is a measure of how well you did. At this point, you may be screwed totally anyway, like so:

⊙ **If the total is 10 or less:** You are screwed totally anyway. You earn no success, can buy no action levels, and suffer some kind of complication.

⊙ **If the total is 11 or more:** Cool man, so cool. In this case count every point above 10 as a success point with which you can: buy action levels, envision, or bank success points into a supernal bank.

If you come out of the roll with success points, then awesome! Its at this point you can buy action levels to do cool things. You pay 2/5/8 success to buy a level I/II/III action respectively. This is like buying how cool your action will be. You can also place success point into a supernal bank, or pulls success points from one supernal bank for the roll. In addition you can pay 10 success to envision. These other special actions will get more detail in the advanced rolling rules, for now lets just focus on buying action levels. Here is some idea of the power of an action based on level, or how cool is it?

- ⊙ **Level One (2S):** A normal action, kind of cool but mostly just ok. A regular guy could do this, if they were lucky. *Shooting a guy at some range.*
- ⊙ **Level Two (5S):** Pretty darn cool. This would impress the average joe. A regular guy probably couldn't do this. *Shooting a guy at great range in the wrist.*





⊙ **Level Three (85):** Fucking awesome. This would impress the most jaded viewer. Even someone awesome may not be able to pull this off. *Shooting the arrow someone just fired at you in the dim light of a facility suffering a power outage.*

That should give you some idea of how to buy action levels. Now keep in mind, actions can have levels even higher than three, since there are ways to boost each of them (like using an item, or having something/someone assist you). As a rule all actions level III or above are just as cool, but with more mechanical impact. Its example time right? Lets rock that.

*Three guards come around the corner and confront Mr. Anderson (played by Tim) who is currently sneaking into a closed facility - combat is joined! Mr. Anderson has initiative and goes first, deciding to use his DEX (5) and "Shoots his guns like its the wild west!" (+7) for the roll = a +12 modifier. He tosses the twelve-sided die and gets 12. This counts as +10 and he rolls again with +22 (+12 and now +10). His next roll is a 4. The total ends up being 4+22 = 26. This is more than 10, so he has 26-10 success for the action (yowza!): 16 success. Tim could buy 3 level II actions and bank a point, or 2 level III actions, or bank 9 and buy a level I and a level II (9 + 2 + 5 = 16). Tim opts to buy three level II actions and bank a point, since this will give him one level II attack action per guard. Since the Admin has made these guys mooks, a level 2 action should be enough to take each out. Tim narrates Mr. Anderson being a cool motherfucker and taking out the three guards before they can even act!*

If you notice, you can buy multiple actions in a single round, and they can be each boosted by other sources. Sometimes its best to just buy all the level I actions you can, and sometimes its not. Regardless, the rule of five applies and you can't ever buy more than five actions in a single round - though you can interrupt with more using a Scurry. Note this is a simple view of how things work, meant to get you feet wet - actions can be countered and so on. We will cover all these details of action in a later section, but now that you have an idea of how the game works lets make characters!

## CHARACTER CREATION

The process of creating a character is a rather elaborate one, but every step is there for a reason. As you complete each step, you'll record information that shapes your visions of who this character is as a person and what they can achieve. Without further ado, lets explore and define this process!

## STEP 01: SELECT A SURNAME

There are twelve different surnames available to starting characters, and you need to select one of them from this list or roll a twelve-sided die and take that result.

- ⊙ 1] Smith
- ⊙ 2] Johnson
- ⊙ 3] Williams
- ⊙ 4] Jones



*Truth, Inc. workers contemplate the impact of a proclamation aboard an interplan ship.*

- ⊙ 5] Brown
- ⊙ 6] Davis

- ⊙ 7] Miller
- ⊙ 8] Wilson
- ⊙ 9] Moore
- ⊙ 10] Taylor
- ⊙ 11] Anderson
- ⊙ 12] Thomas

Note that each name has a corresponding number. This number is a measure of its rarity, such that Thomas is a far more uncommon surname than Smith. The more rare the name, the more likely it will be that the character is odd.

## STEP 02: DETERMINE ODDITY

This is quite simple, just roll a twelve-sided die (no special rules) and add the number of the surname. Take this total and then subtract ten, if any positive value remains, divide this by two (round down). If greater than zero, record these as your oddity levels on the character sheet.

*Tim chooses the name Anderson for his character, giving him a number of 11 to add to his roll. He rolls an 8 for a total of 19. Taking 10 right off the top of the roll leaves 9 and he then halves this (rounding down) to get 4 oddity levels.*



## STEP 03: CHOOSE TITLE

Select a title for the character: Mr. , Ms. , Mrs. , Dr. , or Prof. and a gender. Its a crazy goddamn future and you need not select a gender that matches your title. The gender implication of the title does however show how the character is viewed by the person on the street however, so that a male character with the title Mrs. appears for all purposes as a woman and will be treated as such. Each title offers an adjustment of a character's attributes, as so:

- ⊙ **Mr.** - +2 STR, +1 CON
- ⊙ **Ms.** - +2 DEX
- ⊙ **Mrs.** - +1 STR, +1 DEX, +1 CON
- ⊙ **Dr.** - Doctor special trait
- ⊙ **Prof.** - Professor special trait

## STEP 04: ROLL ATTRIBUTES

Now just pick up a twelve-sided die and roll that for each attribute (STR, DEX, and CON) adding any modifier from the last step. You may not move or reassign values, just take the results of the roll for each. You do not reroll the die on 11 or 12.

## STEP 05: LEGACY ERROR?

Now you can select, at your leisure, any attribute less than six and mark is as an 'error'. In this case, make it five full points higher. This means Truth, Inc. was wrong about the details of your birth (see Legacy) and underrated your potential. This will cost some trait levels in a later step, and may come up as an issue in play.

## STEP 06: ODD ATTRIBUTE

You picked up some mutated genes along the way, and you have an odd attribute to so for it. You may spend one to three oddity levels on an attribute, raising it one point for each level spent. Also make sure to mark this attribute odd.

## STEP 07: CHARACTER CLASS

Now we need to see how society views this character based on their obvious potential. No one likes a show off, and this society takes that to the extreme. The more natural potential a character shows, the more the world closes its doors to them. This is reflected as a loss of trait levels. To determine the character class, you compare your attribute ratings as so:

- ⊙ **Normal:** All attributes are below eight - earn 12 trait levels.
- ⊙ **Overachiever:** One attribute 8-10, the rest below eight - 10 levels.
- ⊙ **Special:** Two attributes 8-10, the other below eight - 8 levels.

- ⊙ **Freakshow:** Any attribute above 10, or all above seven - 8 levels.

You now record this class and note how many trait levels you have, as this level total may adjust in a moment.

## STEP 08: CHARACTER TYPE

Now you can select to be either: An Employee of Truth, Inc. - An Interested Citizen, or A Wanted Fugitive. Each of these options modifies the character a bit, as so:

- ⊙ Citizens earn a level of Fuck!? at the start of play, an additional level I item, and special minor trait simply called "Citizenship in Good Standing".
- ⊙ Employees earn two trait levels.
- ⊙ Fugitives earn two levels of Fuck!? and a free level I talent trait and free level II lightwire trait.

Each character type also has a piece of fiction that needs built before the character is complete. Employees need some details about their contract of employment. Citizens need a bond to Truth, Inc. which is something dramatic that has lead to them having a bond with the company. Fugitives have a record with Truth, Inc. which determines why they are being hunted. Here are some things to think about and answer for each:

- ⊙ **Contract:** How much do they make? How long will their term of service be? What kind of job performance is expected of them? Are there any special stipulations of the contract? Who knows about this contract outside the company?
- ⊙ **Bond:** How does the citizen feel about the company? How far will they go to follow the measure of their bond? Why won't they let this go? Who knows the details of this bond?
- ⊙ **Record:** What kind of offenses did the fugitive commit? How have they eluded capture so far? Does the company want them dead or do they have other plans for them? Who knows about the details of their deeds?

Every type of character comes with a basic "bad stuff I wouldn't like to happen" trap. Employees don't want to be fired. *This implies they want to be employed.* Citizens don't want to lose their bond. *This implies they value the bond greatly.* Fugitives don't want to be caught. *This implies they are using a false identity and value their freedom.* The game requires this to be true so that every type of character has a natural motivation which can be called into play.

## STEP 09: SPECIALS

If you took the legacy option in step five, now is time to pay the two trait levels. Doctors, essors, citizens, and fugitives should note their special traits. Theses are all +5 level I minor traits unless noted otherwise. Doctors and Professors need to decide on their trait details, such as "Doctor of Chemistry" or such.





## TRAITS 101

Before we go to step ten and beyond, let's define some things about traits. First not all traits are created equal, some are minor and some are normal. Minor traits are expended when they are applied to a roll and need to be refreshed, Normal traits do not suffer this restriction. In addition all traits have a type which both affects their potency in play, and affects later steps of character creation.

- ⊙ **Abilities:** These are developed natural abilities such as skills. Each ability is Minor by default, and starts at a +3 modifier for level one. Additional levels earn a +1 to that modifier. Each ability of a character earns them an item level, plus total ability levels determine final reaction which affects initiative.
- ⊙ **Talents:** These are innate talents and knacks. Each talent is Minor by default, and starts at a +5 modifier for level one. They earn +1 to that modifier per additional level. Each talent of the character earns them a point in their drive pool, though they may not ever have more than six such points.
- ⊙ **Lightwire:** This is a type of enhancement which is based on energy grafted to the user, and eventually runs out with use and must be recharged. Each lightwire is Normal by default, and starts at a +6 modifier for level one. They earn +1 to that modifier per additional level.
- ⊙ **Soloform:** This is a type of enhancement with is based on hardware (think classic cyberware) installed into the user, and eventually require upkeep or it breaks down. Each soloform is Normal by default, and starts at a +5 modifier for level one. They earn +2 to that modifier per additional level.
- ⊙ **Special:** These traits are based on situation or the story itself. They are either Minor or Normal (as determined by the Admin) and are always level I only with a +5 modifier. When situations offer special traits, they have to be bought with action levels, the Admin will offer them as warranted during play. Situational special traits are temporary and generally expire after the current scene.

Traits themselves are freeform descriptions of awesome, and the type simply helps us visualize how your character gets the roll modifier in play. For instance if your character has the trait, *“Ultimate KungFu Fighter Like a Wuxia Film Action Star”*, it could be of any type. If it was an ability, it was learned. If it a talent, it is a honing of innate ability. If it was a lightwire, you have an energy matrix grafted to your body that enhances your performance. You get the picture. In essence, the color of how a trait actually helps your character is in the fiction and you are given power to shape it as you see fit - just make it cool. If you want some ideas for traits, here is a list.

- ⊙ Luck with the Ladies
- ⊙ Looks Dead Sexy when Dolled Up
- ⊙ One Seriously Intimidating Voice
- ⊙ Absolute Badass Knife Fighter

- ⊙ There isn't a Computer I Can't Hack
- ⊙ Impossible Luck in Investment
- ⊙ The Most Professional Person in the City
- ⊙ World Chess Champion for 10 years Straight
- ⊙ Impossibly Stubborn Streak when Pressured
- ⊙ Dulled Sense of Pain
- ⊙ I Can Dodge Bullets
- ⊙ Immune to the Charms of Others
- ⊙ Always has a Counter-strategy for Every Play
- ⊙ More Digital Identities than You Could Count
- ⊙ I'm Still Looking for the Strategist that is My Match
- ⊙ One Look and You are Scared Shitless
- ⊙ The Ultimate KungFu Master of Legend
- ⊙ That Cool Software You Use, I Wrote That
- ⊙ Flawless Business Sense
- ⊙ Charisma of the Gods
- ⊙ Just Can't Be Killed
- ⊙ No One Can Break Me
- ⊙ I Regenerate
- ⊙ Dodges Like a Bobcat
- ⊙ My Mind is Like a Perfect Machine
- ⊙ I'm One Step Ahead of You
- ⊙ I'm a Virtual GOD Online
- ⊙ Strong as a Mack Truck
- ⊙ Too Legit to Quit - Unstoppable Dance Machine

## STEP 10: CORE ABILITIES

Every character has to meet certain requirements. The first of which is needing three or more ability traits. You should take the time to determine these first, and put your trait levels into them.

## STEP 11: OTHER TRAITS

Now is the time to select trait types and create their descriptions, and you'll probably spend most of your time spent on character creation here. Don't be afraid to use the

imaginings of everyone at the table to help you out if your stuck.

## STEP 12: USE ODDITY LEVELS

Now you just need to use the remainder of your oddity levels, as its the last chance to do so. You can use each of them in one of two ways:

- ⊙ You may promote a Minor trait to Normal for one oddity level.
- ⊙ You may boost a trait +1 per oddity level with no restriction on where these bonuses go.



*In 2060, Truth, Inc. spent billions of credits developing artificial vacation islands on earth with a rustic feel.*

That is it, and you are done with phase one of character creation. At this point you should only have some unassigned item levels, and a lot of empty places on your sheet for statistics. Lets show an example of trait assignment.

*Charlotte is working up her character, Dr. Anderson. She has already decided that Dr. Anderson is a Doctor of Psychology. In this step she has 10 trait levels, adjusted from her low Freakshow total - Dr. Anderson has some awesome attributes. So she really has only 7 levels to work with, as 3 of them are committed to three abilities (of level I or more). She decides to go with some talents, 3 of them in fact and then a couple levels of a soloform. She then puts the other two levels into raising her abilities a bit. Thinking it out she ends up with the following traits:*

*Special/Minor - +5 - Doctor of Psychology  
Ability/Minor - +4 - Countless Digital Identities  
Ability/Minor - +4 - Master of SCIENCE!  
Ability/Minor - +3 - Knows When to Fold  
Talent/Minor - +5 - My Machine Like Mind Can't be Swayed  
Talent/Minor - +5 - Dead Sexy When Dolled Up  
Talent/Minor - +5 - Always has a Counter-strategy Ready  
Soloform/Normal - +7 - Strong as a Mack Truck*

*Now, she also has some oddity levels left - four of them in fact. She decides to promote three traits to Normal and add a +1 to her story trait. This means she ends up with this set of traits:*

*Special/Normal - +6 - Doctor of Psychology  
Ability/Minor - +4 - Countless Digital Identities  
Ability/Normal - +4 - Master of SCIENCE!  
Ability/Minor - +3 - Knows When to Fold  
Talent/Minor - +5 - My Machine Like Mind Can't be Swayed  
Talent/Normal - +5 - Dead Sexy When Dolled Up  
Talent/Minor - +5 - Always has a Counter-strategy Ready  
Soloform/Normal - +7 - Strong as a Mack Truck*

## PHASE II: STATISTICS

Alright, the hard part is over and now its time to crunch a few numbers! In this short step you will determine the final values for: Reaction, Rush, Resistance, Kick Level, Drive Pool, and Supernal Banks. This just a simple process of applying some math to values you already have, like so:

⊙ **Drive Pool:** You start with two points in your drive pool, plus one for every Talent trait but never more than six.

⊙ **Kick Level:** This is a simple matter of pretending you are buying a level with your STRength as success. In other words: 1 STR = 0, 2-4 STR = 1, 5-7 STR = 2, and 8+ STR = 3.

⊙ **Reaction:** You actually have two reaction values, one for intensity III action and one for the other action modes. We call the former high intensity reaction and the latter low intensity. The high intensity reaction is equal to DEX + Drive Pool. The low intensity reaction is Total Ability Levels (max. 12) + Drive Pool.

⊙ **Resistance:** You get resistance points equal to your CON halved, rounded down.

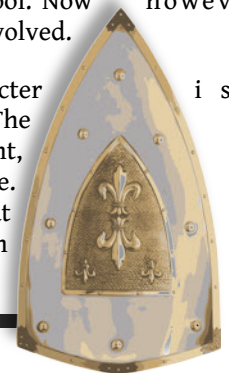
⊙ **Rush:** You get rush points equal to your DEX halved, rounded down.

⊙ **Supernal Banks:** You get supernal banks equal to your drive pool.

## PHASE II: ITEM CLASSIFICATION

Now its time for the Admin to get seriously involved. Up until now the Admin should have been helping out with ideas and possibly answering any rules questions about character creation, or tossing out ideas the thought were cool. Now however, its time to take the gloves off and get involved.

While everything other aspect of a character under its player's control, items are not. The player decides on the type of item the want, assign it a level, and then you take charge. You create the description, making sure that the player thinks its cool. Then for each





item, you have to ask the player a two part question.

First of all there are some rules for creating items: No character should ever have an item beyond level III, so don't let them do that. Characters should have three or less items, unless you decide otherwise. Don't allow a blanket item that is good for every type of use unless you have some idea in your mind for limiting it. Items are way awesome, and an item that can add to everything does really break the game and kills the fun. This said, go wild and have fun!

Items are broken down into types based on how the character got them, since they are woven into the character's fate by Truth, Inc. itself in an effort to control them. So the first part of the two part question put to any item owner is: How did you come by the item? Its a multiple choice answer:

- ⊙ Found it by chance - Type: **Claimed**.
- ⊙ Inherited it - Type: **Heirloom**.
- ⊙ It was a gift. - Type: **Gift**.
- ⊙ Its a personal favorite among others. - Type: **Favorite**.

Once you have the type determined, then this leads to a second and final question which needs answered by the player.

- ⊙ **Claimed**: How many previous owners held the item, from 0 to 3.
- ⊙ **Heirloom**: If you had to rate its worth on a scale from 0 to 3, where zero is worthless and three is priceless, what would you pick?
- ⊙ **Gift**: If the item was taken from you would you pursue it with passion? Yes(3), or No(0).
- ⊙ **Favorite**: If you had to rate its desirability on a scale from 0 to 3, where zero it unwanted by others and three highly prized, what would you rate it?

For the record the Admin uses these answers to help sculpt a story for each item, one that will most likely come up in play at some point, and its ramifications.

Once these questions are answered and each character has one to three items, its time to get the story moving. First you should go around and introduce your characters to each other. After which the Admin needs to kickstart play with one of the ideas presented to them (provided much later in this book). Alright, lets get back to handling action - this time once more and with feeling!

## BLOCKS & CHALLENGES

Whenever there is action, there may be counter-action. This can come in two forms, a block or challenge. A challenge simply reduces the level of the action by its level, while a block will cancel an action of its level or less but lets anything higher through unchanged. Here is a perfect example:

*Much earlier we had a situation where Mr. Anderson had encountered three guards coming around the corner and he rolled and then bought three level II actions to shoot - once at each of them. In this case the Admin had decided they were mooks, giving them level I dodge actions which act as blocks. In these cases, a level II shooting action beats the level I and goes through unchanged as a level II action. If they had been dodge challenge actions, each shot would have been reduced by the level of the challenge - in this case by one and the final level of the action would have been only one instead of two.*

There is only one source for block actions, and that is the Admin. Characters of players are too cool for block actions, and they always generate challenges instead. One of the more interesting sources of blocks the Admin can throw at a character is a corrupted item, though it also gives the character level of Fuck!? in exchange.

## FINAL ACTION LEVEL

Regardless of the source or cause, after you apply a block or challenge to an action you'll end up with a final level. If the action level is reduced to zero (never below) its effect has been nulled out or countered. If any level remain, it has an effect. Just how much of an effect is based on the levels of the action. Here is a short guide, though the Admin has a more detailed one later on.

- ⊙ **Level One**: These actions are stepping stones towards success, they may injure an opponent or partly convince a person or so on. It will take more than one level one action to succeed normally unless it was a simple task. For example, mooks can take two such hits in combat which a serious badass opponent could take as much as six.
- ⊙ **Level Two**: These actions are solid efforts toward achieving a goal. Normal opponents in combat are disabled and removed as opponents from a level two attack for instance, though badasses will take more. The majority of time though a level two is a solid success.
- ⊙ **Level Three+**: These are really powerful and awesome actions. These are the kinds of actions that take would take characters out. Its rare that any opponent can just take one of these without serious impact, even absolute badasses. In all but the rarest of cases a level three action will grant success in whatever is being attempted.

## INITIATIVE USE & EFFECTS

Initiative is a powerful force in the game. Once determined it sticks though it will often shift across the game. When action is joined you always roll a six-sided die and add that to the reaction total to get initiative (high or low intensity depending on the

action mode). The initiative scores of characters under the control of the admin are predetermined.

To determine who acts when, you simply start from the highest initiative and track down. If something changes a character's initiative and lowers it into under the current value, they will get to act again in the same round. This is because initiative is meant to be fluid.

Sometimes a character may lose initiative and be driven down to zero or below. In this case they spend a round for a **Regroup** while they do nothing, just gathering their senses and composure to once more join the action. This can have a devastating effect in most situations but even more so in combat and chases.

Of course, you can gain initiative too dynamically. Certain actions such as **Haste**, in which you pay one rush to roll a bonus six-sided die for initiative can increase it. The complex interactions of the rules with initiative is a lot of the fun of play, and learning how to work it is important.

## APPLYING ITEMS!

When you have an item listed on your character sheet, it's really impressive. For any action that you can explain a reasonable way to apply the item (Admin discretion) you may add its levels to the levels of the action itself. This means buying a level three action and applying a level three item makes for six damn levels, a nearly game-breaking action! This is intentional and cool and a large part of the game, lest we forget the characters are cool motherfuckers.

## DESTINY

So far this has been swept under the rug, but on the character sheet there is a track called Destiny. It looks like this:

[ \* / 3 / 5 / 7 / 9 ]

You fill it up or place a marker on it from the left. The number value marked is a minimum die roll, rolls less than that value trigger a free envision (see rolling, page ???) and the track resets.

The reason this comes up is that the Admin determines when you earn destiny levels. She basically is instructed to only hand them out when all the following conditions are met for an action roll:

- ⊙ The player elects to bank half or more of the earned success.
- ⊙ The player buys no levels above two for the round.
- ⊙ The player applies no item for the round.

If all the conditions above are met for a round, she may elect to award a destiny level but does not have to. Note also, if the track ever overflows, it resets and the envision is tripped.

## FUCK!?

This has come up in the rules before, but let's show you what it looks like on the character sheet.

[ 3 / 5 / 7 / 9 / \* ]

You earn levels of Fuck!? whenever you roll a one and get screwed, or elect to buy no action levels and get screwed, or whenever any other special circumstance awards you one. These levels lead to a chance your character may improve, or if it's filled up you get an automatic improvement. Here are the ways you can spend an improvement:

- ⊙ You may promote a Minor trait to Normal.
- ⊙ You may buy a new Ability or Talent at level I.
- ⊙ You may add +2 to the modifier of any trait.
- ⊙ You may add +1 to any attribute (and recalculate statistics).

## REWARD LEVELS

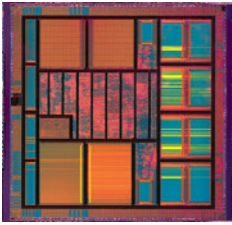
Both Destiny and, odd as it may seem, Fuck!? are considered reward levels in the game. These levels are also not unlike a currency which can be spent at any time instead of their primary purpose. Here is how they can be used:

- ⊙ You may pay one reward level to restore two points to your drive pool.
- ⊙ You may pay one reward level to refresh a slashed (used or hit) trait.

## ATTITUDE, PART II

We talked about having an attitude of cooperation when you play in order to create a unified vision of the future. Now this attitude also applies to your character. If you are playing a character, sure that is your character, but it also belongs to the group. This is something to keep in mind so that other player's can enjoy your character like you do. Also, remember that levels of Fuck!? are a reward, so don't cry in the corner when your character is raked over some coals it's all part of the game. I mean, the rules make this pretty clear right? The only way to advance is to earn levels of Fuck!? after all.





### ADMINISTRATING

Welcome, curious players or Admins of Truth, Inc.! From this point on we will focus entirely on how the game works and what the Admin needs to do in order to manage the game in a way that will promote fun play. Lets start with character creation.

### CREATING CHARACTERS

Assisting character creation is pretty simple, its a matter of asking the poignant questions. When you do this it will help everyone visualize what a given player is talking about, really help cement it in play. Here are a list of questions, just suggestions, of things that may help in this quest.

- ⊙ When a player elects to make their character odd or not and they end up with X amount of odd levels, ask them: "What do these oddity levels mean to you? How is this person odd?"
- ⊙ When a player chooses to be an Employee, Citizen, or Fugitive, ask them: "What is cool about that to you? How do you see that impacting your character in play?"
- ⊙ When a player creates a trait that seems vague or unfocused, ask them: "How do you imagine this trait applying in play? Why did you decide on this one instead of say <another idea with more focus>?"

Once trait selection has begun, you will have a cast of named characters which all fit into the molds of Citizen, Employee, and Fugitive. How many you have of each will affect the game greatly, and you'll need to think about that when you create the initial proclamation and kickstart play.

Employees are pretty common because its hard to pass up two trait levels, and they are the easiest to work into the starting scenario since they work for the company itself. Citizens are a bit harder, and Fugitives can be trying. However, you just need to talk it out with the players of these types of characters and find a way to get them involved. Once the game starts, things head in their own direction anyway like a runaway bullet train.

Items, oh how you will love thee, and count the many ways. These are your baby in the game, and while the players create the general sense of them, you flesh them out in all their awesome glory. They are also under your control during play, you decide when and how a player can apply them. Note, you aren't there to screw them over here, but to rail things into focus with common sense and fair judgement. After all, you can't have players hacking the mainframe with their level two sidearm.

### CLASSIFYING ITEMS

When items are classified, they fall into one of four groups: **Heirloom**, **Claimed**, **Gift**, or **Favorite**. Each of these groups has a meaning behind the scenes, and helps you as the admin create a story for the item. If you've seen star wars, the Millenium Falcon is an item and it has a story. Items in Truth, Inc. Are much

the same as characters, with a story of their own. You create and bring that story into the game in order to drive play. This is critical part of being an Admin, since otherwise the game will get a rather dry. The Millenium Falcon was won from Lando in a card game, what about that cutting edge plasgun Mr. Anderson is carrying? What is its story?

**Heirloom** items are inherited from a family member. How so? Was it a paternal item handed down for generations? Maybe a distant relative never heard from suddenly sent it in the mail after their untimely demise? Regardless all heirlooms bring family issues onto the table and don't be afraid to use them in play to spark drama.

**Claimed** items were found, won by chance, or otherwise happened upon. Their stories can be wild and unpredictable, but they all share a common thread - no one can hold this item for long (player's character included). Claimed items always bring a third party into the mix, with an interest in the item. We will discuss characters losing items next actually, and how to handle that gracefully.

**Gift** items were just that, gifts. As such, each has a clearly defined source. Who gave this marvelous gift? It could be a company hoping to hire the character, a friend, or even Truth, Inc. itself. Gifts always bring another party into the fray and they obviously have their own agenda. Exploit that openly and readily for a source of drama.

**Favorite** items are a bit different, as they say something about the character themselves. A favorite item is a character's favorite among a set of similar ones. This implies they have a set of them, and this along can be a source of interesting twists in the game, but more than that explore the implications of what it means to have a set of them. For instance, Dr. Thomas in my playtest had an item called The Relentless an interplan battleship and it was a favorite. That implied a set of interplan ships, so he must have a fleet of them. The issues of managing a fleet of such ships is a surefire way to spark some drama.

The story intensity of the item is based on the answer to the second question for each item. The higher that level, the more story intensity of the item. This means when its drama sparks action, it creates a situation level equal to its intensity (see situation levels later).

### EMPLOYEE CONTRACTS

Each employee character has a contract, and its details are important to the game. While we want to answer a few specifics before you start play, you also want a broad sense of the following: expectation, reward, and stability. Now these are all just measured on a general level of high, medium and low and they must be balanced in a specific way. If both expectation and reward are equal, stability is high. If reward outweighs expectation, stability is low. If expectation outweighs reward,

stability is medium. Expectation here is the level of performance the company demands from the character, while reward is the pay and benefits of the job, and stability is the likeliness the contract may change.

## CITIZEN BONDS

Players with Citizen characters have a bond to Truth, Inc. This means they have an interest in the company, either for good or bad. You need to nail down specifics of this in order for the game to work, but overall you need to know: fervor, worth, and stability. Fervor is the passion with which the character pursues the bond, worth is the worth of the bond in the eyes of any third party, and stability is the likeliness the bond may change. The values are balanced just as Contracts, with fervor as expectation and worth as reward.

## FUGITIVE RECORDS

Fugitive characters are hidden under a false identity to avoid detection by the police forces of Truth, Inc. Like the previous two character types, they have a story element that connects them to the company. This is called their record. You do need some specific details of this record for the game to work, but more than that you need to know its: magnificence, secrecy, and renown. Magnificence is the pure glory of the committed crime, not that we are actually glamorizing crime but creating a measure of how impressive it was. Secrecy is how much Truth, Inc. has covered up the matter from the general public. Renown is how well known the record is in the interplan criminal world, including bounty hunters and the like. A high renown means the record is likely to find itself on the desk of every wannabe crime fighter across the solar system. If the Magnificence and Secrecy are matched the Renown is low. If the Magnificence is higher than Secrecy, the Renown is high. If the Secrecy is greater than Magnificence the Renown is medium.

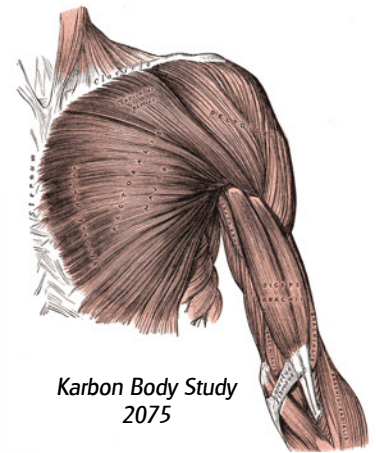
## RENOWN AND STABILITY

These are measures of likelihood of complications arising from the contract, bond, or record. Characters with a low stability or high renown are liable to be screwed every once and a while by their contract. This will show itself as a standard screwed effect on an action roll, disregarding the player's roll entirely and earning them a level of Fuck!?

## USING TERMINOLOGY

To help create the feel of the goddamn future, you'll need to toss out some scifi sounding words in the game. Let the players create their own too, if they are cool. Right here I provide a short list of base terms shared across all games of Truth, Inc.

- ⊙ **Interplan:** Short for interplanetary. Use this term for starships or operations that operate across and in between planets.
- ⊙ **Plasgun:** A plasma charge firing sidearm. Its the gun of tomorrow.
- ⊙ **Glidecar:** Its a car. In the air. Some of them go orbital, some don't.
- ⊙ **Totally True:** Anything decked out, slang term started from the lavish lifestyle of the average Truth, Inc. employee.
- ⊙ **Martian:** Anyone born on mars or colonies outside either, derogatory slang.
- ⊙ **True Suit:** Any corporate employee working for or with ties to Truth, Inc.
- ⊙ **Holo:** 3d projection system replacing TV.
- ⊙ **The Wire:** Internet in 2110. Just a whole lot fucking faster.
- ⊙ **Surreal:** The technology used for virtual experience.
- ⊙ **Lightwire:** Energy imprinted into crystals laced into human flesh, flashy light shows of human enhancement. Think bioware.
- ⊙ **Soloform:** Hardware installed into human flesh, hardy and powerful stuff if not freaky. Think cyberware.
- ⊙ **Ant:** Derogatory slang term for the average person, used freely across the worlds and on the wire.

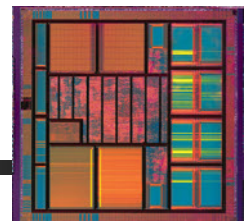


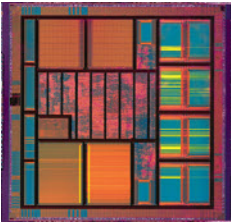
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## KICKSTARTING PLAY

This is a complex matter. Basically the game plays out based on drama introduced by the character's items, the proclamations of the Admin (via Truth, Inc.) and as you go you'll be building up a sort of story agenda. However, at the start you have none of that. So you have to make up for it with brute force and lay down a proclamation. This should be a serious one, the kind that the players may emotionally react to. In the case of characters who are employees, you need just assign them some part of the process involved with a proclamation: issuing it, analyzing its implications, and possibly managing implications. In order to hook the other character types, you'll need to either:

- ⊙ Involve them personally in the proclamation itself, pretty directly.
- ⊙ Have them very intertwined with Truth, Inc. At the start of play. A citizen could be tagging along as a partner with a certain employee, or a fugitive gone undercover posing as an employee.





⊙ Place them in the path of the proclamation, though they are only casually affected by it.

## THE COMPETITION

There are also three other huge companies, all large enough to give Truth, Inc. a hassle if it wasn't backed by Keeton's personal clout and influence as a truly glorious benefactor.

- ⊙ **The Goodman Company.** They produce more than 90% of all interplan craft, and more than half of the solar system's glidecars. Harry Goodman is the CEO and a rather known card.

## KEETON - TRUTH, INC. CEO

Keeton is the most powerful and influential man in the known universe, and he isn't afraid of using that power. The man himself hasn't been seen in years, but decrees and e-papers fly out of his office everyday with alarming speed and consistency. While Keeton did not forge Truth, Inc. From the ground up, he made it into the super-power it is today. Over his control of the company for the last thirty years it has more than tripled in size. The man is all about the money, the power, and the appearance of a great philanthropist.

There is no doubt that in any game of Truth, Inc. the power of Keeton will be felt. Its unlikely he will make a physical appearance, but his influence will be felt across multiple scenes. He is after all the top boss of all employee characters, and remember he is sure to notice these cool motherfuckers running around wrecking shit.

Mechanically use Keeton like an item of your own as Admin. Any actions backed by Keeton's decrees or sizeable influence act as if they are two levels higher.



Promotional Photo of Keeton, Truth, Inc. CEO circa 2092, age 71

## PRE-KEETON TRUTH, INC.

The Truth, Inc. before Keeton as CEO was a rather honest business, if you could get past the whole matter of the proclamations and their myriad enigmas. The company operated on the up and up and grew slowly but steadily. This was the golden age of the the company as it could do no wrong. However, this has all changed after he seized control 28 years ago in a hushed up internal coup. Before Keeton, there was no face of Truth, Inc. - it was just a board controlled corporation.

- ⊙ **Humane Medical Services.** The leader in regenerative and life extending medicine. With staggering prices for service and the abilities to back them, its no wonder that this is the most valuable company not traded in the market. A well educated and reasonable board manages the company from the shadows.
- ⊙ **Masterson's Foods.** About 40% of all the staple foods are produced, packaged, and distributed by this company. Sally Masterson has taken over after he father's death and the company has held its large market share for decades by offering the best price and decent quality standards.

Truth, Inc. remains the single largest and most powerful company because of the fact that none of the above companies get along in any way. Any two of them forming an alliance could topple the current power pyramid however.

## TRUTH, INC. UNDER KEETON

Under his leadership however, things rapidly changed. While much of the world destabilized as he stopped the rigid protection policy preventing many proclamations from being released, the company made record numbers. Until his regime, the company suppressed and backlogged any proclamation they analyzed and determined would be dangerous to release. In his regime these simply cost more money and are managed by truth experts who assert that the damage of the proclamation is minimized.

## TRUTH, INC. BENEFITS

Keep in mind that because of the nature of this game, its likely that dirty and nasty things are happening behind the curtains at Truth, Inc. However, that is only part of the picture. The company is the most sought after job on the market because they truly do take care of their employees. They have great pay, amazing benefits, and an unlimited career path.



## HANDLING ATTACKS

Attacks are special actions aimed at hurting an opponent, which may be a character. Attacks against characters, regardless of source and type are handled differently than attacks against everyone else. As a general rule attack against cutouts (our term for characters in the fiction that aren't controlled by players) are simple to handle and generally rather effective. Attacks against characters however are quite another matter.

## ATTACK TYPES

There are all kinds of attacks: social attacks meant to hurt one's reputation, personal attacks meant to hurt one's feelings, physical attacks meant to maim and kill, etc. The game does not seek to qualify each of these with special rules, except that high intensity action leads to high intensity attacks and others are low intensity attacks. Both of these are handled the same for cutouts, but different for characters.

## LOW ATTACKS ON CHARACTERS

These attacks are usually social or personal in nature and have the following effects at each level. These are cumulative, so that a level three attack applies its level and the level two and the level one effect as well.

- ⊙ Level **One: Bewilder**. The character is confused and shocked, losing 5 initiative.
- ⊙ Level **Two: Shock**. The character is hit hard and has to stop to think of the implications, costing them one drive. If the drive pool is empty they are knocked out of action.
- ⊙ Level **Three: Consequence**. The character is impaired by the attack, and suffers serious consequence. The Admin slashes a trait of their choosing, which will not be available until its refreshed.
- ⊙ Level **Four: Unraveled**. The character is truly blown back by the attack and either slashes a full supernal bank or is knocked out of action.
- ⊙ Level **Five: Nailed**. The character just can't handle it and is knocked out of action.

## HIGH ATTACKS ON CHARACTERS

When a character suffers a high attack, it's some kind of physical harm. Here is how you apply these levels. Like low attacks, the effects are cumulative.

- ⊙ Level **One: Stunned**. The character is stunned and confused, losing five initiative.
- ⊙ Level **Two: Wounded**. The character is hit hard and has suffered a wound. They mark off a resistance point, or a point from their drive pool if no resistance remains. If both pools are spent, they are knocked out of action.

- ⊙ Level **Three: Critical**. The character is impaired by the attack, and suffers serious consequence. The Admin slashes a trait of their choosing, which will not be available until its refreshed.
- ⊙ Level **Four: Lethal**. The character is truly blown back by the attack and either slashes a full supernal bank or is knocked out of action. This level of attack would be lethal to a regular person, but not your character.
- ⊙ Level **Five: Fatal**. The character just can't handle it and is knocked out of action. This kind of attack would kill a normal person outright, thank god these guys are cool motherfuckers.

## ATTACKS ON CUTOUTS

Cutouts are either **regular**, **badass**, or **absolute badass**. Regular cutouts can only take one level one attack before being knocked out of action. Each badass can take three to five level ones, a couple level twos, and a single level three before being knocked out of action. The absolute badass can take ten to fifteen levels total, but can't survive anything higher than four at once.

## CUTOUTS ON THE ATTACK

Each cutout type has a general range for its initiative and action levels for rounds. Here is a quick guide:

- ⊙ **Regulars**: Give them 5+1d6 initiative, and they can make one level one or two action normally.
- ⊙ **Badasses**: Give them 10+1d6 initiative, and they can make two level two or one level three action normally.
- ⊙ **Absolute Badasses**: Give them 5+1d6 initiative, and they can make three level two or two level three actions normally.

## KNOCKED OUT OF ACTION

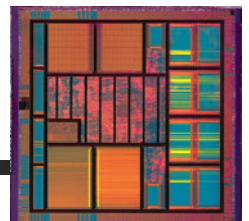
In this case the character is out of commission for the rest of the scene. They earn a level of Fuck!? and if the Admin wishes, a level of Destiny too. However, they can still use the power of backstory to help characters in play with synergy.

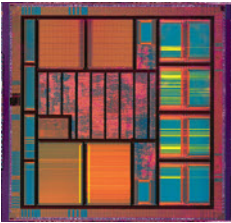
## DRIVE AND HASTE

The characters' rush points can be refreshed by spending a drive level at any time, this interrupts play freely and can be used whenever the player wants. Using this is calling for Haste.

## THE POWER OF SCURRY

Scurry is one of the most powerful aspects of the game, as a scurry action allows a character (or multiples) to synergize and assist on a single action. A player can even elect to scurry in response to one of their own actions! Of course, this doesn't come without a price, as you lose five initiative and pay a rush point. However, in low intensity actions a





player may opt to pay a reward level instead of the rush point.

Regardless, once the player decides to scurry they interrupt the current action to affect it in some way. Imagine these scenarios:

- ⊙ A friend is about to take a level three attack to the face, you scurry and roll to create an action to challenge that attack.
- ⊙ You are all out of actions and your kung fu fighter is about to take a level two attack from a well swung katana, but you scurry to roll a defense for the attack.
- ⊙ You are making a melee or unarmed combat attack and want to apply your kick level as a bonus, so you smash (a special scurry) to add the kick levels to the attack.
- ⊙ Dr. Thomas is vented to space, and about to suffer harm from the vacuum and is out of actions. He scurries to roll his "Just Can't Be Killed" to resist the damage of the vacuum.

This should give you some idea of the power of scurry. Now lets talk about Hurry.

## HURRY ADDS INITIATIVE

Hurry is similar to Haste and can be called for at any time. Each Hurry costs a rush point and adds a six-sided die to your initiative score. You can't add more dice than you have rush points in one round however, that is a hard limit.

## SPECIAL SCURRIES

There are several special forms of scurry meant to allow some features of characters to be properly exploited. Here is a list of each and how to apply them.

- ⊙ **Assist:** In this case the character has a moment of pure luck. They can elect to empty any supernal bank and turn its rating into a level like they were spending success. This action level can be added to the action level of any other acting character but not themselves. The helped character gets to roll a die to recover initiative too.
- ⊙ **Dodge:** The character can use one of their action levels as the challenge for all attacks this round, but instead loses 2 initiative per attack resisted this way.
- ⊙ **Recoup:** The character can (like assist) drain a supernal bank and restore drive points equal to its level (points spent like success).
- ⊙ **Smash:** In this case the character summons their might and makes a mighty melee or unarmed attack. This adds their kick level to the attack level for the current action. A smash allows the player to roll a six-sided die to recover lost initiative as well.
- ⊙ **Safety:** The character can use any item that can be applied effectively to resist attacks for the entire round as a block of the items level. However, they lose 2 additional initiative per attack blocked this way.

## I'M ALL OUT OF INITIATIVE?

When a player runs out of initiative for their character, they have to sit a round out and regroup. After this empty round, during which they can be acted upon but can't resist, they re-roll initiative as if they just joined action.

## VISIONS & PROCLAMATIONS

In the terminology chapter, visions and proclamations were introduced. So now lets make sure we fully understand them. Each of these are two sides of the same coin, and they are meant to interact in interesting ways.

Proclamations are statements by Truth, Inc. About the present, past, or future that they claim to be true. In the game they have always been right, and regardless of how they are doing it - this generates a mechanical effect. When anything in the universe, any cutout or any piece of gear, acts to enforce the proclamation it acts with level seven. Yes, that is a goddamn seven. This means that even if the characters team up, they will still have a fun time trying to challenge them mechanically.

However, the characters have something special at their disposal. Actually they are the special thing at their disposal. Each of them is special and each of them has a destiny of some sort, one that Truth, Inc. is trying hard to prevent from happening behind the scenes. These come to the character as visions - moments of waking dream that put them somewhere they want to be, that give them a goal to reach. When a character has a vision, they can challenge any proclamation as explained in the terminology section.

Ok, so we still have a problem. If the vision doesn't actually buck the proclamation but subverts or changes it, what the hell is happening? Don't sweat it. The butterfly effect of chaos theory is in play here, and the ripples caused by the character realizing they are not bound by the proclamations of Truth, Inc. alone are enough to subvert a proclamation.

There should always be one or more proclamations in play, so make sure you replace ones that occur or are subverted by visions.

## ODDITY & SOCIALIZING

Characters with more than a couple oddity levels will have a hard time in social combat or otherwise looking to convince people of things (low intensity action). Well, actually, it depends on who they are dealing with. If they are dealing with the general populace or regular people yes, but there are circles in which odd is tolerated and even idolized.

Regardless of how or why the mechanics are very clear. Here is how it works. You always increase the amount of total levels needed to persuade or convince someone by their oddity levels. Then look at this chart:

- ⊙ Oddity Level 1-2: No bonus challenge action.
- ⊙ Level 3-5: 1 level one challenge bonus per round.
- ⊙ Level 6-8: 2 level one challenge bonus per round.
- ⊙ Level 9+: 1 level two and two level one challenge bonus per round.

These bonus challenge levels are placed against actions taken at your leisure as Admin. If the character gets screwed anytime during these rolls then they get raped hard. Raise the bonus challenge levels one and apply them as low attacks against the character - lynch mob anyone?

## LEGACY ERRORS STRIKE BACK

If a character has a legacy error for an attribute, it can come back to bite their ass in play. Every legacy error character has been specially marked for evaluation by a special Truth, Inc. Department simply called Control. What control does is enforce (think punish) the proclamations of Turth, Inc. and they aren't afraid to go after those special people who think they are immune to the powers of the company.

When a character with a legacy error actively challenges the power of Truth, Inc. in any way during play, they run the risk of being messing with. If the Admin rolls a die and its less than the highest level item they have, that item isn't going to work for the roll of the die in scenes. The item has just failed, and will work again once the time has expired.

## CORRUPTING ITEMS

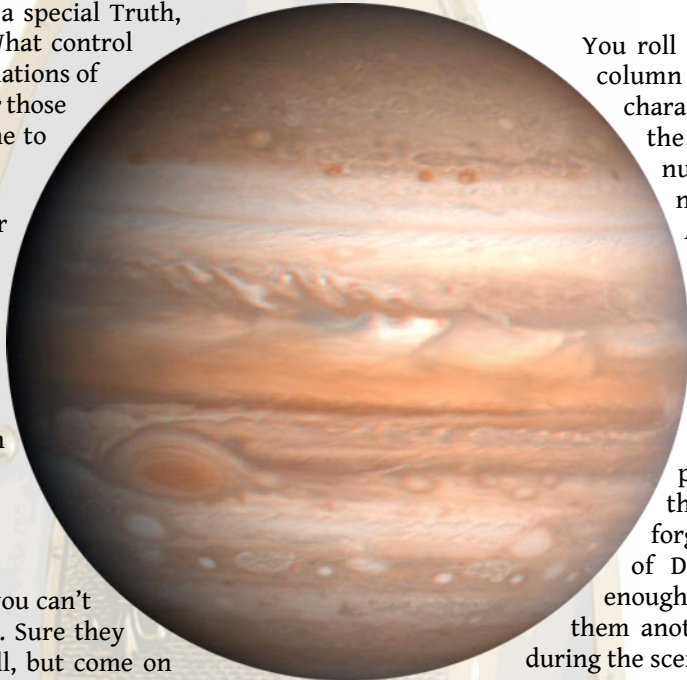
You've got to keep them guessing, and you can't just let the players walk over everything. Sure they are absolutely cool motherfuckers and all, but come on now. So on occasion you can corrupt one of their items. When you do this, for the length of a scene the item can't be applied by them. However, you can apply it as blocks against any character's actions. Oh, and don't forget to give them a Fuck!? Level, since they do deserve at least this much in return.

## DESTINY INTERFERENCE MATRIX

Ok, so you have a smashing huge scene and then... Wait, more than one character taking part in it all together! Oh no, this could be a dangerous thing indeed. When you pack in the characters each of their powers of destiny begin to interact and you have a destiny interference matrix! What the hell is this? This is the shit hitting the fan. Based on the number of characters, things can

explode randomly. In essence, the normally static action levels of things interacting with the characters becomes random. Here is how you handle this with the roll of a six-sided die on the interference matrix:

	1-2	3-4	5
1			2
2		2	3
3	2	3	4
4	3	4	5
5	4	5	6
6	5	6	7



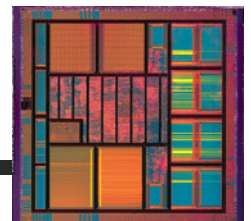
*Jupiter has more than 200 artificial satellite stations in 2110, and in general has more than 40% of interplan ships in its vicinities at any given time.*

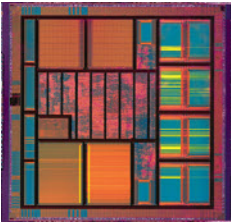
You roll the die and look on the column based on how many characters are active locally in the scene. Either use the number rolled of the normal value if its empty. A character must roll an action roll to be active, scurries do not count.

Obviously this means a set of several mooks (regular cutouts) can be quite dangerous for a party of three characters this way. Oh, and don't forget to give them all a level of Destiny for being brave enough to stand together. Give them another if they get screwed during the scene.

## SCENES

The game is run by scenes, and they have been mentioned numerous times. Each scene is not a specific length, or a specific place, but a logic sequence with a clear start and finish. Unless a action modes flow into each other logically there is a scene break in between each. If not, a scene ends when the Admin rules it does though players can suggest a scene end freely. The scene end is important mechanically, as it allows the players certain refresh abilities. Here is what happens at each scene end:





⊙ Each player involved in the scene may opt to do one of the following: refresh their drive pool, or refresh a slashed trait or refresh their resistance.

⊙ Each player always refreshes their rush points, and regains one resistance.

⊙ Each player may recharge one lightwire for free, and pay from drive to refresh more at one per point. Instead of this recharge they may remove the warning from one soloform, but not restore a failed one.

## ROCKING THE TECH

There are two forms of high technology almost all characters are going to rock: lightwires and soloforms. These are both rather nifty and awesome in their own right.

⊙ **Lightwire** is a technology that lays crystals into your flesh and then runs energy through them. Its more high class than soloforms but has less punch and readily runs out, then needs recharged. However, they are easy to recharge unlike soloforms.

⊙ **Soloforms** are a more solid technology that installs hardware into your flesh, though this can be as small as nanobots it tends to still be more noticeable than lightwire. It packs the most punch of any trait, but has a problem because of upkeep. When a soloform triggers its upkeep light, you need to maintain it. This is not something done without planning, so its only done between game sessions.

Both of these traits have a track on the character sheet for determining when they need recharged or upkeep. Here is how that works. Each time you use a lightwire or soloform you move a marker one right on the track. When the marker is over a number, you have to roll that much or higher on a die roll using that trait or it will trigger. Triggering a lightwire makes it discharge. Triggering a soloform activates its upkeep warning. If you keep using the soloform at this point, it may fail and need upkeep. Start the track over with each use and if it triggers now it will fail and need upkeep between sessions.

You get one upkeep for free per session, and can spend reward levels to upkeep more, at one level per upkeep.

## CONCLUSION

Well that is all I have for you dear Admin. I hope you can follow these somewhat obtuse rules and your game of Truth, Inc. is as fun as my playtest has been.

*Keeton wishes you well and hopes you appreciate that all of these documents have passed extreme Truth, Inc. standards of testing. We nearly guarantee that it should not burst into flame at any moment, injuring you and destroying your quaint domicile. We are just joking about the odds of that, it really only happens on occasion. Do you smell smoke? I do.*



01 02 03 04 05 - 06 07 08 09 10 - 11 12 13 14 15  
 16 17 18 19 20 - 21 22 23 24 25 - 26 27 28 29 30

NAME  
LOOK

STR  
DEX  
CON

Always remember  
three things: Its the  
goddamn future, these  
characters are cool  
motherfuckers, and  
the question shifts on  
everything.

CLASS  
GENDER



Fortis est  
veritas

Reaction H/L  
Kick Level

Oddity Levels  
Legacy Error?  
Odd Attribute?  
Employee / Citizen / Fugitive

RUSH - <sup>DEX/2</sup> [ ][ ][ ][ ][ ][ ][ ][ ]  
RESIST - [ ][ ][ ][ ][ ][ ][ ][ ]  
<sub>CON/2</sub>

Drive Pool [ ][ ][ ][ ][ ][ ][ ][ ]

Supernal Banks [ ][ ][ ][ ][ ][ ][ ][ ]

TRAITS

The pure and simple truth is rarely pure and never simple.

	M?	L	Bonus	Type	Uses	X?
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---
-----	( )	---	+---	A/T/L/S	[*/3/5/7/9]	---

ITEMS

Truth is more of a stranger than fiction.  
Truth exists; only lies are invented.

	L	Class	?
-----	/	-----	[ ]
-----	/	-----	[ ]
-----	/	-----	[ ]
-----	/	-----	[ ]
-----	/	-----	[ ]
-----	/	-----	[ ]
-----	/	-----	[ ]

DESTINY  
[\*/3/5/7/9]

FUCK!?!  
[3/5/7/9/\*]

# TERMINOLOGY

- ⊙ **Attribute:** Each character has three of these, which determine natural physical ability: **STR**ength, **DEX**terity, and **CON**stitution. They are rated from 1-12 (though sometimes higher) and are rolled randomly during character creation. The average human is 3, with a 1-7 nominal range. The higher the number, the more capable the character is with might, agility, and hardiness respectively.
- ⊙ **Drive Pool (DP):** Characters have one or more points of drive. While the attributes are all measures of physical ability, these points measure mental potential and force. The points form a pool from which you may spend. They are a mixture of desire and ability, and spending them earns you a +5 to a roll (each). There are various ways these refresh, most commonly at the end of a scene.
- ⊙ **Fuck!?:** This is a measure of how screwed your character was over a given period of time. Fuck!? levels lead directly to the chance of character improvement at the end of session. You track Fuck!? levels on your character sheet. There are some odd other rules that interact with this track as well. Whenever your character earns Fuck!? your character gets screwed over somehow - you might lose the use of a trait or item for some time, etc.
- ⊙ **Initiative:** This is a number which determines which character acts when. Initiative is determined the second the game switches into action mode from story mode. Regardless of the type of action (combat, drama, debate, etc.) each character will have an initiative. When action is joined, a six-sided die is rolled and added to Reaction to determine initiative.
- ⊙ **Items:** Each of these has been woven into the characters fate by Truth, Inc. in an attempt to control them and prevent them from disrupting their delicate web of the future. Each is powerful, rated in the boost they can provide to the level of actions. Items are the most powerful part of a character, but while the player creates them they are owned and ultimately managed by the Admin. Items, when handled right, are a lot like the White Rabbit (of Alice in Wonderland fame) of the game, leading the characters down a maze of adventure.
- ⊙ **Legacy:** This is Truth, Inc. created jargon - a term they use to denote when a proclamation they make may be in error. Not by fault of their own per say, but by the limitations of interference by Truth, Inc. employees themselves.
- ⊙ **Levels:** Some parts of the character are measured in levels, as are the results of rolls, and a lot of other various things. In general one level is **ok**, two is **good**, and three is **terrific**. Its as easy as one, two, three.
- ⊙ **Oddity:** This is a measure in levels of how odd a character is by the standards of the society in 2110. The world is a rather conservative place in the future, and being odd is very frowned upon. Choosing to make your character more or less odd is one of the central choices of character creation.
- ⊙ **Proclamation:** This is the main business of Truth, Inc. In 2110. They issue proclamations and so far have never been proven wrong. These could be about the past, present, or future. However, some of these are marked Legacy, and in that case Truth, Inc. pulls their punch suggesting that in fact this is only advice and they could be wrong. Wrong proclamations marked Legacy don't count against their perfect track record. In the game, the Admin lays down Proclamations, which are a powerful force establishing that something is true in the past, present, or future. Actions taken by anything in the universe to enforce a proclamations are level 7 (yes, that sure is a goddamn seven there - look out!).
- ⊙ **Robbed:** This is what happens when you roll a 1 and fail. You earn one level of Fuck!? for each die rolled. So if you re-rolled twice (three rolls total) and the last was a 1, you still fail but earn three levels of Fuck!?

- ⊙ **Roll:** When something interesting is happening in the game, one or more players will have to make a roll. This is a roll of the twelve-sided die plus some modifier. Usually this modifier is one of: *Attribute plus Aspect*, *Aspect plus Aspect*, or *Aspect plus Drive Level*. The roll is made with the following rules based on die roll itself: *a 1 always fails, results higher than 10 count as +10 and you roll the die again*. There are also some special conditions that apply here too - for instance: **Robbed**.
- ⊙ **Scurry:** When a player wants to interrupt the game to apply a trait or make an intervening roll, they can scurry. This costs them a rush point, and lowers their initiative five. Note that this means a scurry can allow them to act again, as their initiative may drop to below the current value. A player can't opt to make their character scurry consecutively, there must be another action in between.
- ⊙ **Statistics:** Called stats for short, each is a number or rating derived from the attributes or traits of a character. The game has the following stats: *Reaction, Kick Level, Rush, Resist, Drive Pool* and *Supernal Banks*.
- ⊙ **Success:** When you roll, you earn success equal to the amount of the roll above 10. Rolls below 11 result in a failure, earning the character a level of Fuck!?. With one or more success you either: bank up to nine points of success into a Supernal Bank, buy levels of action (1/2/3 levels for 2/5/8 success), or pay 10 to envision - establish or enrich a vision (add a level to a vision, or establish a new level three vision).
- ⊙ **Supernal Banks (SB):** These are a measure of pure awesome, and the more a character has, the more success they can bank for use later. Each can hold one to nine success for use later, but can't be manipulated just filled or emptied. This means a bank with 1 can't be added to, but can be emptied (spent) and refilled. *Note that supernal banks can't buy success on a failed roll*.
- ⊙ **Destiny:** Each character has a specific fate, a destiny which has been corrupted by the workings of Truth, Inc. These special people are guided by some mystical or unknown force towards this place, through their visions of where they should head. This is a track on the character sheet, and fills up leading to visions. The way in which you earn Destiny levels is complicated, and mostly in the hands of the Admin.
- ⊙ **Synergy:** This rule allows a player (or players) to combine levels from multiple sources into a single action. This could be from characters assisting another, or just wanting to combine their traits in colorful ways. When levels combine in play, you always count the total as the highest level, plus one for each assisting level to a maximum bonus of three. This means four characters can combine levels on a single action for +3.
- ⊙ **Traits:** Characters have one or more of these, each falling into one of these types: *Ability, Talent, Lightwire, Soloform*, or *Special*. Traits are the ways in which a character is cool and are rated in levels and die bonus. Traits are freeform and created by the player of the character. Each trait is either *Minor* or *Normal* - minor traits are expended when used in a scene (and must be refreshed) but normal traits are not.
- ⊙ **Vision:** Each character has dreams and goals, and a place that fate is leading them, outside the control of the web spun by Truth, Inc. Earning visions is one of the rewards of high rolls in the game, and allows a player to stop Truth, Inc. screwing with them. Visions are the only force in the game that can affect Proclamations. Each vision is rated in levels, one to six. When a Vision confronts a Proclamation the player rolls a six-sided and a twelve-sided die looking to roll equal or under the levels of the vision. One success interferes with the Proclamation (and earns the vision an additional level) and two subverts it. If both dice fail, the players earns a level of Fuck!?

