

TRINITY



Combat Engineer

Three personalities, one body. *Trinity, Thunder, Stare.*

Three coherent personalities, harmoniously time-sharing a single body. Each has their own perspectives, their own skills and emotions.

Trinity (primary) has the social graces. Thunder is an adolescent, combat-sharp woman focussed on survival and mission objectives. Stare is an autistic boy-child.

Trinity is parent. Trinity has the birth certificate. It's something that Thunder resents. Stare doesn't seem to care.

We each have our own lives. We don't always agree. We don't always like each other.

Personality: Three time-shared cores.

Skills: Remote & weapons systems

Trinity: Communication & language

Thunder: Combat, Strategy & tactics

Stare: Patterns & algorithms

Drive: Proper communication solves all problems. Use of weapons is never optimal.

Flaw: Loyal, sticks to rules, follows orders.

Philosophy: Optimist Pessimist Historicist

CREW

Kaito, the Commander

- ▶ A likeable second-rater. A fellow drop bear. Cares for crew.
- ▶ **Flaw:** Mediocre

Locke, the Exec Officer

- ▶ Company tool. Insightful. Sees the big picture. Dangerous.
- ▶ **Flaw:** hates machine intelligence

Wulf, the Prisoner

- ▶ Sociopath and psych. Charged with genocide. *Fascinating.*
- ▶ **Flaw:** sociopathic over-confidence

Yama, the Mission Specialist

- ▶ Half machine, obsessed by Wulf. A drop bear. Relies on you. Thunder doesn't like him.
- ▶ **Flaw:** self-loathing

SYSTEM

- ▶ Your Stats (Insight and Harm) both start at 1.
- ▶ Actions are resolved by using different coloured D6.

DOING THINGS

To know how well you do at something, roll:

- ▶ **One die** if the task is within human capabilities.
- ▶ **One die** if it is within your Skills expertise.
- ▶ **Your Harm die**, if you will risk your physical wellbeing to succeed, or if your GM tells you to.
- ▶ **Your Insight die**, if your GM tells you to.
- ▶ **Your Flaw die**, if your GM tells you to.

If your Insight (or Harm) die rolls higher than any other die, make an Insight (or Harm) roll, as above.

Then your highest die shows how well you do. On a 1, you barely succeed. On a 6, you do so brilliantly.

INSIGHT

1 2 3 4 5: you are closer to understanding.

6: your character attains **Realisation** and understands the true implications of the mystery.

HARM

1 2 3 4 5: describe your deteriorating physical state.

6: your character dies at the end of the scene—make your description apt!

[If there is no brain damage, the hybernacula crypts aboard *Dakini* can sometimes revive the dead.]

HARM

- ▶ When you are attacked or have risked Harm, roll 1d6.
- ▶ If you roll higher than or equal to your Harm, it stays the same.
- ▶ If you roll lower, subtract your Harm from the Die roll. Add that number to your Harm, and describe your injury.

HARM TARGET DIFFICULTY

- 3 Easy** — Fist; electric shock; sudden acceleration.
- 4 Moderate** — Blade; falling short distance.
- 5 Difficult** — Firearms; falling large distance.
- 6 Hard** — Explosives; sustained radiation; exposure to vacuum.

INSIGHT

- ▶ In moments of mental challenge and potential realisation, when directed by your GM, roll 1d6.
- ▶ If you roll equal or lower than your current Insight, it does not change;
- ▶ But if you roll higher, add 1 to your Insight: the GM will describe the nature of your realisation. And the consequences.
- ▶ When your Insight reaches 6, you experience a profound and terrible Realisation.

Note: *Realisation is not the same as Insanity. It can be close however, a terrible challenge to your understanding and world view. As your Insight increases, so does mental turmoil.*

SUPPRESSING REALISATION

- ▶ When your Insight reaches 5, the implications of your investigation become profoundly disturbing. You can attempt to suppress imminent Realisation by, for example, destroying or falsifying data, aggressively reinterpreting evidence, silencing witnesses (including yourself) or impeding further investigation.
- ▶ Each time you do this, roll a D6. If you get less than your current Insight, decrease your Insight by 1. And you may continue suppressing Realisation when your Insight drops below 5.

HEALING & DEATH

- ▶ Any time your Harm is higher than 1, you may spend an appropriate amount of in-game time to heal your character, using available technology. Even the dead may be revived using the hybernacula crypts aboard *Dakini*, as long as the body has no serious brain damage and is placed in hibernation within a short time.
- ▶ Revival from death incurs a permanent, cumulative +1 Harm.

FLAW

- ▶ Anyone can suggest that you include your Flaw in your dice roll if it is pertinent to the situation.
- ▶ If a Flaw rolls highest, it acts to nullify itself and the next highest die.

COOPERATING & COMPETING

- ▶ To cooperate: everyone who is cooperating rolls their dice. The highest die, rolled by anyone, determines the outcome.
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YAMA



Systems Engineer

Half machine, ninety per cent scar tissue. Hungry for sensation, hungry for emotion, driven by obsession.

You are not your meat body, nor your carboplatinum limbs. You are bigger than that. Your true self dwells somewhere else. Remote. In the Flow. Wherever there is a data-stream, there are pieces of you. You can lose yourself in the ship. You can hide.

Your brain mixes perceptions and data. You can hear x-rays, taste data streams, feel the surface of sounds. Reality is fractal.

Your face is unexpressive: the wetware that runs those muscles now used for a better purpose. If you're staring, it's probably from a remote camera. Your meat hands sometimes tremble. Overload. You hate your flesh.

Many think you're a machine. How wrong they are. You are more human than human. You *feel* so much, so strongly. You hunger for sensation. Good data can sex you over.

You had a friend on Dapto II. Nothing formal, nothing that would show up on the records. A close friend. You know what Weyland Yutani did there. You know what Wulf did there.

Your friend died slow, in terrible pain and despair.

Wulf ... Fucking Wulf ... And now you're the one to guard Wulf. To medicate Wulf. To protect Wulf. *Fuck Wulf.*

Personality: Aloof but passionate risk-taker.

Skills: Systems. Machines. Computation.

Drive: Emotion. Sensation. Data.

Flaw: Self-loathing, indifference to physical body.

Philosophy: Optimist Pessimist Historicist

CREW

Kaito, the Commander

- ▶ Kaito keeps you grounded. A fellow drop bear. Likeable, but not a good commander.
- ▶ **Flaw:** Mediocre

Locke, the Exec Officer

- ▶ Tries to run things. Sharp, insightful, but you can always trust the Company to fuck you over.
- ▶ **Flaw:** hates machine intelligence

Wulf, the Prisoner

- ▶ Sociopath genocidist. Wulf will pay.
- ▶ **Flaw:** sociopathic over-confidence

Trinity, the Combat Specialist

- ▶ Three personalities. Like you, an outsider. Comrade and drop bear.
- ▶ **Flaw:** always follows orders

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KAITO



Commander

Unimaginative and over-whelmed, you struggle to retain control of a mission where *everything* is at stake. You feel paralysed by uncertainty, fearful of making the wrong decision.

Your ship captured Wulf after the horrors on Dapto II. You were then chosen to bring Wulf to trial on Earth. Its a Company ploy, a media setup, but hey, *Dakini* is a big shiny toy. The Company has made you a hero. You like that.

Dakini, the Ship, seldom talks to anyone. When it does, it usually talks to you. You take comfort in the Ship. Maybe you can do this.

Some of the crew are fellow drop bears. Comrades. You prefer to be liked, but can act the mongrel when required.

The new briefing. *Oh no*. This is too big for you.

Personality: Unimaginative. Uncertain. Folksy.

Skills: Astronomy & astrophysics. Ships systems.

Drive: Loyalty. Being Dependable.

Flaw: Mediocre.

Philosophy: Optimist Pessimist Historicist

CREW

Locke, the Exec Officer

- ▶ The voice of the Company. Your minder. Very sharp. Regards you as a fool.
- ▶ **Flaw:** hates machine intelligence

Wulf, the Prisoner

- ▶ Sociopath and genocidist. Brilliant, but *pathetic*.
- ▶ **Flaw:** sociopathic over-confidence

Yama, the Mission Specialist

- ▶ Comrade and drop bear. Cyber-enhanced. Needs to be reminded of humanity, kept grounded.
- ▶ **Flaw:** self-loathing

Trinity, the Combat Specialist

- ▶ Three personalities. Dependable. Comrade and drop bear.
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[If there is no brain damage, the hybernacula crypts aboard *Dakini* can sometimes revive the dead.]

Dakini Command Structure

The Commander controls the ship and directs its crew.

The Executive Officer is a Company Advisor, outside the formal command structure.

Both Commander and Exec Officer must jointly affirm major changes such as variation in mission objectives, course changes, deployment and use of weapons, etc.

The Exec Officer may assume control if the Commander becomes ill, performs an illegal action, or endangers mission objectives.

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LOCKE



Exec Officer

You are a corporation player, a corporation *survivor*; aware of the danger, hungry for opportunity.

As Exec officer on this mission, your role was to ensure the Company script got followed: Weyland Yutani genocide on Dapto II, trial of the century, Kaito as local hero amongst a disenfranchised worker demographic. All small moves in a political game with ultimate power as the prize.

As a csiro-billington communications executive, you are an expert on psychology and politics, but have no military or space expertise. Aware of the lessons of history, you always try to see the big picture, beyond self-interest.

You know how to build alliances, how to make people feel important. Deceit can be necessary, a tool of trade.

You always act with decisive strokes. You know to keep your opponent off balance, to exploit indecision and weakness. You play to win.

But now this. This changes everything. This is bigger even than the Corporation.

Personality: Devious, Positive

Skills: Psychology. Politics. Strategy.

Drive: Play to win.

Flaw: Hates and distrusts machine intelligence.

Philosophy: Optimist Pessimist Historicist

CREW

Kaito, the Commander

- ▶ A bumbling fool. Your project.
- ▶ **Flaw:** Mediocre

Wulf, the Prisoner

- ▶ An original and insightful mind, who knows many Weyland Yutani secrets. A valuable asset that must be protected.
- ▶ **Flaw:** sociopathic over-confidence

Trinity, the Combat Specialist

- ▶ Three personalities: confusing but definitely intriguing.
- ▶ **Flaw:** always follows orders

Yama, the Mission Specialist

- ▶ Half machine, and definitely disturbed. Handle with care.
- ▶ **Flaw:** self-loathing

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The Prisoner

Sociopath and predator, bio- and psych- warfare specialist, awaiting trial for genocide.

Charismatic, charming, controlling, unburdened by guilt, your self-confidence borders on the delusional. You believe you can play those around you, and are as capable of deceit as you are of narcissistic self-mythologising. You are a prisoner. Yet *you* are in control.

The Company made you. You were a high-ranking Weyland Yutani colonial administrator, a psch specialist and a medical doctor. And now, you are a prisoner, accused of genocide and torture.

It's true that things got a little out of control on Dapto II. It was a textbook exercise: everything was locked down, rebels disarmed, the colony secured. But we had 90 days until excision. We got bored. We needed... diversion.

W-Y is pioneering new technologies: nanotech, genetic therapies, transcranial magnetic stimulation. We had the tech, we got to play. First the troops did things to the prisoners. Then they had the prisoners do things to each other, to animals, to themselves. Then we tried out a fibrodysplasia retroviral: ossification with a metabolic bypass. The surviving prisoners began growing new skeletons.

Come the reckoning, you ran. Kaito caught your ship. Now they want the trial of the century. On Earth, no less. Cue manufactured media frenzy, pressure on the Company.

You are a predator. *Mess em up. Make em panic.* If you force your foes to act, you can force them to make a mistake.

You don't waste energy on ethics or morality. Its inefficient.

A forced intake of neuroinhibitors and anti-psychotics now limit your more creative moments.

It's all theatre, a cosmic game of go. *The Company has played you.* You are only now beginning to realise how much.

Personality: Charismatic sociopath

Skills: Psychology. Biology. Healing. Manipulation.

Drive: Prove superiority over others.

Flaw: Sociopath, overconfident, unacknowledged self-contempt.

Philosophy: Optimist Pessimist Historicist

Is Wulf guilty of genocide and torture?

Roll D6:

- 1** Guilty. On company orders. With enthusiasm.
- 2** Guilty. I'm an artist. I improvised on my own initiative.
- 3** Not guilty. I'm a Company patsy.
- 4** Not guilty. I couldn't stop my troops, so I watched.
- 5** I don't remember. The Company messed with my head.
- 6** I don't remember. Blackouts keep happening.

CREW

Kaito, the Commander

- ▶ An idiot. Set up by own people as a hero for the media.
- ▶ **Flaw:** Mediocre

Locke, the Company Suit

- ▶ Your real keeper. The real power. Locke knows your value.

Trinity, the Combat Specialist

- ▶ Three personalities. *That's a weakness.*
- ▶ **Flaw:** always follows orders

Yama, the Mission Specialist

- ▶ Cyborg, half machine. Addicted to experience and sensation. Has a particular malice toward you.
- ▶ **Flaw:** self-loathing

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- ▶ If a Flaw rolls highest, it acts to nullify itself and the next highest die.

COOPERATING & COMPETING

- ▶ To cooperate: everyone who is cooperating rolls their dice. The highest die, rolled by anyone, determines the outcome.
- ▶ To compete: everyone who is competing rolls their dice. Whoever gets highest wins. If it's a tie, the person with highest Insight wins. If Insight is tied, reroll.
- ▶ As before, if your Insight (or Harm) die rolls higher than any other die you roll, make an Insight (or Harm) roll.

ACKNOWLEDGMENTS

These rules are an adaptation of **Cthulhu Dark** by Graham Walmsley and the **Cthulhu Grey** hack by Aaron M. Sturgill. Thanks guys.

The literary and scientific sources that inspired **Dark** will be revealed in a handout at the end of play.

Cthulhu Dark © Graham Walmsley 2010

Dark by John and Philippa Hughes

<http://myth-o-logic.org/convention-modulz/dark-2014/>

