



TRINITY™

CONTINUUM

AN INTRODUCTION TO STORYPATH

In the **Trinity Continuum** you play out the stories of a core cast of characters as they make their way through the world. Think of your favorite book, movie, or TV series and imagine yourself and your friends as the main cast of characters.

Players take on one character each and make decisions for the characters. When it turns out that your best friend is wanted by the police, you'll help make an escape plan. When the SWAT team shows up, you'll decide whether your character runs, fights, or tries to parlay.

One player, the **Storyguide**, is responsible for portraying the characters who don't belong to specific players, and presenting fictional situations that challenge the other players' characters. Think of these as the supporting cast in a play or TV drama — both ongoing characters who help or oppose the core group, and one-time characters who turn up to cause unique kinds of trouble.

It is the Storyguide's job to create scenarios in which the players make decisions for their characters to solve conflicts. The players decide not only how to interact with the situation, but also help direct the narrative of the story through their own characters' actions.

When the character acts, the player narrates the action. In the case of a challenging situation or a conflict with an uncertain outcome, the player rolls a handful of dice to help

determine the level of success or failure for her character.

Dice rolling only occurs to determine the outcome of high-stakes conflicts or challenges in which the outcome is not only uncertain, but meaningful. **Trinity Continuum** uses a **Skill** based system, in which the character's Skills drive the action. The player determines which Skill is most appropriate for the action the character is taking and gathers up a number of 10-sided dice (d10) equal to her Skill. She then picks an **Attribute** that best fits the situation and adds that number of d10s to her dice pool. She rolls those dice, and each die that shows the target number (7 or 8) or higher is considered a success. Players then add any additional successes from equipment or abilities (**Enhancements**) to overcome the challenge's **Difficulty** number, and resolve any **Complications** that may arise from the action. If the player achieves at least one success, her character succeeds on the action. But, if she does not also have enough successes to overcome Complications, the character may suffer a setback along with the success.

- Roll d10s equal to Skill + Attribute
- All dice showing the target number or higher are successes
- Add any Enhancements
- Compare successes to challenge Difficulty

CHARACTER CREATION QUICK GUIDE

STEP ONE: CONCEPT (P. 35)

Decide on a short concept, and pick two short-term and one long-term Aspirations.

STEP TWO: PATHS (P. 36)

- Select three paths. One Origin, one Role, and one Society. (p.41-44; Talent Allegiances p. 159)
- Distribute 3 dots in Skills associated with each Path for a total of 9 Skill dots.
- Distribute 2 dots in Edges associated with each Path for a total of 6 Edge dots. (p. 57-67)

STEP THREE: SKILLS, SKILL TRICKS, AND SPECIALTIES (P. 37)

- Distribute 3 additional Skill dots to any Skills.
- For any Skills above 3 dots, gain a Specialty. (p. 45)
- Gain a single Skill Trick in a Skill rated 3 or higher. (p. 45-53)

STEP FOUR: ATTRIBUTES (P. 37)

- Rank Attribute Arenas. Distribute 6 dots to the Primary, 4 to Secondary, 2 to Tertiary. (p. 54-57)
- Select Favored Approach and distribute 2 dots each Attribute in the Favored Approach. (No Attribute can go above 5.)
- Distribute 1 dot into any Attribute.

STEP FIVE: APPLY TALENT TEMPLATE (P. 156)

- Determine moment of Inspiration and gain an additional Attribute dot. (p. 156-158)
- Gain 4 Gifts, one associated from each Path, and one additional. (Chapter 7)
- Distribute 3 dots into Intuitive, Reflective, and Destructive Facets. Calculate Inspiration. (p. 158)

STEP SIX: FINAL TOUCHES (P. 38)

List: Defense (1; roll Appropriate Resilience Attribute); Health (Maimed, Injured, and Bruised) plus 1 Injured at Stamina 3, plus 1 Bruised at Stamina 5.



- Subtract Complications from successes
- Determine final outcome of the roll

Failure often generates what we call **Momentum**, which is shared by the group of players and can be spent to increase dice pools on future rolls, essentially allowing one failed action to motivate characters to succeed in the future. Momentum can also be used to power special abilities called **Skill Tricks** that augment how a Skill works by adding

bonus dice to the roll, reduce the target number she needs to achieve successes, increase her Scale of action, or allow her to purchase a **Stunt**.

If the player succeeds on her action, additional successes can be used to buy off Complications or to purchase Stunts. Stunts are special actions that go beyond the basics. An example Stunt is knocking someone over, or laying down covering fire.

As a group, the players and the Storyguide work together to tell a story about the players' characters.

SKILL TRICKS

In addition to being broadly competent, **Trinity Continuum** characters are usually fantastically good at what they do, performing feats that are nearly beyond belief. Skill Tricks are special abilities and, well, tricks that a character can perform that give her a chance at remarkable success, or allow her to reliably achieve a feat that, for anyone else, would be a one in a million stroke of luck.

When you reach level 3 in a Skill, you can purchase one Skill Trick for that Skill. As your character advances in the Skill, you can purchase an additional Skill Trick for each Dot above 3 as well. Characters begin the game with one Skill Trick in a Skill rated 3 or higher.

Each Skill Trick will have a description of the circumstances in which it can be used, and costs Momentum to activate. Unless the description of the Skill Trick states otherwise, a Skill Trick always costs 1 Momentum. As long as you have the Momentum to spend, you can use the Skill Trick (see p. 73 for more information on Momentum).

CREATING SKILL TRICKS

The Skill Tricks listed in this section are just some examples of the possible Skill Tricks that a **Trinity Continuum** character can use. If there is a specific knack that your character has that is not covered by the Skill Tricks listed, you can create

your own, using the Skill Tricks here as a benchmark. A Skill Trick will generally do one of four things: add dice to a roll, change the character's Scale for one round, change the target number for a roll, or give the character a free Stunt.

- A Skill Trick can **add dice to a roll** under specific circumstances. The number of dice added will usually be equal to the Skill that the Trick is associated with. **Example:** *You might create a Skill Trick that allows you to add your Humanities Skill to a Larceny roll to disarm death traps in ancient temples or archeological sites.*
- **Changing a character's Scale** for one round allows her to attempt actions that would be beyond most people. See Scale, p. 74, for more information. **Example:** *A Skill Trick that allows a character to increase her relative speed for an action, giving her a distinct edge on most people, and potentially allowing her to catch up to someone fleeing on a motorcycle.*
- **Changing the target number for a roll** can make a specific task not only reliably easier for your character, but allow him to achieve greater results as well. Conversely, you

could make a Skill Trick that increases the target number for someone else's roll, making it very difficult for them to succeed against you. **Example:** *An Enigmas Skill Trick that increases the target number of any roll to hack into your personal computer systems by 1, due to the complicated encryption you use.*

- A Skill Trick can also **give a character a free Stunt**, as if they had spent a success from a roll on that effect. Stunts can be used to create Complications for an opponent, Enhancements for you and your allies, or to defend against harm (see Stunts, p. 72, for more information). **Example:** *A Technology Skill Trick could allow you to have personally modified a vehicle for an ally, giving them 1 Enhancement on their next roll using that item.*

Skill Tricks almost always cost 1 Momentum to activate. Increasing the Scale of an action costs 2 Momentum. Some Skill Tricks will have an initial cost of 1 Momentum, but allow an additional effect if you spend another. Adjust the cost and effect of any Skill Tricks you create until you feel the balance is right. When in doubt, assume that it costs 1 Momentum.

TALENT ALLEGIANCE PATHS

"9" PATH CONCEPTS

Action scientist, military operations expert, fringe theorist, ex-government agent, expert recruited from a previous operation, genius engineer, cop who's in too deep

Connections: FBI Agent, Safe House Owner, Weapons Dealer, Lab Worker

Skills: Aim, Larceny, Integrity, Technology

Edges: Always Prepared, Covert, Hair Trigger Reflexes, Small Unit Tactics, Sniper, Wealth

Gifts: Skill (Aim, Larceny, Technology)

AEON SOCIETY PATHS

World-class surgeon, award-winning author, decorated military veteran, genius scientist

Connections: High Political Figure, Military Advisor, Large Charity Fund Manager

Skills: Aim, Close Combat, Enigmas, Pilot

Edges: Always Prepared, Direction Sense, Artifact, Library, Wealth

Gifts: Skill (Close Combat, Enigmas, Pilot)

ARCHANGEL PATH CONCEPTS

Ex-soldier of fortune seeking redemption, reformed criminal, heroic computer hacker, thief with a Robin Hood complex, former spy seeking a new purpose, victim of injustice now helping others

Connections: Pro Bono Lawyer, Witness Protection Officer, Homeland Security Officer, Criminal with a Heart of Gold, Hactivist

Skills: Close Combat, Empathy, Integrity, Persuasion

Edges: Adrenaline Spike, Big Hearted, Endurance, Iron Will, Patron, Skilled Liar, Speed Reading

Gifts: Skill (Close Combat, Empathy, Persuasion)

GLOBAL CARTOGRAPHY INITIATIVE PATH CONCEPTS

Archeologist, anthropologist, paleontologist, art historian, photographer, journalist for Mapmaker Press, pilot, mechanic, electronics technician, interpreter, guide, wilderness-survival expert, thief turned security expert, out-and-out thief, bodyguard, soldier of fortune.

Connections: Black Market Artifact Dealer, Smuggler, Museum Curator, Border Guard, Journalist, Mercenary, Pirate, Pirate Hunter

Skills: Enigmas, Humanities, Larceny, Survival

Edges: Artifact, Direction Sense, Library, Patron

Gifts: Skill (Enigmas, Humanities, Survival)

NEPTUNE FOUNDATION PATH CONCEPTS

Search-and-rescue worker, paramedic, surgeon, firefighter, engineer, pilot, security advisor, interpreter, negotiator.

Connections: Aid Worker, Emergency Services, ER Doctor, Free-Clinic Volunteer, Local Government Representative

Skills: Command, Integrity, Medicine, Persuasion

Edges: Fame, Iron Will, Keen Sense, Patron, Photographic Memory, Superior Trait

Gifts: Skill (Command, Integrity, Persuasion)

PHAROAH'S LIGHTKEEPERS PATH CONCEPTS

Disaffected police officer, heroic physician, brave short-order cook, eccentric polymath, brilliant and idealistic hacker, principled martial-arts champion, ex-special-forces soldier, determined first responder

Connections: Journalists, Military Personnel, Other Lightkeeper Teams, Police Officers, and all manner of ordinary citizens

Skills: Aim, Close Combat, Enigmas, Pilot

Edges: Artifact, Danger Sense, Library, Skilled Liar, Small Unit Tactics, Sniper

Gifts: Skill (Enigmas, Humanities, Larceny)

LESSER ALLEGIANCES

ALERT STATUS 1 PATH CONCEPTS

Former spy, current spy unofficially seconded to the alliance, specialist recruited by a front company, mustered-out special forces combat operative, computer hacker, thief turned infiltration expert, deniable flux asset with no official identity

Connections: Committee Member, National Intelligence Director, Friendly Agent of a Rival Nation

Skills: Aim, Enigmas, Persuasion, Technology

Edges: Alternate Identity, Armor Expert, Cool Under Fire, Covert, Direction Sense, Sniper, Trick Shooter,

Gifts: Skill (Aim, Persuasion, Technology)

LA RÉVOLTE ÉCLATANTE PATH CONCEPTS

Anti-poverty activist, belligerent folk singer, brave labor organizer, crusading journalist, heroic rural physician, idealistic hacker, naïve social justice crusader

Connections: Idealistic Priests, Labor Organizers, Medical Relief Personnel, Street Gangs, Violent Anarchists

Skills: Aim, Medicine, Pilot, Technology

Edges: Alternate Identity, Cool Under Fire, Demolitions Training, Safe House, Small Unit Tactics, Swift, Tough Cookie, Weak Spots

Gifts: Skill (Aim, Medicine, Pilot)

LES FANTÔMES PATH CONCEPTS

Cat burglar, safecracker, con artist, hacker, forger, intelligence gatherer, getaway driver, bodyguard

Connections: Fence, Forger, Grateful Museum Official, Grudgingly Respectful Interpol Agent

Skills: Athletics, Culture, Larceny, Technology

Edges: Covert, Free Running, Safe House, Skilled Liar, Wealth

Gifts: Skill (Athletics, Culture, Larceny)

NATIONAL OFFICE OF EMERGENCY RESEARCH PATH CONCEPTS

FBI agent recruited after flux event investigation, special forces sniper seconded to protection duty, Air Force pilot, CDC epidemiologist, astronomer involved in close encounter, conspiracy theorist brought in as confidential informant, rescued child of illegal genetic experiments.

Connections: Anonymous Online Source, Off-Record Inside Informant, Paraphysical Research Study Group, UFO Witness

Skills: Command, Enigmas, Humanities, Persuasion

Edges: Always Prepared, Artifact, Covert, Patron, Small Unit Tactics, Speed Reading

Gifts: Skill (Command, Enigmas, Humanities)

THESEUS CLUB PATH CONCEPTS

Last survivor, bounty hunter, serial crimes expert, generational club member, big-game hunter, vengeful hunter

Connections: FBI Agent, Local Hunting-Club President, Wealthy Do-Gooder

Skills: Aim, Athletics, Larceny, Technology

Edges: Alternate Identity, Always Prepared, Endurance, Danger Sense, Demolitions Expert, Small Unit Tactics, Trick Shooter

Gifts: Skill (Aim, Athletics, Larceny)

TRANSCENDANT ALLIANCE PATH CONCEPTS

Daring engineer, wealthy dilettante inventor, brilliant eccentric scientist, ardent transhumanist, bleeding-edge hacker

Connections: Cutting-Edge Scientists, Gray-Market Pharmaceutical Manufacturers, International Smugglers, Skilled Programmers

Skills: Culture, Medicine, Science, Technology

Edges: Lightning Calculator, Ms. Fix-It, Photographic Memory, Superior Trait, Weak Spots, Wealth

Gifts: Skill (Medicine, Science, Technology)

TRITON FOUNDATION PATH CONCEPTS

Doctor without borders, biomedical genius, crusading adventurer, young talent recruit, ex-mercenary seeking redemption, gentleman philanthropist

Connections: Medical Researcher, Famous Surgeon, President of a Charity, Local Public Leader, Dean of a Research College

Skills: Enigmas, Medicine, Persuasion, Science

Edges: Ambidextrous, Big Hearted, Iron Will, Library, Superior Trait, Wealth

Gifts: Skill (Medicine, Persuasion, Science)

SCALE

Scale describes a difference between two or more entities that is so large that it should not be tracked with simple dice roll successes. For example, a race between a fast and practiced runner against a bicyclist might be close, but neither would be able to beat a train. Scale can apply to almost any characteristic an entity can hold, including Speed, Size, Power, Durability, Distance, and Intensity. Scale has two components: **narrative** and **dramatic**.

Narrative Scale describes the multiplier you should apply to successes, or to the trait itself for resisted rolls. When comparing Scale to minor characters and story elements, such as scenery, bystanders, and minor combatants, feel free to handwave the Scale multiplier as a rough narrative benchmark of what happens, simply narrating the characters creating massive havoc. All successes from the dice pool are multiplied if a roll is called for, or you can assume one success for every three dice and then multiply that result.

Example: *Lisa is a Psion who can dramatically increase her strength's Scale. During a chase scene, her quarry locks himself a building. She decides to just smash through a wall instead of spending time to unlock the door. Normally, the wall has a Durability Scale 1 larger than her strength would allow her to smash through, but with her Psi power, she increases her Scale by 3, making her 2 times more powerful than the wall's durability. The Storyguide narrates that she bursts through the wall into the building.*

Dramatic Scale is how much the Scale affects characters and other elements that are central to the story. Dramatic Scale provides an Enhancement to actions against narratively-important characters or objects; for static values, apply half the value of the dramatic Enhancement.

Dramatic Scale is ranked from 1 to 6 and acts as an Enhancement. In cases where the significantly greater size, speed, power, or other characteristic of one entity would help it accomplish a task before or against another entity, that entity receives two or more successes as a Scale Enhancement. The number of successes is based on the relative difference between the two entities. Each difference in Rank is worth two successes. If a human (standard, Rank 1) raced a cheetah (impressive, Rank 3), the difference in Rank would be 2, giving the cheetah four successes to spend. Scale can also apply to objects, technology, and vehicles.

Example: *Tyrell is operating a tank equipped with a guided missile system for taking out aircraft. His enemy has deployed troops to stop the tank. If Tyrell shoots a missile at the ground troops, the power of such a weapon has an Incredible Scale compared to the people. Tyrell would gain 8 Enhancement to shoot the ground troops.*

Scale comes into play for dramatically important challenges only; it's the job of the players and Storyguide to bridge the

divide between the narrative and dramatic effects of Scale.

The Ranks of Scale are as follows:

- 1 Standard.** This is the baseline. For people, the baseline is a competent and skilled human. For other entities, the baseline is something common without special features. For example, using a knife or a phone.
- 2 Formidable.** This is someone or something that is especially talented at or customized for the task, or just larger and more powerful than the baseline. For example, a chess grandmaster, an elephant, a horse, or a gun.
- 3 Impressive.** This describes those designed for the task. For example, a chess AI, a mobile suit, a cheetah, or an anti-personnel gun.
- 4 Awesome.** This is someone or something that has a streamlined design for improved performance. For example, an adaptive-learning AI, a blue whale, a sports car, or an anti-tank launcher.
- 5 Incredible.** Entities at this Scale operate in a grander arena, granting greater power, size, or speed as a side effect. For example, the Statue of Liberty, an airliner, or rockets.
- 6 Astonishing.** Entities at this Scale operate in a grander area as well and have a streamlined design. For example, self-aware AI, Mt. Everest, a fighter jet, or a nuclear bomb.

The examples above are not absolutes. They depend on the characteristic of comparison. A car, for example, is much faster than a baseline human, so it is appropriately Awesome in comparison for speed. The average sports car would be at the baseline, though, when comparing vehicles for durability. Scale describes a relationship, not a set and immutable trait.

As the difference in Scale grows, the uncertainty of the outcome shrinks. When an outcome is certain, rolling is not needed. For example, a fighter jet will always beat a standard human in a race.

As with other Enhancements, Scale can include drawbacks. For example, a giant mecha would run low on power in a long battle and would have trouble dodging attacks.

SCALE AND TIER

In general, characters of higher Tiers have the ability to also gain higher Scale. This power represents their supernatural abilities, and sometimes their raw strength against other characters. Where a normal person probably couldn't outrun a car, a Nova with a speed boost could. While these people are functionally human and would normally operate on the same Scale as other humans, their special abilities give them a huge advantage. This and other books will inform you when Scale comes into play

A story isn't interesting unless the protagonists have something to go up against. In the **Trinity Continuum**, antagonists can take on many different shapes and sizes. One could be the local police force; while inherently good in nature, maybe they don't want the characters out on the street trying to solve problems themselves. One could be the evil villain who wants to murder everyone with his death ray. And another could be a monster from a different dimension that has found its way onto Earth. Some of these antagonists are truly villainous, some are just in the characters' way, and some are acting purely out of instinct. Some are minor inconveniences, there to slow the characters down, but don't pose a real threat.

Antagonists can be a major plot point or a minor scene, and how they are created reflects the vast array of how to use them. A major antagonist that should prove a real threat to the characters and will show up in multiple game sessions should have a decently fleshed-out character sheet.

Antagonists are relatively easy to create, and do not utilize the same character sheet as player characters. Instead, they use an abstracted pool for all their actions. These are broken down into the Primary, Secondary, and Desperation Action Pools.

Primary Action Pool: This pool represents those actions that the antagonist exists to perform, rolls that they *will* make assuming they get to perform their primary function in the story. A gun-toting mercenary will have a high pool for Shooting and Tactics, for example.

Secondary Action Pool: This pool represents actions that, while important to the antagonist, are not central to their function in the story — but if it does come up, it would be reasonable for the antagonist to be good at it. The mercenary probably has a decent ability for Survival and Athletics, and perhaps a few other actions. The Secondary Action Pool is your last chance to make an antagonist competent at something, so if you're waffling, err on the side of including it here.

Desperation Action Pool: This is the pool that all other actions default to, the pool for actions that the antagonist probably has no business attempting but needs to anyway. The mercenary would roll his Desperation Pool if he were in a situation requiring him to recite the U.S. Health Code, for example. Antagonists participating in a Clash of Wills always roll their Desperation Pool.

Enhancement: This is the number of Enhancement the antagonist gains on rolls. An antagonist cannot use Enhancement with her Desperation Pool.

Health: This is the number of Health Boxes the antagonist has. Antagonists do not have Injury Conditions, but are Taken Out when their last Health Box is filled.

Defense: This is the base Defense for the antagonist. Dodge and soft armor are both folded into this Trait. If something would affect an opponent's armor rating or Defense, apply it directly to this Defense rating.

Edges: Antagonists gain Edges to help flesh them out. Since an antagonist doesn't have a Path, these Edges can ignore Path requirements.

Initiative: Antagonists use one of their Action Pools to determine their initiative.

Source: Antagonists with a Source rating, such as Inspiration or Corruption, base it on the threat level and gain a number of associated abilities (Gifts for Talents, Modes for psions) equal to their Desperation Pool. For anything that utilizes a Source-related trait, such as Facets, use one half the Source rating rounded down.

The Storyguide can create an antagonist however they like, but many of the **Trinity Continuum** games have archetypes that set limits on the Primary, Secondary, and Desperation Pools as well as Defense and Health. The antagonist chart below gives maximum traits based on the threat level of the antagonist, with a minor threat being akin to a back-alley thug, a moderate threat being a super-spy or military-trained villain, and a colossal threat akin to giant mechanized robots created through super-science or a giant monster from another dimension.

ANOMALIES

The term anomaly refers to anything that happens to be from out of this world, literally. In the **Trinity Continuum**, creatures or people from parallel dimensions could find their way onto Earth with disastrous effects. Or, the characters might find themselves transported to a world alien to them. Either way, these encounters are outside the normal realm of being. Anomalies can encompass anything from a strange animal to a dinosaur, to a cephalopod with a PhD in astrophysics.

Most anomalies have little resemblance to humans. As such, they may fall outside the basic guidelines of antagonist creation. Anomalies gain special powers called **anomaly powers** that reflect their inhuman nature. In general, this encompasses anything from naturally occurring weapons to special abilities outside the realm of human understanding.

ANOMALY POWERS

Enhanced Attack — The creature has a deadly attack. For each time this power is chosen, choose a single weapon tag that costs 2 points or less. These tags must function at close range unless the creature also has the Spitter power.

Extraordinary Speed — The creature is naturally faster than others and is considered to have +1 Scale for speed.

Flight — The creature has some ability to fly, either in perfect form or in a limited manner such as leaping and gliding. When flying, it can move two range bands instead of one as movement.

Hardened Skin — The creature has a tough outer exterior. This may come in the form of a chitinous shell or a leathery outer layer. The creature is considered to have a soft armor rating of 1 for each time this power is chosen. This does not stack with worn armor.

Heightened Reflexes — The creature is inordinately hard to hit. Add +1 to the creature's Defense each time this power is chosen.

Hyper Intelligent — The creature has a genius-level intelligence. The creature makes no rolls with its Desperation Pool. All its Skills use either the Primary or Secondary Pool. Additionally, it likely comes along with at least one super-science device.

Inspired — The creature has an Inspiration rating equal to its Desperation Pool and can gain Talent Gifts (see Chapter Seven) as additional anomaly powers.

Multi-limbed — The creature has more than two limbs used for manipulating objects. These may be the eight arms of an octopus or other additional limbs. When the creature takes a mixed action in a round, it uses the higher of its pools to perform the tasks. If both actions use the same pool, the creature gains 1 Enhancement on the action.

Natural Weapons — The creature is a natural predator. It may have elongated teeth, sharp claws, or some other aspect that it can use to deal damage. The character is always considered to have a weapon in close range, which provides 1 Enhancement to attacks. The creature cannot be disarmed, and the weapon cannot be shattered.

Spitter — The creature has a natural feature that allows it to make ranged attacks at short range. This could come in the form of spitting a venomous fluid or shooting quills at its enemy.

STRESS AND INJURY

Minor characters exist purely to make the heroes feel powerful; as such, they do not have Health Boxes like other

antagonists. Whenever a player character successfully lands a blow on a minor character, that minor character is Taken Out.

GROUPS OF MINOR CHARACTERS

When multiple minor characters are taking part in a combat, instead of having each character take a separate action, Storyguides can opt to have all the minor characters in a scene act as a single unit. Instead of each minor character taking a separate action they will take their actions as a single group called a mob. The Storyguide should add an Enhancement bonus of 1 to the mob's action for each minor character in the group after the first. Whenever a character is eliminated from the mob, it loses the bonus it was gaining from that member. Mobs should be made up of thematically and statistically similar characters. If a scene calls for two dramatically different types of characters, (for instance private military contractors and cybernetic ninjas), then the Storyguide should consider making them two different mobs, even if both groups are working against the heroes.

When attacking members of a mob, the player only has to beat the Difficulty once, and can spend successes to buy the Inflict Injury Stunt multiple times to inflict Taken Out on the various members of the mob.



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