

# THOUGHTCRIME

The world's gone to shit, and you're going to do something about it.

Technology has advanced to the point where we can replace destroyed arms or eyes with gleaming cybernetics, but all that technology hasn't changed human nature. A Tyrant rules over you now, whether that's the corporation that controls the world's water supply, the government that has put obedience chips in everyone's brains, or the AI whose robot drones hunt anyone who escape the compound. Most people are too afraid or too complacent to fight back, but not you – you're too honorable, too brave, or too desperate to be a slave any longer.

One person plays the Tyrant that holds your city, country, or planet in thrall. The rest of the group plays the rebels fighting to free their world. All players create the setting before and during play.

## ENTROPY *we shall make thoughtcrime impossible*

When one side wants to accomplish something and the other side wants to stop them, it's time for a **conflict**. *Only roll the dice if the Tyrant is using its Intents to oppose the rebels.* If the Tyrant isn't putting something on the line, the rebels automatically succeed.

When you have a conflict, both sides decide on the **stakes**, or what happens if each side wins the roll. The stakes should have some bite in them for both sides but be acceptable and interesting no matter who wins. Stakes should be relatively even in scope: if the rebels get a major victory if they win, the Tyrant should get a major victory if it wins.

One rebel is the main roller and rolls d6s equal to his or her chosen **skill**. 4+ is a **hit**. Up to two other rebels may help by rolling a *different* skill than any other rebel rolls (for example, if the main roller uses breaking and one helper uses talking, the other helper may use neither breaking or talking). If a helper rolls no hits, disable the helping skill on that rebel for the session. If he or she rolls 1 hit, add +1 die to the main rebel. 3+ hits, add +2 dice. The Tyrant may add up to +2 or -2 dice for the circumstances, gear, or earlier rolls that prepared one side for this roll.

The Tyrant opposes you with the appropriate **intent** for their stakes. The Tyrant does not roll. If the rebels have more hits than the opposing intent, they get their stakes. If you tie, both sides get part of their stakes. If the Tyrant wins they get their stakes. If they win by 2+ disable the main roller's chosen skill for the session. If the Tyrant wins by 3+ disable the main roller's skill on *all* Rebels for the session. In each case, the Tyrant describes how and why the skill is disabled.

## DYSTOPIA *power is not a means; it is an end*

Create the Tyrant's background as a group or roll randomly. Make sure everyone is invested in hating the Tyrant and that there's no element anyone finds boring.

The Tyrant is		
1. not human	2. corporate	3. government
4. foreign power	5. criminal	6. religious

The Tyrant claimed power with		
1. money	2. violence	3. elections
4. technology	5. culture	6. subterfuge

The Tyrant most hates		
1. race/ethnicity	2. rival power	3. leisure
4. itself	5. the arts	6. nature

The Tyrant most wants		
1. pleasure	2. obedience	3. purity
4. wealth	5. expansion	6. utopia

The Tyrant most fears		
1. traitors	2. history	3. change
4. outside threat	5. emotions	6. knowledge

Afterward, each player creates a **tool**, a sci-fi element that the Tyrant uses to maintain its power. The rebels will try to destroy or subvert tools, and the Tyrant will use them to try and crush the rebels, so make sure they're specific and interesting enough to fuel gameplay.

## TYRANNY *a boot stamping on a human face - forever*

The Tyrant has **intents** based on *what* its stakes are. Unlike the rebels, you must choose an intent based on the outcome you want, not how you accomplish it. When in doubt, use the *lower* intent. Assign 2, 3, 4 to these stats:

**Control:** Make people behave the way they're expected to behave. Spread fear. Brainwash. Propagandize. Divide.

**Murder:** Hurt, maim, and kill. Break and ruin

things and people.

**Surveillance:** Find the rebels, their allies, their resources, and their traces, either in cyberspace or meatspace.

## REBELLION *we are the dead*

Each Rebel has **skills** based on *how* he or she accomplishes a roll's **stakes**. Rebels can and should be creative in how they fight back; when in doubt, use the *higher* skill. Each Rebel assigns 1, 2, 2, 3, 3, 4 to these stats:

**Breaking:** Physically hurting people or things in meatspace.

**Hacking:** Control computers and machines directly with your brain.

**Moving:** Parkour, stealth, driving, piloting.

**Observing:** Noticing objects, spotting ambushes, reading emotions, investigation.

**Talking:** Lying, convincing, lying, negotiation, and lying.

**Thinking:** Knowing things and applying that knowledge. Science, psychology, history.

## CYBERWARE *not to stay alive but to stay human*

You're more than human, either because of the tyrant or in spite of it. Create 3 pieces of **cyberware** and an effect for each. If you can make a piece of cyberware useful on a roll (main or helping), you get +1 die (max one piece of cyberware per roll). Cyberware can be replacement limbs and organs or implanted weapons and tools, but it can also let you do impossible things like breath water or hack a computer just by touching it.

## MOTIVATIONS *to die hating them, that was freedom*

Why do you rebel? Create one of each **motivation**: what you *must change* about the world, what you want so much that it could *tempt* you to leave or betray the rebellion, and what you most *fear* that the Tyrant might do (either to you or another).

## TRUTH & LIES *two plus two make four*

Each Rebel starts each session with one **truth**. Spend a truth *after* a roll to give any *other* Rebel +3 dice on that roll. If they

succeed, describe how you were essential to that success.

Whenever your motivation pushes the action forward in a scene, gain a truth at the end of the scene (or at the beginning of the next session if this is the last scene).

The Tyrant starts with one **lie** per rebel at the session. Spend a lie *before* the rebels roll to give an Intent +1 for one roll. Whenever a rebel spends a truth, gain a lie at the end of the scene (or at the beginning of the next session if this is the last scene).

## ADVANCEMENT *what happens to you here is forever*

At the end of a session each rebel may change one motivation, move 1 skill points to another **skill** (max 5), or swap a piece of **cyberware** for a new one. If the rebels destroyed or subverted a **tool**, each may also increase by 1 the rating of a skill (max 5) or a piece of cyberware (max 2).

## RAISE YOUR FISTS *the future was unimaginable*

Every player should make up setting details as long as they don't contradict an already established part of the setting. Creating a new setting detail is an *excellent* way to justify using a better skill in a **conflict**.

The rebels succeed unless the Tyrant opposes them. *Only roll the dice if the Tyrant is using its intents to oppose the rebels.* Anything the Tyrant isn't willing to abuse its power to stop is clearly not interesting enough to roleplay. Focus on the important stuff!

Tyrant: when the action is slowing down or you're getting bored, use one of your **tools** to deal with you your hate, want, or fear in a way that brings you into conflict with at least one rebel's **motivations**.

Rebels: Whenever the action is slow or you're getting bored, pick one of your motivations and do something about it. The Tyrant's **intents** are often stronger than your skills, so you will need the **truth** your motivations give you to win most rolls.

Once you're all ready, the Tyrant begins the campaign with the following words: "You are all about to die. What happened?"



Isn't it attacked? ~ There is a weakness in the obedience chips installed in all citizens ~ Spies have brought you plans for the Tyrant's new superweapon ~ A rebel's children leave on the next shuttle for "processing" ~ It was all a lie

The populace has turned against the rebellion ~ A shipment of gene-madged organs is passing near your base ~ A high priest shows up at your door, begging for help ~ Zeus Industries is going to bomb the slums ~ The aliens have