

WILL YOU BE THE TRAITOR?

250 years ago: The first Diaspora left Earth; the planet Lexicon founded by Lexicon Corp.

150 years ago: The planet loses contact with Earth; the civilian government nationalizes all Corporate assets so the colony could survive,

50 years ago: The surviving Corporate executives, their children, and some extremist civilian factions overthrow the civilian government by force.

The uprising was quick and deadly, with Corporate forces taking control in a matter of hours. The Corporate regime declared the Lexicon Trust the new government of Lexicon. All civilians were forced into service for the Trust, resuming all work for the Lexicon Corp at minimal wage and provisions.

25 years ago: The last of the civilian government, ex-civilian military, disgruntled workers, and the exiled unite to form the Heros of Lexicon, a rebel group with almost no hope of winning.

Now: The rebels are on the brink of defeating the Trust, after 25 years of fighting, rescuing key leaders, and turning the populace against the Trust. 5 key areas have become vulnerable, should the rebellion take 3 or more of these points the Trust will be broken. The only hope the Trust has is to find a way to make a member of the Heros reveal the location of the rebels base.



YOU CANNOT PLAY JUST TO WIN

Players of this game must be focused on playing the role of the characters they create. Characters need to have Flaws: weaknesses, losses from the war, the desire for power or glory, or painful injustices that need to be revealed and fixed. The GM needs to be smart enough to play on these character flaws, while the Players need to react as their characters when the GM plays on the flaws. As new information is revealed or the groups tension rises with new Events and traps, the players need to play and react as their character.

A rebel party, united and determined to simply beat the Trust, will win. Playing your character when the GM tempts you is crucial to this game. The players must play as a rebel who could be tempted and turned traitor or really there is no reason to play.

THIS IS NOT A ONE SHOT

To build up enough tension, traps and lies to turn a player should take a few events. To build a Traitor could take several sessions..



THE HEROES OF LEXICON

(The Players)

The rebels have been lead by the Vice Chancellor of the old Parliament, Misha Trentil, for 25 years. Her leadership of the Heros have slowly beaten back the Trust. The rebellion is ready for its final strikes on the Key Points controlled by the Trust, taking 3 of these points will end the Trusts control of Lexicon. This is the moment of truth for the Heros of Lexicon.

CREATING A CHARACTER

1) Characters time as a Rebel

This can be 5, 10, 15, or 20 years.

2) Determine Characters Threat

(Years as a Rebel + 1d10)

3) Figure Base Attributes

Round all values up to nearest 5

- Attributes:(Threat * 4)
- Base Skill:(Threat +10)
- Skill Depth:(Threat/5)
- Enc:5+ 1 Per 40 Attributes
- Reaction:(Attributes/10 +Melee Combat Ranks +Defense Ranks)
- Actions:(Reaction/10) (min 1)

TRAITOR

At any time in the game a Player can look at the GM and say out loud "I betray the rebellion and send the location of the rebel base".

The Game ends, the Trust wins, and the Traitor should explain why their character chose to turn.

4) Story Points & Passions

Story points and passions define the history and what's important to the character. These are flaws or weaknesses that the Trust can Exploit. The more you have, the more ways the Trust can exploit you.

- Pick 1 Story Point per 5 Threat
 - Pick 1 Passion per 10 Threat
- Passions are things or people the character would die to protect or destroy. They can be added to a SkillSet if the passion applies, ignores Skill Depth limitations. Passions skill value = 10 ranks to a SkillSet.

Examples

Story Point (Family): *Lost my family in a Trust raid 10 years ago.*
Passions(Family): *Will do all I can to save any family I have left.*

5) PickSkills

Pick 2 Skill per 5 Threat. Each Character starts with 2 ranks in each Skill. Every 5 years of Rebellion service grants the character 6 Ranks to improve skills. Every 10 Skill Ranks in a SkillSet gives it +1 base success

Skills List

- | | | | |
|-----------------|-------------|------------|-----------------|
| • Ranged Combat | • Computers | • Piloting | • Demolitions |
| • Melee Combat | • Con | • Science | • Perception |
| • Electronics | • Stealth | • Language | • Zero G Combat |
| | | • Defense | |

Possible Story Point/Passions Categories

- Family
- Fortune
- Hero
- Military Honor
- Political Power
- Justice
- Criminal Past
- National Pride
- Protection
- Noble Cause
- Truth

CHARACTER TRAITS

The core of Traitor is the Characters actions to overcome the Trust; while the Trust manipulates situations and actions to cause betrayal. Players announce an action in an Event against the Trust. Players create a SkillSet to determine success. SkillSets represent combining knowledge related to the action, such as Skills and Passions. See Core Mechanic **Attributes:** Whenever a character builds a SkillSet that would require the use of Intelligence or Strength to do the action the GM can require the player to roll against the attribute rather than Base Skill. Skill Depth roll is not needed.

Skill Depth: Skill Depth shows how capable a character is at adding multiple fields of knowledge to a task. Skill Depth limits the number of skills used in a SkillSet. Each Skill Depth point = 1 skill in a SkillSet. A Skill Depth of 3 limits the SkillSet to 3 Skills.

Base Skill: The characters basic ability to do an action. 1d100 is rolled against it, a successful roll adds bonus successes. Every 10 below the base skill adds 1 bonus success to the SkillSets base success. Every 10 above base skill subtracts 1 from base successes.

Effectiveness(EF): EF represents how successful an action is against the target.

Target EF: The GM determines the target EF the SkillSet must beat; called the Target EF. The targets threat is the base EF needed; the GM can increase or decrease as they see fit. Example: Stopping a threat 10 wall from falling on a civilian would require 10+ successes to beat.

Success Effects: Determined by the GM for each action.

- Physical Attacks: 1 wound per success
- Social Attacks: 1 effect duration 1 phase per Success
- Information Attacks: 1 Information Point per Success

TECH IN GAME

(ENC/Skill Rank Bonus)

Tech takes 2 forms; defined tech, listed on the next page, and Created tech. Created tech comes from Player Story Points or GM creations.

- Defined tech has a listed Encumbrance and also bonus Skill ranks to any SkillSet that uses the tech.
- Created Tech can only do a single specific effect and must have the agreement of all players, GM too, to be used in game.

Starting Tech

Each Character can take Tech up to their ENC max, cannot start with Vehicles. Weapon and Ammo types are combined to make 1 item. Additional tech can be bought using advances, Max ENC cannot be exceeded.

Vehicles (Crew/Success Bns)

Civilian Ground Vehicle	2/+1
Military Ground Vehicle	6/+2
Ore Shuttle (Atmo/Space)	4/+1
Corp Shuttle (Atmo/Space)	8/+4

Weapon Types

Pistol	0/+1
Rifle	1/+2
Melee	2/+3
Explosive	2/+4
Heavy	4/+5

Ammo Types

Chem Project	2/+3
Plasma	2/+4
Disc	1/+3

• Add Ammo and Weapon values for total.

Armor

Light	0/+1
Frame	1/+2
Hybrid	2/+3
ExoSkeleton	3/+4

Misc

Vid Link	0/+1
Hacker Rig	3/+4
Skill Toolset	2/+3
10 Ammo	1/+0
Heal 3 Wounds	1/0

WOUNDS

Each wound causes -1 action per wound and -2 Successes (1 min))

DEATH

Characters or NPC's who are brought to 0 actions because of wounds are out of the event.

Characters start the next event wounded and must be healed with tech or influence as part of that event.

LEXICON TRUST (Game Master)

The Lexicon Trust is an elite dictatorship, dedicated to enriching the few in charge and their lackeys. The people of Lexicon suffer greatly at the hands of the trust. The Trusts twists information, taking horrific actions, all to keep the people in perpetual fear. They will stop at nothing; no lie is to great or truth to sacred to discover the location of the rebels.



GAME FLOW

The GM is in charge of the flow of the game, making sure each person takes their actions and calling phases done. The game has 2 flows, the Day Flow and the Event Flow. The Day Flow is done first, the Event flow occurring in the Day Flow.

Creating Events

Events are used by the GM to tell the story of the final battles of the rebellion. The GM creates 1 Event per day, its story should drive the players to react with their characters passions and story points. These reactions are used by the GM to get a character to betray the rebellion. Each event has 3 parts, 1) sets a scene for the players 2) Set an area it occurs in and 3) The number of Phases the players have until the Event ends. The minimum duration is (# of players + 1). Example Events:

- A rebellion cell, with your cousin, has been captured and they are being held in the Justice Center. The event will last 5 phases.

GM Limits on

Events:

- While the GM has a huge amount of leeway on what story their events contain, there some limitations:
- No event can ever be about the Trust attacking the Rebel HQ.
- No Event can ever start with the Characters in custody, unless it occurred in a previous event
- No event can ever have more than double the Characters total threat.
- At a minimum a Key location must be the location in every 3rd Event the GM creates.

THE DOUBLE RULE

No value may be increased to more than double its starting value.

RUMORS AND LIES

Rumor Phase

The last phase of the day is the Rumor Phase. The GM meets or passes notes to EACH player. These secret communications are NOT to be discussed by the Players. Players who choose to reveal cannot Advance that day. In this moment the GM pushes players to turn on the rebellion; assuming they have planted the right seeds. The Trust will make offers to the players to get them to turn. These offers can be based on lies the truth or a combination; all to try to get a player to turn. Such offers are a great way to keep the players unsure of other players.

DAY FLOW

- 1) GM Declares Event
- 2) Resolve Event Flow
- 3) Rumors Phase
- 4) Advance Characters/NPC's

CHARACTER ADVANCEMENT

Each Event the players win, they gain 1d10+4 XP and a Luck Point. 1 XP buys 1 New Skill or 2 Ranks for a current Skill, +2 Threat Value (recalculate values), or buy 1 piece of Tech, vehicles XP cost is equal to crew. Buying to Rank 10 costs 2 XP, Buying rank 11 costs 3 XP, Rank 12 costs 4, etc.

THE CORE MECHANIC

1) Test Skill Depth

Roll 1d100 <= Base Skill, to combine skills. Failure means only 1 skill can be used.

2) Build SkillSet

Add together Skill Ranks from each skill in the SkillSet. Every 10 ranks is 1 base success. Bonus ranks from any Tech are added too.

3) Roll For EF

Roll 1d100 vs Base Skill. Roll below +1 Success, roll a 10 or lower gain +2 Successes. Roll above -1 Success. Roll a 90 or above -2 Successes. SkillSet EF = Base + Bonus successes.

4) Figure Success

SkillSet EF => Target EF, action succeeds. Successes are used to determine durations or other effects.

Event Movement

It costs 1 Action to move to any location in an event or to leave the Event before it ends.

Traps:

The GM complications create or spring traps; changing a situation in the Event or giving players information related to a Character story points or passions. Traps allow the GM to respond to player actions expanding the Story on the fly.

PLAYER INFLUENCE

Players may directly influence the game using luck and influence. Players have 2 Luck points per Event Each Luck point can add 1d100 to Base Skill or 1d10 Ranks to the SkillSet. Luck is rolled before the EF roll. Influence allows players (Players can combine) to spend successes from any SkillSet to extend an Event by 1 phase (costs 3 Successes), Heal 1 wound per Success or Create a piece of tech.

GM COMPLICATIONS

The GM gains a SINGLE complication per player at the start of each event. Any Player use of influence in a phase grants the GM 1 complication; more than 3 complications can be saved and lost at the end of the event. Complications allow changing the Event duration by 1, or create/spring a trap.

THE EVENTFLOW

Event Flow:

- 1) Players Declare Objectives
- 2) GM and Players roll reaction (players each get 1 free action before the GM can start)
- 3) GM NPC's and Players take actions. Roll SkillSets and Use Influence, in order of reaction
- 4) GM Plays complications

Declare Objective

Players declare what each characters objective is in the Event, objectives can be anything the player wants their character to do, regardless of the event (GM should try to split the party). Characters win the Event by achieving all their objectives, else the GM wins.

Roll Reaction

Each Player rolls 1d100 adding it to their characters reactions. The GM rolls for their forces. Actions occur in order of reaction. When players have used all Character Actions; phase ends and the next phase starts.

Take Action

Players announce action they want to take; create a SkillSet to do the action.

CRITICAL SUCCESS AND FAILURE

Rolling a natural 01 adds +2 successes to SkillSet and doubles the SkillSets EF. Rolling a 100 for any roll, but reaction, is a failure.

GM RESOURCES

The GM creates Events around the passions and Story points of the characters, using resources to push a characters buttons. The Trusts resources include Droids, Security Forces, Data, false and true, Civilians and tech all dedicated to destroying the rebels and finding their hidden base. The most powerful of the Trusts forces are Foils; Security and Intelligence leaders who have high threat. Staff forces are the lower level functionaries and troops that fight on the front lines. The Trust also uses traps and technology to boost their forces. This fight is not about slaughtering the characters, more rebels will rise up to replace them, the Trust must use its resources to create a traitor; only that way can the Trust win for certain.

Trust Intel

Trust intelligence is the most powerful arm of the Trust, besides the CEO's Office.

Trust Intelligence can offer many ways for the GM to entice a player into betrayal.

Trust Intel can plant data, hold family, create the illusion of wealth and power, or simply torture their way to getting the information they need. GM's should use Intel to create details and traps that allow players to deal with a characters story points or passions, potentially creating a reason for a player to turn traitor.

GM Controlled Characters (NPC)

Foil Examples

Trust CEO, Trust Security Chief, Trust Operative

Staff Examples

Trust Security Officers, Store owner with information, Civilians being held by the Trust, a dead family member found.

NPC Values: Assign threat to any NPC or tech that would oppose, interact, or take actions against the Characters.

- Foil values: SkillSet Ranks: (Threat + 5), Reaction (Threat + 10), and actions ((Reaction/10)+1) (minimum of 1). Foils can carry 4 items
- Staff have 3 values: SkillSet Ranks: (Threat +1), Reaction (Threat + 5), and actions ((Reaction/10) -1) (minimum of 1). Staff can carry 2 items

Advancing NPC's

- Foils advance 10 threat for every event the survive
- Staff advances 5 threat for every Event they survive

Free Info: Players may ask a Specific question about the Event, roll for a SkillSet EF. Successful EF answers the question costs no action.



TRUST KEY AREAS

Trust loses the game if they lose 3 Key areas.

- Mining Hub
- Trust HQ
- Military Depot
- Core Medical
- Orbital Yards

Other Trust Areas

- Supply Yards
- Justice Center
- Central Prison
- Corporate Palace

Lying to Players:

A GM can change a Characters Story point, during the Rumors Phase. This is always a lie, that can be found out by the player. The GM must assign a threat to the lie, this is the difficulty to discover the lie. A discovered lie is considered destroyed. The GM can advance any lie they are tracking as a Staff resource.

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name: _____
 time: _____ threat: _____
 attributes: _____
 base skill: _____
 skill depth: _____
 enc: _____ max _____ used
 reaction: _____
 actions: _____
 story points

Skills Ranks Science: _____
 Rngd Cbt: _____ Language: _____
 Melee Cbt: _____ Defense: _____
 Elect: _____ Demolitions: _____
 Comp: _____ Zero G Cbt: _____
 Con: _____ Perception: _____
 Piloting: _____ Stealth: _____

***** TECH *****

passions

name: _____
 time: _____ threat: _____
 attributes: _____
 base skill: _____
 skill depth: _____
 enc: _____ max _____ used
 reaction: _____
 actions: _____
 story points

Skills Ranks Science: _____
 Rngd Cbt: _____ Language: _____
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 Comp: _____ Zero G Cbt: _____
 Con: _____ Perception: _____
 Piloting: _____ Stealth: _____

***** TECH *****

passions

LEXICON TRUST DATA SHEET

TRUST EVENTS WON: 1 2 3 4 5 7 8 9 10

EVENT: _____

FOIL NAME: _____ THREAT: _____
 SKILLSET BNS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

FOIL NAME: _____ THREAT: _____
 SKILLSET BNS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

FOIL NAME: _____ THREAT: _____
 SKILLSET BNS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

STAFF NAME: _____ THREAT: _____
 SKILLSET BNS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

STAFF NAME: _____ THREAT: _____
 SKILLSET BNS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

COMPLICATIONS: 1 2 3 USED: _____

EVENT NOTES:

NOTES:

EVENT: _____

FOIL NAME: _____ THREAT: _____
 SKILLSET RANKS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

FOIL NAME: _____ THREAT: _____
 SKILLSET RANKS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

STAFF NAME: _____ THREAT: _____
 SKILLSET RANKS: _____ REACTION: _____ ACTIONS: _____
 ITEMS: _____

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 ITEMS: _____

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