



# TRINITY™

CONTINUUM





## EHNHANCEMENT

ENHANCEMENT	VALUE	CIRCUMSTANCE EXAMPLE	EQUIPMENT EXAMPLE
1	Minor	The programming language is familiar	Damn fine coffee
2	Notable	You've been recommended for the job	Step-by-step instructions
3	Significant	A security guard tells you all about how they protect the place you want to infiltrate	A video perfect for blackmail
4	Major	You get secret access to the security feeds	Zero-day exploit for a computer hacker
5+	Extreme	You act guided by prescience	A space shuttle

## RANGE

RANGE	DESCRIPTION	TYPICAL DISTANCE	WEAPONS
Close	In range to trade blows with blunt objects and blades, or grapple and strike unarmed.	0-2 meters	Unarmed combat, melee weapons, pistol
Short	Close-quarter battle distance for reflexive shooting and thrown weapons.	Out of reach: 3-30 meters	Thrown, pistol, rifle, bow
Medium	Range to aim and shoot with a firearm or bow. Maximum modern pistol range.	31-100 meters.	Thrown, pistol, rifle, bow
Long	Range to plan and execute long-range sniping and special weapons attacks (compensating for wind, etc.)	Over 100 meters to maximum effective range, ~1000 meters	Rifle, some bows, light artillery
Extreme	Range of heavy military weapons — must compensate for curvature of the Earth, speed of light delays.	By weapon (typically 1,000+ meters to weapon maximum — 10,000 meters or more)	Missiles, naval railguns, heavy artillery
Out of Range	Beyond maximum weapon range.	Beyond maximum weapon range.	n/a

## EARNED EXPERIENCE

Event	Experience Earned	Recipient
A player achieves their short-term Aspiration for their character	1	Solo
All players achieve one short-term Aspiration in the same Session	1	Group
A player achieves their long-term Aspiration for their character (all players must achieve their long-term Aspirations before a player can earn this Experience again)	2	Solo
The players spend half the available Momentum in a single scene (the amount spent must be greater than 1)	1	Group
The characters reach a Story milestone	1	Group
The characters complete a group Story	3	Group

## SPEND EXPERIENCE

OBJECT	CHANGE	COST
Attribute	Add one dot to a single Attribute	10 Experience
Edge	Add one dot in a new or existing Edge	3 Experience
Edge	Add one dot in a new or existing Path Edge	2 Experience
Enhanced Edge	Gain a new Enhanced Edge (even if it is a Path Edge)	6 Experience
Favored Approach	Change a character's Favored Approach	15 Experience
Skill	Add one dot in a new or existing Skill	5 Experience
Skill Trick	Add a Skill Trick to a Skill	3 Experience
Specialty	Add a Specialty to a Skill	3 Experience
Path	Add one dot in a new or existing Path (maximum five Paths)	18 Experience

## DAMAGE EXAMPLES

THREAT	DAMAGE RATING	TAGS	THREAT TYPE
Alcohol	1	Non-Lethal	Ingestible
Antarctic Cold	1-3	Continuous (hour), Deadly	Environmental
Cobra Venom	5	Deadly	Injectable
Drowning/Suffocation	3	Continuous (minute), After 4 minutes becomes Deadly	Environmental
Extreme Desert Heat	1-2	Continuous (hour)	Environmental
Extreme Gravity	1-2	Continuous (hour), Deadly	Environmental
Falling	1 for every 3m if falling onto a hard surface	Above 6m, falling becomes Deadly	Environmental
Hard Radiation (low)	1-3	Aggravated, Continuous (hour), Deadly	Environmental
Interior of a Burning House	1-3	Aggravated, Continuous (round)	Environmental
Knock Out Gas	3	Continuous (round), Non-Lethal	Environmental
Nuclear Reactor Leak	5	Aggravated, Continuous (minute), Deadly	Environmental
Sarin Gas	5	Continuous (round), Deadly	Environmental
Tranquilizer Dart	4	Non-Lethal	Injectable
Vacuum of Space	1	Continuous (round), Deadly	Environmental

Any damage rating with a variable range depends upon the severity of the source of indirect damage.

## EXAMPLE WEAPONS

WEAPON TYPE	ENHANCEMENT	DAMAGE TYPE	TAGS
Assault Rifle	2	Ballistic	Ranged: Medium, Automatic, Quality, Tactical Sight, Two Handed
Katana	3	Edged	Quality 2, Deadly, Melee, Two-Handed
Knife	1	Edged	Concealable, Grapple, Thrown, Melee
Unarmed	1	Blunt	Melee, Grapple, Worn
Pistol	1	Ballistic	Ranged: Short, Concealable, Silent
Stun Gun	1	Blunt	Stun, Charge, Concealable
Grenade	1	Ballistic	Explosive: Thrown, Deadly

## STUNTS

Characters can spend successes to purchase stunts after a roll to:

- **Complicate** Add Complication to the opposition.
- **Enhancement** Add Enhancement to your or an ally's next roll.
- **Defend** Add to your character's Defense.

The following are some common stunts in combat:

Inflict Damage, Critical, Blinding, Establish Grapple, Break-up Grapple, Disarm, Knockdown/Trip, Empty the Magazine, Pin Down, Dodge, Dive for Cover, Roll Away

## ROLL SEQUENCE

- Roll d10s equal to Skill + Attribute
- All dice showing the target number or higher are successes
- Add any Enhancements
- Compare successes to challenge Difficulty
- Subtract Complications from successes
- Determine final outcome of the roll

## COMBAT ROLL SYSTEM SUMMARY

- Decide on one or more actions you'd like to take.
- Based on those actions, form a dice pool — a mixed action pool (lowest of all actions desired) if you want to do more than one thing, or a basic dice pool if you're only taking one action.
- Roll your dice pool and tally successes.
- Use successes to buy off the Difficulty of the actions you want to perform (usually at least Difficulty 1 to hit your target).
- Use remaining successes to purchase Stunts.

## EXAMPLE ARMORS

TYPE	BASE	TAGS
Flak Jacket	Bulletproof	Hard 1, Soft 1, Concealable
Leather Jacket	Impact-resistant	Hard 1, Soft 2
Chainmail	Slash-resistant	Hard 3, Soft 1
Tactical Armor	Composite (Impact-resistant, Bulletproof)	Composite, Soft 2, Hard 1

## EXAMPLE VEHICLES

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	COST
Motorcycle	1	+1	4	Fast 2, Maneuverable 1, Wheeled	-	•••
Sedan	2	+0	3	Fast 1, Massive 1, Wheeled	-	••
Sports Car	2	+1	4	Fast 2, Maneuverable 1, Massive 1, Wheeled	-	••••
APC	2	-1	3	Armor 2, Cargo 1, Fast 1, Massive 1, Sluggish -1, Weaponry 1, Wheeled	Machine Gun	•••••
ATV	2	+0	3	All-Terrain, Cargo 1, Fast 1, Massive 1	-	•••
Speed Boat	2	+1	4	Fast 2, Maneuverable 1, Massive 1, Watercraft	-	••••
Private Jet	2	+0	5	Cargo 1, Fast 3, Flight Systems, Massive 1	-	•••••
Jet Fighter	3	+1	6	Fast 4, Flight Systems, Maneuverable 1, Massive 2, Military	Machine Guns, Missile Launcher	L

## SUPER SCIENCE

ITEM	RANK	ENHANCEMENT	EDGES	GIFTS	TAGS	FLAWS
Environment Suit	2	3	-	Internal Thermostat	Innocuous	-
Freeze Ray	4	4	Trick Shooter	-	Ranged (Short), Deadly, Silent	Limited Resources
HUD Contacts	4	3	Photographic Memory 3, Speed Reading	-	-	Networked
Power Wrench	2	3	Ms. Fix It	-	Blunt, Aggravated	Loyal to a Fault
Spy Glasses	1	2	-	Mirrored Sunglasses	-	-
Stealth Armor	3	3	Deflection Adept	-	Soft 3	Unreliable
Laser Gun	5	6	Hair Trigger Reflexes	Murderous Totality	Aggravated, Automatic, Explosive (Ranged), Ranged (Long)	Backlash, Password-Protected

## ATTITUDE

INTENSITY	POSITIVE ATTITUDE	NEGATIVE ATTITUDE
1	Friendly acquaintance	Pest
2	Friend	Rival
3	Well-trusted friend	Enemy
4	Like family	Hated enemy
5	Platonic or romantic soulmate	Nemesis

## SPENDING SUCCESSES

LEFTOVER SUCCESSES	DEGREE OF SUCCESS
0	Basic: You did what needed to be done.
1	Competent: You demonstrated special expertise or rode an extra bit of luck.
2	Well Done: You performed especially well, demonstrating particular focus or tripping over great fortune.
3	Amazing: Witnesses won't easily forget this display of excellence or staggering good fortune.
4+	Sublime: Your performance is the sort of thing that breaks the internet and goes down as urban legend.

## TALENT EXPERIENCE

OBJECT	CHANGE	COST
Gift	Purchase a new Path Gift	4 Experience
Gift	Purchase a new Gift not associated with a Path	5 Experience
Facet	Add one dot to a single Facet	10 Experience



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