



# TRIUNE COREBOOK GAMEMASTERS' EDITION

by WJ MacGuffin  
Happy Bishop Games

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This book uses religions and sins for settings, characters, and themes, and as such, contains mature content. Reader discretion is advised.

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# THE DIFFERENCES BETWEEN *TRIUNE QUICKSTARTER*, *TRIUNE COREBOOK PLAYER'S EDITION*, AND *TRIUNE COREBOOK GAMEMASTER'S EDITION*

The free ***Triune Quickstarter*** outlines what a player needs to play the game at a basic level. It is available from our website ([happybishopgames.com](http://happybishopgames.com)) for free.

The ***Triune Corebook Player's Edition*** has everything in the Quickstarter and much more, including **character generation and rules examples**, all **prayers** available in the game, all **gear** and its effects at different Win/Loss levels, descriptions of the various **authorities and underground organizations** in the Triune setting, and a **welcome** to your career as an enforcement officer. If you're a player and not a GM, this is the book for you.

This is the ***Triune Corebook Gamemaster's Edition***. ***This is what you have!*** It includes everything in the ***Quickstarter*** and the ***Player's Edition*** plus even more: **advice on running games and campaigns**, **secret information** about the setting and its underground organizations, various **nonplayer characters** (NPCs) including templates for generic enemies, and a **sample case** (adventure). Again, this edition includes everything in the ***Player's Edition***.

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sample file

## AN OPEN LETTER TO THOSE WHO ARE OFFENDED BY THE MATERIAL WITHIN THE TRIUNE RPG:

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My name is WJ MacGuffin and I am the designer of this roleplaying game. I'd like to take a moment and try to answer some possible criticisms and concerns regarding the religious themes in this game. (And for those who are unfamiliar, in this game, religion is illegal and characters can arrest or even kill angels. Now do you get the concern?)

Am I anti-[insert religion here]? No. While religion is used by evil men to justify likewise evil acts, I blame the individual, not the faith. I believe religions have contributed immensely to our culture, our history, and our lives. I hope it continues to do so in the future. In fact, I'm a practicing Catholic. I may not be the best Catholic in the world, but I keep my faith close to my heart. That said, I don't have anything against those who worship other faiths. I have my beliefs; you are welcome to yours; and I look forward to a polite but vigorous debate over which is right.

Then why this game? First, it's just a game. It's just not that important in the bigger picture. People won't suddenly say, "Yowzers! I used to believe in Jesus but this roleplaying game has made me see the light! Praise Satan!" Just like rock 'n' roll, comic books, and video games are not evil gateway media, neither is this game. It's simply a way to have fun.

Second, I wanted to call into question the players' thoughts on religion. For example, one player might consider himself to be agnostic, yet when his character has to arrest an angel, the player might feel something is wrong but can't put his finger on it. What does he really believe? Hopefully, playing this game will allow him to see deeper inside of himself. (Yes, I know. I just finished saying this is only a game. It is. That doesn't mean you can't learn from a game—it just means it's not that powerful.)

Third, it's compelling drama. The player-characters are caught in a politically charged climate similar to the Salem witch trials or McCarthyism. Not only are they subject to the whims and machinations of the powers that be, they have to decide which side to support—they cannot remain neutral on this moving train.

Last, it satires Western culture's hypocrisy towards religion. Recent cases of abuse and scandal aside, our culture holds religious vocations as morally better than others; we think a Buddhist monk has a stronger morality than a CEO. Yet we shun those who are religious and don't want to talk about it. (Try bringing up whether Jesus is our Lord and Savior at a dinner party.) In this game, religion is outlawed yet many practice it. Also, they have proof that prayer works—yet the government declared prayers to be illegal.

Besides, the game allows the players to decide how to act. Everyone could work for Heaven, fighting against secular humanists and their Satanic allies, eventually rescuing our entire universe! It's up to the customer to decide what this game means, not I.

If you are still offended by the material herein, I would like to make two recommendations. First, visit the forums at our company's website ([happybishopgames.com](http://happybishopgames.com)) and discuss your concerns. I can't speak for anyone else but I promise to meet respectful criticism with equally respectful responses. Second, if you can't debate politely and intelligently because you are *that* offended, walk away and find something constructive to do with your time, like volunteering at a hospital or a library. Do something helpful instead of just biting my head off.

-- WJ MacGuffin ([wjmacguffin@gmail.com](mailto:wjmacguffin@gmail.com))

## ENFORCEMENT OFFICER HANDBOOK

### A BRIEF OVERVIEW OF YOUR NEW CAREER IN TREATY ENFORCEMENT

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