

Picking up the **Trust** Issue means that you've offered your trust to powers beyond your own. You've signed on with the Student Council or the Riders; bound yourself to a spirit, god, or totem; joined a club or a sports team with unnatural resources; sworn blood sisterhood or brotherhood with a powerful character; taken up with one of the shrine families of Fortitude; or started dating somebody scary and powerful enough to count. This Issue tracks the trust you give such things over the course of the current story.

### The Name "Trust"

The name might undersell this Issue a little. I could have called it, maybe even should have called it, "playing with fire" or "spending a lot of time using rituals" or "the world is really weird around you" or "you're OK with the company of angels, gods, horrors, and great and terrible things."

Whatever.

It's just, it doesn't feel like that to you.

If it did, you wouldn't have this Issue. If you gave all this stuff its proper respect and fear, then this wouldn't be an Issue. If it *felt* like the kind of stuff that you should be getting Trust from, then... you wouldn't be getting Trust.

So for you, and this is the reason I'm giving it this name, it's just *Trust*.

Your faith that the world is good. That you know what you're doing. That things are going to be OK.

○ 1: *You are not alone.* (+1 MP)

*You sometimes seem awfully comfortable palling around with vast and spiritual things, gods and fallen angels, magic, rituals, strangers, horrors, spirits, aliens, rats and foxes, the vampires, and the Outside...*

○ 2: *You can rely on others.*

○ 3: *The world is good to you.*

*The people around you bring you joy.* (+1 MP)

○ 4: *There's someone or something you've already promised yourself you'll trust.*

The HG will ask you to demonstrate that trust, soon.

Just hit level 4? OK. *Something bad is about to happen.*

Tell the HG which powerful NPCs you trust most—which you've given too much of your heart to.

Tell the HG how far you're willing to go in trusting them.

Then tell the HG, "I've presumed too much, somewhere. One of them is going to betray me."

The HG will arrange a scene, soon, where you can trust them in that fashion—possibly in a Science, Faith, and Sorcery Action. You'll trust them; you'll *gamble* on that trust.

But it won't work out.

That's a truth for now—that is, the HG will come up with how it will go wrong, and why, and so if events go awry and betray expectations, there's a chance it will be OK. There's still something you can hope for; I want there to be, so that it can be folly and recklessness, rather than simply obstinacy, to trust.

But unless things go really weird, and you should tell the HG as much, that trust will end in tears.



○ 5: *How can you trust again?* (+1 MP)

You've been betrayed.

If you don't already know how you've been betrayed, if you weren't there for it, if there wasn't a scene, then you'll find out soon.

You've been betrayed, and yet you're going to have to trust again, because... because. Because that's who you are, maybe. Because there's no choice, maybe. I don't know.

Tell the HG that.

Ask them to set up the scene where you are or find out you're betrayed. (Perhaps a good chance for Foreshadowing or Sympathetic Action?)

Ask them to set up the scene where you are or discover that you've been betrayed; and then work with them, before or after that, to figure out why and how you decide (or are forced) to trust again.

When you do trust again, whether your second chance at trust is rewarded or punished, the HG closes out the Issue & you earn 4 bonus XP + 1 MP.

Once you demonstrate your trust, the HG can close the Issue & you earn 4 bonus XP + 1 MP ...or they can choose to wait.