



OFFICE OF CONSENSUS MAINTENANCE

*Continuous Assurance and Training Bureau for Anomalous Procedures
in collaboration with the Ecological Consistency Dept.*

Analog Simulation System

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Abolish the police
Black lives matter
Fascists fuck off
Trans rights

Preface

Hello! My name is Grace Lovelace. Thanks for reading my book! Everything after this preface and before the appendix is going to be in character as a training document leaked from the fictional Office of Consensus Maintenance. It describes a rules-light tabletop roleplaying game that endeavors to be hackable and extensible, yet complete as is. Along the way, I'll be adding notes (*like this!*), to provide notes and advice for running the game outside a fictional secret government organization. The notes I couldn't fit inline or into this preface are at the end, starting on page 19*. The rest of this chapter refers to "you" as the person running the game, but everyone involved is encouraged to read on.

This game is currently a work in progress. Notes to myself and to readers that haven't been fleshed out into full, "in character" sections look like this.

0.1 Safety at the Table

A tabletop RPG doesn't work unless everyone's on the same page. The Office of Consensus Maintenance is a very queer place, full of people growing, changing, and exploring each other's bodies and boundaries, but the story that winds up being told is in everyone's hands. The Office can be a place where people are helped and lives are saved, and it can be a place that executes terrible, dark experiments far from the public's prying eyes. It is be a place full of intrepid heroes and horny monsters, and those aren't mutually exclusive. Therefore, it's crucial that everyone is on the same page before the game starts in earnest. I highly recommend doing a Session Zero to discuss what everyone hopes to get out of the game.

The Office of Consensus Maintenance is a place where, buddy, they will let you fuck the werewolves (if, of course, said werewolves consent), but that's not to say that physical intimacy, or even any intimacy at all, must be part of the game. This game aims to be equally suited for anything from "A top team of scientists trying to find a cure and get our people home." to "We're the Twinks in Black." to "We escaped containment and are trying to reach whatever freedom means to us, which may or may not include kissing." to "Fellas, is it gay to let a dragon add you to her horde?"

This flexibility is good, but it means that it's crucial that everyone knows what they're getting into. What exactly this discussion looks like is going to depend on you and your players. Whether you talk to people individually[†], as a group, or, ideally, both[‡], you must

*Every URL, page number, chapter number, and footnote symbol in the PDF is clickable. Try it out!

[†]For example, when I'm a player, I'm a wallflower with stuff like this. I worry that if I say I don't want X when someone else wants X, it'll cause tension at the table. Don't fall for this! If someone makes you feel bad for setting boundaries, both in tabletops and in life, that's a huge red flag. Don't spend time with them.

[‡]It's hard for me to list things I do or don't want to see in a game without hearing other folks talk and bring stuff up, so being able to have a group discussion, get a feel for things, and then talk to the gamerunner in private is a boon.

all be on the same page before starting the game. Naturally, that page can change over the course of the game. Very few works of fiction, especially one as highly collaborative as a tabletop RPG, keep the same tone from beginning to end. Keeping a finger on the pulse of the group is crucial, especially in longer and more intense campaigns.

To this end, this game uses some tools from the TTRPG Safety Toolkit. *The TTRPG Safety Toolkit is a resource created by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at <https://bit.ly/ttrpgsafetytoolkit>.* I suggest reading this over, particularly the file named *TTRPG Safety Toolkit Guide.pdf*, and discussing with your group what tools are likely to be useful. I like to discuss lines and veils with my table, but you know your tastes and your group better than I do.

I highly recommend at least having this discussion with your table. Simply knowing just that you're in a space that takes the time to respect boundaries helps a lot, but it can't replace an adult conversation about specific boundaries and implementing tools to ensure they're respected.

I would, however, like to call your attention to the *After the Game* section, specifically *Debriefing* and *Stars and Wishes*. The idea is that after each game, you go around the table and ask each player for one thing they liked and want to see more of, and one thing they didn't like. Being able to opt out is vital for respecting everyone's boundaries. Being able to explicitly opt in both helps the gamerunner write future adventures and makes it more clear where everyone's boundaries and interests lie. I'll call this out more in the text, but please keep it in mind while you read the book. I highly recommend you implement this or something like it. I recommend debriefing as a group activity first, because it's good for players to know each other's likes and dislikes as well. It never hurts to check in with individual players afterward, especially after a particularly intense and/or novel session. Don't assume everything's fine just because you didn't hear any complaints!

0.2 Setting The Tone

When discussing the tone and boundaries you'd like your game to have, here are some topics to keep in mind. This list is by no means exhaustive, but it can serve to get you, the gamerunner, thinking about what you want your story to look like while you're writing it, as well as provoking discussion between players going at the table. This sort of thing is always easier once someone's broken the ice. You don't necessarily need to discuss everything below, either. If you know your players well, you'll likely know where they stand on some of these. It's impossible to cover everything that could come up in the course of a game, and no list can replace knowing your players and knowing the story you're trying to tell. To that end, I've included some points that are more specific to this particular game.

0.2.1 Character Death

Death is the most common, but there are many ways a player can temporarily or permanently lose the ability to play their character. Depending on the nature of your campaign, it's not unreasonable for the OCM to have cloning facilities, brain backups, and so on if you don't want to deal with permanent death. You can decide where you are on the scale from "returning from death is easy, quick, and automatic" to "returning from death is an ordeal that's a story arc in itself". This also includes situations like:

- Winding up stranded in a distant location or point in time.
- Mind control, corruption, and the like. See subsection 0.2.2, right after this one.
- Leaving to work somewhere else, voluntarily or otherwise.
- Getting fired. What exactly getting fired from the OCM entails is up to you.

It's up to you and your players. This is one that people tend to have strong opinions on, and one where it's vital that everyone be on the same page. People get attached to their characters, which can either lead to bad feelings when one meets an unexpected demise or the legendary tale of a hero making the ultimate sacrifice. This system is designed to let someone make a new character quickly, but that emotional attachment is a little harder to recreate. It's important to make it clear what the stakes are and what players should expect.

Whatever you choose, I like to make sure that if a player is present, willing, and able to play, they have something to do. If a player's character is out of action, I like to give them an NPC to play. Nothing's worse than just sitting at the table and watching everyone else enjoy themselves. If someone meets an untimely end in the field and their clone's been flash-thawed, with memories already restored from braintape, and has been lectured on how expensive this process is, have them help from the Office or get them back in the field quick.

0.2.2 Mind Control

The world of the Office of Consensus Maintenance is full of weird science, sorcery, and paranormal beings. Some of these, like the vampire's hypnotic gaze or a wizard's charm spell, give someone supernatural influence over another's mind. Anything that overrides consent must be treated with care, especially when there's player characters involved. Attitudes on mind control in tabletop RPGs range from "a source of real-world trauma for the players, to be left out of the game entirely" to "not part of the story we want to tell" to "another tool in one's toolbox" to "the entire point of the game". These are all reasonable approaches. The key, as always, is knowing where everyone stands. Whether it happens to player characters or NPCs, this is something with the potential to drastically affect the tone of the game. Ensure your players know they have an out.

0.2.3 Gender Changes

As described in chapter 3, this game uses a system of genders to represent each character's abilities. In addition to gaining these as part of character advancement, these can be added,

removed, and changed on either a permanent or temporary basis by the gamerunner. A player character winding up a werewolf or vampire, for example, could temporarily or permanently wind up with some of their genders changed or new ones added. This can spice up a game, so long as the players getting changed are on board with it.

0.2.4 Optimism

How optimistic is your game? How pessimistic? Is it assumed the heroes will succeed and save the day? How severe are the consequences for failure, if any? This is one that can change from session to session, and even within the same storyline. The Office of Consensus Maintenance can be a hopeful place of competent people doing their best and working together, a woefully underfunded organization doing its best despite power plays and executive squabbling from above, or a place where terrible deeds are done for “the greater good”.

0.2.5 Violence

This game does not have a combat system. There’s no special rules for what happens if a situation comes to blows. The Office typically expects you to complete your job without causing undue harm, but how avoidable that is and what counts as “undue harm” is up to you and your players.

0.2.6 Kink and Sex

If your game is going to include sexual and/or kinky themes, you can have a lot of fun with that, but it does require an enhanced awareness of everyone’s boundaries. I’ve included notes on negotiating consent and potential pitfalls on page 21.

0.3 Conclusion

The Office of Consensus Maintenance is, at the end of the day, what you make of it. I’m here to help you and your players start things off right and tell the best possible story. Thank you for reading this far, and enjoy the game!

Chapter 1

Introduction

1.1 Welcome to the Office

Welcome to the Office of Consensus Maintenance. A tiny little agency wedged under some weird forgotten branch of Uncle Sam's org chart. You've been hired because you have some unique combination of skills, bizarre alternatural something, and weirdness tolerance that means you're perfect for the Office.

Or you wound up down here, saw too MUA, maybe got bitten by something, and now we can't let you go. Usually because Helvetica thinks it'd be more trouble than it's worth to drag you down to the Memoryfile.

No matter what your job is in the Office of Consensus Maintenance, you will need to think on your feet, hooves, hoverdiscs, pseudopods, wheels, network subnet, tentacles, and/or cables. You will be expected to work with your comrades to assess the situation and apply your abilities, skills, and resources to further the Office's mission:

Explain the unexplained, contain the uncontained, maintain the masquerade.

The Office of Consensus Maintenance was founded in 1933 to preserve the ecology of the Tennessee Valley and provide environmental guidance to the freshly formed TVA, a duty she* still performs to this day. The "light" OCM remains an unassuming government office in Muscle Shoals, AL, staffed by dedicated civil servants with no idea what they're a front for[†].

The United States became increasingly connected in the wake of the Office's founding. Rural electrification, the golden age of radio, and the rise of the Interstate Highway System all made the country feel smaller. They helped people communicate. What did they talk about? The metanormal, the paraconformant, and the deeply unusual. *(Everybody just calls it Weird Shit.)* Things that, if uncontained and widely acknowledged, would threaten public order and, soon, consensus reality as we know it.

The OCM became one of many independently-created secret agencies[‡] responsible for managing the side effects of what the Office calls **Natural Background Nonconformity**[§]. The basis of the theory is simple: the universe's loom isn't quite the perfect mathematical

*See OCM Style Guide §3.5.18 for more on the Office's pronouns.

[†]If you used to be one of those civil servants until recently, fear not. See page 14.

[‡]See page 15 for more on the intricate network of bureaus, agencies, and task forces you'll interact with.

[§]Your department may have a different name for this, such as **Expected Incongruity Level**, or even subscribe to a different theory of where these violations of consensus reality come from.

machine we treat it as. Whether through laws of physics we don't yet understand or malfunctions in executing them, the impossible occurs. Every day, countless things happen that violate consensus reality.

Most of these are harmless, even interesting and beneficial. Motes of dust run backwards in time for an instant. A squirrel is born with an antigravity tail. Extraterrestrials accidentally recreate the entire plot of National Lampoon's Family Vacation in an effort to visit Earth on vacation, but give up and turn around before reaching the Oort Cloud.

Some, however, will cause problems if left unchecked. Alternate timelines threaten to merge with our own and things begin to leak through. Flying weresquirrels plan to descend on Minneapolis come the next full moon. Aliens take a security guard hostage and force them to enjoy an amusement park.

Today, the Office of Consensus Maintenance signing your paycheck[‡] maintains dozens of bases, facilities, and outposts throughout the United States and her[¶] territories^{**}. You've been assigned to one of them. Your Training Director will give you more information on the particular ins and outs of your location. *(Pick a place that sounds fun, or just don't tell the players where they are. They all look the same from the inside.)*

Once again, welcome to the Office. Don't forget to pick up your coffee mug at the union meeting on the first Tuesday of every month.

1.2 The Analog Simulation System

The document you're reading began life as a training exercise. [REDACTED] and holodeck time is expensive, limited, and overkill for the vast majority of scenarios an OCM employee is likely to encounter. The Analog Simulation System is a simple, cost-effective way for employees, no matter their tenure or position in the Office, to hone their skills in a low-risk environment. *It's also the most fun way to spend a Friday night when there's fifty feet of concrete between you and an unfettered Internet connection. That's not to say you can't download whatever you want - it's just that your boss knows.*

The Office of Consensus Maintenance employs individuals from a staggeringly wide array of nations, planets, galaxies, timelines, walks of life, walks of [REDACTED], forms of sentience, [REDACTED], shapes, levels of physical existence, number of bodies, sapience substrates, lifespans, experiences, and genders. Any simulation system would have to be able to accommodate all of these, multiplied by the fact that most teams have three to five members interacting with some potentially large subset of the Office of Consensus Maintenance and the world as a whole. Any system with this many degrees of freedom would have to be either fiendishly complicated or require the assistance of a sapient facilitator. This document describes the latter approach.

The Analog Simulation System is a framework for one or more collaborating Training Directors to run a "theatre of the mind" simulation for three to five participating sapients with nothing more than a supply of six-sided dice and a plan. This flexibility makes it

[‡]Per regulation DDA-[REDACTED], you will be paid via direct deposit to your [REDACTED] account.

[¶]See OCM Style Guide §3.5.19

^{**}See page 17 for information on scenarios that take place off US soil.

ideal for new recruits and experienced individuals alike. This system is designed to help you prepare for scenarios you're likely to encounter, keep your skills sharp, and ensure you're ready for whatever comes next. There are a few broad categories the Analog Simulation System is designed to support.

In House Some scenarios take place entirely or almost entirely in the OCM, likely in one of her many underground complexes (see page 17). This category includes scientists and researchers racing against the clock to find a vital breakthrough, breach containment, and dealing with the daily ins and outs of working for the OCM. *Don't forget wrangling office politics, exploring one of the Office's many secrets, or even just getting up to shenanigans against a weird backdrop.*

On The Road Training for field agents. Your job is to seek out weirdness, clean it up before the truth escapes, and vanish. The job of a field agent is primarily investigative and social. You and your team will seek out the bizarre and unexplainable across the country. You'll race against time, compete and cooperate with other agencies with different aims (see page 15), and determine the best way to deal with it. *This is probably the most "monster of the week"-friendly, but if you want to play as someone clearly not human, are you willing to stay out of sight or figure out a disguise?*

Jailbreak Penetration testing. You adopt the role of beings that the Office has contained. It's now your job to escape this OCM facility and make it to freedom while the Office tries her best to stop you. This is an excellent way to audit your facility's defenses, familiarize yourself with her safety features and protocols, and remind you of some of the forces the Office exists to protect and contain. *Plus, you get to be a rad monster escaping the clutches of a mysterious, sinister organization!*

Many teams are a combination of the first two. It's common for a field team to have an "oracle" back at base who's responsible for drawing on the OCM's resources, coordinating between field agents, consulting experts, and so on. If your team has one, they can either be played by one or more player characters or by a NPC.

The Analog Simulation System's flexibility has a few trade-offs. Because it can handle so many things, it has very few hard-and-fast written rules. It relies on the Training Director to adjudicate and come up with rulings on the fly. Training Directors preparing scenarios are encouraged to identify situations where simple checks would be insufficient and include more sophisticated mechanics as needed.

Chapter 2

Running the Simulation

I don't really like how this is laid out. Hopefully, a better order will come after I've written more. I think once I have character creation rules, the statistics section can move into there.

2.1 The Core Mechanic

When your character comes up against a challenge with a chance of failure, you get to roll some dice. Talk to your Training Director about which statistic (page 6) is most relevant, as well as whether your character is good or bad with (page 10) the task at hand.

Note that not every problem requires a roll of the dice. The simple fact that you work for the Office of Consensus Maintenance means that you are a competent, capable individual with skills few others have. Rolls are great at adding an interesting complication to the story and creating tension, but they also take time and can lead to nonsense outcomes. A good rule of thumb is that a roll can be skipped if there are no consequences for failure, if it's something the character can do as a perfunctory part of their life, or if the narration can safely go onto something else in the meantime. [Rewrite this part.](#)

Generally, you roll a number of six-sided dice* equal to the relevant statistic. For example, if your Training Director or a gender ability asks you to "roll Bureaucracy", roll a number of dice equal to your character's Bureaucracy stat and use Table 2.1 to determine how well you did.

If you can make a case to your Training Director that your character is good at what they're attempting, typically by appealing to the "good with" section of your character sheet, roll an extra die. If you or your Training Director thinks your character would have a harder time with what they're attempting, either because they're "bad with" it, the situation is particularly difficult, or the odds are otherwise against them, roll one fewer die. Don't be afraid to ask! The point of this exercise is to talk about the situation and think about how you're approaching it.

2.1.1 Aiding Another

Another character's assistance can also add dice to your pool. If they're lending expertise by having a relevant gender or being "good with" the task at hand, add one die. Otherwise, add half the dice in the relevant statistic, rounded down. Whether aid can meaningfully be provided is up to the Training Director, and it's unlikely that more than one other character

*If you see someone write, say, 5d6, that means "five six-sided dice". The Analog Simulation System only uses one type of die, so the words "die" and "dice" in this document always refer to six-sided dice.

can provide aid on a given roll. If three or more characters can actually work on a task simultaneously, it's often better to have everyone roll separately.

For example, Dr. Prentice wishes to help Mx. Trixeter break down a door, so Mx. Trixeter adds half Dr. Prentice's Physicality to their dice pool. Vx. Scarstone is looking for some reconstituted negagonic Bleeker coils at the local black market. She knows how to sniff things out, but she relies on Ms. Hopsmith's guidance to find the actual, physical thing she's looking for. Vx. Scarstone rolls her Connections plus one.

New mechanic: the helper rolls their own dice pool and adds their best X dice to the main pool. Honestly, the better mechanic might be "others can help create opportunities that add dice to your pool."

2.1.2 What To Roll

In short, to determine the number of dice you roll:

1. Start with a number of dice equal to the relevant statistic.
2. Add a die for each of these:
 - You're "good with" the task at hand.
 - One or more of your genders is relevant.
 - An NPC is willing and able to help you.
 - A player character is lending you their expertise.
 - The situation favors you in some other way. [Come up with an example here.](#)
 - ♥ *Your Training Director loves what you're doing.*
3. If you're receiving assistance,
4. Remove a die for each of these:
 - You're "bad with" the task at hand.
 - The situation is stacked against you in some other way.
5. Look up the highest number rolled in Table 2.1.

Highest Number Rolled	Result	Page No.
1-3	Failure	6
4-5	Undersuccess	6
6	Success	6
More than one 6	Oversuccess	6

Table 2.1: Degrees of Success

2.1.3 Failure

You fail. You don't get anything you were aiming for, but you might wind up with a consolation prize. Depending on the circumstances, a failure can make things worse, force you to take a different course of action, and/or attract unwanted attention. A failure might even replace your problem with an exciting new one. The key is that even a failed die roll advances the story in some way. If there's no way for a failure to move the story forward, don't ask for a roll.

Example

Dr. Fowl is trying to pry a magnetically locked security door open. He's a strong werewolf, so his Physicality is 4. He rolls four dice, and they come up

1

3

1

2

. The highest number rolled is a 3, so he fails. The Training Director describes how he manages to jam the door shut even worse. If he wants to get in, he'll have to take a different, longer way around, start crawling through the air vents, or look for something tougher than his claws. All while the bioreactor on the other side leaks mutagenic froth from the seams. You don't have to be a werewolf biologist[†] to know a catastrophic meltdown is imminent.

2.1.4 Undersuccess

You succeed, but at a cost. You get what you want, but with an unexpected side effect or by making an unwanted compromise.

Example

2.1.5 Success

You do it!

Example

2.1.6 Oversuccess

You do it and get more than you bargained for!

Example

2.2 Statistics

Your raw abilities in the simulation are represented by six statistics. These help determine what you're good and bad at, helping you learn to take advantage of your strengths and find

[†]*A werewolf who is a biologist. Dr. Fowl would like me to be very clear that he doesn't specialize in lycanthropy. -Editrix*

ways to work with others to shore up your weaknesses.

2.2.1 Physicality

Your ability to use your body to affect the physical world. This covers brute strength, fine manipulation, covering distance quickly, keeping your balance, and any other time you rely on your physical form to solve problems.

Exotic sapient entities bound to a computer network, certain kinds of ghost, and others with no ability to directly affect meatspace have a Physicality of zero unless they can borrow something with a higher score, like a robotic frame or willing human host.

Associated With: Werewolves, xenobiologists, locksmiths, couriers, and murdermaids.

Use Physicality To: Lift heavy things. Pry stuff open. Recover from a disease or injury. Sew someone up after pineal gland surgery. Wrestle a quantum gazelle to the ground. Hurl a brick through a 30th story window from the street outside.

2.2.2 Investigation

Your ability to recall and synthesize information, cross-reference it with things you already know, and ask meaningful questions that probe deeper into the nature of reality. This is also your ability to pick out what's important from a scene, reconstruct what happened before you arrived, and ask probing questions to extract information from people who might not want to talk to you.

Associated With: Scientists and researchers of all stripes, paranormal investigators, normal investigators, detectives, lawyers, and librarians.

Use Investigation To: Realize with shock and horror that this particular species of bird allegedly went extinct decades ago. Spot a lie by knowing what evidence it contradicts. Know both how to and whether you should remove someone's pineal gland. Properly operate and interpret the results of the omniphase spectrum swizzler. *Kick ass at Trivia Night.*

2.2.3 Bureaucracy

Your ability to work through the proper channels to get what you need from the Office of Consensus Maintenance or any other organization you might be dealing with. A good Bureaucracy score represents an uncanny ability to find the right form, talk to the right person, and ask the right question to open doors. Sometimes literally.

The deeper you probe into the upper ranks of the OCM, the more likely you'll have to make Weird Shit checks alongside Bureaucracy.

Associated With: Bureaucrats, clerks, accountants, attorneys, and other pencil pushers.

Use Bureaucracy To: Request access to a lab with specific equipment. Dig up old court records and newspaper clippings. Convince local authorities by knowing exactly who their boss is or what the voters would hate to see in the upcoming election. Pull personnel files about patient zero for that disease that's making everyone turn into birds.

2.2.4 Connections

Your ability to “know a guy”, work through back channels, and grease palms to get things done. OCM employees are *usually* competent, *gay*, and good at their jobs, but everyone's got a soft spot somewhere. Characters with high Connections know where the strings are, how to pull them, and are skilled in the exchange of favors to make that happen. Even outside the Office, a character with high Connections knows the tasteful way to propose a bribe, the best ways to find a doctor who works fast and doesn't ask questions, and how to get 600 ccs of premultiplied, antiquantized essence of friendship right goddamn now.

Associated With: Faeries, someone who's always trying to push their kid's band candy, and that guy you know who knows a guy.

Use Connections To: Know that Hx. Proxica will leave the Metahuman Library unlocked if you slide a candy bar into her tentacles. Take advantage of the fact that Grace-1382 will talk about her fellow cognitohazards all day if you let her borrow someone's body long enough to eat a pudding cup. Spot a lie because you know that they know this is bigger than that. Call in a favor to get phony documents cooked up at two in the morning.

2.2.5 Weird Shit

I know the name is unusual, but it's the only one we could get everyone to agree on. Your department will likely have a different term for this. -Editrix

Your ability to withstand and work with the unreal logic and bizarre things that happen every day at the Office of Consensus Maintenance. This represents one's ability to assess an alternatural situation, whether it's one you've seen before or not, and turn its properties to your advantage.

Associated With: Twinks In Black, weird scientists, and anyone who's worked for the OCM for long enough.

Use Weird Shit To: Determine if you've slipped into fae storyspace. Regain your bearings if you wind up in cyclical gravity. Tell the difference between a mauling and a werewolf winning their prescribed, consensual sexfight. Realize that you're watching someone's DNA fold back in on itself at a party without making a scene.

2.2.6 Fuck Around And Find Out

I wanted to call it “luck”, but Dr. ██████ called me a coward, so here we are. -Editrix

Your ability to risk life and limb to learn more about something and resolve the conflict at hand. If it's something you'd propose as a joke, roll FAAFO. This exists a catchall for situations that the other five stats can't handle, for representing the fact that some individuals are simply more fortunate and harder to kill than others, and to reward "out of the box" thinking.

Associated With: Cartoon characters, pulp heroes and other protagonist types, faeries, inventors that install self-destruct buttons on their creations, and anyone willing to approach impossible odds with little more than their wits.

Use Fuck Around And Find Out To: Try to seduce the dragon. Use your body as a lightning rod to ensure that it can't be used to wake up that Frankenstein. Loading sentient slime into a water balloon for nearly any purpose.

2.3 Simulation

2.4 Debriefing

Chapter 3

Genders and Advancement

Due to the incredibly diverse array of professions and non-human individuals found in a typical OCM office, a traditional “race and class” system would be far too restrictive. *And* *6 or 7y.* To this end, each character has a series of genders, representing a combination of physical attributes, expected and performed social roles, specialized training, supernatural abilities, and access to resources. Your Training Director should feel free to restrict access* to certain genders, tweak existing ones, and even introduce new ones wholesale (see page 14).

3.1 Advancement

Each time you level up, pick a gender. Genders have A, B, C, and D levels. You can either pick the A level in a gender you don’t have, or pick the next level in a gender you do have.

Levels stack. For example, if you’re a Apiatrix A and Twink in Black B, you have access to everything in Apiatrix A, Twink in Black A, and Twink in Black B.

Depending on the game, characters may be forced to take additional or replace genders they already have to represent, say, being turned into a vampire or having your DNA scrambled by extraterrestrials. Your Training Director will let you know if this is an option.

[Leveling up is usually as Training Director fiat, but I’ll consider adding some kind of simple XP system here, too.](#)

3.2 How To Read A Gender

In addition to the levels discussed in the previous section, genders also tell you what people with that gender tend to be “good with” and “bad with”. Feel free to tweak these to suit your particular skills.

If you can make a case to your Training Director that your character is “good with” something they’re attempting to do, add a die to the pool. If your character is trying something they’re “bad with”, your Training Director should ask something along the lines of “How do you propose to crawl through the vent when, as a eight foot tall anthropomorphic skunk, you’re bad with cramped spaces?” and, depending on the answer, can add or remove

*For example, if your clearance level, timeline, story, or understanding of spacetime forbids access to time travel, your Training Director might redact, disallow or alter the Temporal Seamstress, Chronoeconomist, and Paradox Reconciliation genders. If anyone wishes to restrict your access to more basic genders, such as “man”, “woman”, “non-binary”, all, or none of the above, tell that gatekeeper to fuck off. This document only details rules for simulating mechanically-relevant genders.

dice from your pool. It's rare that being "bad with" something prevents you from even making an attempt, so don't be afraid to try things!

Being "good at" something may cancel out or even give a bonus in spite of being "bad at" something. For example, a [come up with an example for this later](#).

3.3 Genders

[Sidebar about mind control and consent stuff?](#) I cover this in the preface, it feels weird to reiterate it here.

3.3.1 Apiatrix

"Oh, honey, it's not that simple."

Good with: **pollen**, **honey**, and **stinging insects**.

Bad with: **smoke**, **pesticides**, and **being alone**.

3.3.2 Archivist

"The Office has secrets upon secrets. Making a deposit or a withdrawal?"

3.3.3 Bewildered Bureaucrat

3.3.4 Bureaucrat of the Unseen

3.3.5 Biologist

3.3.6 Chronoeconomist

"Hang on, some joker's trying the Sports Almanac thing again."

3.3.7 Cognitohazard

"Another day working at the Obsolete and Unusual Media Desk. Everyone keeps asking me if they can fuck the cognitohazard who works there. Buddy, you're talking to her."

3.3.8 Dimensionaut

3.3.9 Devil (Details)

3.3.10 Devil (Horny)

3.3.11 Faerie

“Good morning. May I have your name?”

Good with: **technically telling the truth, the loom of fate, and giving people what they asked for, but not what they wanted.**

Bad with: **lying, escaping one’s own words, and cold iron.**

3.3.12 Ghost (Representing) Lawyer

3.3.13 Ghost (Prosecuting) Lawyer

3.3.14 Ghost (Who Is A) Lawyer

3.3.15 Guy Who Knows A Guy

“Trust me. I got a buddy down in Postal Paradoxes.”

3.3.16 Hex Hacker

3.3.17 Janitorial

3.3.18 “Janitorial”

3.3.19 Mx. Credenza Fork

3.3.20 Twink in Black

“Just a few cute little questions, ma’am.”

Good with: **getting to the point, blending in, and convincing people there’s nothing to see here.**

Bad with: **brute force, being noticed, and divulging information.**

3.3.21 Vampire (B-class)

3.3.22 Vampire (M-class)

3.3.23 Vampire (V-class)

3.3.24 Skeleton of Classified Provenance

3.3.25 Scamstress

3.3.26 Paradox Reconciliation

3.3.27 Para-Medic

3.3.28 Sapient Slime

3.3.29 Probability Elemental

3.3.30 Small God

3.3.31 Large God

3.3.32 Swordphage

3.3.33 Temporal Seamstress

“A stitch in time saves nine.”

3.3.34 Weird Scientist

“From my heart and from my hands, why don't people understand my intentions?”

3.3.35 Murdermaid

3.3.36 Monsterlover

3.3.37 Monsterfighter

3.3.38 Werewolf

3.3.39 Werewolf (Twink)

3.3.40 Wifewolf

3.3.41 Xenobiologist

3.3.42 Xenoeconomist

3.4 Building Your Own Genders

While the genders above should be plenty to start with, they can't be all-inclusive. To this end, it should be relatively easy to make your own genders and modify the existing ones to meet your needs. Below are a few starting points and some advice for rolling your own genders.

3.4.1 Anthropomorphic Animal

3.4.2 Extraterrestrial

3.4.3 Kemonomimi

3.4.4 Lycanthrope

Chapter 4

Background Information

4.1 Other Agencies

The Office of Consensus Maintenance isn't the only secret organization keeping America's weirdness background radiation in check. Many of them were created without knowledge of the others, usually with a stated goal like "keep the extraterrestrials a secret" or "don't let anyone know that people have superpowers sometimes". From what we can tell, we're one of the broader ones. This means that the OCM often winds up sharing jurisdiction with another party. This often necessitates creating a cover-up specifically to convince another agency that this was, for example, a routine vampire encounter and that you'll take it from here. *Trust me, it's easier than explaining the concept of perpendicular timelines to some Major League Baseball jerk.*

4.1.1 The Local Authorities

In the course of your duties in the field, you will inevitably have to interact with the local government. Anomalies are rarely so polite as to occur far from population centers. Law enforcement* is the most obvious, but it's not the only one. *Besides, fuck cops. You don't have to put cops in your game if you don't want to.*

Field agents must be prepared to collect information from local clerks, surveyors, and engineer's offices, issue cover-ups to and/or enlist the assistance of parks and recreation and sanitation departments, and impersonate and/or lie to various local elected officials. *Most people, even those who work for the city, don't know the names or faces of everyone on the city council or their staff, FYI. Talking fast and saying you're from Councilman Jones's office works wonders. Bonus points if you bring a clipboard or three-ring binder.*

4.1.2 Sharpies

"The best of the best of the best."

- Mr. ████████[†]

The so-called "Men in Black". Most estimates place the number of agencies like this at

*The Office of Consensus Maintenance is well aware of the atrocities police inflict on innocent people. If a terrible fate should befall a police officer in the course of your duties, the OCM could easily be convinced to look the other way.

[†]Whether Mr. ████████'s remark was sarcastic or not is a matter of some controversy. See Polyanalysis Report FJK-983. *It totally was. Sharpies are mostly troops and cops with bigger toys and even less accountability.*

between five and seven, all with similar tactics, goals, technology, and taste in clothing. Their stated mission is always to keep the existence of extraterrestrials under wraps. Their field agents are almost universally ex-law enforcement or ex-military, and they act like it. Sharpies, like their nickname implies, are blunt force instruments. The charge in, seize anything that looks otherworldly, redact documents with big black markers, and leave witnesses with signs of aggressive neuron overvolting[‡] in their wake.

If you arrive in the middle of a Sharpie investigation, Interagency Relations Handbook █████-6478-2 recommends presenting yourself as a member of the same organization and attempting the “we’ll take it from here” approach.

4.1.3 United States Forest Service Task Force for Metahuman Concerns

“Now it’s time to set fire to it all, following Forest Service protocol.”

After a pyrokinetic incident burned down the north half of █████ National Forest,

4.1.4 Major League Baseball

“Any rebroadcast, reproduction, or other use of the pictures and accounts of this game without the express written consent of Major League Baseball is prohibited. You were warned.”

Ms. █████, MLB Blackout Agent

Any organization that’s over 110 years old with deep ties to the United States and her government is bound to have a few secrets, and Major League Baseball is no different.

4.1.5 United States Postal Inspection Service

“The good news is that the postal inspectors are extremely good at their jobs. The bad news is that the postal inspectors are extremely good at their jobs.”

- Jx. Jax █████, Mailstrom Franking Facilitator

The United States Postal Service’s lineage stretches all the way back to the nation’s founding. Headed by one Benjamin Franklin, the USPS provides an invaluable public service to millions of Americans. They also have to deal with all the weird shit people send through the mail.

4.1.6 Unicode Consortium

“Let’s just say that the plan to enumerate and record every symbol ever used by humans to communicate had some side effects.”

[‡]The Office of Consensus Maintenance generally does not provide memory-altering technology to field staff, for technological, moral, practical, and █████ reasons. One purpose of these training exercises is to prepare you to do your job without a safety net. Retries are hard to come by in the real world.

- Ms. Cadusa █████, Chronolinguistics and Parapragmatics

The Unicode Consortium was founded on January 3, 1991 with the stated intention of promoting peace and coexistence through standardized character encodings.

4.2 International Sister Organizations

The OCM isn't the only organization of her kind out there. Most nations have at least one operating in their borders, whether their government knows it or not. Most OCM employees have met someone from CANDO[§] before, but run-ins with Euroweird and the Royal Oddities Society aren't uncommon. One goal of this training is to ensure that you are an effective representative of the Office when abroad, as well as training you to work with another organization to achieve your common goals.

And if you want to run a game that isn't in the US, you can set the game in one of these, or make up your own! Dream of a world beyond borders!

4.3 A Typical OCM Office

4.3.1 Layout

Big, multistory underground complexes, usually. This may or may not have a functioning "light" OCM office on top. Games can take place in these "light" offices, whether as a starting point or as an extra source of complications.

4.3.2 Departments

4.3.3 Facilities

[§]The Canadian Department of Oddities.

Chapter 5

Sample Adventure

The PCs have to go to a fancy party undercover because the Office thinks some rich asshole is collecting weird shit to stop some evil cult.

Probably a masquerade ball situation both because I think it'd be funny and so that people can play clearly inhuman PCs and run into those who aren't human themselves.

I'm imagining Dr. Scenario telling the PCs "It's another *fucking* apocalypse cult.", but I think I can do a little more with it than that.

I could talk more about Mercí City, its cape population and whatnot, and that's where the story is set. There's a lot of metahuman bullshit there. Which means there's folks from, say, the Forest Service Metahuman Concerns Task Force there, too.

The Office is one of a few agencies like it that help keep what goes on in Mercí City under wraps. It's an uneasy truce. A lot of folks would like to claim exclusive jurisdiction over the cover-up for a combination of "bigger budget", "looks good to your boss", and unfettered access to the sort of cool toys the city produces.

I'm gonna wind up writing about a bunch of secret agents at a supervillain masquerade ball, aren't I?

God, I'm on my bullshit, aren't I?

Other idea: staging a jailbreak from time prison

Other other idea: heisting an alien egg from some facility that doesn't know what they have

Appendix A

External Resources and Inspiration

A.1 External OCM resources

The Kearney Report A leaked document from the Office of Consensus Maintenance, detailing the location and analysis of an anomalous photo negative. An example of the Office's institutional voice and the kind of work both field agents and the folks "back home" may wind up doing.

<https://princess.software/leaks/kearney.pdf>

Incidental Transcript CFP-TZJ-91235 A short slice-of-life story about what it's like working and living in the Office. Shows that even beings that are "contained" can live perfectly fulfilling lives in the Office and need not be in cells all day.

<https://perfect.hypnovir.us/incidental-transcript-cfp-tzj-91235>

The Obsolete And Unusual Media Desk This is a story with some light mind control and transformation kink content. Everything before the horizontal line is kink-free, and the rest is frankly pretty light on it. Regardless, it's an example of what collaboration can look like and what you can get up to without even leaving the Office.

<https://perfect.hypnovir.us/the-obsolete-and-unusual-media-desk>

Blackout This one is dark. It's got some mean-spirited identity erasure content in there, and I can only recommend you read it if you like the idea of being tied up and erased in some dark corner of a secret government office. This can help if you're running a darker game, but it is by no means required or even recommended reading.

<https://perfect.hypnovir.us/blackout>

A.2 Inspiration

Gravity Falls, CONTROL, Men in Black, Look Around You, Lemon Demon's Spirit Phone and Behold The Future, The Middleman, maybe Venture Bros? definitely others.

I like the old SyFy channel original series Warehouse 13 enough that I cohost a podcast about it: <https://anchor.fm/warehouse69>

I wrote pretty much the entire United States Forest Service Task Force for Metahuman Concerns section while listening to this song: https://youtube.com/watch?v=QplvsYHmq_s

People draw parallels between the OCM and SCP Foundation (<http://www.scpwiki.com>) stuff, but they honestly weren't much of an inspiration. I had certainly heard of them before

starting on OCM stuff, and you can absolutely use this system to run a game in the SCP universe if you like, but I don't know enough about the SCP lore to help with that.

A.3 Credits and Acknowledgments

OCM seal drawn by the lovely Mx. Violet Tendency (<http://distressedegg.fun>)

Appendix B

Consent, Sex, Kink, and Adult Situations

If you're going to do anything sexual or kinky, you have to have consent. There are a number of ways to define consent, but the one that I'm most familiar with and that's easiest to explain is the FRIES model. The FRIES model of consent is that consent must be:

- **F**reely given - Consent doesn't count if it's given under pressure, manipulation, deception, or under the influence of any substance.
- **R**eversible - Consent can be revoked by anyone, at any time, for any reason.
- **I**nformed - You must have all the information in order to consent.
- **E**nthusiastic - You should only do things you *want* to do, not things you're expected or obliged to do.
- **S**pecific - Consenting to one thing doesn't imply consent to anything else.

List adapted from <https://www.plannedparenthood.org/learn/relationships/sexual-consent>

Everything in the “Safety at the Table” section at the start of the preface holds especially true for games that contain sexual and kink content. It is *vital* that you obtain consent individually from each player before the game begins. The individual part is important here because peer pressure is very real. Nobody wants to be the one who says “Hey, you guys are great, but I don't really want to roleplay 8th-dimensional alien sex with my friends in this setting. It's just not something I want to do.”, even if most of the table is thinking the same thing. Sure, someone might be brave and speak up, but you can't count on that. If you don't get consent from any of your players, you cannot do what you were planning, and this is true at any point in the game. You must be willing to let players leave, fade to black, or change the course of the story if it goes a place they're not comfortable with.

If someone brings up an issue, whether during a session or after, *listen to them*. This is one reason the debrief is so important. Getting a read on the room right after the game can help you steer the game in better directions. *DO NOT* assume you're on the right track simply because you haven't heard any complaints! This is true of any game, but the stakes are even higher when there's kink and sex in the mix. The cardinal rule is simple: *Sex without consent is rape*.

As a kinky individual myself, this sort of game is extremely difficult to get right. Everyone has to be on the same page, comfortable with the subject matter, comfortable with each other, and comfortable with the direction the game is taking at all times. As with any kink or sex activity, if anyone wants to stop, *you must stop immediately, no questions asked*. Wait until things have calmed down to debrief and talk about what lines got crossed.

I often find myself steering games away from material that features my kinks because I'm worried about crossing a boundary and accidentally engaging an unsuspecting, unconsenting person in kinky content. This isn't to say that you have to start every game by going around the table and listing your kinks. Honestly, that would probably make things uncomfortable, especially if you're not playing a kinky game. Both in tabletop and in life, please don't try to sneak your kinks into a non-kinky space. It's creepy, it violates consent, and people can absolutely tell*. Be honest, have an adult conversation, and be willing to take no for an answer. This is true for everyone, not just the gamerunner.

The world of the Office of Consensus Maintenance is a place where it's possible to wind up bound, gagged, transformed, brainwashed, whipped, scratched, bitten, swallowed, and more. You and your players have to make the call on what's in and what's out.

As a gamerunner, don't be afraid to tweak or restrict access to abilities that make you or your players uncomfortable, or even just don't work with the story you're trying to tell! If nothing else, this game is designed to be modified and tweaked until everyone's satisfied and comfortable. The important thing is that you make this clear ahead of time so everyone knows what to expect.

*See <http://gunshowcomic.com/471>.