

./FSCK-US - General Rules

./FSCK-US, say: Local Command F-Sick Dash US or for short: F US is a game in the no-so-far-future where you play agents who are totally not part of an FBI secret group to protect the world from the paranormal. At least, you aren't officially part of the FBI. Are you working for the FBI at all? Now that you mention it your training and instructions were all out-sourced to others and you only have this strange black badge you aren't supposed to show anyone...

Short Introduction to the General Rules

Each General Rule is a blanket statement about the fiction in which the game takes place. As a player, you will be allowed to invoke any of the General Rules for your character's benefit (for a price). In this way the rule is shown to be true. There are three such rules for ./FSCK-US:

- The world has gone weird.
- Agents are [big damn heroes](#).
- The ASI have [joker immunity](#), their interfaces don't.

Rule: The world has gone weird.

Rule: Agents are big damn heroes.

See the trope: [big damn heroes](#).

Rule: The ASI have joker immunity, their interfaces don't.

See the trope: [joker immunity](#).

From:
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=fsck-us:general_rules&rev=1558823967

Last update: **2019/05/25 15:39**

