

ORGANISATIONAL STRUCTURE

Trust is a huge organisation, with multiple facilities spread across the globe and thousands of employees engaged in the important work of maintaining normalcy for the general population. Each facility operates independently and differently, allowing them to leverage their unique strengths. However, Trust has developed a common and highly structured system of ranks, priorities, and 'Departments' over time, to streamline work and increase efficiency.

Firstly, all of Trust's resources are organised into one of three Sections:

- 'Red', dealing with the physical safety of employees and anomalies
- 'Blue', dealing with learning as much as possible about anomalies
- 'Green', dealing with employee well-being, and other internal issues

However, even within a single facility, a Section is too large to organise effectively. So within each Section, there are several 'Departments' dealing with more specific concerns. Sections and Departments are identified by a single, capitalised name.

For example, an employee who goes into the field to recover anomalies by force would be in Red Section, Operations Department. Whereas an employee who guards anomalies which are already secured and generally keeps order inside the facility would be in Red Section, Security Department.

Each Department has a 'Department representative', or 'dep rep'. This is an informal position, usually given to the most senior employee in that department, though it often rotates around. Their main job is chairing departmental meetings and ensuring accurate minutes are taken.

Each Section has a Head and a Deputy Head, usually from different departments within that Section. Heads and Deputy Heads should be more aware of what's happening in their Section, so they can make larger decisions for it.

The Directors sit atop this structure, with authority over all other Sections and Departments. However, the scale and density of goings-on under them mean they usually only intervene directly with the most serious matters.

THE DIRECTORS											
Head of Red Section				Head of Blue Section				Head of Green Section			
Deputy Head of Red Section				Deputy Head of Blue Section				Deputy Head of Green Section			
Security	Operations	Investigation	Containment	Research	Development	Neutralisation	Parapsych	Logistics	Personnel	Treatment	Ethics

IDENTIFICATION AND ADDRESS

Trust allows employees to wear whatever appropriate clothing they wish. However, employees are requested to incorporate their section colours, and keep in mind how other members of their department "typically" dress, if possible to assist quick identification. Costume isn't required, but can add detail to the game and help other players find you easily if there's something you could help them with.

Most Departments have their own particular attire related to their function or specific ethos. However, this general description may not be appropriate for all characters- for example, an Investigator who focuses on building a friendly rapport with their targets may dress rather more casually than an 'average' Investigator. Don't worry about getting it perfect, wear whatever feels right for you and your character.

There is no required title for any employee, regardless of Department, Section, or rank. The sole exception are the Directors, who should always be referred to simply as 'Director'. Despite this, most employees refer to Section Heads and Deputy Section Heads as 'Sir' or 'Ma'am'. 'Doctor' is also commonly used for most Blue Section (even the lowest ranks of which are typically talented academics), Treatment, and some others. Finally, some Operatives prefer to be titled as 'Agent'.

Department	Section	General Appearance
Security	Red	Tactical gear with a 'police' feel
Operations	Red	Tactical gear with a 'military' feel
Investigation	Red	Intimidating, 'secret police' feel
Containment	Red	Part security, part development, part logistics
Research	Blue	Labcoats, goggles, and other scientific accessories
Development	Blue	Tool belts, blueprints, and other engineering accessories
Neutralisation	Blue	Part operations, part research
Parapsych	Blue	Highly idiosyncratic and unusual. Just plain 'weird'
Logistics	Green	'Office worker', tidy and uniform
Personnel	Green	'Office worker', but can range from friendly and approachable, to serious and formal
Treatment	Green	Medics have medkits, stethoscopes, etc. Psychologists look academic, with therapist props (e.g. inkblots, textbooks)
Ethics	Green	Academic, professorial, and serious
Direction	Black	Smartly dressed in dark colours, usually with sunglasses

Each Department is explained in more detail later.

DEPARTMENTAL INDEPENDENCE

Trust is structured so that each Department can pursue the core of their objectives single-handedly. Though other Departments provide important support roles, it's vital that Containment can keep the facility secured without consulting Logistics, that Research can study anomalies without Operations signing off, and so on. As such, sweeping authority across Departments is extremely rare.

For example, the Head of Blue Section has no authority over a new Logistics employee intern, outside of matters directly related to study and research. The Head of Red Section can stop and question a Researcher if they have reasonable suspicion something is amiss or a similar security concern, but cannot otherwise interfere with their experiments, and so on.

However, if you're not sure if another Department would be concerned by something you're about to do, the onus is on you to check with them. For example, you should talk to Security before doing something that might endanger the facility, or Ethics before doing something morally dubious.

RESOLVING CONFLICT

If you have a disagreement with an employee from another Department, the correct procedure is to talk directly to the individual and discuss the issue with them. If agreement can't be reached, you should instead try to find another employee within that Department who is more supportive of your goals.

If this isn't possible and someone is still standing in your way, you should next speak to their direct superior. This is usually their department representative, followed by a Section Head. Escalating further or faster ignores the careful organisation patterns Trust relies on, and is strongly frowned upon. Personnel will also help arbitrate between employees who find themselves clashing for any reason.

If you believe another employee has violated Trust's disciplinary code, you should bring your complaint directly to Personnel.

Finally, there are many ways to attract attention to another employee using Trust's structure. Logistics may be interested in any Department which is underperforming. Treatment may be interested in any employee who is putting themselves and/or others at risk. Security or even Investigation may be interested in any employee who is acting unusually.

DEPARTMENTAL COOPERATION

Trust is a strange place to work in many ways. On the one hand, everything is compartmentalised, with layers of checks and balances assuring independence from interference. On the other, employees are strongly encouraged to work together if doing so will help them achieve their goals. This happens all the time in the normal line of work- for example, Containment may ask Parapsych's help understanding a particular anomaly, or Operations may ask a Treatment employee to accompany them on a risky mission.

Employees may temporarily assist and work for other Departments so long as they are invited by an employee of that Department. This invitation can be revoked or reinforced by a more senior member of that Department.

Transferring between Departments on a permanent basis is possible, but rare. Transfers are unlikely to be approved if you don't have useful skills you could offer to your new Department, or if your old Department will be left understaffed.

There is no hard and fast rule against sharing information from your job or details from your Department with employees outside of it. However, excessive sharing and excessive curiosity may both be seen as suspicious. Information in Trust is generally allocated on a 'need to know' basis.

POSSIBLE CHANGES

Depending on the number and content of casting questionnaires we receive, some roles or departments may be cut, merged, or divided further before the date of the actual game. If this happens, it's unlikely the essential nature of the gameplay experience described below will change. Regardless, we'll factor this in when deciding what character to cast you as, so you don't have to worry about it.

RED SECTION DEPARTMENTS

SECURITY

The average Red Section employee is sometimes viewed as just a mindless grunt, a blunt instrument lacking the specialised finesse of the other Red departments. However, this approach is quite deliberate- rather than a 'hammer', they'd be better categorised as a 'Swiss army knife'.

Security employees may have to shift from performing routine guard duty, to defusing an argument between researchers, to engaging a horrifying monster at a moment's notice. In particular, they're trained to respond quickly and efficiently if the facility itself is put in danger- whether from escaping anomalies, external attackers, internal saboteurs, or anything else.

As their duties are flexible, the humble Security employee usually has a better idea of what's going on than most. They have more time to build rapport and generally help out around the facility, and this can lead to a "streetwise" knowledge of how to actually get things done, which other employees could only dream of.

You may enjoy a role in Security if you:

- Want to keep the peace between different Departments and employees
- Want to do a wide range of different things
- Want to have a pretty good idea of what's going on in the facility

OPERATIONS

Operations is in many ways the more glamorous form of Security, dealing with threats to Trust far beyond the facility while their humbler counterparts stay home. When their missions go well, they can be Trust's most lauded heroes- recovering anomalies, removing threats, and kicking ass. When their missions go poorly, they die- or worse...

Outside of missions, Operatives have a reputation for "jockish" behaviour and staying close to their fellow Operatives. This is arguably the most dangerous job at Trust, and in recognition of this they're given greater tolerance for bending the rules- so long as they're producing good results.

You may enjoy a role in Operations if you:

- Like tabletop roleplaying or 'choose your own adventure' books. (This is how larger missions will be resolved)
- Want to be a tough, military character and do tough, military things
- Like solving puzzles and thinking laterally

RED SECTION DEPARTMENTS

INVESTIGATION

Employees who act against the disciplinary code will, for obvious reasons, attempt to keep it hidden from their colleagues. More rarely, Trust's rigorous recruitment procedures will fail completely, and someone will be hired whose goals are actively opposed to those of Trust.

Investigation is tasked with monitoring all employees for suspicious behaviour. This makes them one of the least popular Departments- a visit from an Investigator never bodes well. They have the authority to arrest non-compliant employees, and have a range of harsh techniques at their disposal to interrogate suspects. Though they don't use these techniques lightly, it's not unknown for even the most loyal employees to emerge injured and traumatised from one of Investigation's darkened interview rooms, should the Investigator think they're concealing something important.

You may enjoy a role in Investigation if you:

- Are comfortable pushing against players who may be innocent (but then again, is anyone TRULY innocent?)
- Are good at sniffing out lies and deception
- Want to be constantly interacting with different people (as building a case against someone requires gathering a lot of supporting evidence)

CONTAINMENT

Containment's main job is to constantly review and update each anomaly's 'containment level' and containment plaque. These provide a useful shorthand for understanding the risks an anomaly poses, without having to go into complex details. They also affect how easy it is for employees to get access to each anomaly- making them easier or harder to study and control.

Containment also has broad powers to take any actions necessary to prevent anomalies escaping the facility- no matter how strange or severe. If Containment tells you to stop what you're doing, back away slowly, and twirl three times on the spot, you do it **right now**. They're expected to lead the charge to defend the facility in the event of a breach- and won't hesitate to harm fellow Trust employees in an instant, if there's no other way to keep an anomaly contained. This makes them one of the most feared departments, despite looking far less severe than most Red Section employees at first glance.

Containment also decides what does and doesn't 'count' as an 'anomaly'. As there's no fixed definition or consensus on the nature of anomalies, this can sometimes be different from what other Departments expect.

You may enjoy a role in Containment if you:

- Can update your views (and the corresponding paperwork) when new information arises
- Can speak in defence of your decisions and justify what you believe to be right. (Different people may have reasons for wanting certain anomalies to be more or less securely contained.)
- Can stay organised enough to diligently follow the bizarre steps needed to keep anomalies satisfied, even if the rest of the facility is falling to chaos

BLUE SECTION DEPARTMENTS

RESEARCH

Researchers carefully study everything that's known about Trust's anomalies, and design experiments to learn more about how they work. Then, they go to the vaults and carry out those experiments in person, often with assistance from other Departments.

All Blue Section employees are expected to perform Research tasks as they arise in the course of their other work, or if they simply find themselves with nothing else to do. But Researchers, who have this as their full-time job, tend to get first dibs on the juiciest projects and experiments.

The culture within Blue Section can be very competitive, with everyone always on the lookout for that career-defining breakthrough that will propel them up the ranks and ensure their papers are cited for years to come. Though this is broadly encouraged, care must always be taken- there's a very fine line between pushing the envelope and going over the edge.

You may enjoy a role in Research if you:

- Like solving puzzles and thinking laterally. (Anomalies are very strange, and you'll need to try lots of different things to find out what makes each one tick.)
- Want to do a wide range of different things
- Enjoy office politics

DEVELOPMENT

Development is the general process by which new technology is created for Trust to use. What starts off as a simple idea can, over many weeks, be turned into a blueprint, then a prototype, and finally a device which other employees can use to do their jobs more effectively. Though they aren't 'mad scientists', Developers tend to think that 'the end justifies the means' more than any other Department.

Development tends to be of particular concern to the Directors for two reasons. Firstly, it has the potential to create technologies which can be marketed to the general populace- one of the few ways Trust can actually make more money. Secondly, it tends to be incredibly expensive, eating funding and resources at each stage of the process- and sometimes still coming up with nothing to show for it.

You may enjoy a role in Development if you:

- Want to create completely new devices and technology from your imagination. (You can try to make ANYTHING, as long as Control agrees it's reasonable!)
- Can recognise the precise strengths and weaknesses of your ideas
- Can successfully pitch your ideas to other players

BLUE SECTION DEPARTMENTS

NEUTRALISATION

Trust's policy is to safely contain anomalies, rather than destroy them. Besides the loss of valuable and unique- albeit very dangerous- items, all employees have heard horror stories of the chaos that can arise when an anomaly is broken or damaged. Neutralisation is rarely considered, much less attempted. However, it remains a vital option if the risk of keeping a given anomaly around is simply too great.

This Department works closely with Containment, building a case to bring to the Directors if they think an argument can be made for breaking Trust's ethos and destroying an item- or entity- in its possession. Should the Directors approve, extensive preparation and resources are required to actually attempt neutralisation, and the risk of harm to the Neutraliser is high.

As neutralisation is rarely considered, Neutralisers generally spend their time supporting Research. When called on, however, they can spend many weeks carefully consulting employees of all stripes, honing their ideas and methodology for the final, critical attempt.

You may enjoy a role in Neutralisation if you:

- Want to be the final line of defence against the most dangerous and persistent threats
- Can appeal to different types of people to gather the support you'll need
- Don't mind your special skills rarely being used

PARAPSYCH

Throughout history, there have been reports of “psychics” who can read minds, project their consciousnesses vast distances, and commune with the spirits of the dead. Though these have been of varying levels of academic interest for most of human history, more recent studies suggest- though not conclusively- that many of these phenomena actually have an anomalous grounding.

Enter “Parapsychology”, often abbreviated to “Parapsych”. Trust's newest Department is the intersection between Development, the psychological side of Treatment, and the outright anomalous. This makes them the weirdest and 'spookiest' employees in any facility- with the possible exception of Investigators. Parapsychologists are at the cutting edge of a field which some doubt even exists, and often feel pressure to prove their value in Trust's already overworked and underfunded system.

Parapsychologists are solitary creatures, and usually pursue their individual projects under their own steam. One area of particular concern for Trust right now is 'memetics' (meh-MET-ticks). It is believed that certain carefully-crafted 'resonant' images and sounds can instantly hijack the human brain, causing the victim to lose control of their mind and body. Most people find this idea absolutely terrifying. Despite the assurances they give, the rumours continue to swirl, and Parapsychologists are widely distrusted and subject to some of the strictest security checks of all staff.

You may enjoy a role in Parapsych if you:

- Enjoy being weird and creative
- Don't mind being distrusted. (Most employees won't understand what you're doing.)
- Can sniff out and pursue opportunities under your own initiative

GREEN SECTION DEPARTMENTS

LOGISTICS

Logistics has three main jobs. Firstly, to ensure each Department receives its allocated funding and uses it responsibly. This includes both proposing draft budgets to the Directors, and ensuring funds physically get to where they need to be with any problems. Secondly, to ensure other Departments are completing their duties successfully and efficiently, and to report their findings to the Directors. Thirdly, to requisition equipment from external sources for employees to use.

Logistics can be seen as bureaucratic. Everyone wants funding for their pet projects, and it's Logistics who has to filter out their requests so only the most crucial ones bother the Directors. Everyone hates having their work assessed to arbitrary targets too- and it's Logistics who checks those targets and, again, writes up a report for the Directors. On the other hand, most employees have to stop by quite frequently to order the supplies they need, so it pays dividends to be on Logistics' good side.

You may enjoy a role in Logistics if you:

- Want to be a powerful bureaucratic gatekeeper
- Enjoy being at the centre of a hurricane of paperwork
- Can think of creative ways to assess other Departments. (How would you tell a good research department from a bad one?)

PERSONNEL

The Department previously called 'Human Resources' was recently renamed, after some of the more unusual members of staff objected to the term 'human'. Personnel deals with a huge range of issues related to employees, their efficacy, and their relations. They:

- hear and process complaints from employees about their colleagues.
- attempt to mediate and resolve disputes where they can.
- deal out penalties for infractions of Trust's disciplinary code.
- decide if any employees usefulness to Trust has ended, appealing to the Directors for Termination.
- raise morale through initiatives such as the 'Employee of the Week' program and other friendly competitions.
- keep each employee's personnel file, which records any significant events they're involved in.
- assess individual employees' performance within their Departments.

You may enjoy a role in Personnel if you:

- Want to be a powerful bureaucratic gatekeeper
- Can calmly hear disputes and fairly punish wrongdoing
- Can think of creative ways to assess employees. (How would you tell a good research employee from a bad one?)

GREEN SECTION DEPARTMENTS

TREATMENT

In the not-too-distant past, 'Medical' and 'Psych' were two separate departments. Today, Trust has a remarkably progressive view of mental health, and values it just as much as physical health. Consequently, these two smaller Departments were merged into a single dynamic and modern unit.

The infirmary at Trust is equipped for a much larger variety of maladies than most. As well as highly trained doctors, there are also epidemiologists, immunologists, pathologists, and morticians on staff. Similarly, cutting-edge psychological therapies ensure all employees are mentally stable and healthy.

Treatment can help deal with the trauma of seeing your colleagues brutally murdered by trans-dimensional parasites, or rehabilitation after gruesome injury. But they're also concerned with the mundane stresses of day-to-day life. If you slip on the stairs, or are just having trouble disconnecting from work, Treatment is there to help.

You may enjoy a role in Treatment if you:

- Want to be constantly interacting with different people. (All sorts of people will be harmed by different things.)
- Enjoy embellishing interactions with roleplaying. (Treating injuries may only require a period of rest, but treating traumas may require more in-depth discussion of their source.)
- Don't mind coming into contact with all sorts of horrible injuries and traumas

ETHICS

The Ethics Department has some of the broadest powers outside of the Directors, able to suspend any activity or behaviour they deem 'unethical' across the entire facility. Though their job might seem unimportant or even counter-productive, Ethics has been specifically commissioned for exactly this purpose. More experienced employees sometimes talk of the 'bad old days' before Ethics in hushed tones, when Trust's operatives and researchers were little better than the monsters locked in its vaults.

Their existence and oversight is vital to keep Trust's employees firmly on the moral high ground, as well as easing the conscience of employees who may otherwise be affected by some of the less tasteful demands of their employment. Their rigorous, critical, and ongoing analysis of almost every aspect of Trust, combined with the dismissive attitude with which they are typically treated, makes Ethics one of the most misunderstood and misrepresented Departments.

The view of Ethics can also make or break an employee's career if they're accused of violating Trust's disciplinary code. Even if the evidence is overwhelming, if Ethics says their actions were the right thing to do at the time, employees can get away with little more than a slap on the wrist.

You may enjoy a role in Ethics if you:

- Want a slower paced experience. (You'll be keeping an eye on other players' actions and making sure they're ethical- at least, in your opinion.)
- Can speak in defence of your decisions and justify what you believe to be right
- Enjoy earnestly considering and discussing the morality behind difficult decisions others have made. (Familiarity with a few real-world ethical systems will be helpful.)

PSUEDO-DEPARTMENTS

DIRECTION

The overall leaders of each facility are powerful, enigmatic, and above all, ***EXTREMELY*** busy. They oversee not just every Department, anomaly, and resource at their site, but also determine long-term strategy, allocate budgets, and liaise with other Trust facilities worldwide. They are the final word in all matters, and the ultimate line of defence should anything- natural, human, or anomalous- threaten Trust's critical infrastructure.

However, they ***NEVER*** concern themselves with the day-to-day running of the facility. There's simply too much going on, and not enough time. It's not their job, in exactly the same way that, say, ethicists don't go out on operations. However, if a Director does need something done, they have broad authority over all employees to ensure it gets done.

Other employees, especially department representatives and Section Heads, are expected to have a solid grasp of what's going on within their areas, and be able to pass information up to the Directors as needed. Because of their broad focus, a regular Trust employee may go weeks without speaking to a Director. But, if a Director does ask you a question, answering it promptly and succinctly is almost always the most helpful thing you can do for Trust right now.

When an employee is promoted to Director, they leave their old Department and Section behind, and are supposed to focus equally on all matters of concern to their facility. In practice, this doesn't always happen, and some Directors are prone to the same tribal loyalties that afflict certain departments.

At the very pinnacle of Trust's organisation, above even the Directors, is 'The Administrator', a shadowy figure about whom almost nothing is known. The Administrator oversees Trust's global operations, and only intervenes with the most serious matters. He will only speak to Directors, and only then if something is going badly wrong...

You may enjoy a role as a Director if you:

- Want to handle some of the most influential decisions in the game
- Can effectively communicate with, and delegate to, other players
- Can prioritise your limited time and attention to focus on the most important matters

SENTIENT ANOMALIES

Unfortunately, not all anomalies are mere objects. Some of them look human- perhaps even as normal as you or I- but possess abilities as extraordinary and bizarre as any anomalous object. Just as dangerous as their weird abilities is their sentience- their ability to plan and manipulate events to work in their advantage.

Sentient anomalies could be mythical creatures like Bigfoot, little grey aliens from Roswell, or banshees. They could be normal people who have somehow developed anomalous abilities. They could also be objects- perhaps a toaster has somehow become telekinetic and developed an aggressive personality. Some are even stranger than these...

Procedures dictate that sentient anomalies must be interacted with frequently- as with most human

minds, boredom and isolation can cause even the most docile being to become erratic. Beyond that, sentient anomalies are some of the most interesting in Trust's possession, and tend to draw attention from (and provoke arguments between) all sorts of different Departments.

You may enjoy a role as a Sentient Anomaly if you:

- Want to try something completely different and very weird. (Your gameplay and objectives will be very different from those of other players- even other sentient anomalies.)
- Enjoy roleplaying and costume
- Can find and pursue opportunities under your own initiative

CONTROL

Control isn't a department within the game of 'A Breach of Trust', but a collective term for the people who work behind the scenes to make the game happen. Their jobs can be as simple as conveying messages to and fro, or as complex as responding on-the-fly to the creative ideas and actions of players. Although this role can be very demanding, and doesn't involve playing the game in the same way the players will be doing, some people enjoy the opportunity to 'peek behind the curtain' and help others get the most out of the day.

If you're interested in a Control role, you need to fill out the additional 'Control Questionnaire'.

You may enjoy a role in Control if you:

- Want to contribute to the game in advance of the day itself
- Can stay organised and recall information accurately under pressure
- Don't mind being constantly overwhelmed!