

THE DETECTIVE

The disillusioned private eye in their office shrouded in clouds of cigarette smoke or the hardened investigator on the homicide unit, The Detective is motivated by their desperate need to find answers. Meanwhile, their families disintegrate, friends abandon them, and they fall into a spiral of darkness and addiction. Their 'noble' search leads them down lonely and dangerous paths best left untrodden.



OCCUPATION

Beat cop, Private eye, Lawyer, Security guard, Investigative journalist, Intelligence officer, Detective, Medium, Hacker, Cryptologist, Conspiracy theorist.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Strange Disappearance

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Depression
- ◆ Drug Addict
- ◆ Infirm
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Fast Talk (Coolness)
- ◆ Interrogator (Intuition)
- ◆ Instinct (Perception)
- ◆ Read a Crowd (Perception)
- ◆ Shadow (Perception)
- ◆ Crime Scene Investigator (Reason)
- ◆ Dreamer (Soul)
- ◆ Enhanced Awareness (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

NAME

Come up with a name according to your background and setting:

LOOKS

Select or come up with your own distinguishing features for your character. Some suggestions:

Clothes: Suit, tweed, trendy, casual, severe, business, or shabby clothes.

Face: Friendly, sharp, round, sweaty, innocent, determined, or tired face.

Eyes: Empathic, indifferent, squinty, sharp, suspicious, warm, or concerned eyes.

Body: Spindly, fat, wiry, stout, stocky, or muscled body.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

- ◆ One of the characters saved you from a dangerous situation. Take **+1 Relation** with them.
- ◆ One of the characters tricked you into protecting someone you were investigating.
- ◆ You helped one of the characters solve a mystery. They take **+1 Relation** with you.
- ◆ One of the characters is your coworker. Take +1 Relation with them and they take **+1 Relation** with you.
- ◆ One of the characters is your informant. Take **+1 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

ATTRIBUTES



RELATIONS

STABILITY

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	–1 to Disadvantage rolls
<input type="checkbox"/> Unfocused	
<input type="checkbox"/> Shaken	–1 <i>Keep it Together</i>
<input type="checkbox"/> Distressed	–2 to Disadvantage rolls
<input type="checkbox"/> Neurotic	
<input type="checkbox"/> Anxious	–2 <i>Keep it Together</i>
<input type="checkbox"/> Irrational	–3 to Disadvantage rolls
<input type="checkbox"/> Unhinged	+1 <i>See Through the Illusion</i>
<input type="checkbox"/> Broken	GM makes a Move

WOUNDS

Serious Wounds (–1 ongoing)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (–1 ongoing)	Stabilized
	<input type="checkbox"/>

GEAR

- ☐ Steel hip flask with a faded inscription. Heavily dented and scarred.
- ☐ A handgun.
- ☐
- ☐
- ☐
- ☐

DARK SECRET

& Personal Drives

DRAMATIC HOOKS

ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +3) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +3) ☐☐
- Increase any one Attribute +1 (max +4) ☐
- Select a new Advantage from your Archetype ☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +4) ☐☐
- Select a new Advantage from any Aware archetype ☐☐
- End your character's story arc as you see fit, and create a new Aware character, who starts with 2 Advancements. ☐
- Change Archetype to another Aware Archetype and erase one of your starting advantages. ☐

After 10 Advancements You May Also Choose:

- Advance your character to an Enlightened Archetype. ☐

ADVANTAGES

Fast Talk

Whenever you talk to an NPC to get their attention, roll **+Coolness**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) Choose one option, but they grow suspicious of your motives. The GM makes a Move.

Options:

- ◆ Prevent the NPC from noticing something in her immediate vicinity.
- ◆ Get the NPC to disclose something important (the GM will provide the details).
- ◆ Distract the NPC. You take +1 to your next roll against them.

Interrogator

Whenever you *Read a Person* and mention a name, person, or object, you may always ask “Are you lying?” This doesn’t count towards the number of questions you’re allowed to normally ask.

Instinct

Whenever you *Observe a Situation* and act on the GM’s answers, take +2 instead of +1.

Read a Crowd

Whenever you move through a small crowd to gather information, roll **+Perception**. Examples of a ‘small crowd’ include a party, bar/restaurant, or an office. You decide what specific information you are looking for, as long as it makes sense for the crowd to possess such information:

(15+) Ask three questions.

(10–14) Ask two questions, but you also draw unwanted attention to yourself.

(–9) Ask one question, but you’ve blown your cover. Those who have what you’re looking for will be expecting you. The GM makes a Move.

Options:

- ◆ Who here has information I want?
- ◆ Where can I find what I am looking for?
- ◆ Who is watching me?
- ◆ Is there anything else of interest?

Shadow

When shadowing someone, roll **+Perception**: On **10–14** you avoid discovery and follow the target all the way to their destination; On **15+** you also learn something useful you can use to your advantage later; On **9–** you’re spotted or encounter some problem along the way. The GM makes a move.

When you want to lose someone shadowing you, roll **+Perception**: On **10–14** you shake your pursuers; On **15+** you can also try to shadow them instead; On **9–** your pursuers are still on your tail, and they can set up an ambush, disappear without a trace (only to show up when you least expect it), or refuse to go away. The GM makes a Move.

Crime Scene Investigation

Whenever you investigate a crime scene, roll **+Reason** and ask questions from the list below. On **10–14** ask one question, on **15+** ask two. On **9–** ask one anyway but your investigation leads you into danger, now or later:

- ◆ What was the chain of events?
- ◆ What can I assume about the perpetrator?
- ◆ Which mistakes did the perpetrator make?
- ◆ When was the crime committed?
- ◆ When was someone here last?
- ◆ Does the crime remind me of something I am familiar with already and, if so, what?
- ◆ Who might know more about the crime?

Dreamer

You are a talented, self-taught dream wanderer. Whenever you want to meet someone or find out the truth about something in the Dream, roll **+Soul**:

(15+) You meet the intended person or arrive at the specific place in the Dream.

(10–14) You meet the intended person, or arrive at the specific place. However, some element has changed, or something followed you or the person in question.

(–9) You are lost in the Dream and cannot wake up until you find your way back.

Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, roll **+Soul**. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10–14) You get some basic impressions regarding the location.

(–9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality.

DISADVANTAGES

□ Depression

You are constantly struggling with depression, which is only worsened by dejection and discouragement. Whenever facing personal setbacks, roll +0:

(15+) You remain in control.

(10–14) You experience temporary anxiety, decreased self-confidence or lack of will. Take –1 to your next roll.

(–9) You succumb to the sense of hopelessness or blame and punish yourself; reduce **Stability** (–2). Your lethargy and self-destructive urges do not go away until you numb your depression with medicine, drugs, or alcohol.

□ Drug Addict

You are addicted to hard drugs; name at least one. In the first game session and whenever you have been using, or have the opportunity to use, roll +0:

(15+) You are in control of the urge, for now.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

□ Infirm

You suffer from a dangerous physical disease or condition, such as heart disease, hypertension, morbid obesity, or serious gastric ulcer. Whenever you are subjected to major physical or psychological stress, roll +0:

(15+) Your condition is under control.

(10–14) Your condition triggers, causing pain and daze (–1 to all rolls until the scene ends).

(–9) Your condition is aggravated with life threatening results (Endure Injury with 2 **Harm**).

The GM can spend Hold to make a Move for the entity. For example, it requests a service from you and threatens retribution if you refuse, the entity possesses your body for the night, or the entity reveals a clue of what it is and what it wants from you.

□ Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. During any scene when you sleep, roll +0:

(15+) You sleep in peace.

(10–14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (–1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (Keep it Together) when you wake up.

(–9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

□ Repressed Memories

You have repressed an unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, based on your Dark Secrets. In situations associated with your repressed memories, roll +0 to determine if the memories resurface:

(15+) You continue to suppress the memories.

(10–14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must **Keep it Together**.

(–9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability** (–2).

□ Stalker

You are hunted by a faceless enemy. Anyone you meet could be one of their minions – or even the stalker themselves. No one can be trusted. You must constantly change your address and be vigilant at all times to avoid leaving any tracks they can follow. In the first game session and whenever you expose your current location, roll +0:

(15+) You are safe for now.

(10–14) Your enemies are on to you. The GM takes 1 Hold.

(–9) Your enemies have caught up to you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for your pursuers. For example, a trusted associate has been paid off by them, one of your loved ones or allies disappears, something you are trying to do is undermined by your enemies, or they try to actively hurt you.