

THE CAREERIST

The Careerist is the consummate brown-nosing backstabber. Most remain stuck in a cubicle farm, performing the same mundane tasks day after day, while the ruthless few climb upwards in the corporate hierarchy. In a world where nothing is off limits when it comes to advancing one's career, success necessitates being willing to do whatever it takes.



OCCUPATION

Lawyer, Businessman, Office worker, Director, CEO, Consultant, Bureaucrat, Politician, Jet setter, Yuppie, Salesman, Trainee, Aristocrat.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Responsible for Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Greedy
- ◆ Haunted
- ◆ Liar
- ◆ Rationalist
- ◆ Rival

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Awe-inspiring (Charisma)
- ◆ Influential Friends (Charisma)
- ◆ Network of Contacts (Charisma)
- ◆ Notorious (Charisma)
- ◆ Daredevil (Perception)
- ◆ Puppeteer (Reason)
- ◆ At Any Cost (-)
- ◆ Opportunist (-)

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: Cheap suit, tailored suit, chinos and shirt, latest fashion, casual, polo and khakis, or expensive clothes.

Face: Pretty, sharp, round and sweaty, dominant, chiseled, ruthless, beautiful, boring, or flat face.

Eyes: Attentive, penetrating, ruthless, weary, cunning, sharp, warm, or authoritarian eyes.

Body: Slim, sexy, lanky, chubby, big, small, in shape, thin, or voluptuous 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 assisted you with removing a company rival. Take **+1 Relation** with them.
- ◆ One of the characters opposes your business ventures.
- ◆ One of the characters knows your Dark Secret.
- ◆ One of the characters also works for your boss.
- ◆ You are in love with one of the characters. Take **+2 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

- ☐ File containing blackmail information on someone powerful.
- ☐ An antique steel and gold pen. It is out of ink.
- ☐
- ☐
- ☐
- ☐

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

□ Awe-Inspiring

Whenever you make a show of being the boss, roll **+Charisma**:

(15+) People around you accept you as their leader and listen to you. Take +1 ongoing against people in this scene.

(10-14) People feel you're leadership material and show you respect. Choose one of them, in particular, who goes along with what you think. You have +1 ongoing against them during this scene.

(-9) People feel like you're the leader, but one of them tries to challenge you for it. The GM makes a Move.

□ Influential Friends

You have friends with power and influence. Whenever you need to acquire an object, gain access to a restricted location, or meet a specific person, roll **+Charisma**:

(15+) Your friends can arrange for what you want.

(10-14) They can arrange for it, but you have to repay the favor later.

(-9) They arrange for what you want, but you get on a powerful person's bad side or attract negative publicity. The GM makes a Move.

□ Notorious

You are famous in your trade. Whenever you encounter someone who has likely heard about you, roll **+Charisma**:

(15+) They know of your reputation; you can decide what they have heard. The GM will have them act accordingly. You take +2 to your next roll to Influence them..

(10-14) They know of your reputation; you can decide what they have heard.

(-9) They know of your reputation; the GM decides what they have heard.

□ Network of Contacts

Whenever you check in with your contacts regarding an individual of your choosing, roll **+Charisma**: On **15+** ask 3 questions., on **10-14** ask 2. On **9-** ask one question but the target finds out you're snooping around. The GM makes a move.

◆ What resources do they have at their disposal?

◆ Who do they have business dealings with?

◆ Where can I find them?

◆ What do they want?

◆ What are they most afraid of losing?

□ Daredevil

Whenever you're entering a dangerous situation, roll **+Perception**:

(15+) Choose three Edges. You may spend them during the scene.

(10-14) Choose two Edges. You may spend them during the scene.

(-9) Choose one Edge, but you are in over your head. The GM makes a Move.

◆ Keep your eyes open: Discover a threat before it discovers you.

◆ Get out of the way: Avoid an attack.

◆ Get the jump on them: Harm your opponent before they can react.

□ Puppeteer

Whenever you execute a plan using other people as pawns, roll **+Reason**:

(15+) Everyone involved takes +1 ongoing to carry out the plan, and you get one Experience if the plan is successful.

(10-14) You get one Experience if the plan is successful, but you have overlooked or miscalculated something.

(-9) Your plan is inadequate, revealed, and/or misguided. The GM makes a Move.

□ At any Cost

Whenever you truly desire something, you may take +2 to a roll by decreasing **Stability (-2)**.

□ Opportunist

Whenever you sacrifice someone else to further your own goals, gain **Stability (+1)**.

DISADVANTAGES

□ Cursed

You are cursed. In the first session and whenever you're confronted by the supernatural, roll +0 to see how strongly the curse influences you:

(15+) You temporarily avoid the curse's influence.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the curse. For example, you or someone you care about have an accident, something of yours is taken from you, you experience terrifying visions, or you're forced to take certain actions with risk of dire consequences, if you refuse.

□ Greedy

You are driven by an unquenchable desire for money and wealth, and are prepared to sacrifice your health, family, and friends to fill the emptiness inside. When an opportunity to increase your wealth arises, roll +0 to see if you are in control of your desire:

(15+) You keep your greed in check.

(10-14) The black void inside shrieks for more. As long as the opportunity exists and you do not take it, you suffer -1 ongoing to any rolls you make.

(-9) You must take advantage of every opportunity to further your wealth, or reduce Stability (-2).

□ Haunted

You are haunted by supernatural forces. With the GM's assistance, determine the nature of what you believe is haunting you. In the first session and whenever you are distracted or weakened, roll +0 to see if the entity gains power over you:

(15+) The entity leaves you alone..

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

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.

□ Liar

You're a compulsive liar, who invents stories at every opportunity, especially when it's beneficial for you. At the start of every session, roll +0 to see what trouble your lies have gotten you into this time:

(15+) You have kept your lies tangle-free.

(10-14) You've told one too many lies. The GM takes 1 Hold.

(-9) Your web of lies has come completely unraveled. The GM takes 3 Hold.

The GM can spend Hold whenever a PC encounters someone they know to ask, "What have you lied about to this person?" or to invent a troublesome lie the PC has told in the past.

□ Rationalist

You refuse to believe in anything not confirmed as fact by modern science, even when it is right in front of you. In addition to the standard effects, whenever you [See Through the Illusion](#) and whenever the Illusion shatters, the GM may choose one option:

- ◆ Your presence nurtures the Illusion, making it more powerful and impenetrable.
- ◆ Your bewildered psyche starts creating mirror images of familiar places and people in the Illusion.
- ◆ You attract extradimensional entities.
- ◆ You consciously deny what you see, even to your own detriment.

□ Rival

You have an ambitious rival, who will do anything to be in your shoes. Choose who the rival is. In the first game session and whenever you make a mistake or let down your guard, roll +0:

(15+) All clear; your rival makes no moves against you.

(10-14) You've given your rival an opportunity. The GM takes 1 Hold.

(-9) You've handed your rival whatever they needed to completely undermine you. The GM takes 3 Hold.

The GM can spend Hold to make a Move on behalf of your rival. For example, the rival may get an important person on their side, sabotage one of your projects, extort you with evidence damaging to your reputation, or take desperate measures to get rid of you permanently.