

THE RONIN

The Ronin always teeters at the edge of a bottomless pit. When you've run out of options, you hire The Ronin to solve the problem. They perform any task where morality is a liability and mistakes mean prison, death, or worse. The Ronin can never trust anyone. Yesterday's employers are tomorrow's potential targets. Once the hunt has begun, there is no escape for the prey.



OCCUPATION

Contract killer, Hitman, Covert operative, Sniper, PMC operative, Military experiment, Spree killer.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Guardian
- ◆ Occult Experience
- ◆ Victim of Medical Experiments
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Haunted
- ◆ Marked
- ◆ Nemesis
- ◆ Nightmares
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Weapon Master (Coolness)
- ◆ Chameleon (Intuition)
- ◆ Exit Strategy (Perception)
- ◆ Manhunter (Reason)
- ◆ Sixth Sense (Soul)
- ◆ Lightning Fast (Violence)
- ◆ Sniper (Violence)
- ◆ Jaded (–)

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, discreet, black, worn, concealing, extravagant, fashionable, or practical clothes.

Face: Emaciated, expressionless, mundane, friendly, scarred, tough, pretty, or smooth face.

Eyes: Grim, appraising, cool, obscured, melancholy, merciless, or challenging eyes.

Body: Graceful, athletic, small, scarred, strong, massive, wiry, emaciated, toned, or battered 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 knows who you really are. Take **+1 Relation** with each other.
- ◆ One of the characters knows you under one of your aliases.
- ◆ One of the characters knows your deepest fear.
- ◆ One of the characters owes their life to you. They take **+1 Relation** with you.
- ◆ You harbor a secret passion for one of your partners. Take **+2 Relation** with that partner.

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

- ☐ Keys to a safehouse that may or may not have been compromised.
- ☐ A suppressed 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. ☐

ADVANCES

□ Weapon Master

You are a master of armed combat or gunplay. Choose your focus:

Armed Combat: Roll **+Coolness** instead of Violence to *Engage in Combat* in close quarters, as well as add the following options for close combat weapons:

- ◆ Launching attack [2], [Distance: room]
- ◆ Precision attack [2], [Distance: arm, ignores armor]
- ◆ Tripping attack [2], [Distance: arm, targets falls prone]

Gunplay: Roll **+Coolness** instead of Violence to *Engage in Combat* in a firefight, as well as add the following options:

- ◆ Two in the chest and one in the head [4], [Distance: room, -2 ammo]
- ◆ Disarm [1], [Distance: room, -1 ammo, a targeted PC must Act Under Pressure]

□ Chameleon

Whenever you imitate another's appearance or conceal your own identity to trick someone, roll **+Intuition**:

(15+) Your disguise is convincing, as long as you keep the act going.

(10-14) You manage to trick everyone who doesn't examine you in detail, but choose one complication:

- ◆ You can't keep this deception up for long.
- ◆ You leave traces and clues behind,

(-9) Your disguise is only effective at a distance. If you attract any attention to yourself, you will be exposed.

□ Exit Strategy

Whenever you have killed someone covertly and leave the scene of the murder, roll **+Perception**: On **15+** get all 3 options, on **10-14** get 2. On **9-** get 1 option but you risk discovery or face something unexpected. The GM makes a move.

Options:

- ◆ You leave the scene of the murder unnoticed and reach a safe spot of your choosing in the vicinity. Describe how.
- ◆ You have left no clues that can be traced back to you.
- ◆ The body is well hidden and will not be found for quite some time.

□ Manhunter

Whenever you're out to get information about someone, roll **+Reason**: On **15+** ask 3 questions, on **10-14** ask 2. On **9-** ask 1 question but someone notice you've been snooping around.

Options:

- ◆ What is their background?
- ◆ What or who do they love most of all?
- ◆ Who do they surround themselves with, like, and/or trust?
- ◆ Where are they located right now?
- ◆ How can I best gain access to them?

□ Sixth Sense

You have an intuition for things, both good and bad. At the start of each game session, roll **+Soul**: On **15+** choose up to 3 options, on **10-14** choose up to 2. On **9-** your instincts fail on you. The GM will make a move during the session.

Options:

- ◆ Act first in a threatening situation. This can include even acting prior to a surprise attack.
- ◆ Sense whether someone wishes good or ill towards you.
- ◆ Discover or sense a clue or lead when you're off track.

□ Lightning Fast

Whenever you move unexpectedly fast in combat, roll **+Violence**: On **15+** get 3 Edges, on **10-14** get 2. On **9-** get 1 Edge but you end up on a bad spot. The GM makes a move.

Edges:

- ◆ Dodge: avoid an attack.
- ◆ Blinding speed: Engage in Combat with every opponent within reach of your weapon as a single attack. If you're attacking with a firearm, this uses up all its ammo.
- ◆ Uncanny precision: hit your opponent's weak spot. Deal +1 Harm.

□ Sniper

Whenever you fire at a distant target utilizing a scoped rifle, roll **+Violence**: On a success you hit it. On **15+** choose 2 options, on **10-14** choose 1. On **9-** you miss the target and reveal your position to the enemy. The GM makes a move.

Options:

- ◆ Deal +1 Harm.
- ◆ Hit another target as well.
- ◆ Immobilize your target.
- ◆ Get the target to lose control of something.
- ◆ You don't reveal your position.

□ Jaded

Whenever you roll **(10-14)** to *Keep it Together*, you may suppress your emotions and postpone negative effects until the next scene.

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.

□ 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.

□ Marked

You are marked by the darkness. The mark can take the shape of a full-body tattoo, a demonic body part such as a vestigial arm, an extra eye or mouth, machine parts integrated with your flesh, or similar manifestations. Whenever you consciously Harm someone, roll +0:

(15+) You are still in control.

(10–14) You feed the darkness. The GM takes 1 Hold.

(–9) The darkness gains power over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the darkness living inside of you. For example, the darkness feeds on your life energy to sustain itself, forces you to commit murder in order to replenish its life energy, takes charge of your body and leaves you with only memory fragments of what transpired, forces you to harm someone in your vicinity, or temporarily transforms your body into something inhuman. You may have to *Keep it Together* to resist the darkness' influence.

□ Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done to earn their vengeance. In the first game session and whenever you let your guard down, roll +0 to see if your nemesis moves against you:

(15+) You are safe from your nemesis for the moment.

(10–14) You have been careless and your nemesis moves against you. The GM takes 1 Hold.

(–9) You have compromised your position and your nemesis strikes against you in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis. For example, your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, hire henchmen to capture you, or attack someone or something you hold dear.

□ 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.

□ Wanted

You are wanted by the authorities – local, state, or federal – for crimes you have committed. Whenever you attract attention to yourself or forget to keep your head down, roll +0 to see if you've been discovered:

(15+) You are safe for now.

(10–14) You have made a mistake. The GM takes 1 Hold.

(–9) All eyes are on you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for the authorities. For example, your mugshot appears on the TV news and in newspapers, law enforcement officers attempt to trap and catch you, or the authorities detain and interrogate someone you care about, confiscate your possessions, or turn your friends/family against you.