

THE VETERAN

The Veteran has seen death up close. She has spent a major part of her life in combat, weapon in hand, adrenaline coursing through her veins. She might be an infantry soldier crouching in an Afghanistan foxhole, a SWAT officer carrying out missions against heavily armed criminals, or a civilian from a country devastated by war, now a refugee still tortured by memories of the conflict.



OCCUPATION

Special agent, Military soldier, Street soldier, Mercenary, PMC operative, MMA fighter, Military officer, Bodyguard, War refugee, Retiree, Homeless vet.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Guilty of Crime
- ◆ Returned from the Other Side
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Drug Addict
- ◆ Haunted
- ◆ Nightmares
- ◆ Phobia
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Hunter (Perception)
- ◆ Instinct (Perception)
- ◆ Survivalist (Perception)
- ◆ Voice of Pain (Soul)
- ◆ Martial Arts Expert (Violence)
- ◆ Officer (Violence)
- ◆ Dead shot (–)
- ◆ Hardened (–)

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: Street, athletic wear, blood-stained, casual, camo, uniform, or practical clothes.

Face: Hard, coarse, scarred, weathered, fragile, harsh, or disfigured face.

Eyes: Hardened, dead, desolate, burning, sorrowful, angry, or commanding eyes.

Body: Compact, hardy, scarred, huge, hefty, limber, tall, muscular, sinewy, strong, or brutalized 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 when you were in need. Take +1 Relation with them.
- ◆ One of the characters abandoned you when you needed them most.
- ◆ One of the characters followed you into battle. Take +1 Relation with each other.
- ◆ One of the characters listened to your war stories.
- ◆ One of the characters has seen you lose control.

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

- ☐ A child's drawing with their name on it.
- ☐ A worn assault rifle.
- ☐
- ☐
- ☐
- ☐

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

□ Hunter

Whenever you are hunting someone or something, roll **+Perception**: On **15+** get 3 options; on **10-14** get 2 options; on **9-** get 1 option but you become the prey.

Options:

- ◆ Set up an ambush for your enemy (deal your weapon's **Harm**).
- ◆ Camouflage (take +2 to **Act Under Pressure** while you are hiding).
- ◆ Move in shadows (take +2 to **Avoid Harm** dealt with a ranged weapon).

□ Instinct

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

□ Survivalist

Whenever you utilize your survivalist skills, roll **+Perception**: On **15+** choose 3 options, on **10-14** choose 2. On **9-** choose 1 option but you overlooked something important. The GM makes a move.

Options:

- ◆ Find water and something edible.
- ◆ Make it past an environmental obstacle.
- ◆ Find a safe spot to hide and rest.

□ Voice of Pain

The first time you are seriously or critically wounded by an opponent's attack, you can gain insight from your pain. Roll **+Soul**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** choose 1 option but the pain will overwhelm you and make you black out.

Options:

- ◆ You realize how to get through your opponent's defenses (take +1 to **Engage in Combat** with them).
- ◆ You find your opponent's weak spot (deal **+1 Harm** whenever you **Engage in Combat** with them).
- ◆ You perceive your opponent's pattern of attack (take +1 to **Avoid Harm** whenever they attack you).

□ Martial Arts Expert

Whenever you're fighting in close quarters, roll **+Violence**: On **15+** get 2 Edges, on **10-14** get 1 Edge. On **9-** get 1 Edge but you underestimate your opponents. The GM makes a move.

Edges:

- ◆ Block: avoid a melee attack.
- ◆ Roundhouse strike: **Engage in Combat** against several opponents surrounding you, counting as a single attack.
- ◆ Disarm: remove an opponent's weapon.
- ◆ Throw: reposition, drop, or pin an opponent to the ground.

□ Officer

Whenever you are in combat with at least one ally by your side, roll **+Violence**: On **15+** get 3 Edges, on **10-14** get 2 Edges. On **9-** you misjudge the situation. Choose whether you put yourself or an ally in harm's way. The GM makes a move.

Edges:

- ◆ Attack!: One ally gets +2 to their next roll to **Engage in Combat**.
- ◆ Coordinate fire!: All allies get +1 to their next roll to **Engage in Combat** with firearms while in the fight.
- ◆ Aim for the head!: You or one of your allies' **Engage in Combat** deals **+1 Harm**.
- ◆ Take cover!: You or an ally receive **2 Armor** against a ranged attack.

□ Dead Shot

You are a seasoned marksman. Any Harm you deal with a firearm is considered **+1 Harm**.

□ Hardened

You take +1 ongoing to **Endure Injury**.

DISADVANTAGES

□ 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.

□ 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.

□ 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.

□ Phobia

You harbor an overpowering fear of something. Choose the stimulus that frightens you. Whenever you're confronted by the object of your phobia, you must *Keep it Together*.

□ 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.