

# THE CRIMINAL

*Mobsters, gang members, thieves, drug dealers, and hitmen are all driven by two things: their quest for money and all the shit they've endured during their lives. For a precious few, their criminality grants them the life of luxury. But for most, they only catch a fleeting glimpse of wealth before someone meaner takes it all away from them. It's a dog-eat-dog world.*



## OCCUPATION

Thief, Dealer, Gang member, Robber, Corrupt cop, Enforcer, Club owner, Hitman, Face of the operation, Getaway driver, Con artist, Mobster, Muscle for hire.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Family Secret
- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Victim of Crime

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Bad Reputation
- ◆ Drug Addict
- ◆ Harassed
- ◆ Nemesis
- ◆ Sexual Neurosis
- ◆ Wanted

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Streetwise (Charisma)
- ◆ Burglar (Coolness)
- ◆ Escape Artist (Coolness)
- ◆ Sixth Sense (Soul)
- ◆ Deadly Stare (Violence)
- ◆ Enforcer (Violence)
- ◆ Gang Leader (Violence)
- ◆ Streetfighter (Violence)

## 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:** Streetwear, suit, biker, gangsta, casual, tracksuit, exclusively-cut, or worn clothes.

**Face:** Hard, handsome, scarred, battered, dishonest, or cruel face.

**Eyes:** Grim, calculating, ruthless, cold, mad, piggyish, dark, or suspicious eyes.

**Body:** Muscular, lanky, enormous, top-heavy, graceful, truncated, maimed, broken, plump, stocky, or wiry 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 hid you from the police or others who were after you. Take **+1 Relation** with them.
- ◆ One of the characters knows you've committed a terrible crime.
- ◆ One of the characters is indebted to you.
- ◆ One of the characters is connected to one of your rivals.
- ◆ One of the characters knew you from before your criminal dealings. 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

- ☐ Shred of paper with the access code to an anonymous deposit locker.
- ☐ Handgun with serial numbers grinded.
- ☐
- ☐
- ☐
- ☐

# 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

## □ Streetwise

Whenever you want to acquire items or services from the criminal underworld, roll **+Charisma**:

**(15+)** No problem – you get what you're after. Someone will fix you right up.

**(10–14)** The GM chooses one option:

- ◆ It will cost you something extra, such as in-kind services, tasks, or an inflated price.
- ◆ You can get it handled, but only by dealing with someone you're already indebted to.
- ◆ "Shit, I had one, but I just let it go to [insert name] – maybe you can buy it from her?"
- ◆ "Sorry, that's a bit outside of my area, but maybe this will work instead?"

**(–9)** You think you find what you're looking for, but there will be costly stipulations, considerable flaws, or major complications. The GM makes a Move.

## □ Burglar

Whenever you make use of your expertise in breaking and entering, roll **+Coolness**:

**(15+)** Get three options. You may spend them any time during the scene.

**(10–14)** Get two options. You may spend them any time during the scene.

**(–9)** Get one option, but a problem arises. The GM makes a Move.

*Options:*

- ◆ You silently open a locked door within a few moments.
- ◆ You neutralize an alarm.
- ◆ You bust a lockbox or safe in less than two minutes.
- ◆ You avoid being discovered by someone.
- ◆ Trick someone into believing you belong here (e.g., pretend you're a security guard) for a limited time.

## □ Sixth Sense

At the start of each game session, roll **+Soul**: On **10–14** choose 2 options to use during the session. On **15+** choose all 3:

- ◆ Act first in a threatening situation. Including surprise attacks.
- ◆ Sense whether someone wishes good or ill towards you.
- ◆ Discover or sense a clue or lead when you're off track.

**(–9)** Your instincts will fail to trigger in a dangerous situation. The GM makes a Move at some point during the session.

## □ Deadly Stare

Whenever you find yourself in a charged situation, roll **+Violence**:

**(15+)** You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact. You also get +2 ongoing against your target.

**(10–14)** You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact.

**(–9)** Your opponents see you as their primary threat.

## □ Enforcer

Whenever you credibly threaten someone directly or suggestively, roll **+Violence**:

**(15+)** They must decide to either do what you want or defy you with the knowledge that you can execute your threat.

**(10–14)** You must give them a third option. Choose one:

- ◆ They offer you something they think you'd rather have.
- ◆ Retreat from the scene.
- ◆ They are terrorized; you have +1 ongoing on all rolls against them until they've proven they're not afraid of you.
- ◆ They attack you from a disadvantaged position. You take +2 on your roll to Engage in Combat if you counterattack.

**(–9)** Turns out you didn't have the advantage you thought you did. The GM makes a Move.

## □ Gang Leader

You're the boss of a small gang of criminals. Whenever you give your gang orders that are risky and/ or may result in them paying a high price, roll **+Violence**:

**(15+)** They enact your orders without question.

**(10–14)** They do as you want, but there is a complication (choose one):

- ◆ One of them defies you in front of the others.
- ◆ They will all be disgruntled for some time.

**(–9)** Problems arise. Maybe something goes wrong when carrying out your orders, or they doubt your abilities as a leader. The GM makes a Move.

## □ Escape Artist

You are a master at slipping away when the shit hits the fan. Whenever you need to escape a dangerous situation, outline your plan and roll **+Coolness**:

**(15+)** You escape without complications.

**(10–14)** You can choose to stay or escape at a cost, such as leaving something important behind or take something traceable with you. The GM decides what it is.

**(–9)** You are only half out the door when you're caught in a really bad spot. The GM makes a Move.

## □ Streetfighter

Whenever you fight in close combat, roll **+Violence**:

**(15+)** Get 3 Edges.

**(10–14)** Get 2 Edges, but the GM also gets to pick one complication:

- ◆ You risk losing control during the fight (Keep it Together to prevent it).
- ◆ You earn an enemy, who will try to get back at you later.

**(–9)** You're unfocused and lose control. The GM makes a Move.

*Edges:*

- ◆ Dodge: avoid an attack.
- ◆ Flurry of blows: take +2 on your roll to attack an opponent.
- ◆ Dirty strike: momentarily stun an opponent by painfully striking them, e.g. on the eye, crotch, or ear...

# DISADVANTAGES

## Bad Reputation

For some reason, you have attracted the public's disapproval – even animosity. Perhaps you've been spotlighted in the tabloids as a pedophile or murderer, falsely or otherwise. In the first game session and whenever you attract the public's attention, roll +0:

**(15+)** You blend in. Nobody is out to get you.

**(10–14)** You have been recognized. The GM takes 1 Hold.

**(–9)** Several people have recognized you. Anger and fear control their actions. The GM takes 3 Hold.

The GM can spend Hold to make a Move representing how your bad reputation sticks to you. For example, people might react with fear and suspicion towards you, a lynch mob forms to bring you to justice, your property is vandalized, your allies turn against you, and you can lose your job, agreements, and relationships.

## Harassed

For some reason, personal or otherwise, people tend to harass you; the authorities in particular. In the first game session and whenever you draw attention to yourself, roll +0 to see if you're harassed:

**(15+)** You've managed to keep clear of harassment.

**(10–14)** The GM takes 1 Hold.

**(–9)** The GM takes 3 Hold.

The GM can spend Hold to make Moves for the harassers. For example, someone destroys your property or possessions, you are bullied and attacked by people with a prejudice against you, the authorities forcefully take something from you (rights, property, assets), someone you care about is harmed for associating with you, or you are denied your basic rights due to your identity.

## 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.

## 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.

## Sexual Neurosis

Your sexuality is a destructive, controlling force in your life. You compulsively seek out superficial sexual encounters and are willing to perform degrading acts – or even commit crimes – to satisfy your fantasies. Whenever you have the opportunity to have consensual sex or take advantage of someone vulnerable to your advances, roll +0:

**(15+)** You can control your urges.

**(10–14)** Choose between having sex with the person or reduce your Stability (–1).

**(–9)** You cannot resist having sex with the person and the GM chooses one option:

- ◆ You hurt, or you are hurt by, your sexual partner (physically or psychologically).
- ◆ The boundaries between dimensions are weakened; an entity from beyond catches the scent of you or your lover.
- ◆ Your sexual partner becomes obsessed with you and starts stalking you.

## 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.