

THE AGENT

The Agent does whatever is necessary to protect and serve her employer's best interests. People are simply resources to be used, abused, and expended. She gathers and analyzes information at an almost impossible speed. Threats demand rapid responses, and sometimes there are no good choices. The Agent's job means accepting great costs, usually in the form of dangers, but also an ever-growing debt to those sacrificed for the greater good.



OCCUPATION

Open-source officer, Case officer, Counterterrorism analyst, Special agent, Security professional, Operations officer, Handler, Infiltrator, Spy, Sleeper agent.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Strange Disappearance
- ◆ Victim of Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Lost Identity
- ◆ Nightmares
- ◆ Obsession
- ◆ Rival
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Moles (Charisma)
- ◆ Burglar (Coolness)
- ◆ Analyst (Reason)
- ◆ Explosives Expert (Reason)
- ◆ Tracer (Reason)
- ◆ Quick Thinker (Reason)
- ◆ Field Agent (Violence)
- ◆ Endure Trauma (–)

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, everyday wear, military uniform, camo, trench-coat, streetwear, or practical clothes.

Face: Scarred, inconspicuous, innocent, grim, one-eyed, expressionless, tense, wrinkled, stern, smiling, chomping, square-jawed, or handsome face.

Eyes: Penetrating, kind, hardened, avoidant, piercing, suspicious, curious, indifferent, intelligent, guilt-laden, or empty eyes.

Body: In shape, chubby, large, emaciated, flexible, hard, sinewy, average, right, short, quick, feline, curled, mutilated, scarred, or trembling 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 has been your informant for years. They take **+1 Relation** with you.
- ◆ You possess compromising information about one of the other characters' past.
- ◆ One of the characters is an old friend. Take **+1 Relation** with each other.
- ◆ One of the characters is your lover. They take **+2 Relation** with you. Choose what you have with them.
- ◆ One of the characters is a colleague. Take **Relation +1** 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

- ☐ *Sidearm on a concealed holster.*
- ☐ *A surveillance microphone, that sometimes records weird voices.*
- ☐
- ☐
- ☐
- ☐

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

□ Moles

You have a number of moles in groups of interest to you, such as business competitors, governments, or cults. Whenever you make contact with one of your moles to acquire info or services, explain what organization the mole belongs to, name them, and roll **+Charisma**: On **10+** choose one, on **15+** both: The mole has infiltrated the organization's inner circle but their influence is limited; The mole owes you one. On **9-** the mole's loyalties are questionable. Can you trust them? 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.

□ Analyst

Whenever you **Investigate** something, you may also choose from these additional questions:

- ◆ Which organizations, groups, or people of interest may be connected to this?
- ◆ Is there a connection between this and another event?
- ◆ What could a plausible motive be?

□ Explosives Expert

You can build and disarm bombs. If you have enough time and resources, you can build any kind of bomb you like. However, whenever you're building an improvised bomb under time pressure, roll **+Reason**:

- (15+)** You construct a functional bomb.
- (10-14)** The bomb's blast potential is lower than usual (decrease Harm dealt by -1).
- (-9)** The bomb is unpredictable. Maybe it doesn't detonate, detonates prematurely, or is more powerful and volatile than expected. The GM makes a Move.

When you are disarming a bomb, +Reason:

- (15+)** The bomb is deactivated.
- (10-14)** Complications arise. Maybe you can't completely turn it off, just delay the timer, weaken the explosive effect, or something else turns up and makes thing worse.
- (-9)** Fuck, that's not good! The bomb may go off in your hands, the timer starts counting down from 10, 9, 8, 7..., or even bigger problems occur. The GM makes a Move.

□ Tracer

Whenever you utilize your intelligence networks to trace someone or something, roll **+Reason**:

- (15+)** Ask three of the questions below.
- (10-14)** Ask two of the questions below.
- (-9)** Ask one of the questions, but someone notices you snooping around. It might be someone you'd rather not be known by, or a traitor inside your network.

Questions:

- ◆ Where in the world was this seen last?
- ◆ What people have associated themselves with what I'm looking for lately?
- ◆ What tracks and marks has it left behind?
- ◆ Who else is trying to find what I'm looking for?

□ Quick Thinker

Whenever you commence a dangerous mission, roll **+Reason**:

- (15+)** Choose up to three options, at any time during the mission.
- (10-14)** Choose up to two options, at any time during the mission.
- (-9)** At any time during the mission, choose one option, but you've failed to account for something. The GM makes a Move.

- ◆ Remember something advantageous in a negotiation. Ask the GM what it is.
- ◆ You possess some equipment you can use to get out of a sticky situation. Ask the GM what it is.
- ◆ You have special field training that would be useful in getting past one of your obstacles. Ask the GM what it is.

□ Field Agent

You have been trained by an intelligence agency to fight in the field. Whenever you enter combat, roll **+Violence**: On **15+** get 3 Edges, on **10+** get 2 Edges. On **9-** get 1 edge but you made a bad call. The GM makes a move.

Use Edges to:

- ◆ Take cover: avoid a ranged attack by diving behind an object or a person.
- ◆ Choke hold: lock a human opponent in a grip they cannot get out of without taking 1 Harm.
- ◆ Disarm: remove an opponent's weapon in close combat.
- ◆ Improvised weapon: execute a close-combat attack with a seemingly innocuous object (Surprise Strike [2] [Distance: arm]).

□ Endure Trauma

You are not as easily affected by trauma as others. Whenever you reduce **Stability**, you always lose 1 fewer level than normal.

DISADVANTAGES

Lost Identity

Your true identity has been lost to a military or private-run secret agent program. You do not remember anything about your pre-employment life. Recently, memories of your true identity have started coming back to you. In the first game session and whenever you encounter something from your repressed past, roll **+0**:

(15+) You repress your true identity, remaining in the present.

(10-14) Your true identity is catching up to you. The GM takes 1 Hold.

(-9) Your true identity resurfaces. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your true identity. For example, you recognize unknown people or places, organizations or individuals from your past life get in touch with you, your old identity influences your thought patterns or actions, or you suffer traumatic flashbacks.

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.

Obsession

You have discovered a conspiracy or supernatural phenomenon, and you can't stop yourself from getting to the bottom of it. At the first game session and whenever you encounter something associated with your obsession, roll **+0**:

(15+) You overcome your obsession for the moment.

(10-14) Your obsession influences your behavior. The GM takes 1 Hold.

(-9) Your obsession takes over completely. The GM takes 3 Hold.

The GM can spend Hold to let your obsession creep into your daily life. You may be forced to choose between either engaging in your obsession or losing **Stability**. You may forget about important tasks, miss meetings or neglect your interpersonal relationships to solely focus on your obsession. Your obsession may even influence your dreams, giving you visions and revelations. In turn, the object of your obsession may also take note of you and try to stop your investigations.

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.

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.

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.