

THE FIXER

The Fixer has all the contacts, and uses them to make quick cash. Drugs, weapons, antiques, prizefights, cars – The Fixer can set you up with whatever you need. But everything she sells comes with a catch. Once The Fixer gets their hooks on you she'll never let you go. In the underworld, there are always people hungrily watching you, waiting for the right moment, and willing to step over your body to take your place.



OCCUPATION

Mafia boss, Business person, Real estate agent, Dealer, Restaurateur, Club owner, Fence, Loan shark, Bookie, Advisor, Extortionist, Criminal, Consigliere.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Heir
- ◆ Pact with Dark Powers
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Competitor
- ◆ Cursed
- ◆ Greedy
- ◆ Jealousy
- ◆ Liar
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Forked Tongue (Charisma)
- ◆ Streetwise (Charisma)
- ◆ Ace Up the Sleeve (Coolness)
- ◆ Backstab (Coolness)
- ◆ Boss (Coolness)
- ◆ Extortionist (Intuition)
- ◆ Sixth Sense (Soul)
- ◆ Worldly (–)

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, street, leather, casual, bizarre, luxury, or sportswear clothing.

Face: Pleasant, good-looking, attractive, bony, smashed, innocent, meaty, or open face.

Eyes: Cheerful, calculating, cold, servile, cunning, tough, confused, or evaluating eyes.

Body: Broad, athletic, skinny, sensual, skipped leg day, tall and wiry, or stocky 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 endured a beating to get you out of a bind. Take **+1 Relation** with them.
- ◆ One of the characters caused a problem for which they let you take the blame.
- ◆ One of the characters is indebted to you.
- ◆ One of the characters works for you.
- ◆ One of the characters is a business contact.

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

- ☐ Three matchbooks wrapped in a rubber band, each a local place that closed down years ago.
- ☐ Keys to an associate's sport yacht. To party, or lie low.
- ☐
- ☐
- ☐
- ☐

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

□ Forked Tongue

Whenever you manipulate someone, roll **+Charisma**:

(15+) Choose one option:

- ◆ They trust you (PC takes +1 Relation with you).
- ◆ They're spellbound by you (take +1 ongoing against them during this scene).
- ◆ They reveal a weakness, which you can exploit later.

(10-14) Choose one option from above, but there's also a complication, chosen by the GM or player:

- ◆ They see you as a friend they can turn to when in need.
- ◆ They fall in love with you.
- ◆ They will feel betrayed, spurned, humiliated, or manipulated whenever you abuse their trust in you.

(-9) They see right through you and will act as they please.

□ 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.

□ Ace up the Sleeve

Whenever someone's got you up against the wall or in a tight spot, roll **+Coolness**: On **15+** get 2 Edges, on **10-14** get 1. On **9-** get 1 Edge but the situation is bad. The GM makes a move.

Edges:

- ◆ You have a small, concealed lethal weapon (stiletto or similar), which you can produce unnoticed.
- ◆ You realize your opponent has a weakness you can exploit (take +2 to your next roll, if it involves exploiting the weakness). Ask the GM what it is.
- ◆ You spot a way out. Ask the GM what it is. Take +2 to your next roll to make use of it.

□ Backstab

Whenever you attack someone who's unprepared for it, roll **+Coolness**: On **10-14** choose one option, on **15+** choose two. On **9-** You expose your betrayal. The GM makes a Move.

Options:

- ◆ Aim for the sensitive parts: Deal +1 Harm.
- ◆ Knock out: The NPC is rendered unconscious. PCs roll to Endure Injury and become neutralized on a (-9).
- ◆ Careful: You act soundlessly and, if your victim dies, you leave no clues or traces behind.

□ Extortionist

Whenever you *Read a Person*, you may choose from these questions in addition to the usual ones:

- ◆ What are you afraid of?
- ◆ What is precious to you?

□ Boss

You have five to ten criminal henchmen who are loyal to you, usually for as long as you continue paying them. Whenever you send your henchmen to do a risky job, roll **+Coolness**:

(15+) They follow your orders and everything goes according to plan.

(10-14) They follow your orders, but GM picks one option:

- ◆ Someone got into trouble.
- ◆ The job isn't done, and needs something else to be completed.
- ◆ There will be repercussions later on.

(-9) The GM decides what went wrong, and whether it's immediately evident or will become apparent later on. The GM makes a Move.

□ 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.

□ Worldly

Whenever you arrive at a new location in the mundane world, decide whether you have been here before, and if so, name some detail about the place significant to you. Also, decide if you met someone there and what you left behind. The GM will say what has changed since then.

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.

□ Competitor

You have a competitor in the criminal underworld, whose business niche is similar to yours. Whenever you neglect to protect your interests or are distracted elsewhere, roll +0 to see if your competitor managed to damage your business:

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

(10–14) You have been careless. Your competitor may strike against you. The GM takes 1 Hold.

(–9) You hand your competitor a golden opportunity, and they move against your interests. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your competitor. For example, your competitor may take control of some of your business dealings, learn one of your secrets, sabotages one of your assets, or harms or buys off someone you care for and trust.

□ 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).

□ Jealousy

There is someone who has the life you want to have, and you would do anything to possess it. Whenever you encounter the subject of your jealousy or their life's trappings (possessions, family, friends, etc), roll +0 to see if you can keep your cool:

(15+) You maintain control over your jealousy.

(10–14) You're afflicted by jealousy and take –1 ongoing for as long as you remain in the subject's vicinity, and you do not suppress your jealous desires.

(–9) Your jealousy takes hold of you. You must Keep it Together to refrain from harming, destroying, or stealing from the subject of your jealousy.

□ 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.

□ 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.