

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

GEAR

WEAPON. You use Expert Weapons and one Standard Weapon.

You keep a standard-issue sidearm nearby, but reach for more firepower when things get desperate. Choose one more:

- Handgun, 9mm. (use Aim, +1 die when close [1/Scene])
- Magnum. (use Aim, +1 die against people)
- Pump Shotgun. (use Aim, +1 die when close)
- Submachine Gun. (use Aim, +2 dice [1/Scene])

HISTORY

THE AGENCY. Who do you work for? Choose one:

- FBI. I'm investigating a case nobody else would take.
- EXPATS. It's our job to contain and eliminate paranormal threats.
- INDEPENDENT (TECHNICALLY). Some powerful financiers want me to look into things.
- _____

HISTORY

YOUR MISSION. What you're investigating might be public, quiet, or classified. Choose one or defer this choice until narratively appropriate:

- Close a string of unsolved murders.
- Track down a missing person.
- Put a stop to a sinister cult.
- Contain a possessed or eldritch artifact.
- _____

HISTORY

CONNECTION. Choose one for another player.

- They're a suspect. Why?
- They're an old college buddy. How did you meet?
- You're related. How close?
- _____

BLOOD ON THE LENS AGENT

You're working on someone else's orders. Maybe you're working in secret, maybe you're part of law enforcement, or maybe you're an agent for hire. Your training sets you apart from most civilians, but will your additional loyalties weigh you down in a critical moment?

MOTIVE

FEAR

NOTES

PRONOUNS: /

HAZARD TRAINING. You gain +1 to React or Withstand.

IMPLACABLE. You gain two bonus dice, instead of one, when you take an Action in furtherance of your Motive.

GO-TO TACTICS. Choose your default plan of action.

- PLAN A. Reroll 1s on Investigate rolls.
- PLAN B. Reroll 1s on Aim rolls.
- PLAN C. Reroll 1s on Improvise rolls.

CONTINGENCY. When in a Life-or-Death scene, you can take two Actions on your turn. (1/Scene)

TRIGGER DISCIPLINE. When you spend Adrenaline on a Weapon roll, add two bonus dice to the roll, instead of one.

MY JOB. My superiors have no tolerance for failure.

MY SECRET. What's your deepest, most terrible secret? Sacrifice this and bury it deep. No one can ever know.

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CREATING AN AGENT

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

