NOTICE THIN	(PERSONALITY)
REACT WITH	HSTAND (ARCHETYPE)
REACTION	
ACTIONS	
AIM	
	CREATING AN AMNESIAC
CONVINCE	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.
FORCE	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
IMPROVISE	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.
NVESTIGATE	LEVELING UP
••••	Level:
RUSH	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.
SNEAK	<b>IMPROVEMENT.</b> Gain +1 to two different Actions or

Reactions of your choice.



## ADRENALINE SPEND ADRENALINE TO REPOLL AND ADD A BONUS DIE

I LOOK LIKE: I'M USUALLY WEARING: I'M ALWAYS CARRYING:						
				SPECIES □ Amoeboid, □ Avia-Ra, □ Elf, □ Nautilid, □ Human, □ Orc, □ Skathári, □ Vect, □ Wrothian, □		
				<b>WEAPONS.</b> You use Standard Weapons and one Improvised Weapon. Which weapons feel familiar to you? Choose one m		
■ Pipe. (use Force)  □ Antimatter Dagger. (use Aim, +1 die when undetected [1. □ Battlefist. (use Force, +1 die against people [1/Scene]) □ Bolt Caster. (use Aim, +1 die when far [1/Scene]) □ Repeater. (use Aim, +1 die when close [1/Scene])	/Scene])					
I KNOW HOW TO USE THIS. You use two Expert We You suddenly remember how to use more potent weapon	•					

☐ Laser Sword. (use Aim, +1 die against supernatural) ☐ Magnus. (use Aim, +1 die against people)	
☐ Swarm Pistol. (use Aim, +1 die when close)	
WHERE DID I LEARN THAT? You discover	
unexpected skills. What are they? Choose one:	
☐ COMBAT TRAINING. +1 Aim, +1 Force	
☐ PARKOUR MOBILITY. +1 Rush, +1 Sneak	
☐ SCIENTIFIC KNOWLEDGE. +1 Improvise, +1 Investiga	ate
☐ WAY WITH WORDS. +1 Convince, +1 Improvise	

Choose two:

☐ Blitz Cannon. (use Aim, +1 die when close)

☐ Concussion Rifle. (use Aim, +1 die when far)

**THE FIRST PERSON I MET.** Who did you first remember meeting after losing your memories? How did they help you?

## BLOOD ON LENS

## **AMNESIA**O

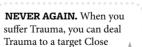
You've forgotten everything. Maybe you've just lost your memories, are on the hunt for who you once were, or have started to rebuild your life anew. Your memories come back to you in fragments, but what if you discover something terrible in your past?

I ONLY REMEMBER Wha		
□ What I Must Do	☐ My Occupation	

core memory. A critical scene from your past surges back. Gain +1 to your choice of Notice, React, Think, or Withstand. What scene do you remember?

## THIS FEELS FAMILIAR.

Confer with the Director to remember some information related to the episode. The information might be cryptic, incomplete, or incorrect. (1/Session)



BEGINNER'S LUCK.

Gain +1 dice on a Luck roll. (1/Scene)

**WHO I AM.** What have you forgotten? *Sacrifice this*.