

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

ACTIONS

AIM

● ● ● ● ● ● ● ● ● ●

CONVINCE

● ● ● ● ● ● ● ● ● ●

FORCE

● ● ● ● ● ● ● ● ● ●

IMPROVISE

● ● ● ● ● ● ● ● ● ●

INVESTIGATE

● ● ● ● ● ● ● ● ● ●

RUSH

● ● ● ● ● ● ● ● ● ●

SNEAK

● ● ● ● ● ● ● ● ● ●

CREATING AN AMNESIAC

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.

APPEARANCE

I LOOK LIKE: _____

I'M USUALLY WEARING: _____

I'M ALWAYS CARRYING: _____

SPECIES Amoeboid, Avia-Ra, Elf, Nautilid, Human, Orc, Skathári, Vect, Wrothian, _____

WEAPONS

WEAPONS. You use Standard Weapons and one Improvised Weapon. Which weapons feel familiar to you? Choose one more:

- Pipe. (use Force)
- Antimatter Dagger. (use Aim, +1 die when undetected [1/Scene])
- 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])

I KNOW HOW TO USE THIS. You use two Expert Weapons. You suddenly remember how to use more potent weapons. Choose two:

- Blitz Cannon. (use Aim, +1 die when close)
- Concussion Rifle. (use Aim, +1 die when far)
- 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 Improve, +1 Investigate
- WAY WITH WORDS.** +1 Convince, +1 Improve

THE FIRST PERSON I MET

Who did you first remember meeting after losing your memories? How did they help you?

BLOOD ON THE LENS

AMNESIAC

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?

MOTIVE

FEAR

NOTES

PRONOUNS:

HISTORY

I ONLY REMEMBER...

What is the only remaining fragment of your memories? Choose one. You forget the rest.

My Name An Important Image

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)

NEVER AGAIN

When you suffer Trauma, you can deal Trauma to a target Close to you.

BEGINNER'S LUCK

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

WHO I AM

What have you forgotten? Sacrifice this.

