

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 Standard Weapons.

What do you keep close, just in case? Choose two:

- Ax. (use Force, +1 die against supernatural [1/Scene])
- Baseball Bat. (use Force, +1 die against people [1/Scene])
- Flare Gun. (use Aim, +1 die, one-time use)
- Knife. (use Aim, +1 die when undetected [1/Scene])
- Revolver. (use Aim, +1 die when close [1/Scene])

HISTORY

**IN HIGH SCHOOL.** What were you like? Choose one:

- BRAINY.** +1 Improve, +1 Investigate
- POPULAR.** +1 Convince, +1 Sneak
- SPORTY.** +1 Aim or Force, +1 Dash
- STONER.** +1 Improve, +1 Sneak
- TROUBLED.** +1 Dash, +1 Sneak

HISTORY

**I SURVIVED.** How did your friends die?

Choose one or defer this choice until narratively appropriate:

- A maniac with a knife killed them one by one.
- We became separated in the woods; all I heard was screams.
- Horrors from beyond time corrupted their bodies and minds.
- They performed a ritual and had no idea what it would unleash.
- We were pulled into a nightmarish other world; only I escaped.
- \_\_\_\_\_

HISTORY

**CONNECTION.** Choose one for another player.

- They were close mentor to you. What did they teach you?
- You used to be friends, but you haven't spoken in years. What drove you apart?
- \_\_\_\_\_

# BLOOD ON THE LENS

## FINAL TEEN

You came face to face with something evil and lived to tell the tale. Maybe you don't know what took the lives your friends, or maybe no one believes you, or you're hiding it for some reason. You're a survivor through and through, but can you cheat death a second time?

MOTIVE

FEAR

NOTES

PRONOUNS: /

**I WON'T DIE HERE.** Reroll 1s on Adrenaline rerolls.

**HYPERVENTILATE.** Whenever you mark Adrenaline, gain Advantage on your next roll.

**LETHAL.** Reroll a Weapon roll. (1/Scene)

**TOUGH STUFF.** Negate when you take Trauma. (1/Session)

**MY FRIENDS.** Who were they? Name them. Sacrifice all but one.

**FIGHT LIKE HELL.** Whenever you take Trauma, you can deal Trauma to a target Close to you.

MY FRIEND.

MY FRIEND.

MY FRIEND.

MY FRIEND.

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

### CREATING A FINAL TEEN

**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.

