

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:

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

GEAR

WEAPON. You use Standard Weapons.

What are you carrying? Choose one more:

- Concealed Repeater. (use Aim, +1 die when close [1/Scene])
- Arc Baton. (use Aim, +1 die against people [1/Scene])
- Bolt Caster. (use Aim, +1 die when far [1/Scene])
- Phaser. (use Aim, +1 die when close [1/Scene])

HISTORY

THEY HIRE ME BECAUSE... Why do your clients turn to you instead of the authorities? Choose one or more:

- THE AUTHORITIES ARE CORRUPT. There's more than a few bad eggs.
- I'M DISCREET. I know how to keep a secret.
- MY METHODS GET RESULTS. Some call them "unconventional."
- TIME IS RUNNING OUT. They can't afford to waste a second.

HISTORY

COLD CASE. What's the one that got away from you?

Choose one or defer this choice until narratively appropriate:

- HOMICIDE. I never found the killer.
- ROBBERY. They got away with a fortune.
- KIDNAPPING. Vanished without a trace.
- CORPORATE ESPIONAGE. Nobody knows how they got the schematics.

BLOOD ON THE LENS

PRIVATE EYE

You're on a case. Maybe you're hot on the heels of a serial killer, uncovering a sprawling conspiracy, or tracking a missing warhead. Your methods get results, but can you crack the case in time?

MOTIVE

FEAR

NOTES

PRONOUNS: /

HARD-BOILED. Reroll 1s on Adrenaline rerolls.

UNDERCOVER. You can roll Sneak instead of Convince whenever you lie about your identity or credentials.

IT DOESN'T ADD UP. When you fail a Think roll, you can reroll. (1/Session)

SMOKING GUN. When you make a Weapon roll, you can roll an extra die for each 6 you roll.

GUTS AND GRIT. You can mark Adrenaline to gain Advantage on Reactions you make for the rest of the scene.

CLUE. You've been trying to crack that cold case for years. What's the most important clue that you've found?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CREATING A PRIVATE EYE

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.

