

FIST

ULTRA EDITION

FREELANCE INFANTRY STRIKE TEAM

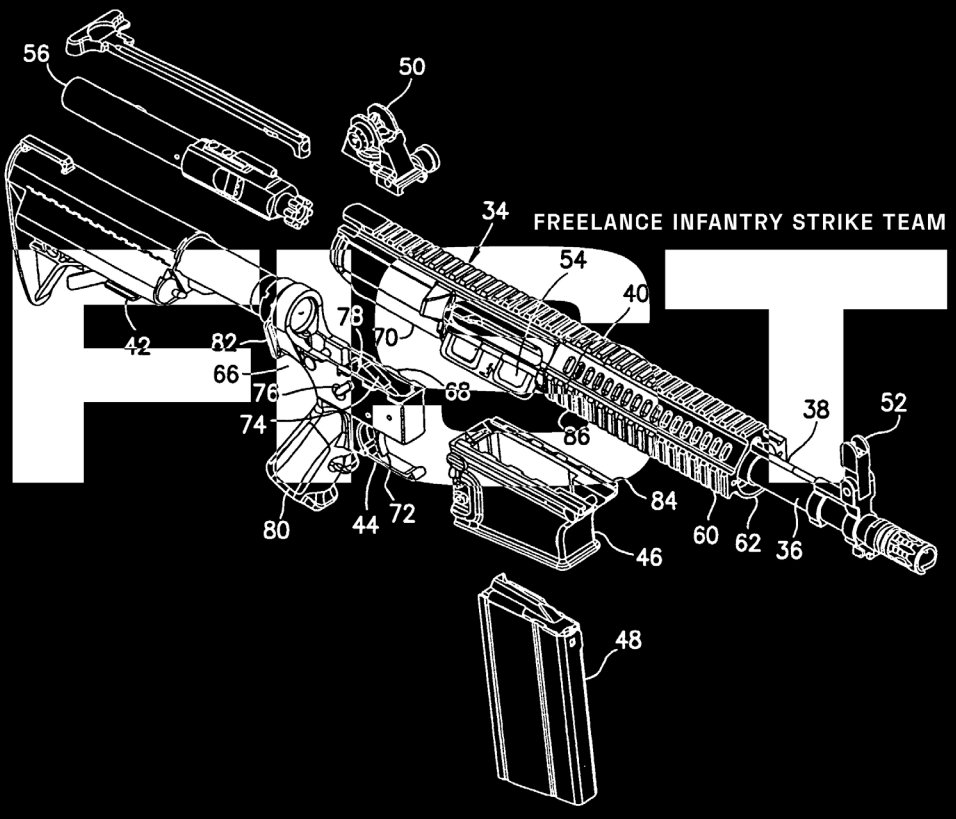
A paranormal mercenary roleplaying game

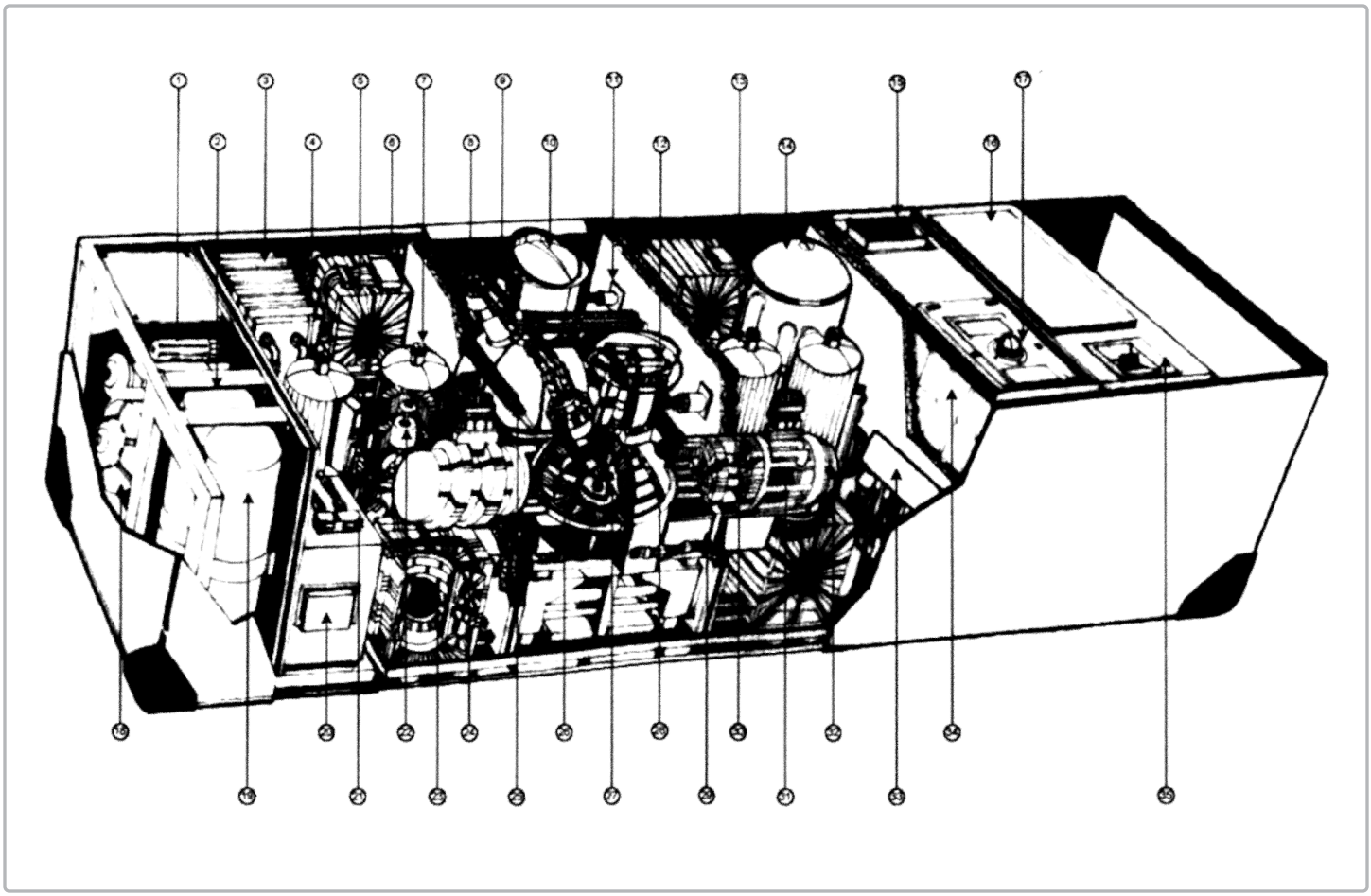
claymore ROLEPLAYING GAMES

Now: the second half of the twentieth century. The powers that be are locked in a tense nuclear standoff, and the fate of the world hangs in the balance. Away from the watchful eye of national intelligence, a cadre of exceptional misfits is assembled. These soldiers of fortune are uniquely equipped for covert and unusual operations.

In these uncertain times, the line between science and superstition has been broken, and the new arms race is only beginning. You, or your associates, may be faced with weapons, tactics, and actors unlike any you have ever seen. For a price, those exceptional misfits can help.

When you're all out of options, it's time to call...





Credits

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Inspirations

Metal Gear Solid, *The A-Team*, *Doom Patrol*, *Samurai Jack*, *World of Dungeons*, *Offworlders*, *Star Wars: The Roleplaying Game*, *Maze Rats*, *Yu-Gi-Oh*

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Content notes

War, oppression, drug use, cults, self-harm/suicide, body/cosmic/psychological/medical horror, conspiracies, and animal harm, in a camp sci-fi style

License

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How to use this book

FIST: Ultra Edition is a simple game. Sure, it's over 150 pages long, but the basic rules you need to know to play wrap up on page 10, the referee advice is done by page 36, and you can find a two-page summary of all critical game information on pages 71-72. You can make a fully-fledged character in a few seconds, and embark on your first mission within a half-hour. So: what's with all the other stuff? Put simply, this book is full of toys. You don't need to read the whole thing now (although we've done our best to make it an enjoyable front-to-back read), and you certainly don't need to commit it to memory for the game to function. Here's hoping you enjoy the game, however you may play—and, of course, thanks for playing!

- CLAYMORE

Special thanks

- Janet, Randy, and Max, without whose kindness we would likely be homeless and/or dead.
- Richard Kelly at Sprinting Owl, for being the original FIST homebrewer, and for laying the groundwork for bases, vehicles and the content notes.
- Joemoose, for languages and encumbrance rules!
- All of the fun, clever, and creative folks on the FIST Discord who made Ultra Edition possible!

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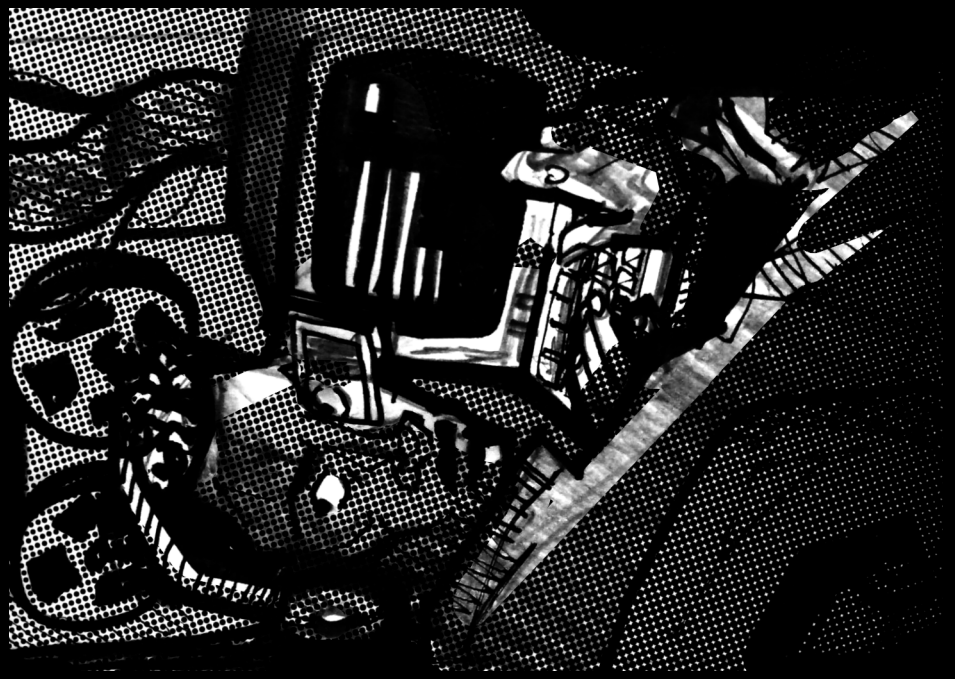
Intelligence matrix (intro and index) . . . . . p. 70
Collection of random tables, optional rules, and premade content

Print materials . . . . . p. 149
Hex, grid, and world maps to be used if desired

Character sheet . . . . . p. 152
Reusable information form for FIST operatives



PLAYERS















GETTING STARTED
PLAYERS

Necessary items for play

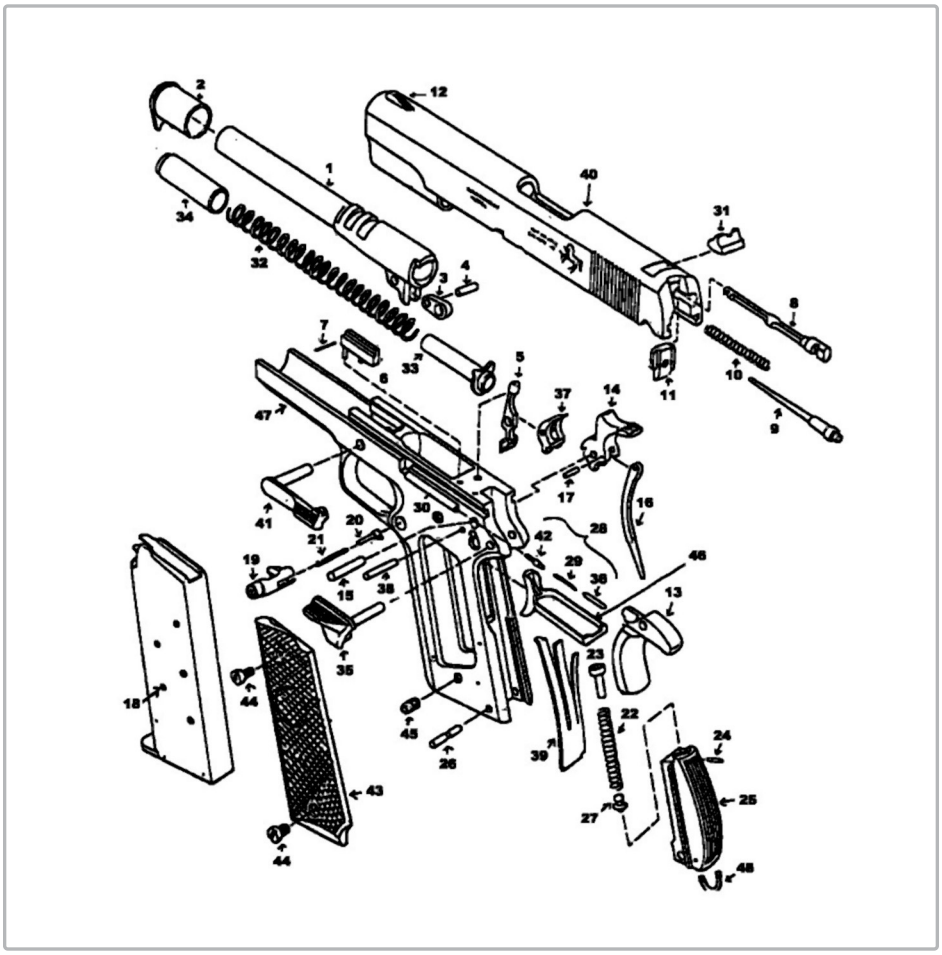
To play FIST, you'll need:

- This rulebook
- Up to six other people you know, like, and trust
- Some six-sided dice (also called "D6")
- Communal copies of the traits and roles indexes, p. 39-69
- Copies of the character sheet for each player, p. 152
- Paper and pencils

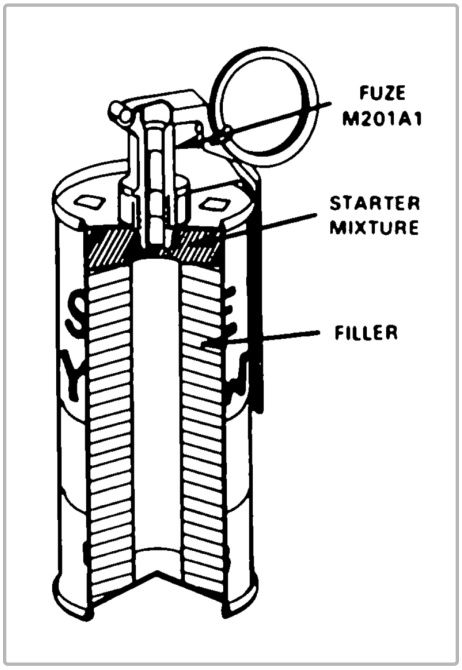
Play as a conversation

FIST functions like a conversation between the players and the referee. The referee narrates the environment, characters, and story the players are interacting with. The players respond by asking the referee for details, talking to characters they encounter, and narrating their own actions in the fictional world. When the outcome of those actions is uncertain, the players roll the dice to find out what happens next.

FIST is light on bookkeeping and number-crunching, and doesn't have formal turns split up into a certain amount of actions. Players will take turns talking amongst each other and to the referee, but mostly in the same way they would in a natural conversation. Sometimes, you'll be in the spotlight describing something cool, complex, or confusing. Other times, you'll step out of the spotlight to let other players do the same.



MAKING MERCS



STANDARD ISSUE ITEMS
Roll 1D6 or choose:
1. Balaclava (hides identity)
2. Flashlight (can be used as a weapon attachment)
3. Knife (1D6 DAMAGE)
4. MRE field rations (+1D6 HP, one use)
5. Pistol (1D6 DAMAGE)
6. Riot shield (1 ARMOR, equip as weapon)

EMERGENCY INSERTION
If your character dies, create a fresh character while play continues. When you're ready to deploy, jump into the fray and roll 2D6:
- **6 OR LESS:** Deployment goes wrong somehow.
- **7-9:** Deploy normally.
- **10 OR ABOVE:** Deploy with an extra standard issue item.
- **DOUBLE SIXES:** As above, and +3 to your first roll.

Creating a character
You belong to a legendary rogue mercenary unit called FIST. You are a soldier of fortune who doesn't fit into mainstream society. You are one of the little guys, caught up in the death and destruction of pointless proxy wars and oppressive establishments. You may also be someone who can turn into a ghost or control bees with your mind. The paranormal secrets of the Cold War are your bread and butter, and you fight for your life to make ends meet alongside others like you.

An explanation of traits
Traits are the building blocks of FIST characters. Each trait grants you three things: a special skill or benefit, an item for your inventory (like a weapon or tool), and a modification to your stats (like your attributes or HP). Picking a handful of traits generates a complete character. When a character **advances**, they may choose to take another trait—it's like adding another block which makes them more complex or powerful.

1. Procure a character sheet (p. 152).
Found on the character sheet are your character's **attributes**: FORCEFUL, TACTICAL, CREATIVE, and REFLEXIVE. An attribute represents a character's skill level when approaching a related challenge. A higher number means a higher chance of success when using that attribute.

2. Choose two traits from the traits index, or roll 2D666 (p. 39-66).
Record your chosen traits on your character sheet. Keep the traits index on hand for reference.

3. Fill out your ATTRIBUTES, INVENTORY, ARMOR, HP, and WAR DICE.
- All of your attributes start at 0. Calculate what they are after picking two traits, and write them all down.
- Fill your inventory with any items your traits gave you. You can always carry as many items as you want, but you can only equip one weapon at a time. Unarmed/non-weapon attacks deal worst-of-2D6 DAMAGE.
- All characters start with 0 ARMOR. You can only wear one body-sized piece of armor at a time, but there's no limit on **accessories** (p. 83).
- All characters start with 6 MAX HP. HP stands for "hit points," and represents how much damage you can take.
- All characters start with 0 WAR DICE. WAR DICE represent grit, spirit, and luck. You can spend a WAR DIE to add +1D6 whenever anyone rolls the dice (including damage rolls, referee rolls, encounters, etc.). WAR DICE are **consumable**—when you use a WAR DIE, it's gone.
- Take 1.) a **standard issue item**, 2.) +1D6 MAX HP, or 3.) +1D6 WAR DICE.

4. Choose a role from the roles index, or roll D66 (p. 67).
Your role is something your character always wants to do, and doing it lets them advance. You can't choose a role someone else already has.

5. Choose a codename.
Pick a codename for yourself that fits who you are and what you do. Also, pick a real name, but don't tell it to anyone—not even the referee—until the perfect dramatic opportunity occurs.



ZERO (6 MAX HP)
ROLE: CRUSADER (kill the right people for the right reasons)
ARMOR: 1 **WAR DICE:** 0
FRC: +1 **TAC:** 0
CRE: 0 **RFX:** 0

TRAITS
INTERROGATE, VETERAN

INVENTORY
- *M16* assault rifle (1D6+1 DAMAGE)
- *KA-BAR* combat knife (1D6 DAMAGE)
- Balaclava (hides identity)

ZERO was an up-and-coming U.S. Army Corporal who defected when his superiors ordered him to execute POWs in Vietnam. After escaping to the Hanoi underground and whiling away a few years doing odd jobs (and dodging the CIA), Zero has joined FIST, where he hopes to put his talents to good use.

INTERVIEW TRANSCRIPT
[ZIPPO FLICKING OPEN, LONG INHALE] There is no place for men like us in the world. We are soldiers, killers, instruments of war. When I wouldn't kill for them, they didn't want me anymore — but killing is all I know. [CONTEMPLATIVE PAUSE] I refuse to be the pawn of some nation. What a sick joke. Good men don't follow orders. They use their heads. [AUDIO ENDS]



SPLICE (8 MAX HP)
ROLE: PUNK (smash the Anglo-European establishment)
ARMOR: 0 **WAR DICE:** 0
FRC: 0 **TAC:** -1
CRE: 0 **RFX:** 0

TRAITS
DUELIST, MUTANT

INVENTORY
- *Stolen MI6* laser katana (1D6+2 DAMAGE)
- *Home-cooked* toxic grenade (1D6+2 DAMAGE, one use)

SPLICE is the result of the [redacted] MI6 supersoldier research program, involving the abduction of homeless subjects "whom no one would miss." Aside from their perpetually randomized genetic code and amplified skill with MI6's prototype photonic-filament blade, Splice is also an amateur bassist, abstract sculptor, and underground literature enthusiast.

INTERVIEW TRANSCRIPT
[FINGERTIPS DRUMMING, "DESTROYER" — THE KINKS PLAYS FAINTLY] Oi, oi, what's that you wrote in my file there? "Mutant"? That's a bit derogatory, don't you think, mate? [PENCIL TAPPING ON PAPER] I think I prefer "ultrahuman." Doesn't that have a certain ring to it? Heh. Say, have we got anything to eat? Could order something, no...? [AUDIO ENDS]



GATE (6 MAX HP)
ROLE: HEALER (food is medicine — a family tradition)
ARMOR: 0 **WAR DICE:** 4
FRC: 0 **TAC:** 0
CRE: +1 **RFX:** 0

TRAITS
CHEF, SUMMON *(Spirits: Iruthon (storms) and Agonnaz (pain))*

INVENTORY
- Meat cleaver (1D6+1 DAMAGE)
- Box of tea lights (one circle's worth, one use)

GATE never asked to be born different. Even at a young age, the veil between this world and the Other was thin wherever she walked, and so her parents, aware of the [redacted] Prophecy, took to training her in the back of the family restaurant. After a magical altercation with local police that left her an orphan, Gate was rescued by FIST, and now looks forward to a promising career in the paranormal mercenary game.

INTERVIEW TRANSCRIPT
[PAN SIZZLING, PLATES CLATTERING] Listen, I can't talk for long. I've got this fried rice going, these— these collard greens, eyeballs, Jesus— [CLANGING, BURNERS FWOOSH] Splice alone could eat us bankrupt with that mutant metabolism— [SUDDEN SIZZLING] Fucking milk's boiling over— [AUDIO ENDS]



WHIPLASH (11 MAX HP)
ROLE: WILDCARD (drive fast cars, live for cheap thrills)
ARMOR: 0 **WAR DICE:** 2
FRC: 0 **TAC:** 0
CRE: +1 **RFX:** +1

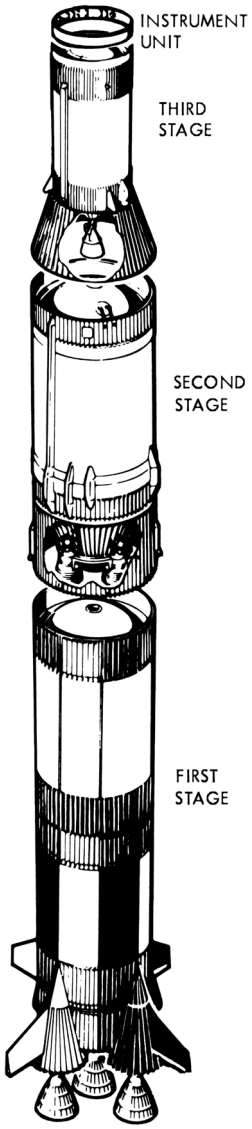
TRAITS
ACE, XENO

INVENTORY
- Plasma pistol (1D6 DAMAGE, or charge up for 1D6+1)
- Fuzzy dice (gives any vehicle +2 MAX HP)

WHIPLASH claims to be on their second excursion to Earth, with their first beginning "roughly around the year 0." After their holographic human disguise failed and some all-in-good-fun preaching to ancient Romans went awry, Whiplash took a long vacation, avoiding Earth until the mid-'60s.

INTERVIEW TRANSCRIPT
[CHAIR LEGS CREAKING] I told 'em I was the second coming, they said- they said, "No, you're a bum and you're crazy." I told 'em, well, you sound just like Pontius did. They didn't like that, tried to put me in an institution. So, I'm done with preaching: I race cars now. [CLEARS THROAT] You got any water? [GLASS CLINKING, HISSING THROUGH TEETH] Damn, a cheap Merlot. I must be off my game today. [AUDIO ENDS]

ROLLING THE DICE



Rolling the dice

When you **do something risky**—that is, any action where the outcome is uncertain—you roll the dice to find out what happens. You don't need to roll the dice when it's something the character could easily accomplish, and you shouldn't roll the dice when it's something completely impossible. When you take risks, try to be prepared for the consequences.

1. Choose an attribute.

The referee will ask you which of your attributes you're using, or they might decide for you if the answer is unclear. Before you roll, you can ask the referee for some possible outcomes of your action to get an idea of what you're up against.

- Roll **+FORCEFUL** for displays of strength, like kicking in doors, using clunky, powerful weapons, or intimidating others.
- Roll **+TACTICAL** for applications of logic, like maintaining a disguise, hacking into a database, or operating machinery.
- Roll **+CREATIVE** for expressions of will, like persuasive speeches, off-the-cuff bluffing, or psychic manipulation.
- Roll **+REFLEXIVE** for feats of agility, like dodging bullets, using light, precise weapons, or parrying enemy attacks.

2. Roll the dice.

Roll 2D6, add them together, and add the attribute you're using. You can also add a WAR DIE to any roll to change the result. The total determines your degree of success. No matter what happens, the referee always narrates how the fictional situation changes. It never stays the same, even when things are going smoothly.

- **6 OR BELOW:** Your roll is a **failure.** You don't do what you wanted to do, and things go wrong somehow.
- **7 TO 9:** Your roll is a **partial success.** You do what you wanted to, but with a cost, compromise, or complication.
- **10 OR ABOVE:** Your roll is a **success.** You do exactly what you wanted to do, without any additional headaches.
- **DOUBLE SIXES:** Your roll is an **ultra success!** You do exactly what you wanted to do, with some spectacular added bonus.

Referee-controlled characters don't have to roll the dice to do something risky. The referee simply narrates things that are about to happen, and the players roll the dice to react to them.

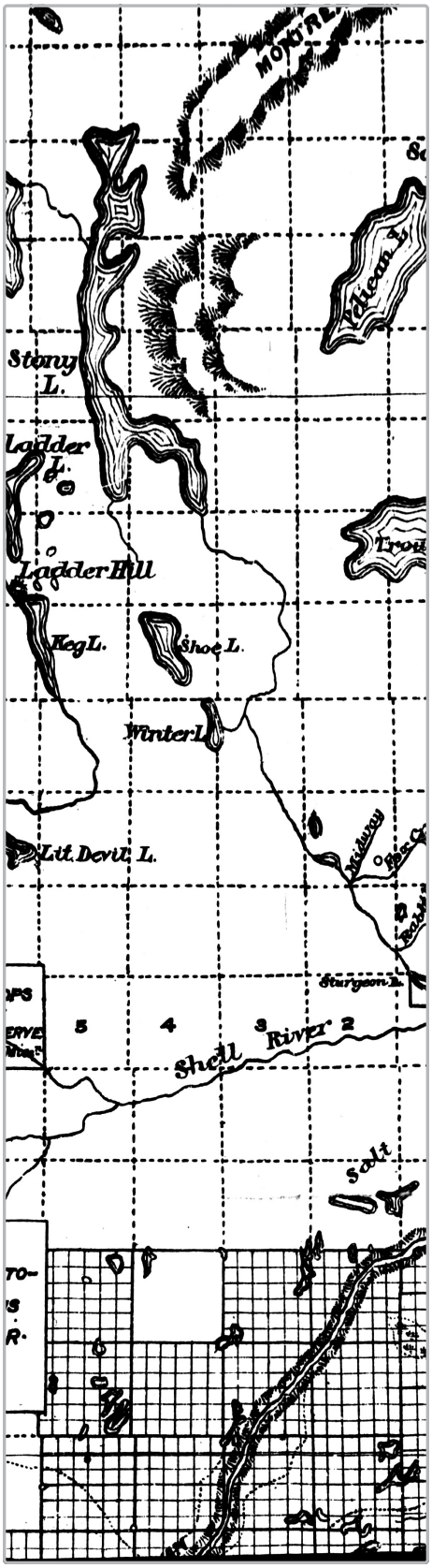
Rules of engagement

Combat works the same as doing anything else risky. Roll the dice to attack, and deal the damage listed for your weapon if you succeed. If you're being attacked, roll the dice to avoid, counter, etc. Rolling a failure in **active combat** always incurs damage. If you take damage, subtract it from your HP. If you take damage while wearing armor, subtract the ARMOR bonus from the damage dealt. HP is precious, so stealth, guerilla warfare, and creative thinking are necessary for survival. If your HP drops to 0, you're dead—there are no saving throws in war, my friend. Log your death somewhere the whole table can see (a "character graveyard"), then make a new merc and prepare for **emergency insertion**.

ACTIVE COMBAT

FIST defines "active combat" as any situation where two or more parties are aware of each other and actively attempting to harm each other. Failing in dangerous situations which are not active combat doesn't necessarily incur damage.

SQUAD TACTICS



Emergency insertion

Dying in the middle of a mission doesn't mean you have to sit back and watch everyone else play. While the mission continues, you can create a new operative and describe how they'll be inserted into the mission—perhaps as a plant, through a helicopter airdrop, or by using an experimental teleporter. Wait for the referee to clear you for entry, then roll on the emergency insertion table (p. 2) to jump in. Be aware that you may face complications while attempting to join your team.

Rendezvous signal

Once per mission, the team can agree to send out a **rendezvous signal**. Upon the signal's activation, the referee will describe a nearby rendezvous point (such as a janitor closet or abandoned building) and the obstacles to reaching it. As long as the players remain at the rendezvous point (which is typically out-of-the-way, easily defensible, and stocked with common supplies), they are safe. Each player at the point may choose one of the following bonuses:

- **REST:** Recover 1D6 HP.
- **RESTOCK:** Refill one limited-use item.
- **INTEL:** Receive one useful fact about the mission from the referee.

Tactical infinity

For any reason, at any time, you can try any tactic to solve any problem. The ideas and mechanics which comprise this game are there to provide support and context for what tactics you consider (and which ones will work), but you are not limited by them—this is the beauty of tabletop RPGs, their infinite possibility space. For this reason, much of FIST is written with the assumption that the rules are incomplete; they cannot realistically cover every fictional situation which could occur in the world your table creates. Remember: you can always think outside the box!

Technical jargon

Finally, here are some terms and abbreviations which are likely to come up during play.

- Attributes are sometimes abbreviated like so: **FRC** for FORCEFUL, **TAC** for TACTICAL, **CRE** for CREATIVE, and **RFX** for REFLEXIVE.
- Rolling **D66** (instead of 2D6) or **D666** (instead of 3D6) means rolling multiple six-sided dice in a specific order and using the numbers shown as the digits in your result. For instance, a D66 roll of 2 and 4 would be 24, not 6. A D666 roll of 5, 2, and 1 would be 521.
- Sometimes the likelihood of an event is expressed as **X-in-1D6**. This means you should roll 1D6 and treat the associated information as true if the result is less than or equal to X, and false if it's above X.
- **Best-of-XD6** and **worst-of-XD6** are used as shorthand for rolling XD6 and dropping the lowest die (best-of), or the highest die (worst-of).
- Some items list a number of **uses** (also called **limited-use** items), and others are marked as **consumable**. Items which list a number of uses are unavailable when their uses have been exhausted, but always remain in your inventory. Consumable items can only be used once, after which they are gone forever (or until you find more).
- **PC** and **NPC** stand for "player character" and "non-player character."

PLAYING DIRTY

A note on high lethality

War is hell, and death is cheap in FIST. While your characters may have ultrahuman skills, abilities, and experience, they are not immune to the business end of a rifle. FIST operatives are typically outnumbered, outgunned, and underfunded, lacking the resources and support of a state agency or private military contractor. You will not be able to win every fight, and active combat is never your only option.

The mercenary mindset

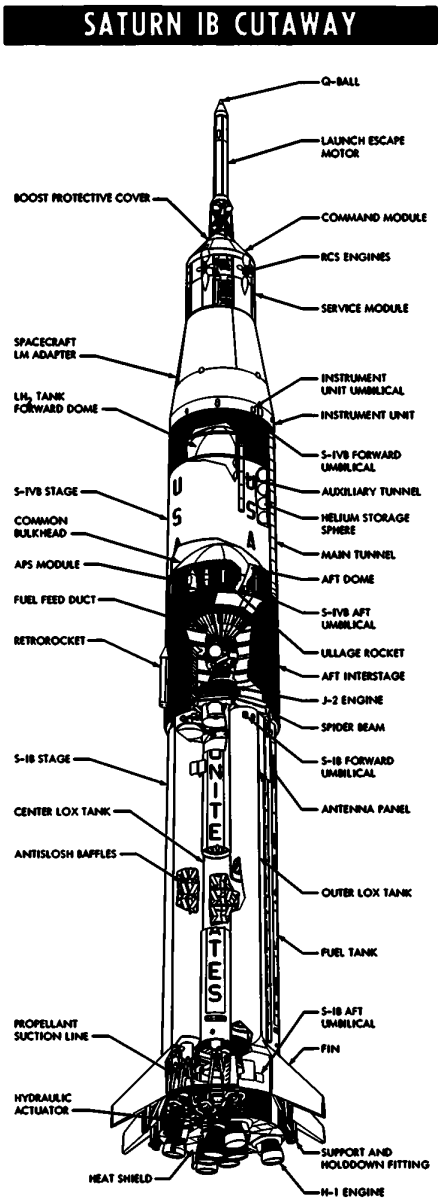
As a player, you are encouraged to **lie, cheat, and steal** as necessary to ensure the success of your mission. This doesn't mean you should antagonize the referee or the other players, but it does mean that the game is unfair, and completing your objectives will require shifting the advantage from the enemy to yourself. Lying, cheating, and stealing are not game mechanics per se, but should be your foremost tools when death is breathing down your neck.

- **Lying** could mean assuming a false identity to bypass a guard post when your HP is low. It could mean tossing a rock against a nearby oil drum to misdirect a robotic search dog, or bluffing to a vampire that you have a vial of holy water up your sleeve. Letting yourself be taken in by a UFO cult under false pretenses so you can study their alien connections from within is a lie. Stealth itself is a lie—for your own gain, you convince the enemy that you "don't exist."
- **Cheating** could mean sabotaging a vehicle at rest because you know you won't be able to outrun it later, or waltzing through a group of would-be assassins because you can freeze time at will. It could mean asking every other player to spend a WAR DIE on your attack, boosting the damage you just dealt into the stratosphere. More often than not, you are beneath the world's boot, but you can always think outside the box and try to game the system.
- **Stealing** can also be euphemized as "on-site procurement." You are not limited to standard issue and trait items. If a worker has a tool, a guard has a key, or a soldier has a gun, it can become yours with a little creative thinking. If you carry an item to the end of a mission, it persists into the next. Rend the dust-caked thermal goggles from an undead Navy SEAL and keep them for yourself. Pilfer an experimental Soviet microwave gun and make it your signature weapon. Grab some rags and vodka from a haunted liquor store today—you might find yourself beating back mutant kudzu vines tomorrow.

Strength in numbers

Subterfuge aside, your greatest hope lies in other people. Some referee-controlled characters may offer insider information in exchange for protection, others may join you in battle as powerful allies. Even if a character has nothing to offer you, FIST is a conversation game, and talking is always a free action. Feel free to stop a fight and challenge your enemy's ideology, or take a breather to map out an infiltration strategy with your fellow players. Coordinating with your teammates can give you a tactical edge—more people can cover more bases at once. There's also no rule against making brand new FIST operatives perfectly suited for the challenge at hand. The world is your oyster.

ONGOING GAMES



Mission structure

FIST campaigns are framed as a series of missions which usually last a single play session. Sometimes, the missions fall into an overarching plot or grand conspiracy. Other times, they're just one-off jobs. Periodically, the mission might be unpaid and done for personal reasons, like squaring off with an old nemesis, tracking down a useful asset for a future goal, or making amends for past mistakes.

Player characters start each mission at full HP with all limited-use items refilled, and any lost trait-granted or standard-issue items replaced or returned. Any other items carry over between missions, but are lost if left behind. WAR DICE are single-use and don't refill. Paid jobs are just a framing device in FIST, so don't worry too much about supply costs.

Character advancement

Characters advance when they act according to their role. For instance, a CRUSADER advances if they behaved ethically during the course of a mission. If you feel you've reached natural closure for your role, you can choose a new one between missions. If a player advances, they can choose one reward: 1.) a new trait, 2.) +1D6 MAX HP, 3.) +1D6 WAR DICE.

Players who choose new traits are encouraged to narrate how they got them, in order to add some personal flavor. For instance, a player who chose the ILLUSION trait could explain that they used a sensory deprivation tank to activate latent psychic abilities, or that they constructed a swarm of holographic projection drones. Feel free to reskin traits, too—maybe your SHOW performer is actually a warrior-poet, or your PARKOUR gives you a golf club.

Global politics

In FIST, it is the referee's job to maintain a fictional world that responds to your actions. For this reason, it is important to consider your team's place in this world as they move from mission to mission. If civilians witness you assassinating a British politician now, you are likely to be harassed by MI6 in the future (even if you explain that she was a body-snatcher, and that it was an MI6 contact who hired you to whack her in the first place). FIST is not well-liked by the global intelligence community and military-industrial complex, and they are certainly not needed—you are unlikely to be hired directly by a government or large corporation unless they have some ulterior motive or have exhausted their in-house paranormal research and defense options. Rogue ultrahuman actors are an intolerable risk to the status quo, and the system is not your friend.

Anti-canon

There is no one correct FIST game world, and if there was, it certainly wouldn't be locked up in the back room at CLAYMORE. Many sections in this book state or imply certain things about the setting, but these are provided as tools and seasonings for your game, not hard truths. The world you create at your table through roleplay when you say, "This is worse than the Budapest job," or "You know, I helped JFK slay a vampire," or "My character is from Mars," is more real than anything in this book.

In this FIST gameplay transcript, we find our heroes (example characters ZERO, SPLICE, GATE, and WHIPLASH, p. 3-4) trapped between a rock and a hard place: pinned inside a corridor which leads to their goal, a top-secret laboratory stuffed with confidential research files to be liberated. Unfortunately, the corridor is equipped with booby traps, and enemy soldiers are in hot pursuit.

REFEREE: Okay, you all squeeze through the sliding double doors and into this long, metallic hallway. You can hear the enemy soldiers shouting in the distance as they close in on your location. Ahead of you, there's—

ZERO: Hold on, I want to cover the door we just came through. I kneel and put my gun up, taking cover by the door jamb and poking the muzzle out into the previous area.

REFEREE: Okay, so you'll have the drop on them when they arrive? Like, you're on overwatch.

ZERO: Yeah, exactly.

GATE: That's a good idea. I'll crouch by the other side of the door, just for some extra support. Sharpen my cleaver a little.

REFEREE: Sounds cool. I'll be sure to tell you two right when the soldiers arrive, so you can get a few shots in. Splice and Whiplash, I'll tell you what's in the corridor ahead, since I don't think anyone else could fit by the door.

SPLICE: Hope it's something good.

REFEREE: I'm afraid not. The whole way down to your destination is rigged up with a laser grid booby trap — you know, like a classic spy movie web of lasers that you'd have to carefully twist yourself to get through. This one is special, though. The lasers are absolutely humming with energy and, like… I don't know, you see a stray fly meander into one of the little laser beams and— TSSS… there's a little plume of smoke and it hits the ground, dead.

GATE: No! That poor fly!

REFEREE: Requiescat en pace. I hate to be the bearer of bad news, but it is, in fact, a high-voltage laser grid, which means that touching it at all will instantly harm you. It doesn't just set off an alarm or something. You get fried. You could even lose a limb.

WHIPLASH: That's fucked up.

ZERO: Yeah, what are we supposed to do about this? Could we squeeze through if we're careful?

REFEREE: Well, you could. Like I said, it's a spy movie-type situation, so if you're very methodical and limber, you could reach the other side unharmed — but keep in mind, you don't have a lot of time. Those soldiers will be showing up soon…

SPLICE: I bet I can do it. I'll sheathe my laser katana, and I slick down my hairdo. "Right, I've got this one sorted! Cover me."

ZERO: "Gate and I have your back."

GATE: "Be careful, Splice!"

SPLICE: Alright, I'm taking careful steps... paying attention to... uh... my body's orientation in the space...

REFEREE: Alright, roll +REFLEXIVE.

SPLICE: Mama needs a new pair of shoes... [TAPPING ON MOBILE PHONE] ...9.

REFEREE: That's a partial success. Okay... you're doing great. You don't get hurt, but... hmm, a complication. Oh! The soldiers finally arrive. You're about halfway through the laser grid when you hear shouting and gunfire. So, if you keep picking your way through slowly and carefully like this, you'll be a sitting duck if the rest of the team can't hold them off. Not good. Let's cut to Gate and Zero, who got prepared for this.

GATE: Can I start cooking something up in this little corner in case we need extra HP?

REFEREE: Do you have any ingredients? You need something to make something, right?

GATE: Well, it doesn't say I need ingredients in the trait. It says I can make a meal in almost any situation.

REFEREE: That's reasonable, and I'm not sure about this ruling, but I think tucked into a corner under fire, in a sterile metal hallway, would be a difficult place to spontaneously requisition ingredients.

GATE: Well, that's fair...

REFEREE: Maybe you always carry things on you, though. I don't know. It doesn't say you need ingredients, though, so in future... [PENCIL SCRIBBLING] ...we'll rule that you can scrounge up ingredients in "lived-in places," unless that seems too restrictive.

GATE: No, that's fine. You know what, I'll set up my circle of candles instead, and fade into a trance to summon IRUTHON, the forgotten prince of storms...

REFEREE: Oh, awesome! Okay, little bolts of lightning begin to arc along the metal walls near you as the air comes alive with magical energy... cut to Zero. You're in cover by the door, peering down the sight of your rifle. [DIE ROLLING] Five soldiers are coming into sight now. They were jumpy, firing at nothing before, but now they see you. What do you do?

ZERO: I shoot them.

REFEREE: How do you shoot them?

ZERO: With my rifle. I have it, right?

REFEREE: Sorry, I mean I need a little more detail. Like, short bursts? A wide spray?

ZERO: Oh, okay. Yeah, like a spray maneuver, just unloading a clip as soon as I see 'em.

REFEREE: Alright, that's a pretty brute-force strategy, so roll +FORCEFUL.

ZERO: [DICE ROLLING] 7. That was close.

REFEREE: Too close for comfort. Roll DAMAGE, and I'll, uh... I'll just divide it between as many of them as I can, then narrate a complication. I have a good one.

ZERO: [DICE ROLLING] 2. Plus 1, that's 3.

WHIPLASH: Uh oh, that's not evenly divisible.

REFEREE: All good. Three of the soldiers take 1 DAMAGE, and one of them doesn't. [FLIPPING PAGES, ROLLING DICE] This one has a "very cool tattoo," so we'll call him "tough guy." Anyway, tough guy pulls a grenade pin with his teeth and lobs it right through the door. You're all about to be blown to hell if you don't do something.

SPLICE: "Bloody 'ell!"

GATE: Your British accent is so good.

ZERO: I scoop it up and toss it out.

REFEREE: Damn, okay! Roll REFLEXIVE.

ZERO: [DICE ROLLING] Another 7.

REFEREE: Okay, uh... well, I'll just say the grenade blows up a little too soon, and you and Gate still take half damage. [ROLLS] 5 DAMAGE, which I'll halve and round to.. 3. I won't split that up between you, since it's an explosion and not, like, one divvied-up attack. So, you both take 3 DAMAGE.

ZERO: I take 2, VETERAN gives me +1 ARMOR.

REFEREE: Got it, cool. Well, your ears are ringing pretty bad, but you're still up!

GATE: It probably hasn't been ten minutes, but we need help now, so I'm gonna spend a WAR DIE to summon Iruthon...

REFEREE: Yes! Hold on, though. Whiplash hasn't gotten to do anything, so let's cut to you, Whiplash. What's your move?

WHIPLASH: Run through the lasers, get to the lab, and kill the grid. Dodge a few if I can, but mostly grit my teeth through the burns.

REFEREE: You could hurt yourself, and Splice!

WHIPLASH: WILDCARD, baby. I wanna level up.

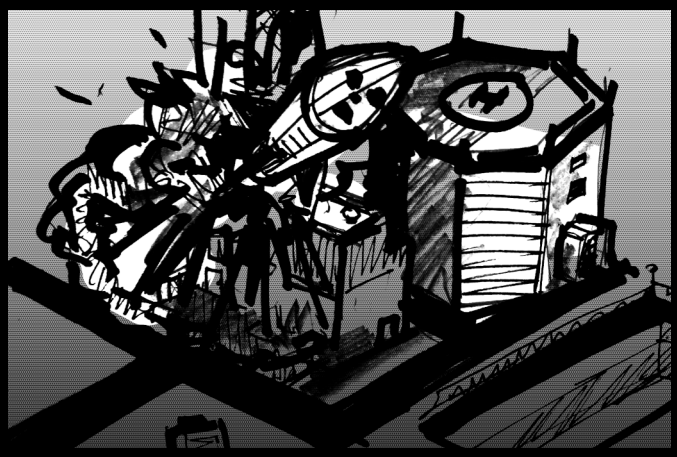
REFEREE: Alright, can't argue with that. Good luck, and godspeed. Roll +FORCEFUL...



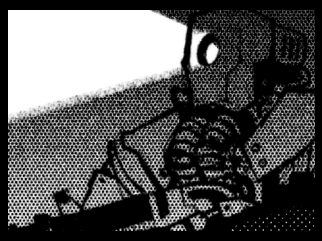




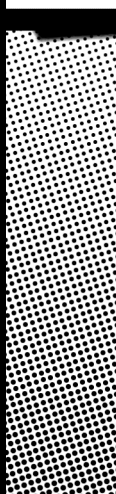














REFEREE



GETTING STARTED
REFEREE

Necessary items for play

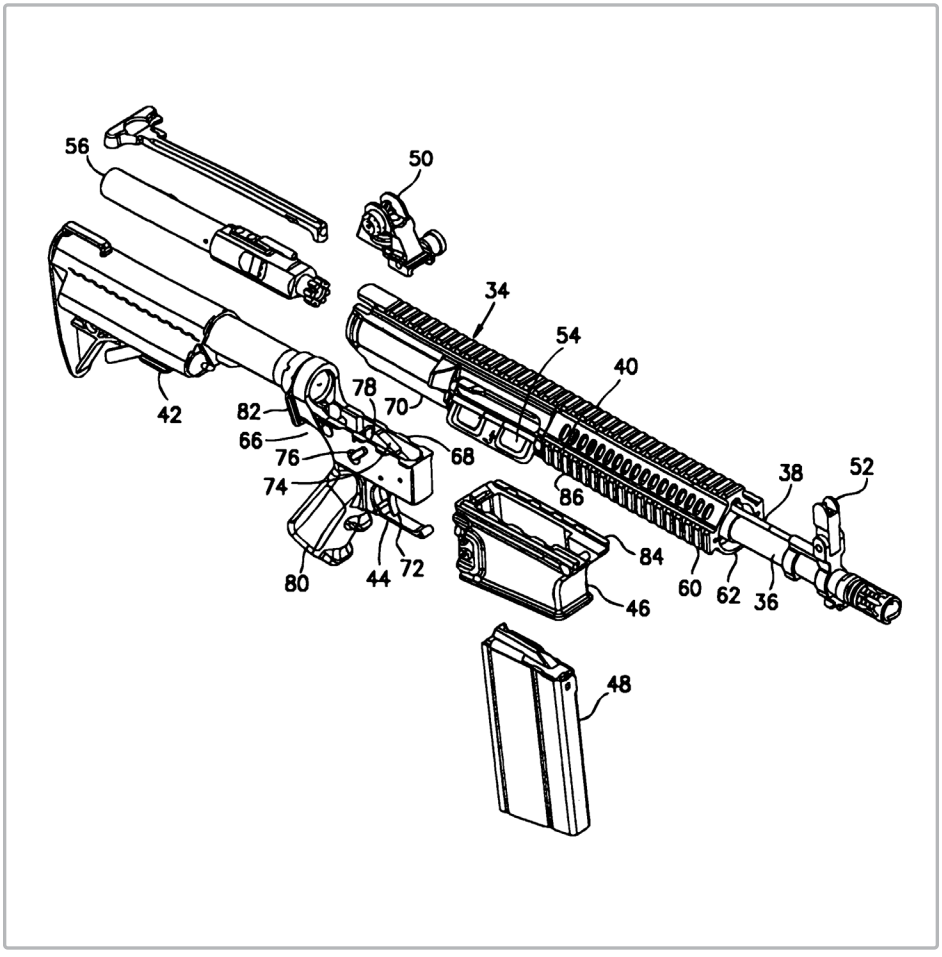
To be the referee in FIST, you'll need:

- This rulebook, in particular the Intelligence Matrix, p. 70
- Two to six other people you know, like, and trust
- Some six-sided dice (also called "D6")
- Pencils and a notebook, or an electronic note-taking device

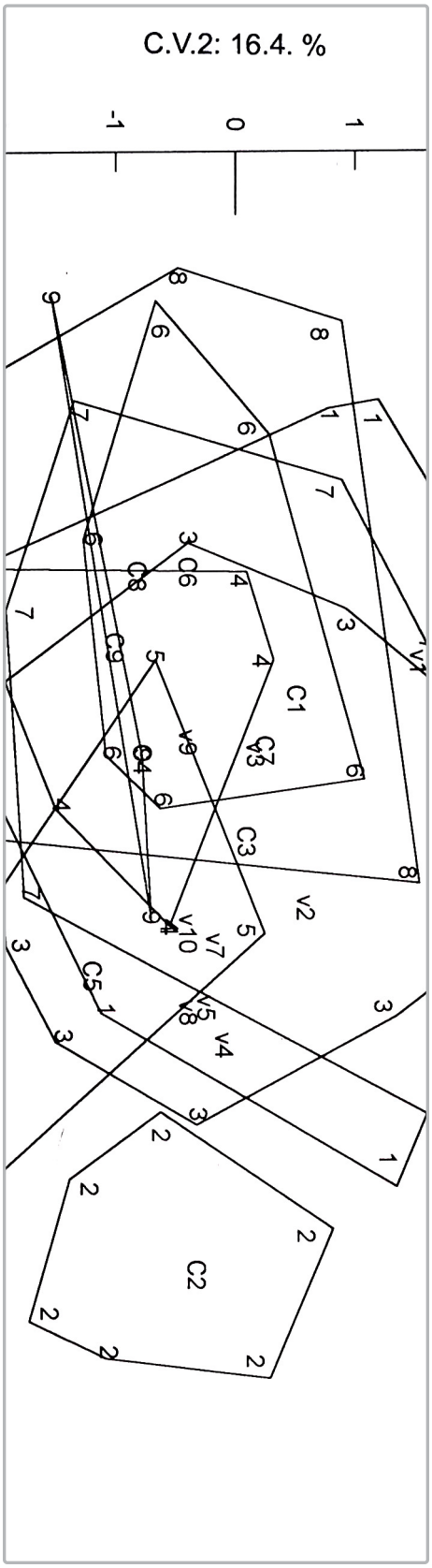
Notes on referee operations

Instead of playing as a mercenary, the referee plays as the game world itself. If you're planning to be the referee for your FIST game, you should familiarize yourself with the player section (p. 1) before reading on. If you're a player, you might like to read this section before going on a mission to better understand how FIST works under the hood. Nothing in this section is a secret from the players, and vice versa—the players and the referee are the custodians of two reactive compounds which only tell a whole story when combined and allowed to brew.

As the referee, your job is something like that of a showrunner. Everyone at the table will be doing some acting, writing, and directing, but you make sure that the universe stays consistent, the pacing stays brisk, and that all the right pieces are in place for the show to begin. You're also like the code of a computer game: it's your job to generate content, distribute rewards, enforce rules, and provide a responsive world.



PLAYING FAIR



A theory of roleplaying games

What is a roleplaying game? We're not sure, but while our top scientists are putting their heads together to find an answer, we'll share some of the design philosophy that went into making this game. How does a roleplaying game differ from make-believe? Because FIST is a mercenary roleplaying game, we'll open with another example of imaginary warfare—a pretend playground gunfight—and lay out three pillars of thought for the referee: **trust, chance, and rules**.

- **Trust** is typically expected and assumed in a pretend playground gunfight. All parties involved implicitly trust each other to constrain their imaginative play along commonly understood boundaries: guns go "bang" when fired, people cannot be shot through solid objects, people die when shot, etc. Players who undermine these rules ("My magic armor can deflect bullets") are removing the structure which turns freeform play into a sensory- and decision-based game—you run from "bang"s you hear, you duck behind solid objects you see, you lie down when dead so others are not confused, you die loudly and wildly to help suspend collective disbelief. In a roleplaying game context, this implicit trust still exists: the referee trusts the players to approach the imagined world boldly, cleverly, and in good faith, and the players trust the ref in turn to be fair, knowledgeable, clear, and consistent. At a table, fiction takes the place of sensory input; all decisions are now made in an imaginary context narrated largely by the referee. This places an incredible burden on the referee to be as impartial and knowledgeable about simulated minutiae as possible (and tends toward predictability), so we incorporate chance.

- **Chance** can be used to abstract all kinds of mental heavy lifting for the table. Complex matters like combat, injury, body language, piloting, etc. could be a chore to resolve entirely through agreed-upon, common-sense descriptions, so we roll dice to find out what happens—whatever the specifics of dogfighting are, the dice will tell us if you crash the fighter jet, you don't, or something in between. Chance further suspends disbelief and increases fairness—things don't always play out according to our agreed-upon, common-sense expectations. Chance can also be used in place of referee prep; the **intelligence matrix** (p. 70) is provided partially for this purpose.

- **Rules** are the final pillar. Trust and chance are the proteins of roleplaying and make for a fun, if vague and strenuous, game. Rules are the seasoning. They can handle further mental heavy lifting by hand-waving complex questions for the sake of pacing and everybody's time. When should we invoke chance? How do we abstract some people having better odds than others, given the same preparation? When can I summon my magic armor that deflects bullets? The implicit rules (advice, setting information, etc.) are just as important as the explicit ones. For instance, FIST itself is an action-science-fantasy-horror pastiche so that genre conventions can replace mental heavy lifting—maybe we don't know which common industrial chemicals are flammable, but we do know that red barrels always explode.

QUALITY FICTION

Notes on the theater of the mind
Our pillars support a theater of the mind. What makes for good theater?

1. Run the show.

- **Always keep things moving.** Pacing is key to running the show. When a player rolls a failure, it doesn't just mean they mess up—it's the referee's opportunity to inflict some negative consequence that still changes the situation, letting the players "fail forward." When a player rolls a success, a new challenge should appear that follows logically from how their actions changed the situation. Most of the time, the players will roll partial successes, so you should always be thinking of difficult compromises, holes in good plans, and bittersweet victories.

- **Maintain the suspension of disbelief.** The fictional world must behave how the players expect it to. Don't pull things out of nowhere, and try not to change how the setting works after it's been established (unless you have a good explanation). Do ensure that all the little things that "sell" a game world occur: NPCs should appear to have inner lives, small fires should propagate, and buildings should be destructible, given the right explosives.

- **Be a fan of the characters.** Excite them with grand conspiracies and strange phenomena beyond the fringes of scientific thought. Let their clever solutions work as long as they are within the realm of possibility; consider having them roll the dice before you say "no." Generally speaking, give them space to be legendary mercenaries.

2. Respect the audience.

- **Don't hide important information.** This is a game of communication and decisions, and the players can't make good decisions if you don't communicate. Tell players information that their characters could reasonably know. Try to present actionable challenges and opportunities, not arbitrary mechanisms of punishment and reward. Roll your dice out in the open so the players can see your results, and require the same from them. When you make rulings, be consistent and clear, and let the players know beforehand.

- **Make rulings that make sense.** As the referee, you have the power to reinterpret the rules as you see fit in service of fun. Let your players use the tools at their disposal to do cool things (even if they're a stretch, like dual-wielding rocket launchers) but keep things fair for the other players, too. If the function or scope of a trait is unclear, you have the final say, but never be afraid to open a dialogue at the table. There is no downside to a fun "what-if" conversation.

- **Don't pull punches.** Sometimes, a player might do something that completely screws them over, or even compromises the mission in pursuit of their own goals. Other times, forces outside of the protagonists' control (from massive conspiracies to pure bad luck) will ruin even the best-laid plans. Allow conflict and failure to freely occur, just as they do in real life.

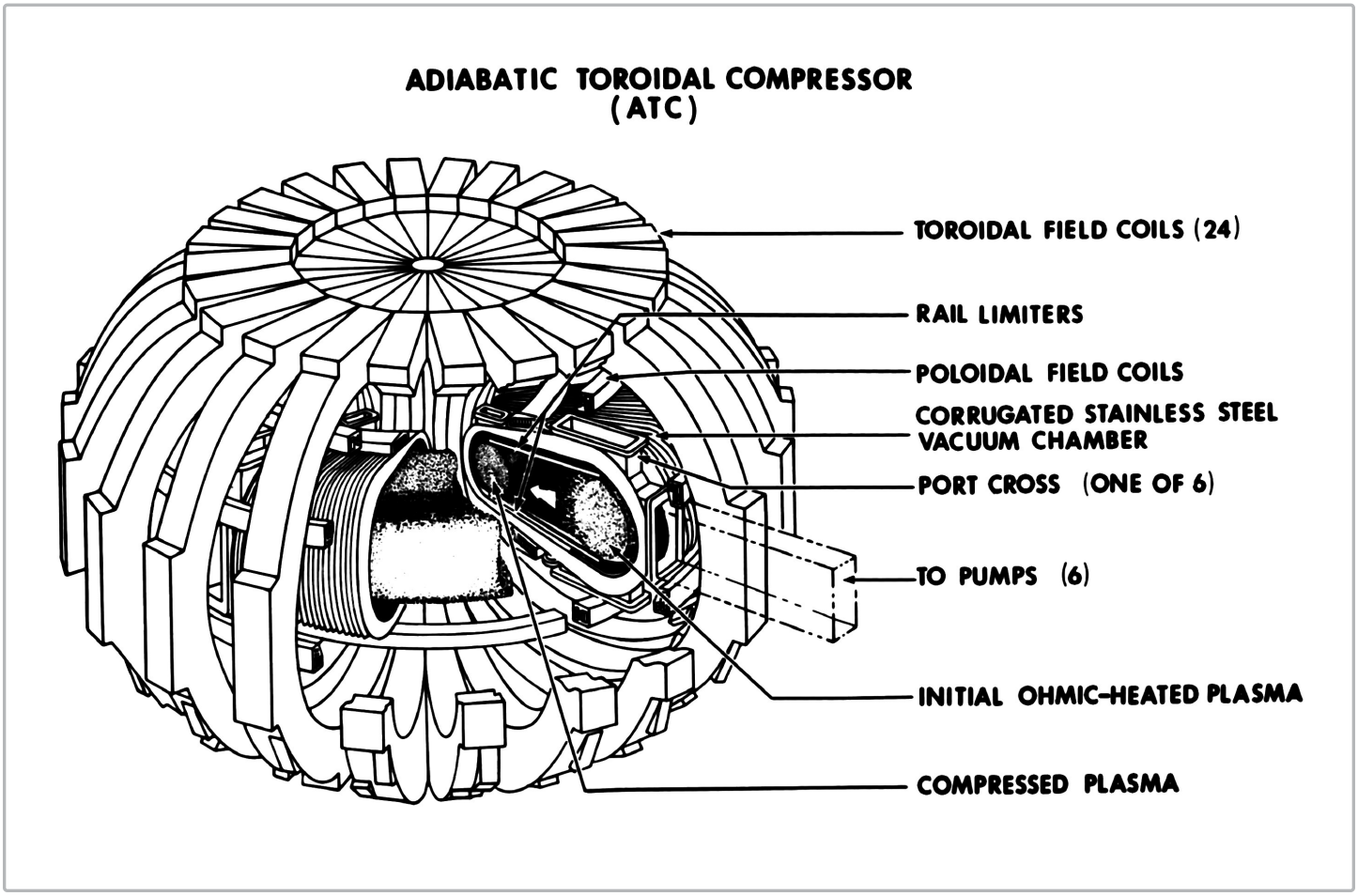
NARRATIVE FORMALITY
If you're primarily familiar with fantasy adventure roleplaying games, you may expect the "dungeon master" to speak in sweeping, well-considered bits of prose (e.g., "Something formless and hateful bubbles up from the musty, oppressive darkness around you."). While purple prose can often be a perfect fit for the tongue-in-cheek seriousness of FIST, there's nothing wrong with keeping it casual to maintain the pace, sell the theme, and set the tone. You might say, "She pulls up and gets out of her car; she has a James Bond thing going on," or, "You absolutely blow his brains out," or, "Okay... the shadows are fucking moving, what now?"

3. Play to find out what happens.

- **Respond to the dice.** Randomness can bring an energy and mystery to the game which is hard to improvise—don't throw this away by fudging rolls or guiding the game strictly toward a pre-planned ending.

- **Look at all of your ideas through crosshairs.** Be ready to improvise based on how the players and dice steer the story. You might find that you've imagined a ton of exciting moments that cannot come to fruition once the players choose to follow a different path. This is normal. The referee, much like a secret agent handler, can only provide key information and speculate about what may happen before the mission begins. Once the trigger is pulled, uncontrolled variables are the name of the game.

- **Above all else, follow the rule of fun over the rules as written.** FIST is designed to have flexible gameplay, and this flexibility depends entirely on its core design principle: people are smarter and more fun than a book. Of course, you bought, found, or stole this book and are expecting it to give you the tools to play a game, so we've included as much of that as possible (our favorite rulings, our best practices, our sources of inspiration), but when it comes down to it, your table knows what they find fun better than we do. If something in this book doesn't work for you, toss it out and make something new.



USING AGENCY

Agency as the catalyst for immersion

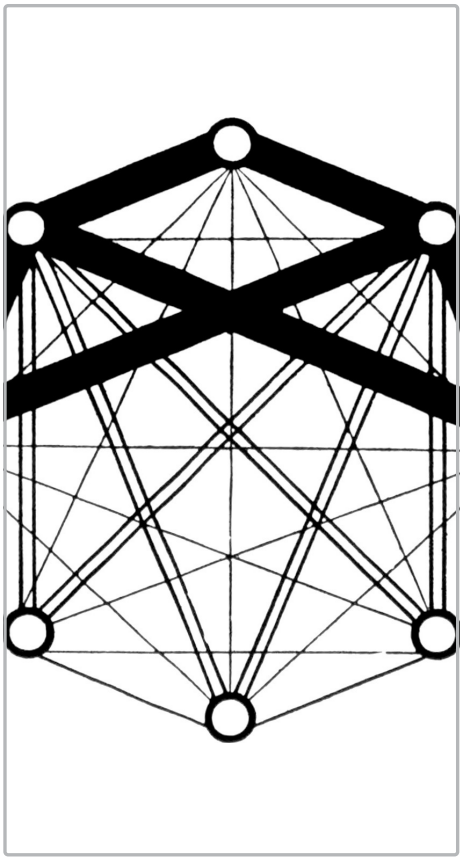
In the world of tabletop RPGs, agency is the stuff dreams are made of. A collaborative fantasy world as experienced through a role-playing game lives or dies on how tangible and reactive it is. This quality of immersion isn't much different from some modern computer games, but it can wildly surpass them thanks to the power (and cheap operating cost) of the human imagination. Agency is baked into the rules, not as a clever technique for breeding immersion but as a necessity of what makes a game a game—you are able to choose what you do, what you say, which things you respect, listen to, and protect, and which things you circumvent, co-opt, or kill. Undermine this as little as possible.

The game world is a space where players make decisions, but it is also a space populated by creatures of fiction who exert their own agency. It is a space that goes on without the players—after all, a dream world populated only by creatures and places that pertain to and benefit you is a strange sort of prison, but a prison still. The game world *exists*, and the referee merely narrates most of what happens there. When you're the referee, you should highlight any opportunites that arise in this living game world for *any* of the characters—player-controlled or otherwise—to exert agency upon the game world. Do this consistently and before long, the players will start doing it for you.

Respecting the agency of the characters can be done in some literal ways: don't railroad the players through your pre-imagined story, don't protect them from their own failures, don't force everything to revolve around them, etc. Some more conceptual thoughts on agency:

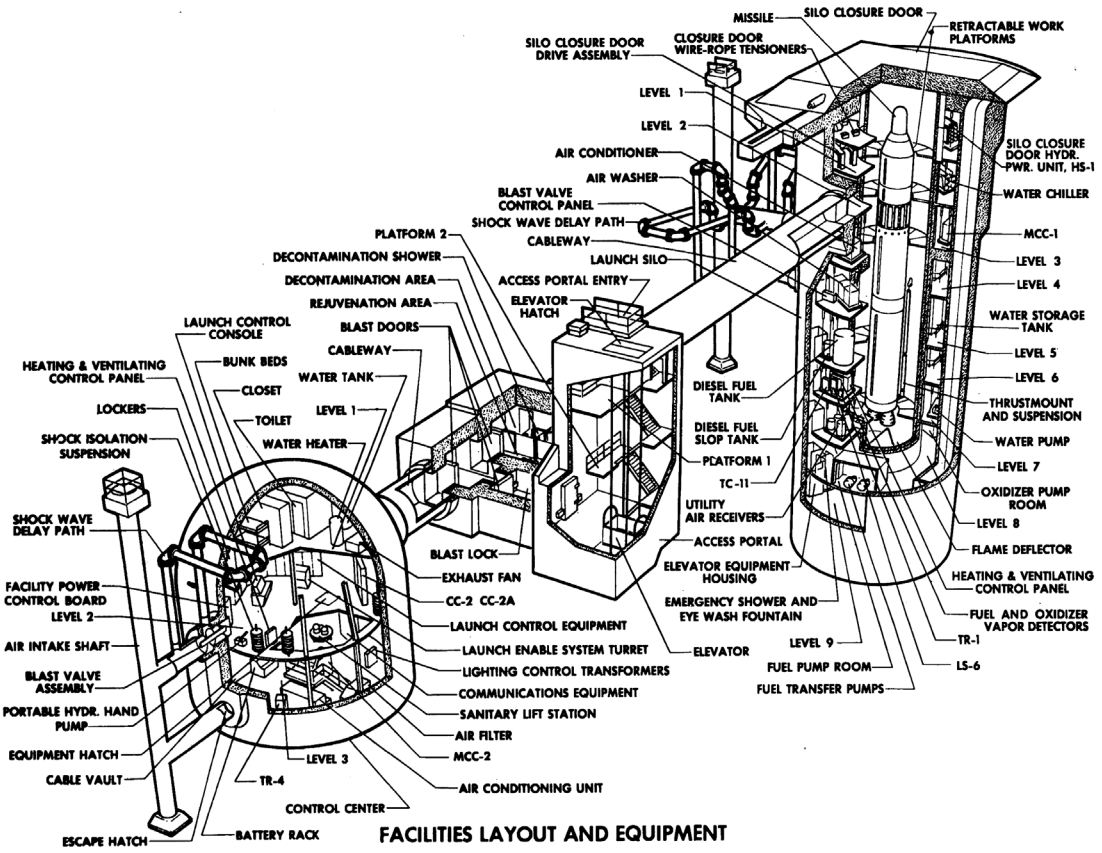
- **Ask for intent, and ask for details.** Take a player saying, "I shoot the guard chasing me." If you do not ask for intent or for details, if you perhaps assume their intent to kill, you'll narrate the result of their roll based on your assumption—they miss, they hit, or some mixture. Instead, let's ask them for details: "Alright, how are you shooting them? Just a wild hip-fire?" The player responds, "Hmm... no, I'll shoot for the foot. Stop him right in his tracks, so I can double back for an interrogation." Now we have a little more meat to work with narratively (especially for partial successes—ah! He's limping!) and the player got to exert agency in a small but very meaningful way.

- **Use real consequences, not invisible walls.** There's a reviled archetype of TTRPG player who loves to interrupt a long-winded bit of dialogue from a plot-necessary NPC with, "I shoot them in the face." These types are often written off as bad sports and buzzkills. Their actions will be walled off, denied, even lightly reprimanded. In FIST, you must cherish these players. Let your important NPC be shot. Narrate the bullet casing clinking to the floor, the commotion of civilians outside, the ensuing precious few minutes of panic before the police sirens arrive, before this errant player's face has been seen, before the cops chase the team through town and up into the hills, culminating in a shootout that completely ignores the original premise of the mission. Respect extreme use of agency—and deliver extreme results.



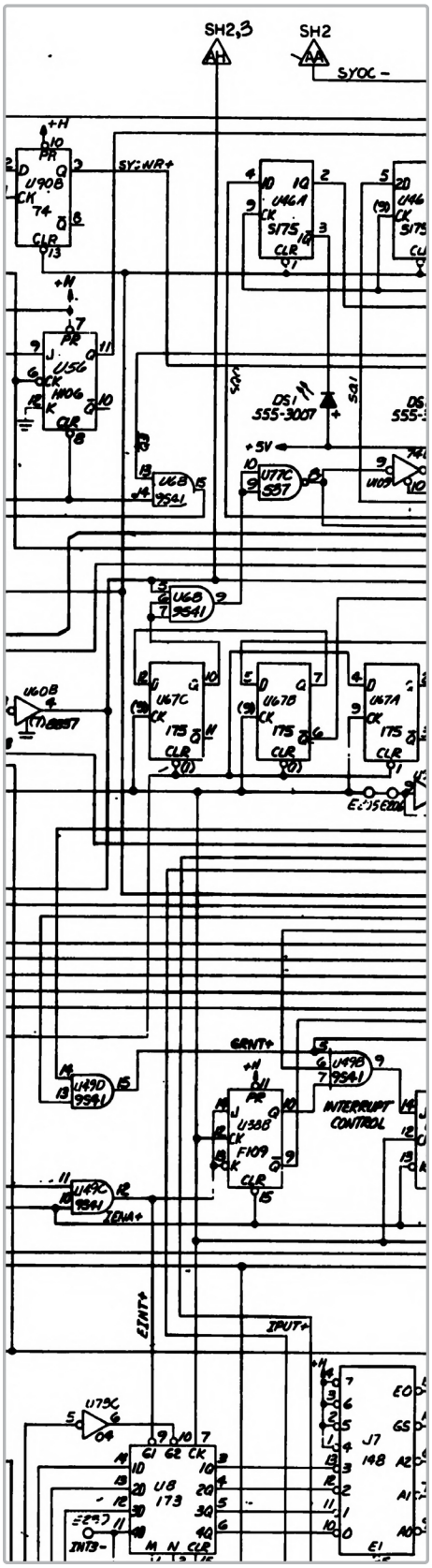
- **Think of your world in terms of living people.** When the players meet someone, they're expecting to meet a person, not a mouthpiece for the story. Meeting a person, learning their likes and dislikes, their hopes and fears, how to push their buttons—this is a form of player agency, especially for "face man"-type operatives. Don't let them down. Office workers gathered to watch their building mysteriously burn are more likely to talk about job loss and supporting their families than speculate about accidents and arson, but a bit of prodding may reveal their suspicions about a corrupt boss. Guards patrolling an island camp may chat about their past romantic endeavors or the soccer match they heard on the radio, and know literally nothing about the internal workings of their organization—but may be easy to ingratiate oneself with due to their boredom, loneliness, and distance from central command. The biggest, baddest villain of the game may just drop their plot and go home if the players simply threaten their loved ones or offer an exorbitant bribe. Pepper your characters with details and motivations you find unremarkable, because your players may feel otherwise—and because no one is one-dimensional.

- **Know that players can drop, deviate from, or sabotage missions.** This one is fairly simple. Most missions start and end with a focus on the objective, but some don't. Sometimes, motivations clash or lies are revealed. Let the players set their own goals if they need to. If all else fails, make the new mission objective "get the hell out of here."



FACILITIES LAYOUT AND EQUIPMENT

REFEREE FAQ



Q: "How do I move the spotlight between the players?"
Try to think of your game like a movie. "Okay, you're trading blows with the power armor werewolf... let's cut away and check on everyone else." Choose tense times to "cut away," like mid-fight or while hanging from a cliff, so that moving the camera is part of the fun. You should also pay attention to which players aren't getting much screen time, and create relevant challenges. For instance, mostly social characters may not have much to do during combat, so throw in a scared civilian or two cowering behind a flipped truck. Remember, too, that you can always ask the players directly if anyone needs some screen time.

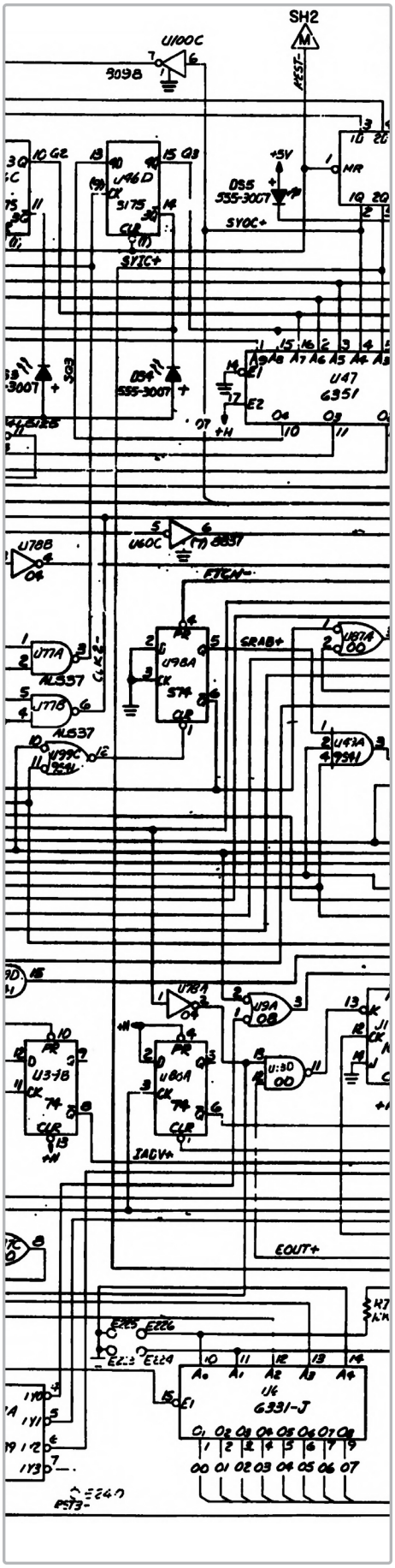
Q: "How do I handle partial successes, especially in combat?"
Don't worry too much about it. All you have to do is think of ways that things could go sort-of-wrong. You probably do this all the time already: "These groceries are slipping out of my hands, I might have to crab-walk up the stairs." "If that light turns red before I get there, I'm going to be five minutes late." "If I phrase this wrong, I could offend the person I'm talking to." Simple, mundane complications like these are just as compelling as narrative flourishes and twists. For additional inspiration, try using the partial successes table (p. 148).

Combat is no different. You've likely seen all kinds of partial successes in movies, comic books, and games throughout your life: duelists locking swords, wrestlers struggling to topple each other, a shoulder-grazing gunfire exchange that pushes one party back into cover. Draw from these, and always ask your players for details. "I attack" isn't enough to go on, but "I swing for the head" can be countered with "They duck, preparing to sweep out your legs." As for DAMAGE: only failures deal it reliably. Partials make for a worse situation following the damage dealt (e.g. you kill the guy, but three more take his place), or less damage dealt (e.g. a misaimed shotgun might deal half DAMAGE). Rarely, the ref might rule that both parties roll DAMAGE if it makes the most sense, like in a point-blank gun draw or a mutual stabbing.

Q: "How do I determine when a mission is complete, and who advances?"
The referee should generally give the players a clear mission objective during their briefing, like "retrieve the briefcase in the fourth floor office" or "destroy the enemy shield bunker." When exactly to rule the mission complete is a matter of personal taste, but we recommend challenging the players to exfiltrate or reach some safe point after completing their objective. You might rule a mission complete when FIST reaches their getaway car or leaps into a helicopter from a sinking boat—or you might challenge the players to survive one final car chase, or brave a firefight while dangling from a rope ladder far above the sea. As a rule of thumb, declare missions complete when FIST has fully shaken off their enemies.

If your players consider your narrative judgement sound, you should go around the table after the mission is done and and quickly discuss each player's role, and if they think they fulfilled it. Decide if their actions truly match the conditions in their role description, and allow them to advance if so. If your players dislike this system or often disagree with your rulings, call for everyone at the table to vote on each role instead.

Q: "When do I bend the rules, and how do I make new rulings?"
Bend the rules if following them as-written doesn't make sense. Consider characters who deal damage telepathically: do they ignore their target's ARMOR score because the attack isn't physical? Some tables may run



this as-written (no, a bulletproof vest protects against a psionic blast), perhaps because it's simpler or makes psionic enemies less tedious. In other cases, like a psionic player who reasonably argues that remotely scrambling someone's gray matter should get past their power armor, making new rulings is the only thing to do. Make note of your house rules as they happen, as they'll give your game more flavor over time.

Don't agonize over new rulings, just go with whatever sounds best. If you're not sure, ask the table what seems fair, or if they have alternative ideas. If something you design in the heat of battle turns out broken, that's fine—your table can always tweak house rules between sessions.

Q: "What kind of dynamic should the referee have with the players?"
Somewhere between a magician and a martial arts master. You'll often act as the players' adversary, portraying neutral but dangerous systems they are forced to navigate, as well as their individual enemies and some large-scale opposing forces. Although your performance to your audience may be adversarial, you're still trying to give them a good time and a productive, mind-expanding challenge. A good master knows nothing of cruelty or pride yet never pulls punches during training, and a magician may weave impenetrable deceptions, yet take joy in their unspoken challenge to the audience: *figure out the trick.*

Consider the classic image of the master who challenges their student to take the marble from their hand. The master protects the marble resolutely, locking it away in their fingers as the student runs through a litany of known techniques in an effort to break their master's defense. The master keeps the wall strong, but not too strong. The master applies pressure to the student with fastidious consideration until they enter that flow state where every binary choice has a third option. You are the referee, you have players with incredible abilities and beautiful brains, and you have bags upon bags of marbles—show them the marble, assume your stance, and command: "*Now, take it from me.*"

Q: "What is the tone of FIST, and what tropes work best with the game?"
FIST is camp and pop-cultural pastiche. We're being grim, gritty, and serious as a joke—but the joke we're telling is dead serious. The game is earnest, and works better when you run it earnestly. Pull from your favorite dumb video games and clichéd comic books, then pick them apart with joy, a spot of reverence, and a critical eye (and shoot them).

Remember that everything in FIST is hyperreal. You're not a disabled person who people treat as radioactive, you're radioactive and it's a disability. We know that Ancient Egyptians built the pyramids—but what if alien architect hoaxsters made a deal with some extraterrestrials to falsify "alternative evidence"? And, of course, the moon landing wasn't a hoax—but everything else we know about the moon is, and all the private investors NASA sweeps under the rug like to keep it that way.

Sci-fi, fantasy, horror, and other forms of genre fiction have always been means of exploring social concepts through a symbolic and aesthetically entertaining lens. FIST is meant to be a playground of destruction, but also a playground of ideas, and we hope you'll use this game to play with anything and everything in your personal box of mental action figures: heightened violence, lurid horror, scenery-chewing, anime-battling, and long, hard talks about philosophy with villains who hold a dead man's switch.







MISSION MAKING

Guide to planning and executing tactical espionage operations

Being the referee is easy, and making missions is easy too. If you've ever played with a level editor, drawn a floorplan, nitpicked a movie, or had an imaginary friend, you can make FIST missions that sing. Since the release of the original FIST, players across the world have uploaded more than 100 missions and supplements to the World Wide Web, many of them first-time homebrewers and game designers. Everything in this book is designed to be a Lego kit for your brain, so you can do whatever you like and assemble whatever sorts of missions you want as easily as possible. When in doubt, plan less, start playing before you're ready, and listen to the players for input as the story develops.

Creating situations

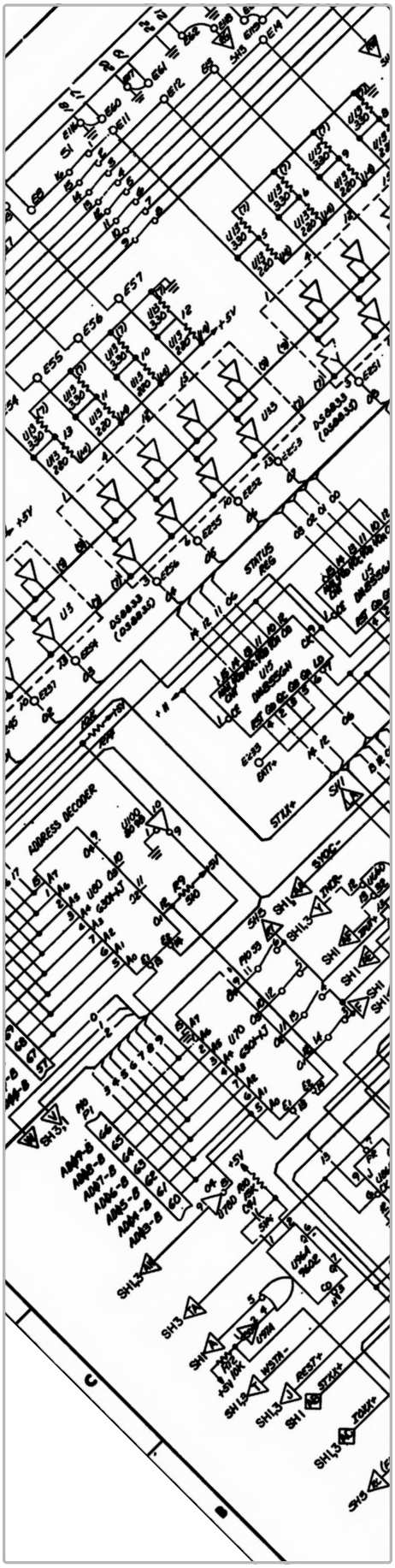
The one thing you shouldn't do is plan out a mission beat-by-beat. You gain nothing by constraining your players to a predetermined storyline, especially in a game where so many abilities and outcomes are left up to pure imagination. That isn't to say you can never plan out the general shape of the story, or that you should never guide your players toward a specific goal—the mission-based structure exists for this reason precisely, to keep the space of play constrained and focused—but you should leave some room to breathe for things you don't expect.

Create situations, not stories or scenes (although you may find yourself imagining possible scenes as you plan, which is great and keeps your refereeing muscles limber). Come up with a simple premise and flesh out some of its moving parts. Soldiers don't just stand around guarding an evil fortress—they take shifts, walk around, spread rumors, and work for their superiors. Their superiors, in turn, don't just sit at the top of the fortress emanating evil. The place has a form and a purpose, be it constructing something, extracting a resource, holding people, or even actually emanating evil, which is more involved than you might think.

This might sound like a lot to plan, but it's not. It can fit on an index card, and you can make a lot of it up on the fly:

- Colonel Kraken runs the fortress. He's using it to extract vital energy from the Earth's core.
- There are six extractors in the corner rooms of a hexagonal building, all with guard squads. Kraken's office is in the center.
- These guard squads rotate clockwise between extractors every three hours. Every twelve, day shift and night shift switch off entirely.
- The guards spread rumors about Kraken. 1: He's an occultist, 2: He works for the KGB, not the U.S. Army, 3: He designed the extractors.

You've already got enough to work with. What should the players do? Pose as guards during a shift switch? Destroy the extractors when the squads rotate? Head for the center and hold Kraken hostage? Grill the soldiers for info about his background and abilities? You can make this kind of thing up on the fly, and keep shorthand notes if you need to stay consistent about certain facts. Alternatively, throw down a few more bullet points with more background info, but know that more prep done is more prep that may need to be cast aside.



Objectives, rewards, and consequences

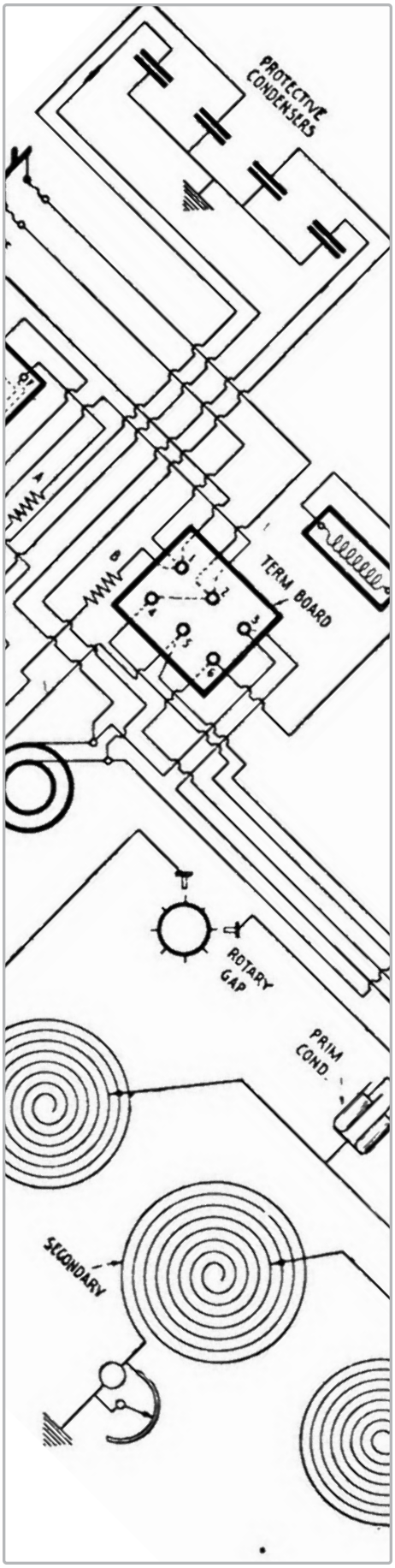
All missions have these three components as part of the design process and, if you like, part of the gameplay itself. We recommend presenting available missions to players in a literal "objective/reward/consequence" format, especially when players must choose between multiple missions. Index cards or post-it notes can be useful for this.

- **OBJECTIVE:** All missions should have a primary objective necessary for completion (e.g. "Destroy Colonel Kraken's extractors"). Some have optional secondary objectives as well, like "find intel about Kraken," or "destroy the extractor designs to prevent future harm."
- **REWARD:** The reward may be something literally awarded to players by the client (like a new car or several crates of caviar), or a prominent item which can be liberated from the mission area (like Colonel Kraken's Desert Eagle, or a possible scientist ally). Include a condition for clarity, like "it will be awarded to you," or "you must find it."
- **CONSEQUENCE:** Missions come with consequences that will play out and affect the game world if left unchecked. This consequence may occur if the players fail the mission (e.g. "if the extractors aren't stopped, an unnatural earthquake will wreck the local ecosystem"), or if FIST chooses to ignore the mission (e.g. "Colonel Kraken will infuse his lackeys with GAIA energy to create an army of supersoldiers").

Tactics, espionage, and action

Once you've determined the finer details of the situation, you need to flesh out the space itself. Missions should include challenges suited to your players—a team of loud, ultra-violent behemoths should probably avoid delicate intrigue missions—and dip into these spheres of play:

- **TACTICS:** Start here. The first decision players should be able to make is how to approach the mission, and they should enter the fold in a good spot to make a game plan. You might flesh out the area around the main objective to give them a better idea of how and where it exists spatially, or draw a quick map of a building and mark multiple entrances (like a front door, back door, and loading bay). *In medias res* openings can also work beautifully, as long as you still include a tactical element. "How do we get out of here" is a reliable classic.
- **ESPIONAGE:** Even the simplest "bug hunt" missions cannot exist in a vacuum without information or connected people. Figure out where in your mission info-social-focused players could thrive, and include things for them to interact with. This could mean writing up a few NPCs with clear motivations, assets, and liabilities. It could mean infosec challenges to be overcome, like figuring out passcodes or managing how dangerous information spreads. Before you think of things to shoot at, think of things to talk about.
- **ACTION:** Last (but certainly not least), throw in catalyzing elements for action. Violence is the most obvious choice for action, and many players will jump at the possibility for violent action wherever it exists. The implicit threat of violence, or an imperative to avoid violence, can also be wonderful catalysts. You might deliciously complicate a mission by including a network of neural implants that lock down the entire facility if a soldier is harmed, have the players sneak past a sleeping monster, or rappel down a cliff to avoid being captured.



Tactics, espionage, and action areas can be arranged during mission creation to give the story forward momentum and physical flow. You might follow a "target" format, where the outskirts of the area ask for tactical planning, the middle area involves orbiting NPCs and bits of information, and the center presents a challenging battle. The example mission, The Ouagadougou Job (p. 31), follows the "target" format. You can also structure missions as a "tunnel," like a moving train with a quiet back entrance, middle cars full of people, and a front that holds the target. Missions could also be a "tower," like a skyscraper full of viable entrances when viewed from the bottom, stuffed with corporate intel throughout the middle, and crowned with a rooftop fight or helicopter chase waiting to happen.

Finally, define the *vibe* of your tactics, espionage, and action sections; note the feelings, sensory experiences, and cultural references you hope to touch on for each area. If one of your player characters has infrared goggles, you might note "watching wandering soldiers from afar is difficult, heat signatures blocked by trees, feels like *Predator*," for your tactical section. In your espionage section, you might note that "characters all seem nervous, hushed tones, looking over shoulders," or "dark and sterile environment, can almost hear the server racks blinking." For your action section, the best prep you can do is daydreaming. Will the cyborg ninja slowly draw their blade, catching the heroes' reflection as it clears its hilt? Will the bullets bouncing off of the diamond-hard hide of the armored alien beast go PTING, PTING, PTING (if so—make these noises when you run the game. Make things big, make things loud, and don't be afraid to get passionate).

It can help to create maps, props, and visual aids, even if your art skills aren't exactly professional. Permanent marker on notebook paper goes a long way. Household objects, building blocks, and toy soldiers come in handy when you'd least expect them to. Hex and grid maps can be useful for prep and for play, so we've included some to print off (p. 149).

Defining loops

Loops can make your mission feel alive. Once you've laid out the area, start looking for "loops," the everyday cycles of existence through which the area's inhabitants move. A common loop is guard patrol routes: are the guards of a given area able to complete a roughly circular patrol loop in the map you've laid out? If not, you might want to add more doors, roads, and connecting hallways. Real places have loops: retail employees rotate between store areas, break areas, and the back room. Trucks and ships ping-pong between origins and destinations to pump the lifeblood capital of our modern economy. The loops of customers and waiters overlap in a five-star restaurant, and the waiters' loops in turn meet the chefs' in the kitchen, where the chefs' loops meet those of their suppliers, managers, and trash-takers. You probably have regular circular or back-and-forth motions throughout your home; if you're like us, it's bed, computer, bed, computer, bed, computer, and so on and so on and so on (for your health, we recommend being slightly less passionate about tabletop RPG development than this).

Adding loops to the mission simultaneously elucidates how to portray the lives of relevant people, prompts you to include things you might've forgotten ("Where's the bathroom? Where do they eat?"), and gives FIST a lot to chew on. Instead of going from point A to B to C, players in a looped-up mission area can easily double back, find shortcuts, and disrupt the usual social structure of the location to achieve their goals. A single, unwavering guard at a lonely post is a fine challenge, but a few guard posts, roads between them, barracks, an outhouse, and two shifts that switch off nightly is already half a mission.

Loops should exist at different scales and intersect with each other. A hospital might have a central hallway that leads to several rooms (a loop), a restricted staff-only area off the main hall (a separate loop which only connects to the first via secure double doors), and a system of ventilation shafts above which connects both. We may define smaller loops for areas of interest ("nurses visit the target's room every three hours," "the head doctor moves around the building, but sits near an exposed window from 3:00-5:00 PM"), and larger loops which may expand beyond the mission area but still be of use ("an outside cleaning agency hits the place early in the morning on their daily rounds").

You don't have to figure out the cyclical behavior of everything in your mission, and you don't have to consciously simulate these cycles in real time while you run the game. Some missions may not involve loops—no one is maintaining a routine on a sinking submarine. Defining loops is simply a diagnostic tool which ensures that your mission area is a living, breathing place, and a creative exercise for adding improv-bolstering details to your world. "What should I describe for a whole day spent staking out the hospital? Ah, the cleaners' visit and the exposed window!"

Mission content and inspiration

The back section of this book, called the Intelligence Matrix (p. 70), is full of pre-made content, inspirational random tables, and do-it-yourself guides. The next few pages show an example of how you can trace a desire path through the Matrix to set up background information. Then, we pick a generated prompt we like and flesh it out to make an example mission (p. 31). You don't have to go all-out while stocking, and you'll probably find yourself improvising during play, so just hit the key areas:

- **CHALLENGES:** You'll want to make statblocks for enemies in the area (p. 89). You could also add a boss (p. 93) for a climactic challenge, and riddle the area with hazards and traps (p. 91-92).
- **OPPORTUNITIES:** Note a few places where items (p. 85) can be found, and include CYCLOPS gadgets (p. 86), vehicles (p. 87), or collectibles (p. 94) if it seems right. Add and stat out a few NPCs, to be gained as allies or used as assets. Toss in some notes or photos for the story.
- **RANDOMNESS:** Consider creating a few random tables of enemy encounters, events, or interesting finds, to consult when the players find a new area or when you don't know what should happen next. Keep in mind, if you're short on time for prep, you can always use the Matrix on the spot when the time comes. Create room for challenges and opportunities you can't foresee, then stamp it and call it done.

INTEL FILE No. [redacted]
Internal circulation only

APRIL 21 1983

INTELLIGENCE MATRIX (p. 70)
EXAMPLE OF USE

1. Choosing a starting point.
LOCATIONS > Cities (p. 114)
SAN FRANCISCO
- Big heist
- Headline: "CELEBRITY GIVEN KEY TO CITY"
- CYCLOPS Surveillance level: None (for now, 3-in-1D6 chance they take interest in the headline)
- CYCLOPS not interested in the headline

CHARACTERS > Celebrities (p. 95)
YASMIN NAJJAR (2 HP, CHOKE 2: Cower in cover)
- Actor
- Millionaire chic
- Has a five step plan for world peace

We begin with a city, which seems like a good place to start; a few rolls later, we've found out about a big heist in Frisco and a radiantly perfect actor named Najjar (having prepended the given name Yasmin, an intuitive fit). There's nothing for FIST to do here — the heist has happened and Yasmin has been awarded, perhaps for her instrumentality in stopping the would-be robbers. The CHOKE score tells us what might have happened: maybe she was a hostage and talked them all down, or the building's owner who desperately paid the criminal organization to call the heist off — we don't know. CYCLOPS is uninterested, so we'll interpret this as an everyday crime, but we'd like to know who arranged it...

2. Free-associating across the Matrix.
FACTIONS > Criminals (p. 110)
HOP LEE TONG
- Does experiments
- Iconic: even their enemies respect their work
- Inventing a new, upgraded form of a drug

ENEMIES > Experiments (p. 103)
BRAIN JAR ROBOT (9 HP, 2 ARMOR, hyper-punch (1D6+1 DAMAGE))
- Seeps bile
- Shoddily fused to a CYCLOPS robot (ENEMIES > Robots, p. 105): a vacant exoskeleton covered in logos
- Programmed to sweep for explosives
- Hyper strength

Well, the Hop Lee Tong are an interesting crowd to be doing a heist. We rolled up what other experiments they do besides drug-upgrading, and got a brain jar robot fused with another robot, taking us to the ENEMIES > Robots table to finish it off. What's going on here? Have the ingenious Hop Lee Tong appropriated a CYCLOPS prototype to give their dying president a new body? That would require some heist money... let's file it under "background info." In search of a mission for our heroes, we'll head directly to the Mission Generator.

INTEL FILE No. [redacted]
Internal circulation only

APRIL 21 1983

INTELLIGENCE MATRIX (p. 70)
EXAMPLE OF USE (Cont.)

3. Honing in on a mission: "THE OUAGADOUGOU JOB"
MISSION GENERATOR / The dossier says... (p. 75)

"A profiteering PMC squad is trying to mutate humans or animals, which will let them conquer a small country... but their plan is likely to spiral out of control at any second."

LOCATIONS > Nature (p. 115)
TROPICAL SAVANNA
- Conflict: Shaky, two claims
- Indigenous groups are taking it back
- A neocolonial force wants control
- Transport routes

LOCATIONS > Structures (p. 117)
FACTORY
- Loose security
- Owned by a spy
- Overgrown
- Has always been avoided at night

ENRMIES > Squads (p. 106)
RONIN SECURITY (3 HP, 1 ARMOR, MAC 10 SMGs (1D6 DAMAGE))
- Reputation: Rookie
- Command: CYCLOPS
- Trigger-happy
- Clearly think they're the protagonists

CHARACTERS > Spies (p. 100)
MARGAUX CROWN (6 HP, 1 ARMOR, MAC 50 pistol (1D6 DAMAGE))
- Uses real name, no codename
- Crimson lipstick
- Acrobatics, contortionist skills, and parkour

This is a good mission premise: sabotage the mad science to help a small country fend off its doom. We start by rolling a natural location, trying to imagine a backdrop, and get tropical savanna inhabited by people striving to break free in the new Cold War world. After a little research, the picture in our head clarifies: FIST is going to Burkina Faso, 1983. The anti-colonial Captain Thomas Sankara has been appointed PM and subsequently arrested; Capt. Blaise Compaoré is coordinating a coup, one of many in recent years. France, desperate to regain "Upper Volta," plans to release a mutagenic bioweapon in the midst of this political unrest and regain economic control. FIST gets a call from Ouagadougou.

From there, we generate a location to infiltrate: an abandoned factory, perfect for bioweapon development — as well as some info about the PMC (Ronin Security) and the owner of the factory, a spy named Crown. Our rolls indicate Ronin actually works for CYCLOPS. We're not sure what to do with either of these inspirational snippets, so we'll leave it here for now.

EXAMPLE MISSION:

THE OUAGADOUGOU JOB

OBJECTIVE: Investigate the factory, rescue missing civilians, and **remove French forces from the area**

REWARD: Revolutionary contacts have offered FIST **a warehouse in Ouagadougou**, the Burkinabé capitol, as well as more jobs in the future

CONSEQUENCE: Intel suggests that **the bioweapon is unstable and uncontrolled spread is likely** due to French mismanagement

TACTICS

A Burkinabé contact has hired FIST to investigate an abandoned car factory on the Ghanaian border, which he believes is being occupied and operated by French-aligned mercenaries. Eyewitness reports tell of a strange, sweet odor in the surrounding area and several mysterious civilian disappearances.

The players begin a half-mile outside the factory, which is surrounded by sparse tropical savanna that offers varying amounts of cover. There is a single road, which the RONIN SECURITY MERCS use to access their three outposts and the abandoned factory. The factory has several viable entrances, but all are well-guarded, the loading bay most of all.

ESPIONAGE

Once inside, the players find a makeshift laboratory where English-speaking CYCLOPS SCIENTISTS (p. 134) are meeting with the factory's overseer, French-American spy MARGAUX CROWN. They are discussing the artificial flesh-eating parasite with which they will infect and weaken the Burkinabé populace, allowing France to wield their exclusive access to the antidote and begin a lucrative recolonization campaign. During an interrogation, the scientists will reveal that there is no reliable antidote, and that the civilians were captured in order to develop one.

The players can find a makeshift holding cell and free the TEST SUBJECTS (p. 139). RONIN SECURITY HEAVIES periodically patrol the factory halls, and the loading bay has parked trucks full of stable parasite samples. Crown's HQ is in the old factory overseer's loft office, now refitted as a lead-walled panic room. The keypad lock's code is 0451.

ACTION

When FIST is done exploring the factory, they hear spine-chilling screams ring out from the factory's loading bay. If they choose to investigate, they'll find that Ronin soldiers have disturbed the stable parasite samples, fusing them into a WRITHING MASS OF FLESH (p. 132). This flesh monster will soon barrel through the halls of the factory attempting to destroy or absorb everyone inside, FIST included. Mission completion hinges upon beating the Mass.

RONIN SECURITY MERC (3 HP)

- MAC 10 submachine gun (1D6 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Black fatigues and balaclava

> **TRIGGER-HAPPY:** Ronin Security is a collection of romantic, overzealous Frenchmen with scant discipline and negative ethics. They *always* shoot first, even when they should take cover or get help, because they want to be the heroes.

RONIN SECURITY HEAVY (3 HP)

- FM 24/29 light machine gun (1D6+1 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Riot helmet (1 ARMOR, accessory)
- 3 × smoke grenade (one use)

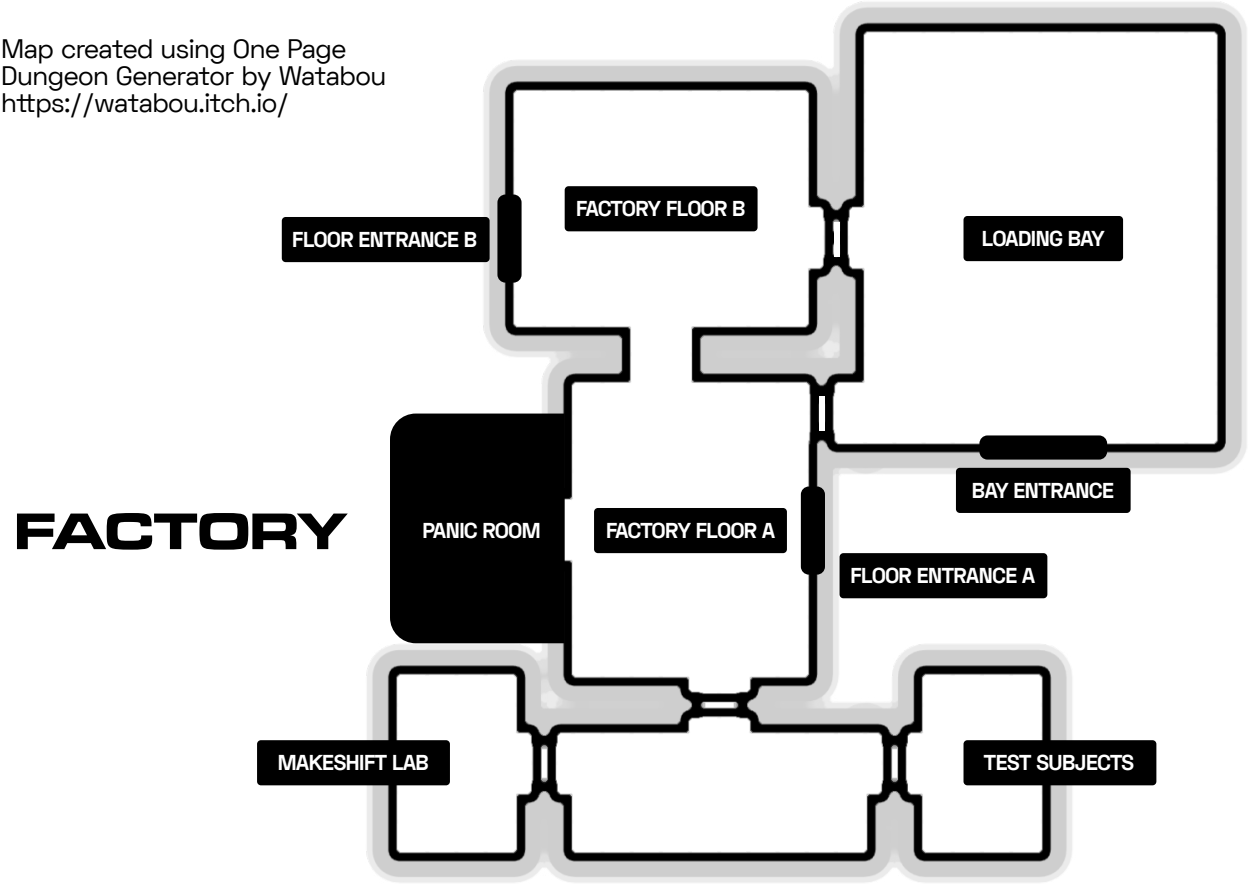
> **FLUSH:** Many Ronin heavies are ex-cops with riot training, and like to pelt anyone who takes cover with smoke grenades to flush them out.

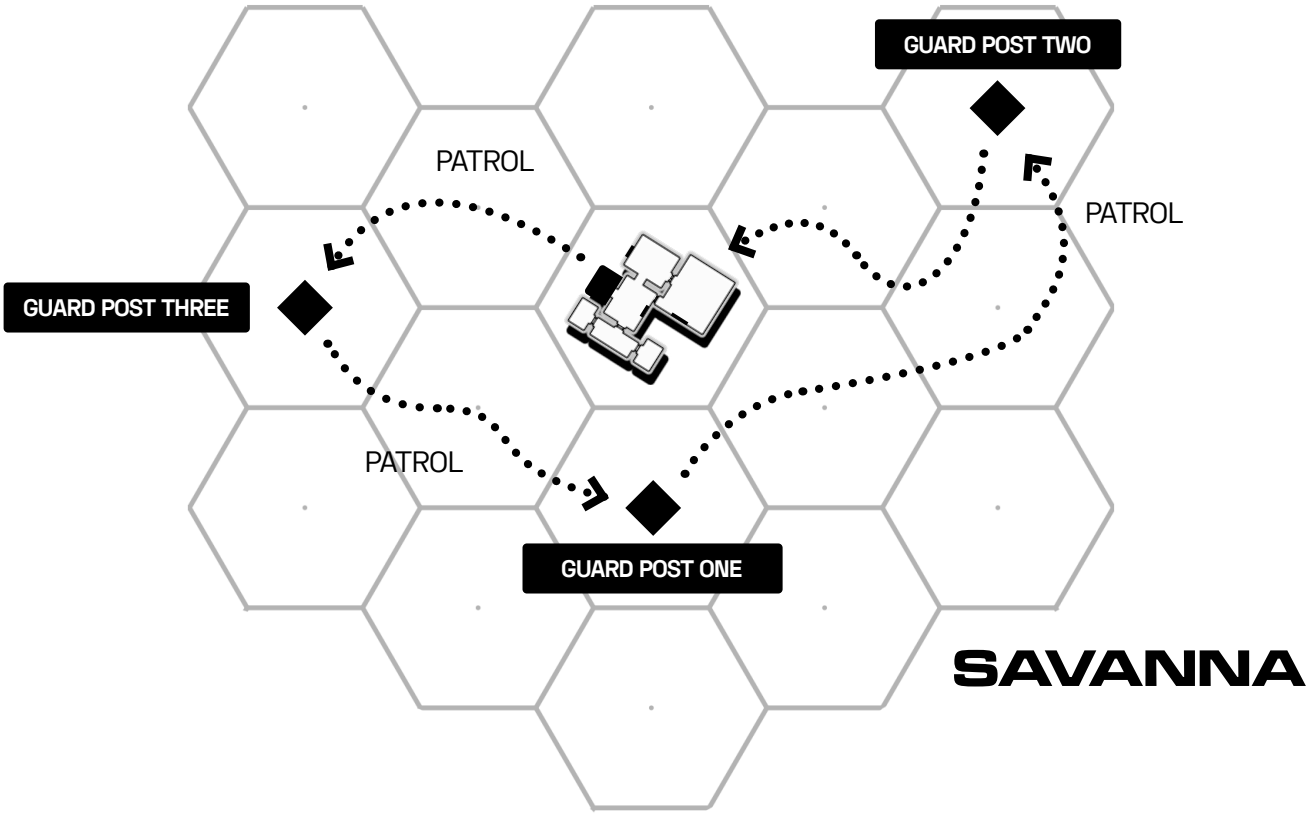
MARGAUX CROWN (6 HP)

- MAC 50 pistol (1D6 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Crimson lipstick (poisoned kiss, roll +FRC to stay conscious, one use)

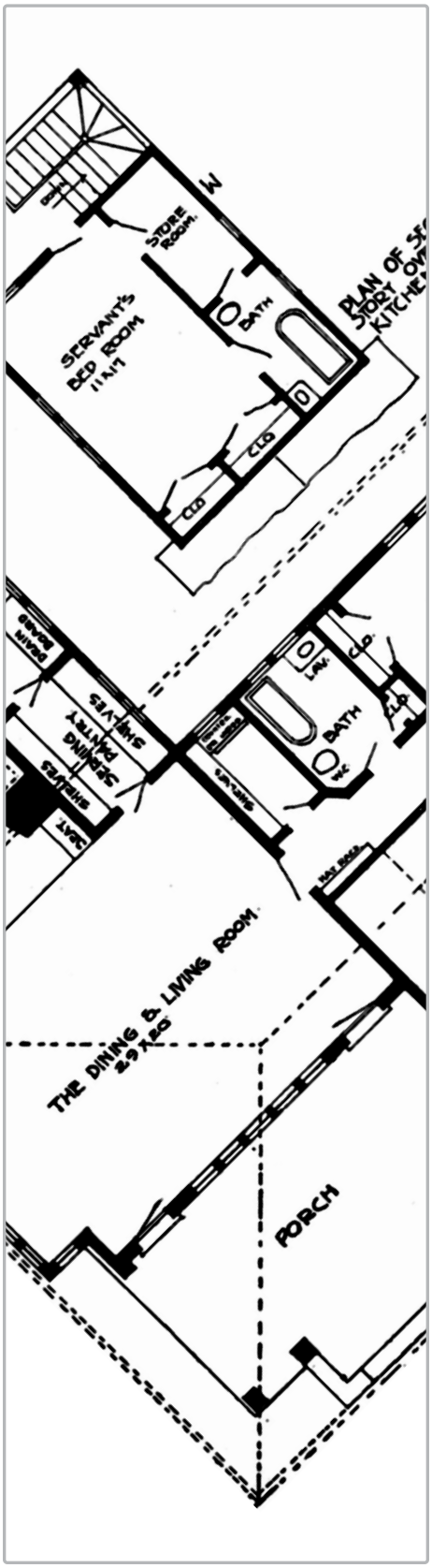
> **KISS:** Crown is a charming people-person with a light Parisian accent. With pressure applied, Crown will admit her ties to CYCLOPS, who see the profitability of France's plan and thus connected her with the DGSE, with her in turn hiring Ronin and the Hop Lee Tong. Once this information is disseminated, Crown may offer a kiss in a bid to stop the classified info's spread.

Map created using One Page Dungeon Generator by Watabou
https://watabou.itch.io/





BUILDING WORLDS



The FIST anti-canon

The world of FIST is one of "anti-canon"; that is to say, truth is relative, and nothing is set in stone. That's not to say FIST lacks worldbuilding—the book is full of it, tucked in between the lines and in some places explicitly laid out, like in the case of CYCLOPS (p. 77)—but long-running campaigns are meant to develop their own worldbuilding through play. In this book, we have endeavored to provide tools for your table to build your own world, rather than playing in a pre-packaged setting full of factions, places, and past events already decided by us. Our reasons for this are twofold, the first being: the world is simply too complex, too busy, and too nuanced to ever nail down a single set of facts. History is written by the victors, concepts are lost to time, and CYCLOPS, eager to make matters worse, are to disinformation as the Great One is to hockey. FIST agents eat mutally exclusive immutable facts for breakfast, whether they like it or not. Secondly: your table is more likely to come up with worldbuilding that you like, care about, and become personally invested in if it's a stone-soup group effort, and not a bunch of dry encyclopedia articles memorized by the referee.

Collaborative worldbuilding

By creating characters and a mission, you and your players have already laid the foundation of your campaign setting. The personal backgrounds cooked up for the PCs must exist in the world, and their actions taken during the mission must also exist in the world, and their adversaries and points of interest must not have bubbled up from a vacuum, either: experiments have their creators, aliens have their homeworlds, and mercenaries have their clients. Between the players, their goals, their histories, their actions, and their opponents, you can reverse-engineeer and backwards-extrapolate so much personalized FIST lore that, at the end of the day, there wouldn't be room for anything we'd have written.

Take the example characters from the beginning of the book (p. 3). What does the referee already know about this variant of FIST Earth? What toys do they already have to play with? We might ask Zero who, exactly, ordered those Viet Cong POWs executed, and introduce a villainous American general as a foil to our team. We might ask Splice, "Do you remember anyone *else* from that secret MI6 program? Where was the laboratory? Could the other test subjects be rescued?" Of Gate, we ask: "Where was that family restaurant? Could the police in your hometown know about magic, and be trying to suppress it? Where did your spirits come from, and could that plane be visited? Is it trying to merge with ours?" For Whiplash, we could ask about their species, any galactic criminal charges they have, or maybe just sic the Pope on them.

This is why it is imperative to "ask questions and use the answers" as the referee. Ask your players where they came from, who they've worked for in the past, how they feel about upcoming missions, and why. Anything that a player character would reasonably know is fair game. These facts can and should become part of your FIST gameworld—if you ask someone for a fact they'd reasonably know, and they tell you, who are you to tell them they're wrong?

The long game

You can play FIST as a series of contained, one-shot missions, like a TV show where the status quo "resets" after every 45-minute episode, or like a more traditional RPG campaign, with an ongoing story and a living world that reacts to the players' decisions. We find the sweet spot to be somewhere in the middle, with CYCLOPS as the diegetic reset button. We can always say that CYCLOPS deployed some mass memory wipe or propaganda campaign that leaves the workaday world the same as ever, and our knowledge-burdened heroes even more alienated from it than before. This method can be useful for tables who want to stay focused on bite-sized, varied scenarios with worldbuilding as light flavor.

Of course, that's not the only way to play, especially if your players want to establish a base, scope out recurring allies and contacts, or keep track of global politics to anticipate possible disturbances. Complex campaigns may evolve from linear strings of pre-determined missions to dynamic dances of overlapping interests, factions, and events. If they do, you'll want to pivot from a linear, mission-after-mission format to one that allows for greater agency. Try starting each session with a spread of "objective, consequence, reward" mission cards, forcing the players to decide which fires to put out, and which ones to let burn. Be sure to let your players organize and embark on their own self-directed missions (or periods of objective-less sandbox play) if they want to, in addition to the ones that come across their desks on a daily basis.



Factions and timelines

Once you've played a few missions, note down the **factions** you've noticed—common-interest groups with power, and the ability to exert that power to reach their goals. Some may be predetermined or obvious: maybe your missions have involved the CIA, the KGB, or the Knights Templar. Others could be ones you've randomly rolled in the Intelligence Matrix (p. 70) or discovered through play.

Don't be afraid to play around with the collaborative worldbuilding a little as you develop these factions; unless someone is absolutely married to their personal lore, you can always add onto it. Once factions are established, you can portray how they act over time (or even randomize it using the Faction Actions table, p. 147), shuffle them between the roles of adversary, ally, client, and competitor, mash them together and break them apart, and so on until you can garnish your game with history.

Set up simple, bullet-list timelines for how events will unfold without the players' intervention. This could be as simple as:

- Colonel Kraken creates an army of supersoldiers.
- Kraken's army establishes a nautical micronation called New Atlantis.
- New Atlantis becomes a nuclear-armed power.
- New Atlantis starts a global thermonuclear war.

You can use timeline entries as mission consequences, and combine multiple concurrent timelines with mission choice cards to create a chaotic, evolving setting the players can never quite stay on top of.

MODDING FIST

Quick reference guide for ludomechanical engineering

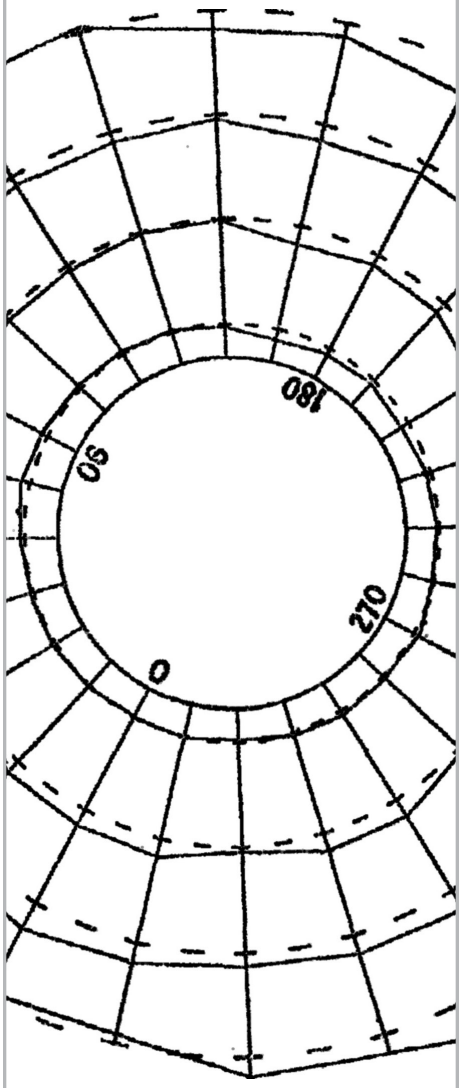
The first rule of game design is to have fun. No, really—if a game or some component of a game isn't fun, what's the point? Of course, fun means different things to different people, so your metric for good game design here is: whatever you and the people you play with find the most fun is right. This might sound wishy-washy or idealistic, but it's not. Fun is the desired end product of game design (at least in a game like this), and more of it means better quality work. Conversely, if you hack together new rules or content that the other players find tedious, frustrating, or broken, that's part of the fun, just like dying in-game. Trial and error is key.

Much of FIST was designed based on vibes and without extensive testing before exposure to the general public. This could be detrimental to a game which relies heavily on numerical balancing or as-yet-unforeseen narrative and design concepts—luckily, FIST is held together with bubble gum and string and does its best to rip off everything on the planet, so it's a prime environment for haphazard experimentation.

Making traits, roles, tags, and base upgrades

Building new modular game components is the most obvious route for homebrew, and probably the most well-trodden since the original game's release. Trait- and role-smithing is an exercise in tweaking and test-driving at times, but also relies heavily on "I dunno, this sounds good," and tons of great traits exist as a result of this "sounds good" force alone. Doing it in one take can be better than hammering out a hundred. Here are the loose guidelines we follow for trait design:

- **Clear niche:** Traits are packages that append a bit of cultural shorthand to your character. "Good at visual misdirection" might be too specific to make a whole trait from, but "stage magician" is just right, because we get a bit of personality and perhaps an item (cape? wand?) along with the skill we wish to gamify.
- **Better than not having it:** Any character could roll RFX or CRE to attempt a sleight-of-hand trick. How can our trait widen the space of play for the player who takes it? Maybe our magician can always do these tricks and never has to roll the dice, or maybe the trait should provide a wide list of magician's tools that can be summoned at will, like trick card decks or long rainbow ribbons.
- **Logical modifier:** Assign a modifier that makes intuitive sense. We follow a scale of -2 to +2, though you might go outside of it. Magicians have great reflexes, so we'll call it +2 RFX and move on.
- **Useful item:** Much like the trait's ability, the item should grant options to whoever has it. Weapons, armor, items, and tools are all simple ways to do this. For now, we'll add a "Sparkling cape (accessory)," because it sounds good and allows the user to dramatically swoosh their cape and deflect a bullet, which is fun.
- **Revise:** Read it back to yourself and cut down what you have. "Your sleight-of-hand always works" is the simplest solution, evocative, and doesn't seem overly/underly powerful, so we'll keep it. +2 RFX is a bit much; it's rare in the game and a stage magician isn't on par with an accelerated supersoldier, so we'll knock it down to +1. "Sparkling



cape" is fun, but not particularly unique (plus it excludes Blaine-style plainclothes magicians), so we'll go with a classic magic trick device that could be a little more useful for espionage: "Magic drawer box (hide/show item switch)."

- **Export:** Add some flavor text to set the tone for those who use the trait, then take it for a spin at the table. If you're a player, propose it to your comrades and the referee; if you're the referee, offer it to your players as a free advancement, in exchange for testing feedback.

???. **MAGICIAN:** You are a master of illusion—of the non-supernatural, performing art variety—and you can always fool onlookers with misdirection and sleight-of-hand tricks (e.g. coin palming, false shuffling), without rolling the dice.
- Magic drawer box (hide/show item switch), +1 REFLEXIVE

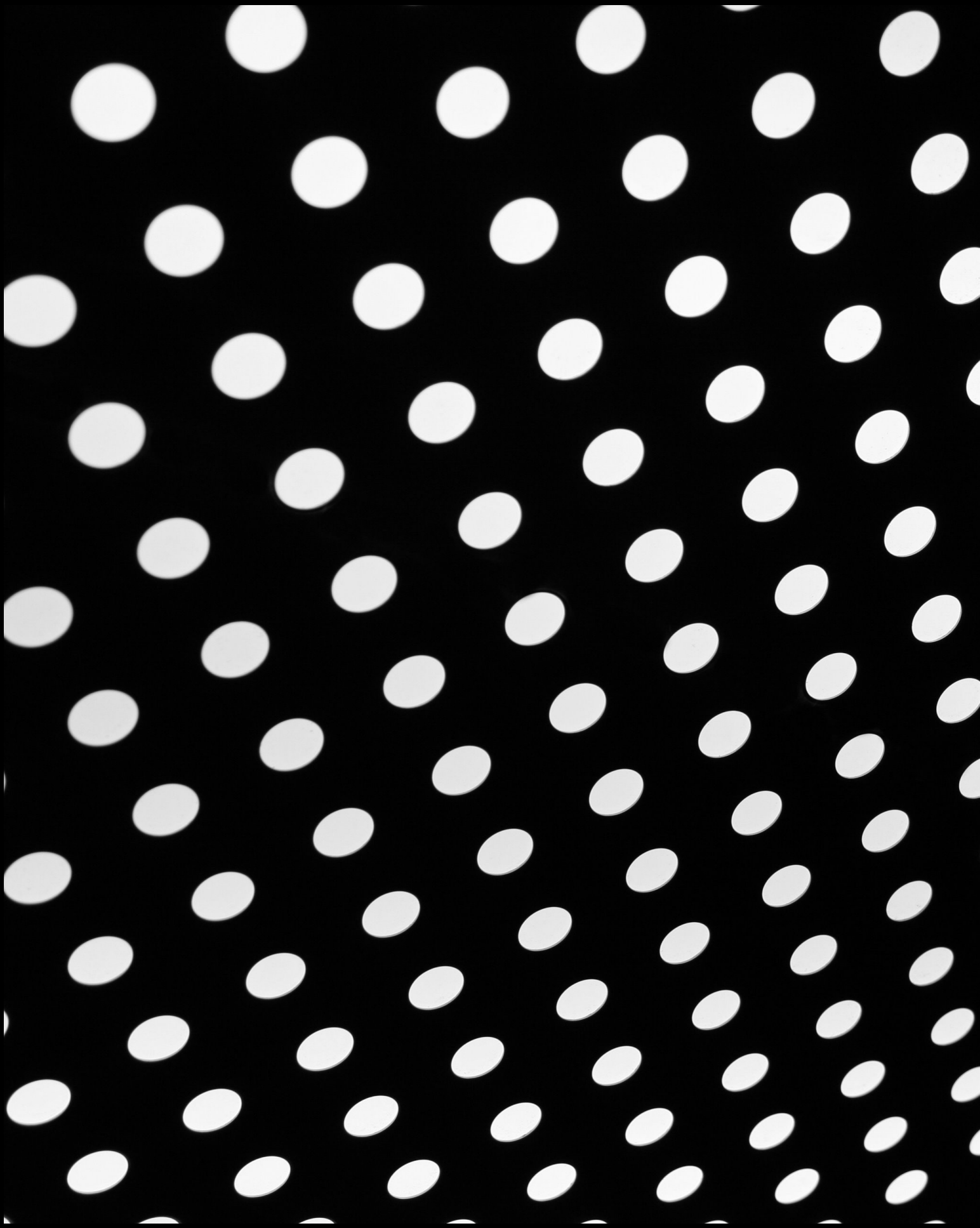
Roles are similar, but less complex—identify a niche and the conditions needed to fulfill it, run through some possible situations involving it in your mind, then stamp it, send it out, and see what everyone thinks. Weapon tags and base upgrades, too, are slimmer end-products than traits but follow roughly the same design process: find a niche, create a bonus that's better than simply roleplaying it out, add some gut-logic mechanical benefits, and season to taste.

Remember—not everything must be written from scratch. You can easily modify a few words of pre-existing content to get what you want—for instance, LYCANTHROPE (p. 51) and SYMBIOTE (p. 62) are both derived from THRALL (p. 63), which predates them in terms of writing by about a year. This game is made to be painlessly scrambled and reassembled.

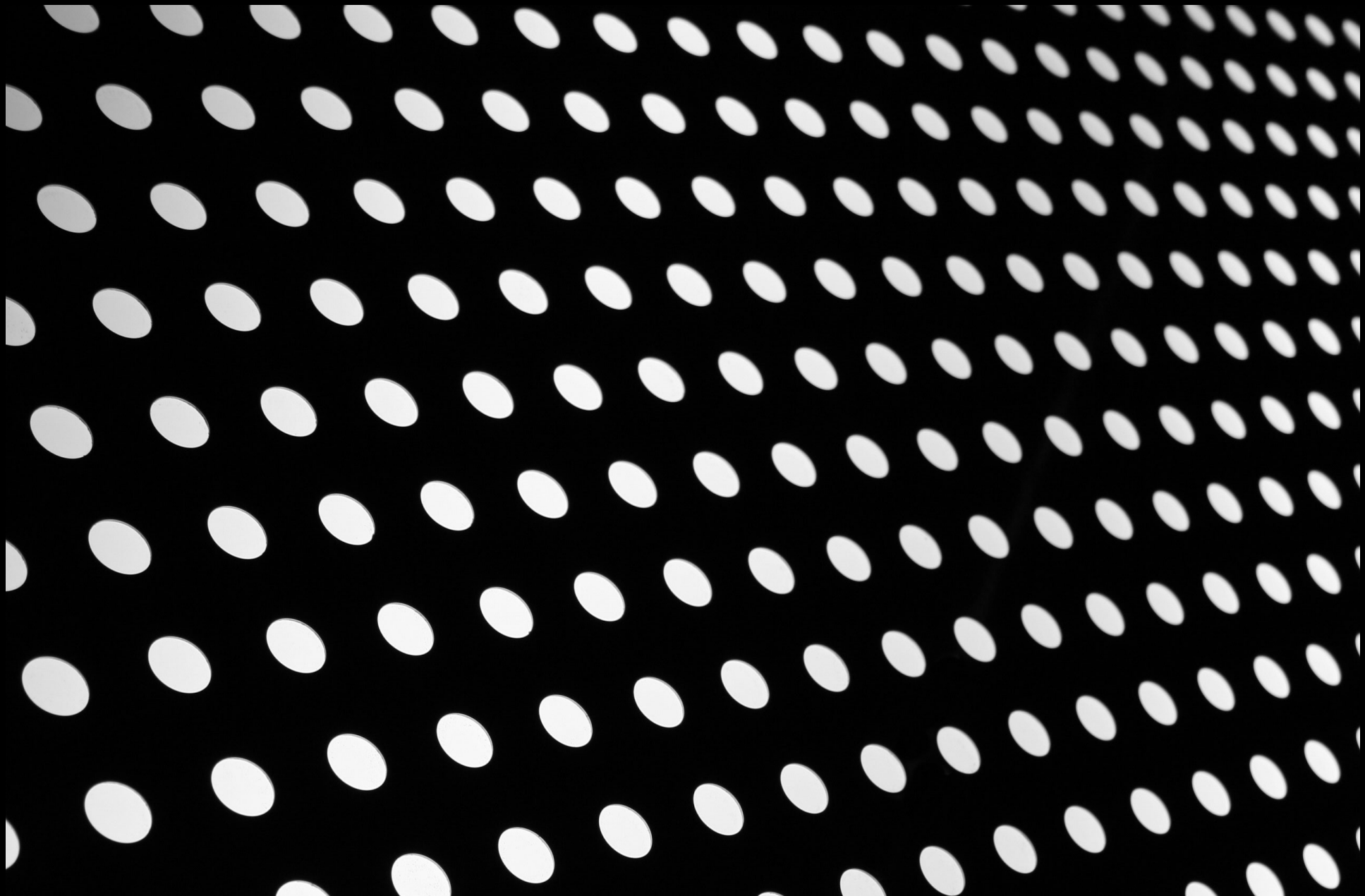
New mechanics and new games

If you're looking to really get deep in the guts and grease of FIST, making entirely new mechanics is something we've accounted for. Almost all of the game is "collapsible"—if you forget about or ignore a given set of rules, the rules "below" it can still function. FIST should be able to withstand major components being ripped out, rearranged, reinstalled elsewhere, or entirely replaced. For those in search of a challenge, here are several game design prompts that involve heavier alteration of the game's core rules:

- Create tags like the ones included for weapons which attach to other game components like vehicles or armor. Some tags are directly transferrable to these items with minimal changes.
- Add new "ultra" versions of pre-existing traits which can be taken as advancement rewards. Consider if they should simply be more powerful (e.g. more uses, more DAMAGE), or more varied in their utility.
- Codify rules for playing with miniatures on a grid. Combine optional rules like strict initiative or cover and suppression with paramaters for moving across a grid (perhaps six squares per turn?)
- Use the tables in the Intelligence Matrix to create a version of the game which can be played solo (as in no referee and a single player), or by multiple people without referee supervision. This could involve the partial successes and hit location tables.



SUPPLIES



TRAITS INDEX

111. **ACCOUNTANT:** Financial number-crunching is your raison d'être. You may identify inconsistencies in ledgers without rolling the dice, and you can always spot a counterfeit bill. Once per mission, you may ask the referee where and how a given entity is spending its money, and receive an honest answer (including offshore accounts, tax write-offs, and employee embezzlement). If you notice and correct an inconsistency in your FIST game, like lost HP that was never marked or a WAR DIE someone forgot they had, gain a WAR DIE.
- Coffee thermos (+1D6 HP, one use), -2 CREATIVE

112. **ACE:** You can do tricky vehicular maneuvers, like drifting or doing a barrel roll, without rolling the dice. If it's something really difficult, like flying sideways through a small opening or riding a motorcycle across a tightrope, you can do it, but a key component of your vehicle will be destroyed—the referee will tell you what. When you have downtime to repair it, you can use it again.
- Fuzzy dice (gives any vehicle +2 MAX HP), +1 REFLEXIVE

113. **ACHILLES:** In exchange for great power, you have a terrible weakness to a common substance, such as salt, iron, or silver. It could also be something considered uncommon (like a specific mineral from space), but the referee will make sure it appears often enough to be a problem. If this substance physically touches you, you are completely incapacitated until you have downtime to receive medical care.
- Substance detector (pings on proximity), +6 MAX HP

114. **AIMBOT:** You can only attack one target at a time. You are unable to engage another until your target has either left your line of fire or died. While attacking your target, partial successes become full ones.
- Hand cannon (1D6+1 DAMAGE), -1 TACTICAL

115. **AKIMBO:** You can wield any two weapons at once, but your accuracy is decreased: when an attack lands, roll DAMAGE for both weapons, then drop one die from the total.
- Two SMGs (1D6 DAMAGE each), +1 FORCEFUL

116. **AMATEUR:** You have no formalized military training. Civilians always listen to you and tend to trust you, but you can never pass as a soldier.
- Civilian outfit (0 ARMOR, blend into crowds), -1 FORCEFUL

121. **ANALYST:** You are trained in the art of war, and your judgment in the field of combat analysis is impeccable. When a fight breaks out, you may always ask the referee for any nearby exits, as well as what tactics your enemies plan to use (e.g. flanking, a bum rush, or picking off the weak), and receive an honest answer.
- Bolt-action rifle (1D6+1 DAMAGE), +2 TACTICAL

122. **ANIMUS:** Your touch grants sapience. Once per mission, you may touch an object or animal to give it human intelligence, movement and speech. Those you "awaken" in this way are under no obligation to take it well.
- Lighter (your longtime companion), +1 CREATIVE

TRAITS INDEX

123. **AQUATIC:** You're a water-breather—perhaps due to spliced-on fish genes or cybernetic gills—and you may stay submerged indefinitely with no ill effects. When you roll the dice to do something risky underwater, roll 3D6 and take the best two. On land, roll 3D6 and take the worst two.
- Heavy harpoon launcher (1D6+2 DAMAGE), +1 FORCEFUL

124. **ARMORED:** You are fused with a cumbersome suit of power armor that you cannot remove. Once per mission, you can completely ignore any amount of DAMAGE dealt to you.
- Power armor (2 ARMOR, cannot be unequipped), -2 REFLEXIVE

125. **ARTIST:** If you have a reasonable amount of time and complete safety, you can create something with your art supplies and it will become real until the end of the mission.
- Art supplies (one use), +2 CREATIVE

126. **ASSASSINATION:** Once per mission, you may instantly kill up to three weak enemies (3 HP or less) who are completely unaware of your presence, without rolling the dice. If you do not have a way of measuring an enemy's HP, you may have to gauge their condition based upon referee description.
- Wrist blade (3 DAMAGE, does not count as equipped), +1 REFLEXIVE

131. **ASTRONAUT:** You have been to (or are from) outer space. When you would roll the dice to do something risky which involves aliens, spaceships, airless environments, or irregular gravity, roll 3D6 and take the best two.
- Space suit (1 ARMOR, constant oxygen supply), -1 REFLEXIVE

132. **ATMOKINESIS:** You can always change the weather within a mile of you. Once per mission, you can make it something particularly severe/dangerous (tornadoes, extreme heat, freezing blizzards, etc.) Once changed, it's difficult to undo.
- Lightning grenade (1D6 DAMAGE, one use), -1 TACTICAL

133. **AURA:** You can perceive the auras of yourself and others; their qualities are up to your interpretation. You may also regulate and amplify your aura to conduct it between bodies—while doing so, NPCs who are touching you won't CHOKE, and anyone who remains in constant physical contact with you for about ten minutes regains 1D6 HP.
- Psionic grenade (scrambles emotions, one use), +1 FORCEFUL

134. **BERSERKER:** For you, there are no tactics—only the thrill of battle. If you rush into combat with no precaution or pre-planning, your first attack will deal double DAMAGE.
- Minigun (1D6+2 DAMAGE), -2 TACTICAL

135. **BOMBER:** If you have a reasonable amount of prep time, you can use your bomb kit and attempt to destroy any structure by rolling +TACTICAL. You may also spend a WAR DIE at any time to create a small, throwable explosive that deals 1D6 DAMAGE.
- Bomb kit (one use), +1 TACTICAL

136. **BOTTLENECK:** If you put yourself between something you are defending and a large amount of enemies, you deal +1 DAMAGE per 5 enemies attempting to harm you for as long as you hold your position. You may sacrifice yourself to ensure that an oncoming horde does not pass.
- Antique shortsword (1D6+1 DAMAGE), -1 TACTICAL

141. **BOUNCE:** When you deal damage to an enemy in melee combat, they are tossed 1D6 × 10 feet with enough force to knock them clear through a wall (though this deals no additional DAMAGE).
- Kinetic gauntlet (1D6 DAMAGE), +1 FORCEFUL

142. **BREAKDOWN:** A directive burns in the back of your mind. When you take this trait, randomly roll a **CHOKE score** for your character (D66, p. 148)—and roll against it when appropriate, as the ref would with an NPC. If you CHOKE, you must either perform the listed action immediately or release a psionic shockwave from your skull, ten feet in diameter with the concussive force of a frag grenade. This shockwave deals 1D6+2 DAMAGE to everyone caught inside (not including yourself) and, if you spend a WAR DIE, additionally functions as a short-range EMP burst which shorts out power lines, burns out lights, and disables electronics.
- Needle gun (1D6+1 DAMAGE), -1 TACTICAL

143. **BUDDY:** You and another player who possesses the BUDDY trait are best friends. When you work together, you become an unstoppable force of nature, adding +1 whenever you apply a WAR DIE to your buddy's roll. If your buddy dies, your MAX HP is halved by grief (rounded down) until you dedicate a mission to delivering a special possession, such as their gun, their dog tags, or their favorite book, to a proper final resting place.
- Friendship bracelet (matches another), +2 FORCEFUL

144. **BUILDER:** Given enough time, the right materials, and relative safety, you can build any common structure (guaranteed to be sound, sturdy, and reliable) without rolling the dice. You build things simple, solid, and square, so special structures and rush jobs will have complications—the referee will tell you what.
- Tool belt (produce any hardware store tool, one use), -1 CREATIVE

145. **BUM:** Years of homelessness have been harsh on your bones, but you are skilled in the art of survival sans income and shelter. You may roll the dice +CREATIVE to panhandle in the presence of enemies—on a success, at least one enemy will give you something they have, free of charge. Those who ignore poor and homeless people will never notice you, even if you're hiding in plain sight.
- Shabby coat (new **Item** (p. 85) in pocket each mission), -1 FORCEFUL

146. **CAMOUFLAGE:** You have an impressive collection of face paints and situationally-appropriate patterned fatigues, and you know how to use them. When you begin a mission, describe your current camo pattern, such as "desert," "forest," "jungle," or "urban." Take +1 to your roll whenever you roll to avoid detection in the corresponding environment.
- Camouflage fatigues (multiple patterns), +2 REFLEXIVE

TRAITS INDEX

151. **CANNIBAL:** Your power grows when you feast upon human flesh. When you have privacy, you may dine upon any corpse and gain 1D6 HP. If you imply to someone that you're going to eat them, roll 1D6—if the result is less than or equal to the amount of people you've eaten during this mission, they lose their nerve and capitulate or flee (referee's choice).
- Chainsaw (1D6+1 DAMAGE), -2 CREATIVE

152. **CENTIPEDE:** You have a worm-like parasite living inside you. You may roll +FORCEFUL to bite someone. On a success, the parasite travels through your mouth and latches on, controlling their body. The parasite may then travel through the secondary body, and so on, creating a "chain" of bodies. For each body you add to the chain, gain their HP and any special abilities they have, but take a cumulative -1 penalty to REFLEXIVE. You may release a body from the end of the chain at any time; they quickly regain control.
- Muzzle (contains the centipede, accessory), +1 FORCEFUL

153. **CHAMPION:** You live for the righteous thrill of triumph. When you are the only one to survive a fight, immediately gain 2D6 MAX HP and fully heal.
- Spear (1D6+1 DAMAGE), +1 FORCEFUL

154. **CHARM:** You can always manipulate people into doing what you want without rolling the dice, but you will have to make a significant sacrifice or maintain a difficult lie—the referee will tell you how.
- Combat tuxedo (1 ARMOR), +1 CREATIVE

155. **CHEF:** You can cook a good meal in almost any situation without rolling the dice. When you need to cook an exquisite meal, roll +CREATIVE and choose one of the following effects on a partial success, or two on a full success: grants +1 to any attribute for one roll, heals 1D6+CRE HP, pacifies and nourishes those who eat it.
- Meat cleaver (1D6 DAMAGE), +1 WAR DIE per mission

156. **CHEMIST:** If you have a reasonable amount of prep time and complete safety, you can set up your portable lab and synthesize any common chemical, such as isopropyl alcohol, lighter fluid, or chloroform. Synthesizing esoteric or experimental compounds will require special supplies—the referee will tell you what.
- Portable lab (three uses), +1 TACTICAL

161. **CLASSY:** You are well-versed in the aesthetics, logistics, and mores of high society. Your name always ends up on VIP lists, and rich socialites tend to share gossip with you freely. Lower-class people will never trust you, and you struggle to hide the sticky psychic stench of wealth.
- Diamond jewelry (quietly bribe someone, one use), +1 CREATIVE

162. **CLIMBER:** You can climb surfaces with hand- and footholds without rolling the dice, and stick to smooth surfaces by rolling +REFLEXIVE. If you do so during a dangerous situation, you must roll +REFLEXIVE again to unstick yourself without falling or getting hurt.
- Grapple gun (50 feet of cable), +1 REFLEXIVE

163. **COMMANDO:** You're a real life action hero. You deal +1 DAMAGE during any solo fight where you are clearly outmatched, but take a -2 DAMAGE penalty when someone is fighting alongside you.
- Rocket launcher (1D6+2 DAMAGE), +1 FORCEFUL

164. **CONCEAL:** You can always take weapons and contraband through pat-downs, checkpoints, and metal detectors without rolling the dice. Once per mission, if you have no weapon equipped and no weapons in your inventory, you may reveal a random **weapon** (roll D66 on the weapons table, p. 83) and say that you had it hidden away the whole time.
- Leather trenchcoat (1 ARMOR), -1 REFLEXIVE

165. **CONTORTIONIST:** You can always fit through small openings and perform feats of flexibility without rolling the dice. If you contort yourself in a particularly difficult way, you've pulled something—decrease your REFLEXIVE attribute by 2 until the end of the mission.
- Skin-tight suit (1 ARMOR), +1 REFLEXIVE

166. **CRUEL:** Merely shooting, burning, or stabbing someone is never enough for you—without fail, you always double down and twist the knife. While dealing DAMAGE, you may reroll any dice which show up as 1.
- Micro-blade stiletto (1D6+RFX DAMAGE), +1 DAMAGE vs. fleeing targets

211. **CUT:** You can easily cut any mundane object (such as a tree, a dumpster, or an oil tanker) into several pieces given enough time. You may also instantly cut something perfectly in half, as long as you identify its unique fracture point by rolling 1D6 and correctly predicting the result. When someone damages you, and you're wielding a cutting weapon, you may roll DAMAGE to counter theirs. On a mismatch, they hurt you as usual and your damage roll means nothing, but on a tie, you are unscathed... and your opponent is revealed to have been cut in half.
- Katana (1D6+1 DAMAGE), +1 REFLEXIVE

212. **CYBORG:** You have augmented ultrahuman agility. You can reroll one damage die—dealing or receiving—once per fight.
- Cyborg exoskeleton (1 ARMOR), +1 REFLEXIVE

213. **DEBATEUR:** If you change an NPC's mind or convincingly win an argument against them, you may immediately deal 6 DAMAGE to them (ignoring armor) in a psychic attack.
- Debate notes (use to cite inarguable statistics, one use), +1 TACTICAL

214. **DEFUSE:** When you would attempt to defuse a bomb or bomb-like device, you may open it up to reveal a mess of wires. Ask the referee to roll 1D6 and choose an amount of wire colors equal to the number rolled (the ref should choose from the following list: red, orange, yellow, green, blue, purple). The referee should secretly decide which wire, when cut, defuses the bomb, assuming that all others will detonate it. You may roll 1D6 to receive a list of that many wire colors which are unsafe to cut. If you roll equal to or over the amount of wire colors, you have no idea.
- Wire cutters (3 DAMAGE), +1 REFLEXIVE

TRAITS INDEX

215. **DETECTIVE:** At the beginning of each mission, the referee will privately tell you a secret, such as the identity of a killer or the truth behind a conspiracy. Every time you do something which produces conclusive, show-stopping evidence towards revealing the secret, gain a WAR DIE.
- Notepad (provides details about someone, three uses), +1 TACTICAL

216. **DETONATOR:** You can explode, once. Doing so kills you, messily, destroys nearby structures, and deals 2D6 DAMAGE to everyone around you.
- Bomb suit (2 ARMOR), +1 FORCEFUL

221. **DIRECTOR:** Once per mission, you may firmly announce, "CUT!" The camera pulls back, revealing a set, and you may give direction to the other characters and NPCs as if they were actors in a movie. When ready to play again, say "ACTION!" and start again from the beginning of the scene or fight (essentially rewinding time, allowing characters to make different decisions and rolls).
- Stupid hat, +1 CREATIVE

222. **DIRTY:** You fight using underhanded and dishonorable methods. When you trick-attack an enemy, roll DAMAGE twice and take the higher result.
- Pocket sand (+1 to attack rolls vs. sand victim, one use), +1 FORCEFUL

223. **DISGUISE:** You can disguise yourself as anyone as long as you have a reasonable amount of prep time; however, your cover will be blown if you either speak, move quickly, or get hurt—the referee decides which.
- Bulletproof vest (1 ARMOR), +1 TACTICAL

224. **DOORS:** When you enter through a door, you may emerge through any other door you have encountered. You have a method for pushing through locked/barricaded doors (like lockpicks, bombs, or a heavy boot) that works every time, but always has an inconvenient downside—the referee will tell you what.
- Keyring (3 DAMAGE), +1 FORCEFUL

225. **DRUID:** You are a philosopher of science and prophecy. If an eligible sacrifice is at hand, you may observe the trajectory and resulting patterns of its spilled blood for a simple yes-or-no answer to any question, however complicated.
- Psychoactive herb (cures a psionic ailment, one use), +1 TACTICAL

226. **DUELIST:** You deal +1 DAMAGE during a fair fight with a single opponent. You deal another +1 DAMAGE if you attempt to intimidate, taunt, or seduce that opponent.
- Laser katana (1D6+2 DAMAGE), +1 DAMAGE with melee weapons

231. **ECHO:** You can create 1D6 shadow-clones of yourself at will. Doing so stretches you thin, and costs you HP equal to the amount summoned. The clones appear incorporeal, but can physically affect the world as you can. Each clone has MAX HP equal to your MAX HP minus the number of clones, does not think or feel, and behaves roughly as you behave.
- Quantum duplicator (copies any object, one use), +2 MAX HP

232. **EMPATHY:** You can sense how anyone is feeling without rolling the dice. Whenever you do something risky to prevent needless pain and death, roll 3D6 and take the best two. Any time you do something violent or harmful, roll 3D6 and take the worst two.
- Invisibility cloak (room for two people), -1 FORCEFUL

233. **EXPERT:** Your encyclopedic knowledge of a scientific discipline exceeds professional and borders on obsessive. When you take this trait, choose an "-ology," such as sociology, entomology, or cryptozoology. When you roll the dice to do something risky related to your field of expertise, roll 3D6 and take the best two.
- Textbook (answer any field-related question, one use), -1 CREATIVE

234. **FASHIONABLE:** You may combine multiple pieces of body-sized armor and wear them all at once to gain their cumulative ARMOR score, if you can convincingly explain how they work together as a cohesive outfit.
- Leather jacket (1 ARMOR), -2 REFLEXIVE

235. **FATALITY:** Once per mission, you may describe the creative and brutal finishing move you perform on an enemy with less than 3 HP (if you do not have a way of measuring an enemy's HP, you may have to gauge their condition based upon referee description). Once you've performed your finisher, the enemy is permanently killed and cannot be revived by any means.
- Kunai chain (1D6 DAMAGE), -1 TACTICAL

236. **FATE:** You are able to manipulate the threads of chance, perhaps through careful study of reality's emergent properties or by some connection to the divine. When you would roll a WAR DIE, roll two instead and use either one as your result. If you roll doubles, use both.
- Loaded dice (difficult to detect), -2 TACTICAL

241. **FIELD:** Once per mission, you may project a bubble of solid psionic force ten feet in diameter which is centered on you and provides anyone inside 3 ARMOR against outside attacks. If you roll the dice +CREATIVE, you may attempt to fashion the field into a different shape. Failing this roll or getting hurt while projecting the field immediately dissipates it.
- Paint gun (clearly marks a surface or area), +2 FORCEFUL

242. **FIEND:** You utilize amphetamines to enhance your focus. When you have a second free, you can pop some pills and take +2 to your next TACTICAL roll.
- Pill bottle (one use), +1 WAR DIE per mission

243. **FIGHTER:** Your study of hand-to-hand, the basis of all combat, has made your body itself into a lethal weapon. You may choose to deal 1D6 DAMAGE when attacking with no weapon equipped. Once per mission, you may launch a special, unarmed super attack which deals 1D6+2 DAMAGE and knocks most living things unconscious. When you do, state the name of your super attack.
- Flashy outfit (1 ARMOR), +1 FORCEFUL

244. **FIREFIGHTER:** You are professionally trained to fight fires (or you are a seasoned volunteer). Once per mission, you may entirely put out any fire which has spread no further than the confines of a single structure (particularly large or nasty fires may keep you occupied for a while). Add +2 whenever you roll the dice to do something risky while navigating a burning or collapsing environment.
- Hydro-gun with backpack tank (3 DAMAGE, 55 gal.), -1 REFLEXIVE

245. **FLIGHT:** You have the ability to fly, perhaps using wings, a jetpack, or telekinetic levitation. If you take damage while in the air, you must roll +REFLEXIVE to avoid a dangerous fall or collision with something nearby.
- AR goggles (let you see enemies' HP), +1 TACTICAL

246. **FLOW:** You live in the moment and can be like water, moving with the currents of reality. Whenever you roll a failure, mark down a plus sign—you can have up to three. When you do something risky, you can spend any amount of plus signs to add that much to your roll.
- Staff (1D6 DAMAGE, 3-in-1D6 chance to knockout), -2 TACTICAL

251. **FLURRY:** Once per mission, you may enter a "flurry state" during combat. In your flurry state, you may choose to instantly roll DAMAGE against anyone who hurts you; doing so ends the state. When you leave your flurry state, take 1D6 DAMAGE from overexertion.
- Energy drink (+1D6 HP, one use), +2 REFLEXIVE

252. **FOCUS:** When you have a moment of utter tranquility to rest and digest the day's events (like a drink at an empty bar or a gorgeous view), gain a WAR DIE. You lose this WAR DIE if you fail to use it during this mission.
- Stress ball (squeeze for +1 to any WAR DIE roll), -1 CREATIVE

253. **FORAGE:** When you have some prep time, you can ask the referee about the local flora and fauna. If you present a convincing reason why one of these things could work for the ailment you're trying to treat, you may heal yourself or someone else for 1D6 HP.
- Machete (1D6 DAMAGE), +1 TACTICAL

254. **FREEZE:** Once per mission, you may freeze time for ten minutes and move around freely. You may not harm or otherwise alter any living things (as this would cause a superposition-collapse cascade), but you can do anything else that fits in the span of ten minutes, such as constructing a barricade, moving to a different location, or taking a short rest. To outside observers, you will look like a blur, and your actions will appear to have happened almost instantly. Your stasis grenade creates a zone of frozen time ten feet in diameter which stops anything that enters it.
- Stasis grenade (ten minute duration, one use), -1 TACTICAL

255. **GADGETS:** You always carry a treasure trove of bulky, delicate electronics. If you have space to work, you can use your electronics kit to create a device (equivalent in function to a trait-granted item of your choice), or a robot (has a trait of your choice, 1 HP, and 1 ARMOR).
- Electronics kit (three uses), -2 REFLEXIVE

256. **GANGSTER:** You are part of an organized crime group such as a mafia syndicate, a yakuza clan, a cartel, or a triad. The referee will always tell you where to find illegal items. You can intimidate enemies without rolling, but cops and law-abiding civilians will always mistrust you.
- Silencer (attach to any gun), +1 FORCEFUL

261. **GENIUS:** You're really smart. You have to make sure everyone else knows it. Whenever you correct someone, especially on something pedantic (and you're actually right), heal 1 HP.
- Glasses (you can't see without them), +2 TACTICAL

262. **GOONS:** You begin each mission accompanied by 1D6 disposable goons. Each goon comes with 3 MAX HP and all standard issue items. You can roll +TACTICAL to command your goons. They tend to misinterpret commands, shoot themselves in the foot (figuratively or literally), and often make bizarre non-sequitur decisions under pressure.
- Walkie-talkie (summons goons to your position), +1 TACTICAL

263. **GROUND:** You know how to cut through the noise, for better or for worse. Once per mission, you may plant yourself firmly and beckon your team to "form up" on you. If they do, mark the occasion with a firm gesture (like pointing forward or reloading your shotgun), and choose a bonus to activate for the next ten minutes: everyone in the area adds +2 to their DAMAGE dealt and adds +2 when rolling to do something risky, or all anomalous abilities and phenomena in the area are nullified.
- Pump-action shotgun (1D6+1 DAMAGE), -1 CREATIVE

264. **GROW:** You may double your size at will, as long as your spatial manipulator belt is intact. Each time you do, increase your MAX HP by 1D6 (and gain that much HP), increase your FORCEFUL score by 1, and decrease your REFLEXIVE score by 1. While enlarged, you may also add your current HP to any unarmed or melee DAMAGE you deal.
- Spatial manipulator belt (accessory), -2 MAX HP

265. **HACKER:** If you have a reasonable amount of prep time and direct access, you can attempt to gain control of any computer or electronic machine by rolling the dice +TACTICAL. If you do not have direct access, you can attempt to hack in from a safe place using your briefcase computer.
- Briefcase computer (remotely access electronics), +1 TACTICAL

266. **HAPPY:** You don't let anything get you down. You have +1 on all rolls to make a person or situation happier (but not necessarily better). If you ask the referee "What does this character enjoy?", they will always answer truthfully.
- Bundle of lollipops (heal 1 HP, three uses), -1 FORCEFUL

311. **HARVEST:** When you would deal a killing blow with a melee weapon, you may roll 1D6 to attempt to harvest an internal organ before death—on a 4 or above, consume it, and choose to a) gain a WAR DIE, or b) heal for 1D6 HP. On a 3 or below, your killing blow doesn't land.
- Bloody axe (1D6 DAMAGE), +1 REFLEXIVE

312. **HATE:** Something about you just rubs people the wrong way, and you don't mind that at all. When you meet someone, roll +CREATIVE—on anything but a success, they hate or strongly dislike you. When you attack someone because you truly hate them—not just for money, or because they were a threat, but because you hate them, and you can explain why—they will be absolutely obliterated, HP notwithstanding.
- Bubblegum (funny comic included), -1 CREATIVE

313. **HAZARD:** You are unusually hardy when faced with toxins and pathogens. Once per mission, you may expose yourself to a hazardous substance and either a) suffer no ill effects at all, or b) receive a useful fact from the referee about the substance's effects, nature, or origin.
- Gas mask (ignore breathing-based damage), +1 FORCEFUL

314. **HEADSPACE:** You walk softly among the myriad glimmering beauties and horrors of the subconscious mind made manifest. Once per mission, you (and anyone physically touching you) may leap into the subconscious of a thinking being and explore it as a physical space, complete with objects, flora, fauna, and in some cases enemies. Even the slightest alteration to this physicalized headspace can have rippling consequences on the gestalt consciousness above, so it is imperative that any psychonaut be deliberate and controlled during their expedition into thought.
- Psycho-recorder (makes a mind backup tape, one use), -2 FORCEFUL

315. **HEAVYWEIGHT:** You can tear through most inanimate obstacles with ease. If it's something really tough, like solid concrete or metal, it will be more difficult and complicated—the referee will explain how.
- Break-action shotgun (1D6+1 DAMAGE), +1 FORCEFUL

316. **HENSHIN:** Using your device, you can take on another form. This alternate form has 1D6 HP (reroll each time) and starts with one additional trait. If you reach 0 HP while transformed, you're knocked out for a few minutes, revert to normal, and can't transform again until the next mission.
- Mystery device (wearable), -1 to ARMOR in normal form

321. **HEX:** You can place any being under a hex, depriving them of good luck. For as long as you hold someone in your web of tainted fate, something of your choice always goes wrong—guns always jam, vehicles always fail to start, etc. Until you break the hex, it applies to you as well.
- Ritual dagger (1D6 DAMAGE, double vs. divine beings), +1 CREATIVE

322. **HIGHLANDER:** When you kill someone important, you may gain a trait, but not the associated stat bonus or item, based on any special abilities they may have. The referee decides who is important.
- Ancient longsword (1D6+1 DAMAGE), +1 FORCEFUL

323. **HIJACK:** You can take control of any occupied vehicle and toss aside its operator without rolling the dice, as long as the operator is exposed. For closed and/or armored vehicles, the process of hijacking will be more difficult and complicated—the referee will tell you how.
- Hotwiring kit (hotwire any inert vehicle, one use), +1 FORCEFUL

324. **HOLY:** You may be a god, an angel, a pious believer, or a power-drunk zealot—whatever your relationship is to the divine, choose a conceptual domain to which you belong (such as balance, love, or war). Once per mission, you may trace a holy circle upon the ground (ten feet in diameter), over which all things antithetical to your domain cannot cross. The referee has the final say on which things are truly antithetical, unless you spend one WAR DIE to preach over them.
- Bow of solid light (1D6+CRE DAMAGE), +1 DAMAGE vs. antithetical

325. **HUNTER:** You can track anything that leaves a trail, as though the ability were instinctual. When you find it, you can roll +TACTICAL to observe it without detection.
- Compound bow (1D6 damage, silent), +1 TACTICAL

326. **HYBRID:** You are genetically spliced with an animal of your choice. You gain +1 to an attribute that you and the referee agree makes sense for your animal (+1 FORCEFUL for a shark, +1 REFLEXIVE for a hummingbird, etc.). Animals of the same type will always see you as one of their own, and tend towards trusting anyone you're with. Unfortunately, all worn armor is 1 point less effective due to its incorrect fit.
- Animal feed (+1D6 HP, one use), +1 to chosen attribute

331. **HYPNOSIS:** Your sustained state of self-hypnosis maximizes efficiency, but requires a suspended sense of self. Any time you do something risky while hypnotized, you can reroll one die (keeping lower results). If you muster any sentiment, your hypnosis ends for the rest of the mission.
- Nutrient slurry (+2D6 HP, one use), -2 CREATIVE

332. **ICEBREAKER:** You know how to get the party started. When you land the first strike in a fight, gain a WAR DIE and deal double DAMAGE. Take double DAMAGE whenever you are struck by an unexpected attack.
- Tactical battleaxe (1D6+1 DAMAGE), +2 FORCEFUL

333. **ILLUSION:** If you're free to gesture, you can attempt to manipulate another person into hallucinating anything of your choice by rolling +CREATIVE. Rolling higher creates a more believable illusion, and illusions born of lower rolls may be influenced by the contents of the victim's psyche.
- Whip (1D6 DAMAGE), +1 CREATIVE

334. **IMPROVISE:** You can improvise a weapon from two or more common objects to instantly kill a single enemy once per mission. You can always create this makeshift weapon discreetly and quickly, even while restrained or otherwise incapacitated, without rolling the dice.
- Slingshot (3 DAMAGE), +1 CREATIVE

335. **INJECTION:** You are addicted to an experimental serum that increases your combat ability. During combat, you can inject and deal double damage until the fight is won. Each time you inject, decrease your MAX HP by 3. At the end of a mission, your MAX HP returns to its normal amount.
- Automatic injection suit (2 ARMOR), -1 REFLEXIVE

TRAITS INDEX

336. **INSURANCE:** When you take this trait, write your "will." Your will may be modified, but only once per mission. If you die permanently, your traits (not including this one), skill modifiers (positive and negative), and items are distributed to other characters according to your will.
- Briefcase full of cash (a small fortune), +1 to chosen attribute

341. **INTERROGATION:** You can lock an unsuspecting enemy in a chokehold and ask them one question, which they will always answer truthfully before trying to escape.
- Combat knife (1D6 DAMAGE), +1 FORCEFUL

342. **JANITOR:** You can clean up any mess in minutes and always have the supplies on hand to do so. If someone interrupts your cleaning or makes the mess worse, you have +2 on DAMAGE rolls against them.
- Mop (3 DAMAGE), +1 FORCEFUL

343. **JINX:** Bad luck has followed you for your entire life. Once per mission, you can say "I feel like something really bad is about to happen" or an equivalent phrase, and it does. It will be bad for you and all nearby characters. The resulting catastrophe completely interrupts the scene and can cancel incoming damage, disorient enemies, etc.
- Mirror (break to reroll any roll and take the lower result), +1D6 MAX HP

344. **JOKER:** You never take anything too seriously. If you choose to do something risky not because it is right or good, but because it would be funny (and everyone playing agrees), roll 3D6 and take the best two.
- Joke pistol (shoots "BANG!" flag), -2 TACTICAL

345. **KNIGHT:** You follow a strict code of honor and unquestioningly serve a powerful person or organization of your choice (note that FIST is not a powerful organization). You deal +1 DAMAGE if you have not yet broken your code of honor during a mission. Your role is irrelevant: you can only advance by increasing the wealth, power, or status of those you serve. Should your superiors die, your role becomes WANDERER.
- Medieval helmet (1 ARMOR, accessory), -1 CREATIVE

346. **LIMBS:** You have many appendages (additional arms, spider-like legs, tentacles, etc.) When you are attempting to catch something or grapple someone, roll twice and take the best result.
- Many knives (1D6+1 DAMAGE), +1 REFLEXIVE

351. **LIMIT:** When pushed to the brink of your capacity for punishment, you unlock new wells of power. If you have already fulfilled your role during the course of a mission and your HP is equal to 1, you may immediately advance now, instead of when the mission ends.
- Mercury-core executioner's sword (1D6+FRC DAMAGE), +2 MAX HP

352. **LINK:** Touching someone's skin bonds their soul to yours. When you take damage, they take the same amount and vice versa. You may speak telepathically and share each other's senses (one at a time).
- Thick gloves (must be removed to establish link), +1 REFLEXIVE

353. **LISTEN:** You have incredibly sensitive and specific hearing, but a tumultuous relationship with the rest of your senses. You may always perfectly eavesdrop on conversations, listen for tell-tale sounds, and approximate the locations of things you can't see without rolling the dice, but loud noises, bright lights, strong smells, grating textures, and intense tastes all deal 1 DAMAGE when you are first exposed to them.
- Blindfold (helps you focus), +2 REFLEXIVE

354. **LOVER:** If you and another player both have this trait, you can choose, together, to become lovers. If you rescued your lover from the brink of death during the mission, you both gain 1 WAR DIE at the end. There is no limit to how many lovers you can have, but if a lover of yours dies, your character can no longer gain new traits when advancing.
- Silver handgun (1D6 damage, double vs. undead), +1 ARMOR when protecting others

355. **LUSH:** You prefer to fight at least half in the bag. When you have some free time, you can tip back your liquor bottle and take +2 to your next FORCEFUL roll.
- Liquor bottle (one use), +1 WAR DIE per mission

356. **LYCANTHROPE:** At night, you transform and gain the HYBRID trait (but not the associated item). If you have transformed during a mission, your role becomes irrelevant, and you can only advance by fulfilling a specific animal desire—roll 1D6 to let it wash over you (1-2: Challenge yourself as hunter or prey, 3-4: Consume the lifeforce of several human beings, 5-6: Stage a grand sacrifice to the gods of the Moon).
- Handcuffs (titanium-reinforced), +6 MAX HP in animal form

361. **MASCOT:** You are the beautifully fragile glue which bolsters the team's spirit and binds them together. Your MAX HP is irrelevant—for the purposes of play, it is always equal to 1. As long as you are alive, your remaining MAX HP is divided as evenly as possible and added onto the MAX HP of every other player (e.g. a 6 MAX HP MASCOT in a four-player team grants 1, 2, and 2 MAX HP to the other three players).
- Extravagant costume (draws enemy fire), -2 FORCEFUL

362. **MECHANIC:** With a reasonable amount of prep time, you can use your toolbox to repair any machine for 1D6+TACTICAL HP.
- Toolbox (repair 1D6+TAC HP, three uses), +1 TACTICAL

363. **MEDIC:** With a reasonable amount of prep time, you can use your medkit to heal any ailment. For other healing items, add your TAC to the HP regained.
- Medkit (heal 1D6+TAC HP, three uses), +1 TACTICAL

364. **MERCY:** When you would deal a killing blow to a non-player character, you may choose to instead approach them, help them up, and show them mercy. Characters who have been shown your mercy can never take DAMAGE again, and will always treat you (but not necessarily anyone else) as a trustworthy and reliable friend.
- Halo (make someone change their ways, one use), -1 FORCEFUL

365. **MIMIC:** You can shapeshift, but only into inanimate objects. Once per mission, you may transform into a single item no larger than a car. If you transform into a tool, machine, etc., you are fully functional and may be used as such by others.
- Varnish (+1D6 HP while mimic, one use), +2 MAX HP

366. **MINDREADER:** You can read anyone's thoughts and general state of mind without rolling. You may roll +CREATIVE to scan for specific information, such as names, passwords, memories, and images. Unfortunately, you are particularly susceptible to interference, and the thoughts of others often cloud your psyche. Your mindreading ability is neutralized in the presence of another mindreader, and vice versa.
- X-ray specs (see through walls), -1 CREATIVE

411. **MOBILITY:** Your customized mobility aid (e.g. a titanium cane with spring-loaded feet, or a wheelchair with adaptive tank treads) is tricked out with additional gadgets and features. Choose one of the following add-ons, active when you're using the aid: 1) +1 to an attribute of your choice, 2) an always-concealable weapon that deals 1D6 DAMAGE, or 3) +1 to your ARMOR. If you roll the dice to do something risky that would normally involve your mobility aid, but you don't have access to it, roll 3D6 and take the worst two. When you advance, you can get another add-on instead of taking one of the usual advancement rewards.
- Mobility aid (comes with an add-on), +1 REFLEXIVE

412. **MOMENTUM:** You are able to enter a state of cumulative momentum at will, harnessing inertia to your advantage. Each time you succeed on a REFLEXIVE roll, gain +1 REFLEXIVE. This bonus accumulates until you stop moving, at which point your REFLEXIVE attribute reverts back to normal. Rolling a failure with a cumulative bonus from this trait will incur DAMAGE equal to the bonus, and cause you to stop moving.
- Rail-grinding boots (grind on any edge), +1 REFLEXIVE

413. **MONOLOGUE:** When you give an impassioned ethical, political, or philosophical speech, roll +CREATIVE. On a partial success, you engage your target in the melodramatic speech, temporarily distracting them. On a full success, they see your line of reasoning and make an effort to join your school of thought.
- Yorick's skull prop (very realistic), +2 CREATIVE

414. **MONSTERS:** Once per mission, you may use your computerized monster index to summon and command a monster from the barcode of any real-life object you have with you. Arrange the numbers in the barcode from lowest to highest and derive your monster's stats as follows: DAMAGE equal to 1D6 + the lowest number, HP equal to the highest number, and ARMOR equal to the middle number (if there are two, split the difference and round down). State and record the monster's appearance and name, and work out a special power with the referee that reflects the origin object (e.g. belches of flame from a bottle of hot sauce or answering any one question from a library card).
- Monster index (hold aloft to summon a monster), -1 REFLEXIVE

415. **MORBID:** You have some kind of relationship with death. Describe how, and what form death takes. If you or another character dies, you can call death to your side. Death will give you some task or challenge and a time limit, then the dead character is healed by 1D6. If you don't complete the task within the time limit, death takes you both.
- Gifted scythe (2D6 DAMAGE), -2 MAX HP

416. **MURDER:** You're followed by a heckling murder of crows that spout various ominous phrases (some helpful). The crows circle when someone is soon to die, foreshadowing danger. You may command the crows to circle around an enemy, who takes +1 DAMAGE from all sources until the crows get bored and leave.
- Birdseed (guarantee a helpful omen, one use), +1 TACTICAL

421. **MUTANT:** You are a picture of evolution in microcosm, always changing form as your unstable genome shifts. At the beginning of each mission, roll 1D6. On a 4+, drop any one trait you already have (except MUTANT), and permanently replace it with another, recalculating your attributes.
- Toxic grenade (1D6+2 damage, one use), -1 TACTICAL

422. **NEUROMANCER:** Given a few hours in a quiet place, you can remove brains from their bodies and put them in new ones. Body transplantation is not a perfect science, and those who have undergone the process may not always come back the same.
- Brain jar (keeps one brain alive), +1 CREATIVE

423. **NINJA:** Due to your training in the dark arts of subterfuge, any acrobatic or athletic action you take will always be completely silent, even when you roll failures. You may choose your current ninja weapon at the beginning of each mission: shuriken (1D6 DAMAGE), kunai (3 DAMAGE, usable for climbing), or smoke bomb (temporarily disorient 1D6 targets).
- Ninja weapon (six uses), +1 REFLEXIVE

424. **NOIR:** You're from the old days, when crime ran the streets, the cigarettes were plentiful, and hard work meant something. You gain +1 on rolls you provide an appropriate monologue for.
- Trench coat (1 ARMOR), +1 FORCEFUL

425. **NUMBERS:** All numbers have meaning. At the beginning of each mission, roll 1D6. Once per mission, you may replace any number with the number rolled. This can be another roll (such as damage) or a number-based fact spoken by the referee (five enemies, ten days, six stars, etc.)
- Sudoku workbook (keep someone occupied, one use), +1 TACTICAL

426. **OBJECTS:** You may attack with any non-weapon object within reach—if you describe a unique, creative way of causing harm with this object, it functions as a weapon which deals 1D6 DAMAGE. Subsequent objects you attack with add a cumulative +1 DAMAGE bonus per new object; this cumulative bonus resets to 0 when you roll a failure, reuse an attack description, or switch to a conventional weapon.
- Leather belt (3 DAMAGE), +1 CREATIVE

431. **OOZE:** You can transform into a gelatinous substance at will. While in your gelatinous form, you have -2 REFLEXIVE and -2 FORCEFUL, but you can squeeze through grates, fit inside containers, and split into pieces.
- Bucket (5 gallon), +1 REFLEXIVE

432. **PAINLESS:** You cannot feel pain, and being hurt will never cause you to flinch or stop what you're doing. At the beginning of each mission, the referee will roll 1D6 and keep the result hidden from you. The first time you reach 0 HP during the mission, you will regain HP equal to the result.
- Wrist and ankle weights (1 ARMOR, accessory), -2 REFLEXIVE

433. **PARKOUR:** You can easily swing, jump, and free-run across rooftops and rafters without rolling the dice. If it's something really precarious, like barrels floating in toxic waste or a rope bridge full of people shooting at you, you can still do it, but you'll drop one of your items in an inconvenient spot—the referee decides what, and where.
- Baseball bat (1D6 DAMAGE), +1 REFLEXIVE

434. **PATHETIC:** You are entirely unintimidating and almost universally pitied. Enemies often underestimate you. Once per mission, before you take damage, you may look into an enemy's eyes and nullify it.
- Box of tissues (hides a pistol inside, 1D6 DAMAGE), -1 FORCEFUL

435. **PET:** You have a small pet (1-3 HP, referee's choice) which you always keep on your person—perhaps in a shirt pocket, on your shoulder, or leashed to your belt. Describe your pet and choose a bonus for them: 1) grants 1 ARMOR and functions as an accessory, 2) grants +1 to an attribute of your choice for a single roll when fed a treat, 3) deals 3 DAMAGE to an enemy when fed a treat. If your pet dies, you can start the next mission with a new one, but not with the same bonus as before.
- Pet treats (three uses), -1 REFLEXIVE

436. **PHONE:** You may make telepathic "calls" to anyone regardless of time, distance, or interdimensional status—these calls may be routed through local telephones and radios, or may simply appear as a disembodied voice. Those you call are not guaranteed to answer. Sometimes, you'll receive calls you'd prefer not to.
- Rolodex (3 strange and important people are listed), +1 CREATIVE

441. **PIRATE:** You're a free spirit who prefers a life of spontaneous adventure on the high seas. Whenever you roll the dice to do something risky involving the ocean, stealing, or taking over a crewed vessel, roll 3D6 and take the best two.
- Illegally modified LMG (1D6+2 DAMAGE), -1 TACTICAL

442. **POCKET:** You can fit pretty much anything into your personal pocket dimension (and retrieve it at will) as long as you are not restrained or particularly distracted. Your pocket-space might be accessed through a bottomless bag, a door that follows you between rooms, or a wormhole you can summon with a wish.
- Refrigerator (well-stocked), -1 REFLEXIVE

443. **POLYGLOT:** You can understand and communicate in any mundane language, written or verbal. You can also roll +TACTICAL to understand languages which are supernatural in origin.
- Universal phrasebook (can teach anyone one phrase), +1 CREATIVE

444. **PRECOGNITION:** Once per mission, before you roll the dice to do something risky, you may declare a state of precognition—have everyone mark down where they are, their HP and items, and any other useful notes to capture the current situation. Roll the dice and continue play as normal. Next time you're prompted to roll the dice, decide if what's happened was your destined path, or in fact a mere possible future—if so, rewind the story using everyone's notes, keeping in mind that small distortions in reality are a normal consequence of precognitive radiation.
- Stopwatch (waterproof), -2 TACTICAL

445. **PREPPER:** You are perpetually awaiting the moment when the world goes to shit. When each mission starts, choose a specific survival skill you've been practicing (e.g. knot-tying, finding water, or securing shelter). Add +2 whenever you roll the dice to do something risky involving your current survival skill, and gain an additional +1 HP whenever you heal from eating MREs or other non-perishables.
- Hatchet (3 DAMAGE), +1 TACTICAL

446. **PROJECTION:** You can project your spirit from your body to access any faraway place remotely, as long as your physical body is safe. You can also cheat death and keep 1 HP once per mission by abandoning your body, but you will be stuck in spirit form until it gets medical attention.
- Flowing garment (1 ARMOR), +1 CREATIVE

451. **PROSTHETIC:** One of your limbs is replaced with any weapon you own, and you can equip another weapon to use. When you roll the maximum damage possible with an equipped weapon, you can roll damage again with your limb-weapon for an extra powerful combo attack.
- Light machine gun (1D6+1 DAMAGE), -1 REFLEXIVE

452. **PSYCHOMETRY:** Once per mission, you can ask any inanimate object you are touching a psychic question. Objects will answer truthfully, but are limited by their experience—a photograph cannot comprehend the passage of time, and a gun can only think in terms of killing.
- Scrapbook (contains one mission-relevant photo), +1 CREATIVE

453. **PUNCTUAL:** You always know what time it is, down to the second. When you need to get to a time-sensitive event, appointment, or meeting, you will always get there in the nick of time. If arriving on time is particularly unlikely, the referee will tell you in what way you are unprepared for it when you get there.
- Gold stopwatch (always works), +1 REFLEXIVE

454. **PUPPETMASTER:** You can implant a command in someone's brain by rolling the dice +FORCEFUL. If you succeed, they are forced to comply.
- Strappy leather harness (1 ARMOR), +1 FORCEFUL

TRAITS INDEX

455. **PYROMANIAC:** If there is something flammable nearby, you can always ignite it, but the fire will uncontrollably spread somewhere inconvenient—the referee will tell you where.
- Flamethrower (1D6+2 DAMAGE), +2 FORCEFUL

456. **QUANTUM:** If another player's character dies, you may rewind time to shortly before their death and permanently swap characters with them, giving you a second chance to save their life. Swapping back into a body you've inhabited before kills the one you're leaving.
- Quantum stabilizer suit (2 ARMOR), +1 CREATIVE

461. **QUILLS:** You are covered in quills, spines, or thorns. When an enemy deals damage to you in melee combat, they take 1 DAMAGE in return. In addition, you may shoot the spines out of your body for 1D6 DAMAGE to everyone in the area, though you'll need a day to grow them back.
- Ripped jacket (1 ARMOR), +2 MAX HP

462. **RADIOACTIVE:** When you aren't wearing your treated bandages, radiation bursts forth from your body and deals 2D6 DAMAGE to anyone near you. When this occurs, you may attempt to direct the attack at a single target by rolling +FORCEFUL. After the damage is dealt, the radiation temporarily dissipates, but you will quickly waste away and die if your treated bandages are not reapplied.
- Treated bandages (accessory), -2 FORCEFUL

463. **RAGE:** Whenever you do something risky that's loud, bloody, and violent, roll 3D6 and take the best two. Any other time you do something risky, roll 3D6 and take the worst two. Enemies who you hurt have a 1 in 6 chance of immediately attempting to flee the scene.
- Ultra-shotgun (2D6 DAMAGE), -1 CREATIVE

464. **RECRUIT:** If you bring an unconscious enemy back to base with you at the end of a mission, you may take them with you on future missions as another character you control. Recruits retain their currently equipped weapon and armor and may have up to one trait, decided by the referee. Recruits start with 1D6 MAX HP and gain 3 MAX HP for each mission they complete alongside you.
- Tranq pistol (0 DAMAGE, 3-in-1D6 chance to knockout), +1 CREATIVE

465. **RELOAD:** When you're about to attack with a ranged weapon, you can choose to dig in your heels, slam in another mag, and unload a whole clip. You will deal double DAMAGE, but any damage you take until finding cover will also be doubled.
- Grenade (1D6 DAMAGE, one use), +1 REFLEXIVE

466. **RETREAT:** You have a place in your head (a cozy cabin, a crystal palace, a concrete cell, etc.) that you can manifest physically. Once per mission, you may roll +CREATIVE to transport yourself and up to four other people there. The specifics of the retreat may be changed at will, resting there heals 1D6 HP, and you or your guests may leave at any time.
- Polaroid camera (for memories), +1 CREATIVE

TRAITS INDEX

511. **RIVAL:** Choose any other player to be your rival. Each time you spectacularly one-up or humiliate your rival, heal 1D6 HP. If your rival thoroughly one-ups you, you lose any WAR DICE you have. When you take this trait, you gain a new aesthetic feature, like a streak of dyed hair, an eyepatch, or a cool scar.
- Carbine (1D6 DAMAGE), +1 DAMAGE when showing off

512. **ROBOT:** You are a man-made automaton bound by your rigid programming. When you take this trait, select another player to be your programmer (or allow all of the players to program you democratically). When a mission begins, your programmer(s) should define a three-word core directive for you to follow, such as "ELIMINATE ALL HOSTILES," "SEARCH NEW AREAS," or "PROTECT THE TEAM." Your programmer(s) should also select a broad concept which "does not compute," such as love, music, or peace. When you roll the dice to do something risky while acting on your core directive, roll 3D6 and take the best two. When you are exposed to something which does not compute, drop what you're doing and shut down for ten minutes, or take 1D6 DAMAGE.
- Laser rifle (1D6+1 DAMAGE), -1 CREATIVE

513. **RUNNER:** You possess ultrahuman speed. Once per mission, you may outpace someone or something. If it's something really fast, like a hunting cheetah or a flying bullet, there will be a complication from over-exertion—the referee will tell you what.
- Experimental sneakers (indestructible), +1 REFLEXIVE

514. **SAWBONES:** You're a doctor, but you don't have a medical license. Once per mission, when a player character dies, you can roll +CREATIVE to perform surgery and resurrect them with full health. You must swap out one of their traits for a new one as part of your experimental surgery, and explain why your operation changed their trait.
- Bone saw (1D6+1 DAMAGE), -2 MAX HP

515. **SCAVENGER:** You understand that everything can be repurposed and that nothing need go to waste. If the referee narrates that you've run out of a finite resource (like ammo, medicine, or food), you may spend a WAR DIE and roll it to negate the referee and reveal your backup reserves, equal to the result rolled (e.g. 2 clips of ammo, 4 doses of antivenom, or 6 MREs). You always gain a WAR DIE at rendezvous points.
- Semi-automatic rifle (1D6+1 DAMAGE), +1 TACTICAL

516. **SCOUT:** You always get the lay of the land before starting a mission. You can find a good vantage point or hiding place anywhere, any time. The referee will always tell you about ambushes and hidden traps.
- Ghillie suit (disguise self as plant), +1 TACTICAL

521. **SEAL:** You are a living lock for the cage of something horrible (you don't know what). You have complex tattoos and carvings across your entire body. If you die before the appointed time (also unknown), you release whatever you're holding back into the world.
- Wards and charms (accessory), +1 REFLEXIVE

522. **SECURITY:** If you have a reasonable amount of prep time and the coast is clear, you can use your anti-security kit and attempt to breach any lock or crack any safe by rolling +REFLEXIVE. You may also disarm traps you know about and can physically reach by rolling +TACTICAL.
- Anti-security kit (three uses), +1 REFLEXIVE

523. **SEDUCE:** When someone wants to get with you, you can fade to black and get with them too. After you return from a nearby private retreat, roll +CREATIVE and choose one result on a partial success, or two on a full success: they want to help you, they trust you with their secrets, or they want to get with you again. On a failure, you're old news, and they'll dislike your company from now on.
- Little black dress (0 ARMOR, stand out anywhere), +1 CREATIVE

524. **SEER:** When you have a moment of peace and quiet, you may read your divination tool (perhaps a deck of playing cards or a set of polyhedral dice) and roll +CREATIVE. If you succeed, the referee will answer one question about the current mission honestly. If it's a partial success, they'll answer vaguely. A failure brings a grim and terrible omen.
- Divination tool, +1 CREATIVE

525. **SEXY:** You're so hot, and everyone knows it, you most of all. When you're wearing your fetching outfit, you can stun another person with your beauty without rolling the dice. If you take damage in the outfit, you have to stay out of the fight until it's over to attend to chipped nails, untucked shirts, and messed up hairdos.
- Fetching outfit (0 ARMOR), -1 REFLEXIVE

526. **SHARPSHOOTER:** If you name a specific body part, possession, or component of something you're attacking with a ranged weapon, you will always hit it, temporarily disabling that part but dealing 0 DAMAGE.
- Revolver (1D6+1 DAMAGE), +1 REFLEXIVE

531. **SHIELD:** You can use any shield as a weapon which bashes enemies for 1D6 DAMAGE plus the shield's ARMOR bonus. If you throw the shield as a ranged weapon, you can roll +REFLEXIVE to ricochet it back to you.
- Combat shield (0 ARMOR, accessory), +1 FORCEFUL

532. **SHOW:** Your performance art (perhaps music, dance, acrobatics, or comedy) has inexplicable mind-altering effects on its audience. While performing, choose one of the following: your allies have +1 to an attribute of your choice, enemies are dazed (they deal -1 DAMAGE), or one enemy gives in to fun. You take -1 to any rolls made while performing.
- Performing accoutrement (e.g. instrument, baton, mic), +1 CREATIVE

533. **SHRINK:** Your unique atomic structure allows you to compress yourself down to a millimeter tall without rolling the dice. If you go smaller, you must roll +TACTICAL to avoid slipping through a hole in the quantum foam. Those who slip through the foam suffer mind-bending consequences, like becoming marooned or losing their sense of time (referee's call).
- Stainless steel syringe (contains a miniature submarine), +2 MAX HP

534. **SKELETON:** You have no flesh—explain why. You have 2 ARMOR against weapons that pierce or slash, and take +1 DAMAGE from weapons that bludgeon. If you reach 0 HP but all your bones are intact, you may rise with 1 HP after someone else completely reassembles you.
- Ownerless femur (1D6 DAMAGE), -2 FORCEFUL

535. **SLACKER:** You abide by the universe in all things and appreciate simple pleasures. In addition to the single rendezvous point all player characters can use, you may always access an additional, second rendezvous point which is typically easy to reach and additionally contains snacks, substances, a hammock, or similar amenities.
- Shabby clothes (0 ARMOR, always unthreatening), -1 TACTICAL

536. **SLEEPER:** Your personality is but a programmed front to hide the dormant sleeper agent beneath (or maybe it's the other way around). When you take this trait, everyone at the table but you should come to a consensus on what your activation phrase is (like "the woman in white walks backwards through Prague," or "Epsilon orange Manila seventeen"). Once it's decided, write it down, and create a new, second FIST character who shares none of your traits—this is your sleeper persona (if you have already advanced, advance the persona an equal number of times, but do not choose the same advancement options). Any time you hear your activation phrase, you swap between personas, but the items in your inventory do not change to match your traits until you start a new mission.
- Tape recorder (plays activation phrase), -1 CREATIVE

541. **SLOW-MO:** You may slow time to a crawl (at a 1-to-1 seconds-to-minutes ratio) at will, turning volleys of gunfire into glittering armadas of hot lead ships. Doing so costs you 1 HP for every second of time you slow. Slow-time affects your actions and physical processes but does not change the speed of your thoughts, giving you lightning-fast cognition relative to those around you. During slowed time, your REFLEXIVE score is increased by 4.
- Machine pistol (1D6 DAMAGE), -2 REFLEXIVE

542. **SMASH:** You break things. You deal +1 DAMAGE against any man-made construct, and another +1 DAMAGE against anything that is grossly expensive or has exquisitely fragile components.
- Sledgehammer (1D6+1 DAMAGE), +1 FORCEFUL

543. **SMITH:** You may deploy your portable workbench once per mission to add a new effect to an existing weapon (you can choose a premade weapon tag or negotiate a custom effect with the referee). The effect will be successfully added if you leave the weapon at the workbench, acquire three integral but difficult-to-reach components, and return to combine the components and weapon. The referee will tell you what and where the components are; they are usually scattered throughout the mission area. You may also employ a similar process of deploying your workbench and collecting materials to forge new pieces of armor.
- Portable workbench (one use), +1 TACTICAL

TRAITS INDEX

544. **SMOKER:** You are addicted to nicotine. When you have some downtime, you can calm your nerves with a cigarette and take +2 to your next REFLEXIVE roll.
- Cigarette case (one use), +1 WAR DIE per mission

545. **SNATCHER:** You are an alien poorly puppeteering a technically dead human body, with a killing touch. If you do not consume one human brain without anyone finding out once per mission, you will melt into a puddle and die.
- Poison fingertips (2D6 damage, don't count as equipped), -2 CREATIVE

546. **SNEAK:** If you hold still in a good hiding spot, no one will detect you until you make your presence known. You can also easily fit into small containers like barrels and cardboard boxes.
- Sneaking suit (1 ARMOR), +1 REFLEXIVE

551. **SNIPER:** If you have prep time, the enemy is unaware of your presence, and you remain stationary, you can roll 3D6 to attack and use the best two dice. If you succeed, you deal the maximum possible DAMAGE for your weapon.
- Sniper rifle (1D6+2 DAMAGE), +1 DAMAGE with ranged weapons

552. **SOAK:** You know how to grin and bear it. When you take damage, you may roll a WAR DIE and subtract that much from the DAMAGE taken. You may also apply this effect to anyone standing immediately behind you.
- Kinetic shock shield (2 ARMOR, equip as weapon), -2 REFLEXIVE

553. **SOCIAL:** You have a likable personality and a familiar face. Take +1 to your roll whenever you do something risky that involves a social interaction.
- Cyanide pill (one use), +1 CREATIVE

554. **SPY:** You are a dashing and clever international person of mystery. Major antagonists tend to behave in contrived and theatrical ways around you. If you are captured, you may ask the referee to give you an easy opportunity to escape and they will give it to you.
- Laser watch (3 DAMAGE, can cut any restraints), +1 TACTICAL

555. **STAND:** You command a flamboyant spirit with its own trait, tangible only to you but able to affect the corporeal world. Roll a random trait for your stand (D666) and choose a hyper-specific additional bonus, like "can be used twice per mission if my blood is removed and replaced" or "deals double DAMAGE if the target is left-handed." Everyone else at the table should democratically decide on a hyper-specific condition or downside, such as "can only be used when Mercury is in retrograde" or "causes a random bone in the user's body to break when used."
- Stand (immortal and invisible), +1 FORCEFUL

556. **STATIC:** You can enter and travel between electronic screens of any kind as long as the screen isn't too "busy" (plain backgrounds and static work best).
- Chaff grenade (disables electronics, one use), +1 REFLEXIVE

561. **STATUESQUE:** You're made of something hard (stone, metal, gems, etc.) Once per mission, you can reflect any projectile back at the attacker. If you are also wearing armor, decrease your REFLEXIVE score by 2.
- Tough exterior (2 ARMOR, doesn't count as equipped), +1 FORCEFUL

562. **STICKY:** You can secrete a sticky substance from your body which dries in seconds and is comparable in strength to the most powerful mundane adhesives. It can only be dissolved with a common substance of your choice (water, alcohol, blood, etc.)
- Flask of dissolving fluid (8 ounces), -1 REFLEXIVE

563. **STONER:** You function much better while high. When you have the time, you can enjoy your favorite strain using any method of your choice. State the name of the strain (e.g. "Green Giant" or "Nuclear Winter"), and choose a bonus: +1D6 HP, or +2 to your next roll.
- Personal stash (one use), +1 WAR DIE per mission

564. **STRETCH:** You can stretch any of your limbs to a length of ten feet × your MAX HP by rolling the dice +REFLEXIVE. Stretched out limbs can be pushed even further, but will incur 1 DAMAGE for every additional ten feet of stretch. You take +1 DAMAGE when enemies specifically target stretched-out limbs.
- Elastic bodysuit (0 ARMOR, up to 1000 sq. ft. of fabric), -1 FORCEFUL

565. **STUBBORN:** You're one tough son of a bitch, and not even God can keep you down for long. When you roll a failure and the referee narrates what happens next, you can spend a WAR DIE and declare that it doesn't, forcing the referee to narrate an entirely different failure outcome instead.
- Special cigar (+1D6 HP, one use), -2 CREATIVE

566. **SUMMONER:** You know the deepest, truest names of two phantasmagoric entities (demons, elementals, Platonic ideals, etc.) and their domains of power (such as grief, fire, or logic). You can summon them via fire-circle with ten minutes of unbroken ritual, or instantly by spending a WAR DIE. Each of these spirits will carry out a single magical command related to their domain of power before vanishing, and tend towards bad-faith or misguided interpretations of vaguely worded instructions. Magical attacks from summoned spirits deal 2D6 DAMAGE, and double DAMAGE if their domain is well-suited to the attack (like fire against ice, or silver against werewolves). When you advance, you may add another spirit to your roster instead of taking one of the usual advancement rewards.
- Box of tea lights (one circle's worth, one use), +1 CREATIVE

611. **SUNDER:** Using your psionic powers, you may sunder the mind of anyone you presently perceive, dealing 1D6 DAMAGE which ignores ARMOR. You may roll additional six-sided dice and add them to the total DAMAGE at will. Opening a psionic channel strains your body (perhaps causing nosebleeds, shaking, or confusion), and you will always take DAMAGE equal to half of what you deal, rounded down.
- Grippy socks (prevent you from slipping), -2 FORCEFUL

TRAITS INDEX

612. **SUPPLY:** You know secret frequencies and can use your radio to get any item delivered in a pinch; however, there will be a catch, like an inconvenient pickup spot or a fault with the item—the referee decides.
- Supply radio (three uses), +1 TACTICAL

613. **SURVEILLANCE:** You can install your camera drone somewhere stationary and surveil without detection. You can also keep it mobile and control it at will, but it will be exposed to enemy attacks.
- Camera drone (1 HP, one use), +1 TACTICAL

614. **SYMBIOTE:** You're bonded to a violent symbiotic lifeform with whom you share a tumultuous and intimate relationship. The constant commentary by a chorus of alien voices makes it difficult to hold on to your thoughts or focus on tasks. Your role is irrelevant—you can only advance by following the whims of the creature (roll D6, 1-2: Trust no one, not even for a moment, 3-4: Destroy something important, 5-6: Backstab a teammate before they backstab you).
- In-vivo symbiote (+2 ARMOR vs. attacks from behind), -1 TACTICAL

615. **SYNTHETIC:** You are a human-like android. Your positronic brain can make thousands of calculations per second, and you never have to roll the dice for tasks like solving equations and calculating trajectories. You take 1D6 DAMAGE when your innards are exposed to water.
- Infantry-scale railgun (1D6+2 DAMAGE), +1 TACTICAL

616. **TACTICIAN:** If you explain an elaborate plan of action to the team, all partial success rolls count as total success rolls while the plan is being executed—until someone rolls a failure, at which point the plan falls apart catastrophically.
- Night vision goggles (can see at night), +2 TACTICAL

621. **TEACHER:** You are a wise mentor who fosters an inquisitive and confident attitude in your pupils. You can take on any player as a pupil—they can ask the referee for one useful fact of any type, once per mission. When you complete a mission, lose 1D6 MAX HP if you did not have a teachable moment with every pupil.
- Pins and medals (command respect), +2 TACTICAL

622. **TECHNIQUE:** Your special technique targets a series of critical pressure points. When you would deal DAMAGE, you can choose to roll 2D6 and execute your technique instead—on a 9 or below, you deal no damage. If you roll 10 or more, the victim instantly dies.
- Tattered gi (1 ARMOR), -1 FORCEFUL

623. **TELEKINETIC:** You have telekinetic control over a single substance of your choice—it could be something simple like water or metal, or something more esoteric like blood or flies. You have a unique talisman, such as a mask or a pendant, through which you channel your power. If this psychic amplifier is damaged or lost, you are no longer telekinetic until you repair or replace it.
- Psychic amplifier (accessory), +1 CREATIVE

624. **TELEPORT:** You can teleport yourself (and any items you are wearing or holding) to a safe location at will, but not directly through opaque objects. If you want to teleport under fire, through an object, or beyond the immediate perceivable area, roll +TACTICAL to avoid accidents.
- Flare gun (1D6 DAMAGE), +2 REFLEXIVE

625. **THEATRICS:** You command attention. When you enter a room, everyone inside is guaranteed to look at you. When you're trying to cause a distraction, partial successes count as full successes.
- Sweeping cape (1 ARMOR, accessory), +1 CREATIVE

626. **THIEF:** You may roll +REFLEXIVE to teleport an object you can perceive into your possession. On a failure, you take something else as well—the referee will tell you what.
- Smoke grenade (one use), +1 REFLEXIVE

631. **THRALL:** You are bound to an anomalous artifact, a weapon which drives you to commit evil. When you start a mission, roll 1D6 to receive its command (1-2: Make a good person suffer. 3-4: Spread chaos and permanent destruction. 5-6: Sabotage your teammates). Your role is irrelevant—you can only advance if you have completed this task. All damage dealt with your anomalous weapon is increased +1D6.
- Anomalous weapon (choose any), +1 FORCEFUL

632. **TRAPS:** You are an expert in the art of trapping and misdirection. Whenever you create or set a trap (e.g. covering a hole with leaves or wiring a grenade to a doorknob), you may declare that one passing enemy who is completely unaware of you becomes hurt or ensnared.
- Claymore mine (2D6 DAMAGE, one use), -1 FORCEFUL

633. **TRIPPER:** You are a psychedelics enthusiast. When you have some time to unwind, you can drop a tab to expand your consciousness and take +2 to your next CREATIVE roll.
- Acid tab (one use), +1 WAR DIE per mission

634. **TRUTH:** Through rigorous meditation and study of the natural world, you have determined that your reality is merely a consensus illusion enjoyed by beings from a "realer" reality as a leisurely game. Once per session, if you have a completely serene moment to achieve lucidity, you may speak through your "player" and contact the "referee" with requests for assistance (such as HP, items, or the sudden death of your enemies). Keep in mind that even if you are able to appeal to the referee's guilt or curiosity to get what you want, overuse of this power may see you branded "broken," "gimmicky," or "unfair" by the higher beings, spelling the end of your existence as a playable character.
- Copy of *FIST: Ultra Edition*, +2 CREATIVE

635. **TURNCOAT:** At one point, you belonged to an enemy faction of your choice. You no longer serve them. When you run up against this faction, the referee will tell you something tactically important about them.
- Enemy uniform (1 ARMOR, blend in with faction), +1 TACTICAL

636. **TURRET:** You have a portable mini-turret which can be deployed on any flat surface without rolling the dice. If it's somewhere difficult like a ceiling or dangerous outcropping, placing it will be more difficult and arduous—the referee will tell you how. Your mini-turret begins with 3 MAX HP and 1 ARMOR, but you may increase its HP by 1D6 or its ARMOR by 1 as an alternative reward when you advance. Whenever you or one of your allies successfully deal DAMAGE, you may command the turret to deal DAMAGE as well to any unobstructed target in the combat scene.
- Mini-turret (1D6+TAC DAMAGE), +1 TACTICAL

641. **UNARMED:** You are skilled in general unarmed self-defense, as well as one or more styles of martial art. You can silently knock any enemy unconscious, but they might make noise on the way down, or wake up at an inconvenient time—the referee will tell you the downside.
- Hand wraps (3 DAMAGE), +1 FORCEFUL

642. **UNDEAD**: That which should kill you only makes your rotting flesh weaker. When you would die, lower all of your attributes by 1 and revive next mission with full health. Each time this happens, you gain a new aesthetic quirk, like bolts in your neck or stitched-together skin. You may still die voluntarily.
- Full-body bandages (1 ARMOR), -2 CREATIVE

643. **UNFEELING:** You experience no emotional interoception, and must rely on some other rationale to motivate your decisions under pressure. When you would roll CREATIVE to deal with something emotional, you may describe how you're using a different attribute and roll using that instead, adding your inverted CREATIVE score on top (e.g. +1 if you have -1 CRE, or -2 if you have +2 CRE).
- Brain teaser puzzle (e.g. Rubik's cube), -1 CREATIVE

644. **VAMPIRE:** You are pale and shadowy, starved for blood. If you have recently fed on a new victim, your next roll will be one degree of success higher. If you are currently exposed to sunlight, all your rolls will be one degree of success lower.
- Gothic amulet (used to turn into a bat and back), -2 FORCEFUL

645. **VEHICLE:** You have a customized civilian vehicle of your choice. It could be a common vehicle like a motorcycle or pickup truck; it could be something unique like a snowmobile or horse. You can permanently mount any of your weapons on the vehicle, for yourself and for secondary gunners. You can also permanently scrap any armor you have and add it to your vehicle's armor rating. At 0 HP, the vehicle is unusable, but you can repair 1D6 HP between missions.
- Signature vehicle (player's choice of type), +1 TACTICAL

646. **VENOMOUS:** You can excrete a substance (perhaps as spit, or from your skin) that corrodes most materials and is fatal if ingested. Doing so is unpleasant and strenuous, and pushing out large amounts (i.e. more than a few drops, or a thin coating on a surface) will cost you 3 HP.
- Indestructible vial (easily concealed), -1 FORCEFUL

651. **VETERAN:** You've seen war, plenty of it, and you know in your gut where to start looking when there's a target on your head. Whenever you enter a new area, you can ask the referee if there is a hidden danger and get an honest answer.
- Assault rifle (1D6+1 DAMAGE), +1 ARMOR at all times

652. **VOLATILE:** Your menagerie of ultrahuman abilities is virtually infinite in scope, but which powers manifest themselves (and when) is completely unpredictable. At the beginning of each mission, roll a trait (D666). That trait replaces this trait (VOLATILE) until the end of the mission (although you also retain VOLATILE's containment armor and -2 TACTICAL penalty). Reroll your trait when you rest, use a WAR DIE, or take 6+ DAMAGE.
- Containment armor (2 ARMOR), -2 TACTICAL

653. **WALLBANG:** You can shoot any form of ammunition through solid matter as though it were air. When you do so, there is a 3-in-1D6 chance that the shot will ricochet and harm someone else (possibly yourself) instead.
- Laser sight (attach to weapon for +1 on attack rolls), +1 REFLEXIVE

654. **WEAPONMASTER:** At the beginning of each mission, declare a specific type of weapon which you are currently training yourself to defend against. It shouldn't be too vague; pick something like "bolt-action rifles" or "two-handed swords." If an enemy attacks you with the weapon type you chose, their DAMAGE is cut in half, rounded down. You cannot choose the same weapon type twice in a row.
- Arms handbook (see enemies' DAMAGE), +1 TACTICAL

655. **WEB:** Your web-shooters spray pressurized jets of sticky, artificial fiber with high tensile strength and a slow-dissolving chemical makeup. You may roll +REFLEXIVE to incapacitate anyone by wrapping them in webs, and you may always deftly hang or swing from your webs without rolling the dice.
- Web-shooters (accessory), +1 REFLEXIVE

656. **WEIGHTLIFTER:** You can always easily lift things close to your own weight. If it's something really heavy, like a huge tank or part of a crumbling building, there will be a complication from over-exertion—the referee will tell you what.
- Heavy riot shield (2 ARMOR, equip as weapon), +1 FORCEFUL

661. **WHISPERER:** You can understand the thoughts of animals, and ask them for information or favors. They are not obligated to comply, and may not always have the necessary context to communicate with you effectively.
- Fur cloak (pacifies nearby animals, accessory), +1 CREATIVE

662. **WINNER:** You can always win low-stakes contests of skill, mettle, or chance without rolling the dice. If it's a high-stakes game (like five-finger fillet, Russian roulette, or an all-in poker hand), you can push yourself to win automatically at the cost of 1D6 MAX HP.
- Platinum chip (extremely valuable), +1 when you roll WAR DICE

TRAITS INDEX

663. **WITCH:** You are a cunning practitioner of ancient magic who can cast spells at will. Magic spells may change any single situational detail which only you perceive at the moment of casting (such as making a shoe untied or causing a highway exit to be missed), but may not outright break the laws of physics. Words of magic burn the tongue, and each spell you cast costs 1 HP. Your odd charm never returns upon use, but you may choose to gain a new one as an advancement reward.

- Odd charm (ignore death and fully heal, consumable), +1 CREATIVE

664. **WITTY:** If you deliver a clever (or cheesy) one-liner that makes the other players laugh, groan, or cheer after overcoming a particularly difficult challenge, your HP is refilled to maximum.

- Old sunglasses (see through disguises), +1 CREATIVE

665. **WIZARD:** You are an arrogant meddler in the arcane otherworld, and many mischievous sorceries have taken up residence in your head. Once per mission, you may roll 1D6, gesture wildly, and unleash a torrent of magic upon any target:

1. Caster becomes a small animal for 30 minutes.
2. Target gains magical armor which negates an attack, then shatters.
3. Misaimed fireball which deals 2D6 DAMAGE to anyone in the way.
4. Target completely heals.
5. Target enters cadaverous but reversible sleep.
6. Target and caster both disintegrate.

You may spend one WAR DIE to reroll the result, and spend more to reroll as many times as you like. If you advance, you can replace one of the 1D6 results with a new spell you and the ref agree upon, instead of taking the usual advancement reward. The azure bolts from your magic missile launcher are ontologically guaranteed to always hit someone—though not necessarily the intended target.

- Magic missile launcher (1D6 DAMAGE), +2 CREATIVE

666. **XENO:** You do not look, think, or act like a human. You are clearly an alien, and cannot blend into groups of humans without a very good disguise. Describe what type of alien you are—other aliens of the same type will never be hostile to you.

- Plasma pistol (1D6 DAMAGE, or charge up for 1D6+1), +1 CREATIVE

111. ACCOUNTANT
112. ACE
113. ACHILLES
114. AIMBOT
115. AKIMBO
116. AMATEUR
121. ANALYST
122. ANIMUS
123. AQUATIC
124. ARMORED
125. ARTIST
126. ASSASSINATION
131. ASTRONAUT
132. ATMOKINESIS
133. AURA
134. BERSERKER
135. BOMBER
136. BOTTLENECK
141. BOUNCE
142. BREAKDOWN
143. BUDDY
144. BUILDER
145. BUM
146. CAMOUFLAGE
151. CANNIBAL
152. CENTIPEDE
153. CHAMPION
154. CHARM
155. CHEF
156. CHEMIST
161. CLASSY
162. CLIMBER
163. COMMANDO
164. CONCEAL
165. CONTORTIONIST
166. CRUEL
211. CUT
212. CYBORG
213. DEBATEUR
214. DEFUSE
215. DETECTIVE
216. DETONATOR
221. DIRECTOR
222. DIRTY
223. DISGUISE
224. DOORS
225. DRUID
226. DUELIST
231. ECHO
232. EMPATHY
233. EXPERT
234. FASHIONABLE
235. FATALITY
236. FATE
241. FIELD
242. FIEND
243. FIGHTER
244. FIREFIGHTER
245. FLIGHT
246. FLOW
251. FLURRY
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311. HARVEST
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316. HENSHIN
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343. JINX
344. JOKER
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346. LIMBS
351. LIMIT
352. LINK
353. LISTEN
354. LOVER
355. LUSH
356. LYCANTHROPE
361. MASCOT
362. MECHANIC
363. MEDIC
364. MERCY
365. MIMIC
366. MINDREADER
411. MOBILITY
412. MOMENTUM
413. MONOLOGUE
414. MONSTERS
415. MORBID
416. MURDER
421. MUTANT
422. NEUROMANCER
423. NINJA
424. NOIR
425. NUMBERS
426. OBJECTS
431. OOZE
432. PAINLESS
433. PARKOUR
434. PATHETIC
435. PET
436. PHONE
441. PIRATE
442. POCKET
443. POLYGOT
444. PRECOGNITION
445. PREPPER
446. PROJECTION
451. PROSTHETIC
452. PSYCHOMETRY
453. PUNCTUAL
454. PUPPETMASTER
455. PYROMANIAC
456. QUANTUM
461. QUILLS
462. RADIOACTIVE
463. RAGE
464. RECRUIT
465. RELOAD
466. RETREAT
511. RIVAL
512. ROBOT
513. RUNNER
514. SAWBONES
515. SCAVENGER
516. SCOUT
521. SEAL
522. SECURITY
523. SEDUCE
524. SEER
525. SEXY
526. SHARPSHOOTER
531. SHIELD
532. SHOW
533. SHRINK
534. SKELETON
535. SLACKER
536. SLEEPER
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542. SMASH
543. SMITH
544. SMOKER
545. SNATCHER
546. SNEAK
551. SNIPER
552. SOAK
553. SOCIAL
554. SPY
555. STAND
556. STATIC
561. STATUESQUE
562. STICKY
563. STONER
564. STRETCH
565. STUBBORN
566. SUMMONER
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612. SUPPLY
613. SURVEILLANCE
614. SYMBIOTE
615. SYNTHETIC
616. TACTICIAN
621. TEACHER
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641. UNARMED
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646. VENOMOUS
651. VETERAN
652. VOLATILE
653. WALLBANG
654. WEAPONMASTER
655. WEB
656. WEIGHTLIFTER
661. WHISPERER
662. WINNER
663. WITCH
664. WITTY
665. WIZARD
666. XENO

ROLES INDEX

11. **ABANDONED:** Describe the war-torn country where you learned to live on nothing and fight to survive as a child. Advance if you adequately contributed your part to the mission without anybody else's help.

12. **AMNESIAC:** Describe the most recent event you remember (like waking up in a vat a week ago, or learning your name from the unfamiliar wallet in your coat). Advance if your understanding of yourself or the world changes dramatically over the course of the mission.

13. **AVENGER:** Describe someone who wronged you, and what they did. Advance if something you did brought you closer to exacting your revenge, or decisively stopped a similar injustice.

14. **CHESSMASTER:** Describe what you plan to do with absolute power. Advance if something you did brought you closer, on a long-term scale, to holding a position of extreme power over a large group of people.

15. **CLEANUP:** Describe a far-reaching and complex catastrophe which you are responsible for. Advance if you meaningfully healed some piece of its aftermath, or the aftermath of a similar catastrophe.

16. **CRUSADER:** Describe an ethical ideal you hold dear that is difficult to achieve. Advance if something you did aligned with that ethical ideal, even though sticking to your scruples made your life harder.

21. **CULTIST:** Describe the esoteric religious sect to which you belong, and the chilling prophecy in which you believe. Advance if you drafted someone of significant importance or power into your cult, or if you turned the cosmic clock closer to your hallowed day of reckoning.

22. **DEALMAKER:** Describe the foolproof strategy you have devised to close any deal. Advance if you end the mission with significantly more wealth, influence, or capital than you had coming in.

23. **DIPLOMAT:** Describe the types of relationships you like to form. Advance if you forged a brand new one or kept a relationship in jeopardy intact, and it changed the course of the mission.

24. **ENEMY:** Describe the front of plausible deniability which you maintain in order to keep working for FIST. Advance if you completed the mission objective relayed to you by CYCLOPS (divulged to you by the referee in secret when the mission begins) without outing yourself to the team.

25. **FIREBRAND:** Describe your hot-blooded hopes for the future. Advance if an event during the mission was a key moment in your coming-of-age, or if you proved your competence to a more experienced teammate.

26. **FLUX:** Describe why your motivations and worldview are in a constant state of flux. When each mission begins, roll a random role (D66), answer the "describe" section as succinctly as possible, and play as though that role were yours for the duration of the mission.

ROLES INDEX

31. **FUGITIVE:** Describe a high-caliber crime: one that you did commit, or one that you actually *didn't* commit (and if so, who framed you). Advance if something you did made significant progress towards clearing your name, or if you fought off the long arm of the law.

32. **GLADIATOR:** Describe an honorable, legendary warrior whom you admire and aspire to emulate. Advance if you fought and bested a powerful enemy using their combat philosophy.

33. **HEALER:** Describe your medical philosophy, and tell the table the story of your teacher, a renowned and unconventional practitioner of medicine. Advance if none of your teammates died under your watch.

34. **ICON:** Describe how you want to go down in history. Advance if something you did brought you closer to becoming a legend, or ensured a group of people would never forget your name.

35. **MASK:** Describe your vice as you would for the WILDCARD role, and describe why you pretend to be eccentric and unpredictable. Advance if you took off the mask to protect someone in your path of chaos, without giving your true nature away to your enemies.

36. **MAVERICK:** Describe the moment you lost your faith in everyone else. Advance if you did something during a mission that no one else did, in a way that no one will ever forget.

41. **MERCENARY:** Describe how you ended up working with the rest of these bleeding-heart weirdos. Advance if you completed the mission according to its original parameters—no funny business—and made sure to collect your pay.

42. **MUDDLER:** Describe a piece of simple, common knowledge which is in fact wrong, and attempt to describe the infinitely more complex correct answer. Advance if you made things more complicated in a major way, or catastrophically obfuscated the truth about something important.

43. **NIHILIST:** Describe how you arrived at the ultimate conclusion—nothing truly matters. Advance if you showed no fear of death and no self-preservation instinct at any point during the mission.

44. **PARTISAN:** Describe your experiences with the creation, mistreatment, or erasure of ultrahuman beings. Advance if you proved that ultrahumans can and should stand on their own, or if you created a new ultrahuman.

45. **PEACEMAKER:** Describe your vision for a world without war, and your opinion on the use of violence. Advance if you prevented, stopped, or eased a violent geopolitical conflict.

46. **PUNK:** Describe a long-standing oppressive establishment that hurt you. Advance if something you did weakened that establishment, or meaningfully helped people who are also being oppressed by it.

ROLES INDEX

51. **PROVIDER:** Describe the person or entity that cannot survive without you and your work. Advance if you found something that would make them deeply happy and brought it to the end of the mission.

52. **REPENTANT:** Describe a shameful and horrible decision from your past. Advance if something you did atoned for your sins in a meaningful way, or completely changed the context in which you view your past deeds.

53. **REPRESENTATIVE:** Describe your vision for a world where the ultrahuman condition has been publicized and normalized. Advance if you created empathy and understanding between ultrahumans and the world.

54. **RETURN:** Describe the faraway place or time from which you hail, and the improbable circumstances that found you stranded here. Advance if you made progress in your quest to go home, or if you made contact with someone from the place-before.

55. **RETIRED:** Describe your past exploits, your retirement, how you ended up back in action, and why you can't go home just yet. Advance if you made significant progress toward returning home, or if you showed how an old dog can still learn new tricks.

56. **ROOKIE:** Describe your ideal "first mission" experience. Advance (and choose a new role) if a mission goes exactly how you'd always hoped it would. If it doesn't, advance (and keep this role) if your teammates stepped in at the last moment to save you from certain death.

61. **SCHOLAR:** Describe the esoteric and obscure subject you are most curious about. Advance if something you learned brought you closer to unlocking the ultimate secrets of that subject, or if you brought a prize specimen to the end of the mission.

62. **SKEPTIC:** Describe your rational and meticulously vetted worldview. Advance if you venture a real, reasonable explanation for something paranormal and unfamiliar you encounter (and you're proven right).

63. **UNKNOWN:** Describe how difficult it is to find a cause, a purpose, or something to fight for. Advance if you overcame a challenge or secured a valuable item far beyond your expected level of ability.

64. **WANDERER:** Describe the event which sent you drifting from place to place. Advance if you have left behind no lasting trace of your presence by the end of a mission, or if someone you met will always miss you.

65. **WILDCARD:** Describe your primary vice or source of pleasure, such as money, romance, thrills, or pain. Advance if you got your fix during a mission in a way nobody, including yourself, expected.

66. **WRETCH:** Describe the uniquely horrible misfortune which has befallen you. Advance if something happens to you which makes your suffering poetically worse, or if you give your misery some company.

INTELLIGENCE MATRIX
INTRODUCTION

Greetings, operative—if you've stuck with us so far, then you're clearly in it for the long haul. Welcome to the **Intelligence Matrix**. This section of *FIST: Ultra Edition* is provided as a toolbox for constructing an infinite array of game objects, missions, campaigns, gameplay styles, and stories, in any way you like.

Within, you'll find comprehensive rundowns of all the moving parts which comprise the game FIST—weapons, items, characters, vehicles, enemies, locations, and more—as well as inspirational prompts for missions and a collection of miscellaneous toys, like weapon skins and randomized magical syllables. The Intelligence Matrix also provides several print-ready documents you can use to keep track of your characters and the details of your campaign.

Everything here is designed as catalyst and fuel for loose, free-associating, non-linear creative activity. Most information is formatted as rollable tables (or you can just choose entries you like), and much of the Matrix can be explored randomly using just a few six-sided dice. **Bolded** words can optionally refer to other sections within the Matrix for further inspiration if desired. Page numbers are usually provided for navigation (space permitting).

In short, by flipping to the back of the book, you've accessed FIST's built-in level editor. While FIST has no single universe, timeline, or canon, the Matrix will introduce you to feasible factions and possible people, and clue you in to FIST's many mysteries (like CYCLOPS, their sworn enemy). **Mission Mode** is now on standby. Welcome to **Matrix Mode.**

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INTELLIGENCE MATRIX
RULES SUMMARY

Premise
In FIST, you portray a team of paranormal mercenaries doing the jobs that no one else can (or that no one else wants) in the military-espionage ecosystem of the Cold War. You are an unconventional kind of mercenary who cares more about being true to yourself, your community, or your ideals than turning a profit, and you may have been forced into this line of work due to incompatibility with non-violent, non-paranormal society.

Gameplay involves deploying your mercenary character on missions with other players, where you will talk to people, solve problems, and engage in espionage and combat. Between missions, you may contribute facts or make choices about the direction of the game world at large. The story and reality of your FIST game exists as an ongoing conversation between the players and the referee, and it's everyone's job to treat this game world like it actually exists, then act accordingly.

Character creation
FIST characters begin play with the following:
- 0 FRC, TAC, CRE, and RFX attributes
- 0 ARMOR
- 0 WAR DICE
- 6 MAX HP
- Two traits (p. 39), including modifiers and item
- A role not already in use (p. 67)
- One of the following: 1D6 additional MAX HP, 1D6 WAR DICE, or a standard issue item (p. 2) like a knife, a pistol, or a serving of rations
- An appropriate codename, and a real name only the player knows

You are encouraged to reflavor traits and items. Some characters may call themselves ultrahuman—voyagers beyond the "standard" human experience—but your relationship to this term is yours to define. Note that the term may also be derogatory, othering, or misunderstood.

Traits and roles
Traits are snippets of special rules for individual characters which cover a unique talent, ability, or advantage, usually accompanied by a downside, boundary, or caveat if the trait's beneficial aspects are particularly powerful. Traits may offer narrative background, add new mechanics, alter pre-existing mechanics, or involve entire mini-games. Traits come pre-packaged with an item (like a weapon, tool, or piece of clothing) and a modification to your base stats (usually -2 to +2 in FRC, TAC, CRE, or RFX, but sometimes an irregular alteration to HP or ARMOR, or some unique situational modifier). Trait-granted items are always repaired, returned, or replaced between missions.

Roles define your character's narrative archetype, which they advance by playing into. Roles come with a relevant backstory prompt (usually beginning with "Describe...") and a difficult condition which must be fulfilled to advance (e.g. a pacifist cannot be violent, a wildcard must behave unpredictably).

Playing the game
Players and the referee take turns talking. The referee describes the scene the players are in (along with portraying people and providing background info when needed), and the players respond by describing their actions within the game world.

If an action would be risky or the outcome is otherwise uncertain, the player rolls 2D6 and adds their most relevant attribute score (FORCEFUL, TACTICAL, CREATIVE, or REFLEXIVE). Don't roll the dice if the action described is easily accomplished or totally impossible. The referee interprets the dice and narrates how the fictional situation changes, as follows (it never stays the same):
- **6- / FAILURE:** Things go wrong somehow
- **7-9 / PARTIAL:** Things go right but with a downside
- **10 / SUCCESS:** Things go right with no downside
- **DOUBLE 6s / ULTRA:** Things go right with a bonus

The referee never uses this system to roll the dice for non-player characters (but may roll the dice to determine damage, random behavior, content, and stats). Referee controlled characters simply take action, and the players are given a chance to react or respond by roleplaying and/or rolling the dice. Players can also spend one WAR DIE to add +1D6 to any type of dice roll in the game, no matter who makes it, including the referee.

Combat and death
Attacking someone, or dealing with being attacked, is the same as any other risky action and should be handled accordingly with a 2D6 roll. Characters deal their weapon's DAMAGE (if rolling to attack) on a success and may take DAMAGE from their target on a failure.

If the players are engaged in active combat (i.e. two or more parties actively, openly attempting to harm each other), rolling a failure always incurs DAMAGE. Using stealth, tricks, and tactical retreats to avoid active combat leads to better chances of survival. Players do not take regimented turns but should avoid hogging the spotlight with combat actions. Enemies controlled by the ref never roll to attack, but telegraph attacks for the players to respond to (e.g. "the guard aims a rifle at you," or "the vampire bares her fangs").

DAMAGE is subtracted from the victim's HP. ARMOR is subtracted from DAMAGE taken (e.g. 6 DAMAGE vs. 2 ARMOR subtracts 4 HP). Reaching 0 HP means a character has died, and players are encouraged to insert a new one as soon as the story allows. Some characters may be revived through complex science/magic.

Items
FIST has no money system, as FIST operatives often work for no pay and/or can't engage with financial institutions. Wealth comes in the form of capital, primarily by collecting powerful and valuable items. Characters may deal with monetary items from time to time, like "a briefcase full of cash," "a gold bar," or "a blank check."

INTELLIGENCE MATRIX
RULES SUMMARY

Baseline FIST characters can wield one weapon at a time. Holdout weapons (shivs, slingshots) are easily concealable and deal 3 DAMAGE. Light weapons (pistols, knives) deal 1D6 DAMAGE and can be concealed by the skilled. Medium weapons (rifles, swords) deal 1D6+1 DAMAGE, heavy weapons (machine guns, RPGs) deal 1D6+2 DAMAGE, and anomalous, experimental, magical, or otherwise unique weapons can deal 2D6 or more DAMAGE. Unarmed/non-weapon attacks deal the worst of 2D6 DAMAGE.

Baseline FIST characters can wear one piece of body-sized armor at a time, in addition to an unlimited amount of non-armoring clothes and accessories that grant armor (like helmets or shields). Clothing grants 0 ARMOR, but certain outfits may have useful effects. Light armor (bulletproof vest, thick leather) grants 1 ARMOR, and heavy armor (ceramic plate, power armor) grants 2 ARMOR. Unusual or paranormal pieces may grant 3 ARMOR or more. Some wearable items (capes, helmets, small shields) are accessories, which can be voluntarily destroyed to negate DAMAGE once.

Items marked with a number of uses are unavailable when depleted, but replenish between missions; they are common and easily replaceable. Items marked consumable never return once used, and are uncommon, irreplaceable, or unique. Some items can be used indefinitely, like simple tools or trinkets. All items carry over from mission to mission, but items not granted by traits or standard issue are lost if left behind or destroyed.

Rendezvous points
Once per mission, the players may request a rendezvous point, and the referee will describe a nearby but difficult-to-reach safe location where the players can recuperate. At the rendezvous point, each player may choose one: REST (heal 1D6 HP), RESTOCK (replenish one item or resource), or INTEL (one useful fact about the mission).

Character advancement
Characters advance once a mission is complete if they acted according to their role. The referee, alone or with the players, decides when missions are complete (usually, but not always, upon completion of the original objective), and if role criteria has been met.

Upon advancing, characters can choose one reward: a new trait, +1D6 MAX HP, or +1D6 WAR DICE. Some traits may introduce alternative rewards for advancing, or change the criteria for being allowed to advance.

Running the game
As the referee, you are the game's host and facilitator. You are fair and impartial, and your main job is to ensure that everything makes sense, and that everyone has fun. You portray the world beyond the player characters, like their surroundings, their enemies and allies, and the geo-political goings-on behind the scenes.

Making missions
Don't plan a mission beat-by-beat, set up situations with moving parts for the players to interact with. Prepare in broad strokes; use shorthand notes to remember key information and leave the rest up to chance. Missions should have these components:

- **OBJECTIVE:** One clear thing that needs to be done to complete the mission, established beforehand; also secondary, optional objectives if desired
- **REWARD:** A valuable item or fortunate event, literally given as a reward or physically attainable on-site
- **CONSEQUENCE**: Something major that will happen and affect the PCs and/or the world if a) the mission is failed, or b) if it is ignored when choosing between multiple missions.

Enemies and NPCs
Enemies and NPCs (non-player characters) should have clear motivations and behave in realistic ways (including unpredictable behavior). "Enemy" and "NPC" are labels that can be switched between based on context. Some enemies and NPCs should have small special mechanics, like rolling to see if they lose their nerve, or a special ability that changes combat scenes they partake in. These are the loose guidelines for their stats:

- **1. EASY,** e.g. civilians, animals, federal agents:
  3 HP, 0 ARMOR, 3 DAMAGE
- **2. MEDIUM,** e.g. soldiers, cops, security guards:
  3 HP, 1 ARMOR, 1D6 DAMAGE
- **3. HARD**, e.g. combat androids, elite soldiers:
  6 HP, 1 ARMOR, 1D6+1 DAMAGE
- **4. EXTREME,** e.g. evil spirits, alien monsters:
  9 HP, 2 ARMOR, 1D6+2 DAMAGE
- **5. IMPOSSIBLE,** e.g. cyborg agents, demigods:
  12 HP, 2 ARMOR, 2D6 DAMAGE
- **6. NIGHTMARE,** e.g. mutant hulks, arch-demons:
  18 HP, 3 ARMOR, 3D6 DAMAGE

CYCLOPS
FIST is set during a version of the twentieth century where sci-fi, fantasy, and horror concepts are real, commonplace, and a natural part of the world; however, this "other world" of the strange and impossible is largely kept unknown, suppressed, or falsely debunked.

The world is secretly overseen by CYCLOPS, a sprawling, totalitarian intelligence agency and apparatus of control which will stop at nothing to preserve the status quo. Exploring any mission with a supernatural or conspiracy element can attract unwanted CYCLOPS attention. You might think of CYCLOPS as a Sisyphean force of Law, and FIST as Promethean agents of Chaos.

CYCLOPS has their own paramilitary teams with special powers equivalent to or more powerful than those of FIST operatives. This branch is called CYCLOPS Recon Operations, or the CROs for short. CRO Teams (or individual CROs) may be dropped into a mission as evil counterparts to FIST, pursuing opposing objectives.

INTELLIGENCE MATRIX

RULES: Optional rules

Abstract ammo tracking

Ranged weapons have a new stat called AMMO, set to 6 at the beginning of each mission. After making an attack with a ranged weapon, roll 1D6:

- If your roll was lower than the AMMO score, decrease the weapon's AMMO score by 1.
- If your roll was higher than the AMMO score, the weapon is out of ammo and cannot be used until it's refilled (0 AMMO).
- If the roll was equal, keep AMMO the same.

Finding more ammo for a weapon increases its score by 1, and choosing RESTOCK during a rendezvous can refill one weapon's AMMO to 6 instead of refilling a limited-use item.

Advanced languages and encumbrance

You can read, write, and speak your native tongue(s) plus an additional number of languages equal to your CRE or TAC (player's choice).

The maximum number of items you can carry at once is equal to your MAX HP + FRC or RFX (player's choice). If the amount of items in your inventory exceeds this limit, you cannot move.

Advantage and assistance

If there are situational factors that make a risky action significantly easier (e.g. careful preparation, the element of surprise) or harder (e.g. multiple distractions, grievous injuries) and these factors cannot be portrayed through narration alone, the referee may rule that a given roll has advantage (a +2 bonus) or disadvantage (a -2 penalty).

If another player is directly assisting you with a risky action (e.g. carrying a large object, ganging up on an enemy) you may add +1 to the roll. For each additional player which assists you, you may add an additional +1, as long as each player is helping in a different way. The consequences of assisted rolls should be divided between all characters involved.

Chopper chatter

Begin each mission with a scene inside the mercs' mode of transport (often a helicopter, but it could be anything). If a player describes their character discussing the mission with their comrades, they start with an extra WAR DIE.

Cover and suppression

If you take cover behind something, you gain an ARMOR bonus against attacks which would be blocked by your cover. Low, medium, and high cover grant 1, 2, and 3 ARMOR respectively. Attacks which ignore ARMOR do not ignore the ARMOR bonus from cover. Characters who attack while in cover should subtract the ARMOR bonus their cover grants from the DAMAGE they deal (this applies to enemies as well).

Low cover is anything that does little to protect the body (e.g. iron bars, thick foliage, another person); medium cover protects at least half of the body and often requires crouching (e.g. the front of a car, a highway divider, a barrel), while high cover protects the whole body and allows free positioning (e.g. a wall, a thick tree trunk, a train car). When you would deal damage with a ranged weapon to an enemy in cover, you may choose to lay down suppressing fire instead. Characters who are suppressed and leave cover risk taking the DAMAGE of the suppressing attack.

Die of fate

There are times when the referee's judgement alone cannot account for the outcome of an event—NPC's resistance to magical effects, animals' dispositions toward players, gambling results, weather patterns, fire propagation, and other unpredictable situations often require an element of pure, unaltered chance. This can be expressed in a few ways, depending on the randomness of the given outcomes.

The referee may roll a D6 at their discretion to leave some aspects of the story up to fate. They should interpret their roll loosely, keeping in mind that a higher number indicates a more generally favorable result. Die of fate rolls can also be expressed as X-in-1D6: [Result] for more specific probabilities.

Exploding WAR DICE

If you roll a WAR DIE and get a 6, roll another 1D6 and add it to the total. If this "explosion die" also shows 6, add that to the total and continue. Keep rolling explosion dice as long as they show 6. If, at any time, an explosion die shows 1, the roll affected by the WAR DIE instantly becomes 0.

INTELLIGENCE MATRIX

RULES: Optional rules (cont.)

Non-insertion zones and spectating

The referee may declare certain areas and scenes to be "non-insertion zones" (such as boss fight arenas or heavily guarded chokepoints). Emergency insertion is not possible in NI zones, forcing players who die to spectate as others continue to play.

Spectating players are granted WAR DICE equal to their HP immediately before their death (e.g. taking 5 DAMAGE with 3 HP grants 3 WAR DICE). Spectators should assign each of their WAR DICE to "moments" they'd like to see in the NI zone, such as "a melee backflip attack" or "try to talk down the boss." If you are spectating and a player completes one of these optional objectives, give them the corresponding WAR DIE. Return when the threat is neutralized or all living players have left the NI zone.

Non-role advancement

ARC: Characters all advance at the same time, after completing a multi-mission story arc (e.g. defeating a major villain, solving an intricate mystery, etc.) Players who fulfill their roles gain 1D6 WAR DICE upon mission completion. Arc-based advancement keeps the characters at similar power levels and places focus on the story.

SIMPLE: Characters advance for the first time after finishing one mission, for the second time after finishing two more, and so on. Each advancement will be progressively harder to achieve than the last, and characters who miss missions will grow more slowly. Roles are purely narrative; you are encouraged but not required to play along.

XP: Completing one mission grants one experience point (XP), and fulfilling your role during the mission grants another 1 XP. You advance by spending XP on advancement rewards. Raising your HP or taking more WAR DICE costs 1 XP. Alternative advancement rewards (like SUMMONER spirits and WIZARD spells) cost 2 XP. Traits cost XP equal to the amount of traits you already have (e.g. 2 XP for new characters).

Opposed rolls and NPC attributes

The referee never rolls the dice (in the 2D6 failure/partial/success sense) to find out how their own characters perform, so ref-controlled characters don't need to have FRC, TAC, CRE, or RFX scores. Players also usually don't roll against each other, as they are always assumed to be roughly collaborating. You may need to assign attributes to enemies and NPCs if they use player traits or do something risky like a player would (e.g. an NPC hired gun is ordered by the players to leap over a chasm, and the referee decides that making a REFLEXIVE roll for the hired gun would make more sense than using the die of fate). Most humanoid entities have baseline attributes of 0, to be adjusted using the traits index as a guide. Some particularly powerful anomalous entities may have altered baseline stats.

Opposed "do something risky" rolls appear in edge cases, like player-on-player combat or two players racing each other to the same point. For opposed rolls, have both parties roll 2D6 plus their chosen attibute. On a mismatch, narrate an outcome that equates to a sucess for the higher roll and a failure for the lower roll. On a tie, narrate an outcome that equates to a partial success for both parties.

Strict initiative

At the beginning of each mission, establish a turn order for the team. During active combat, each player can do all of these in the span of one turn:

- Speak to other characters
- Use an item
- Perform one non-risky action (e.g. moving a short distance or knocking over some crates)
- Perform one risky action and roll the dice

Once these options are exhausted, move on to the next character, restarting when you get to the end of the line. At any time, players can spend one WAR DIE to take an additional turn, and may place their bonus turn anywhere in the turn order. Because the enemies in FIST respond to player rolls and actions (taking damage on a success, dealing damage on a failure, etc.), they do not have their own turn order.

Sudden death

When a PC rolls snake eyes (two 1s) during combat, the mode of play shifts to sudden death. During sudden death, all DAMAGE is doubled after applying any other bonuses, and ARMOR is rendered useless by the force of incredible violence. Sudden death applies to everyone, and lasts until someone dies.

INTELLIGENCE MATRIX
MISSION GENERATOR

Generating missions
This mission generator is designed to quickly create randomized mission prompts—roll D66 four times in a row to deploy! A single generated prompt can be used as the basis for fleshing out the next mission, or multiple prompts can be rolled up and presented for the players as-is to choose between before the referee develops them further. **Bolded** table entries refer (loosely and optionally) to other tables found deeper in the Intelligence Matrix, for more specific inspiration. Missions are rarely straightforward, and objectives are often subject to change.

Not all mission prompts necessarily follow the "stop party X from doing Y" format. Think about which of the parties involved would be the most likely to call FIST. The objective when "the undead Fourth Reich is trying to cast the ultimate spell" is clear, but the right course of action when "a tiny country is trying to travel through time and alter history" may be less obvious. Is the client simply a concerned citizen asking FIST to stop their reckless dictator, or did the job come from the nation itself, in need of chrononauts to undo past horrors visited upon them by imperialists? Maybe a bit of both?

1. THE DOSSIER SAYS... (D66)

11. A coalition of revenants from the past
12. A crew of amateur **criminals**
13. A CYCLOPS foot soldier battalion
14. A globe-trotting **spy**
15. A government **agency**
16. A group of visitors from the future
21. A joint force of 1D6 rookie CRO units
22. A mad **scientist** think tank
23. A network of CYCLOPS **civilian** plants
24. A pack of intelligent **animals**
25. A **political** party leader
26. A profiteering PMC **squad**
31. A radicalized **civilian**
32. A reality-warping **anomaly**
33. A rival small-time mercenary **squad**
34. A rogue micronation
35. A seasoned CRO unit
36. A revolutionary sentient AI
41. An underground society of **monsters**
42. A **soldier** gone AWOL
43. A national space agency
44. A spurned henchman
45. A **squad** of organized deserters
46. A tiny country
51. An **alien** civilization
52. An escaped **experiment**
53. An evil **corporation**
54. An influential **celebrity**
55. An **insurgent** group
56. An organized and powerful **crime** outfit
61. An outlandish **cult**
62. An up-and-coming supervillain
63. The CIA and/or FBI
64. The KGB and/or GRU
65. The UN and/or NATO
66. The undead Fourth Reich

2. IS TRYING TO... (D66)

11. Accelerate human evolution
12. Access another planet
13. Birth a race of super-**soldiers**
14. Breach an anomalous **zone**
15. Build a **robotic** superweapon
16. Cast the ultimate **spell**
21. Convert an abandoned **structure**
22. Create a new form of bio-warfare
23. Cultivate psionic powers
24. Deploy mass mind control
25. Engineer a **coverup**
26. Eradicate an **insurgent** ideology
31. Exacerbate an ongoing crisis
32. Execute a heist
33. Hasten a natural **disaster**
34. Interfere with celestial movements
35. Launch a popular revolution
36. Lay siege to a **city**
41. Leech people's life force
42. Make dreams and nightmares material
43. Manufacture a human food product
44. Monopolize control of a resource
45. Mutate humans or **animals**
46. Perfect an alchemical formula
51. Produce proof of a **legend**
52. Replicate a fictional story
53. Sabotage a **diplomatic** event
54. Seize an occupied **structure**
55. Sow division and discord
56. Spoil an expanse of **nature**
61. Stage a stealth coup
62. Steal a paranormal **artifact**
63. Take control of a **city**
64. Tap into another dimension
65. Travel through time and alter history
66. Undermine a country's economy

INTELLIGENCE MATRIX
MISSION GENERATOR (cont.)

INTRODUCING TWISTS
At the last moment, when the story seems primed to reach its climax, the ref can reroll on one of the mission generator tables for a sudden plot twist.

ADDING REWARDS
Some missions are done purely for ethics, duty, or revenge, but most should be presented to the players with a stated material reward attached. The reward may be an ally, new gear, or simply a valuable commodity present in the area.

MISSION REWARDS (2D6)

2. **Base upgrade** (**1-in-1D6:** Two base upgrades)
3. **Structure** (**1-in-1D6:** Lot of 1D6 structures)
4. **Enemy** ally (**1D6:** p. 101, 102, 103, 104, 105, or 106)
5. Lot of 1D6 **crates**
6. Lot of 1D6 **weapons**
7. **Weapon** with **tag** and **skin** (**1-in-1D6:** 1D6 tags)
8. Lot of 1D6 **armors**
9. 1D6 **CYCLOPS gadgets**
10. **NPC** ally (**1D6:** p. 95, 96, 97, 98, 99, or 100)
11. **Vehicle** (**1-in-1D6:** Lot of 1D6 vehicles)
12. Paycheck (complete mission and choose reward)

3. WHICH WILL... (D66)

11. Allow them to evade taxes
12. Awaken a forgotten god
13. Bankrupt a **corporation**
14. Be used to justify new laws
15. Bolster the value of their capital
16. Cause mass confusion
21. Change the course of an activist struggle
22. Create waves of refugees
23. Crush their **political** opponents
24. Curry favor with their **monstrous** masters
25. Damage the fabric of spacetime
26. Destroy a **public figure**'s reputation
31. Destabilize a powder-keg region
32. Direct scrutiny away from them
33. Drive an endangered species extinct
34. Ensure their legacy
35. Fork time into divergent iterations
36. Frame an opposing **faction**
41. Fulfill a dark **cult** prophecy
42. Function as a deterrent
43. Guarantee them a place in Heaven
44. Harm local children
45. Help start a proxy war
46. Increase the rate of inflation
51. Kill an important **political** figure
52. Let them conquer a small country
53. Make someone important proud
54. Make them filthy rich
55. Obliterate a rural town
56. Satisfy some sick fascination
61. Spread a horrible illness
62. Taint a community's resource supply
63. Turn the Cold War hot
64. Unleash an eldritch **anomaly**
65. Warp civilians into something else
66. Worsen economic inequality

4. BUT... (D66)

11. A divine entity is interfering with their plan
12. A double agent holds a high position with them
13. A FIST agent gone MIA surfaces working for them
14. A late historical figure is alive and involved
15. A local **faction** challenges the enemy and FIST
16. A mythical figure appears and takes a stance
21. A natural **disaster** has just begun in the area
22. A superhero aims to stop them
23. Alien body snatchers have infiltrated their ranks
24. All of this has been simulated by CYCLOPS
25. All relevant intel is being systematically destroyed
26. All technology breaks down in the mission area
31. Being spotted will cause an international incident
32. Capturing a player character is integral to the plan
33. CYCLOPS believes they may be useful as pawns
34. CYCLOPS has reached out to FIST for help
35. CYCLOPS is pursuing the same mission
36. Federal **agents** have warned FIST to stay away
41. FIST has memories from after the mission
42. Nobody knows when or where this is happening
43. One player character is fated to die in action
44. Only brand-new operatives can go on this mission
45. Simply accepting the mission compromises FIST
46. The client clearly has an ulterior motive
51. The enemy is splintering into several sub-**factions**
52. The informant is notorious for misunderstandings
53. The mission area is nigh-inaccessible
54. Their area of operations is infested with **monsters**
55. Their leader is a player character's family or ex
56. Their plan is likely to suddenly spiral out of control
61. There is no concrete proof that any of this is true
62. They know FIST and can easily recognize everyone
63. They contacted FIST requesting non-involvement
64. They will start backpedaling before the payoff
65. This directly contradicts their previous behavior
66. This venture is a distraction from their real goal

INTELLIGENCE MATRIX

CYCLOPS: Overview

CYCLOPS is FIST seen through a dark mirror, working from the very top of the military-industrial complex instead of the bottom. They are nearly omniscient, with moles in every national intelligence agency. CYCLOPS agents work tirelessly to keep anomalous occurrences tightly under wraps, aiming to secure, contain, and exploit the unknown. You might think of CYCLOPS as a sprawling personification of the system itself—put simply, CYCLOPS is The Man.

When a group like FIST starts getting into things they shouldn't, they inevitably butt heads with **CYCLOPS Recon Operations**. Like FIST, CRO teams are coordinated autonomous units of extraordinary and frequently paranormal individuals, complete with their own codenames, trait-like abilities, and special equipment. Make sure the players know these agents are least equally competent to them and always incredibly dangerous—a group of CROs is often called a murder.

CROs frequently work solo (especially for long-term espionage missions), but will also deploy in teams of 1D6 members. CROs should have HP, ARMOR, gear, and abilities equivalent to or better than the player characters. While some traits can be directly adapted to work for referee-controlled characters, others cannot, and we encourage tweaking traits or creating special powers for CROs that just aren't available to player characters by default.

The Director is CYCLOPS' engimatic leader. Almost all facts regarding the Director (up to and including their very existence) are speculation, hearsay, or intentional CYCLOPS disinformation. Conflicting FIST reports have described the Director as everything from a brunette middle-aged WASP woman to a warehouse-sized computer to a ghost story the goons at CYCLOPS tell themselves. It's possible that CYCLOPS has no leader and is an entirely decentralized, stochastic apparatus of control.

CYCLOPS propaganda is hidden everywhere, and portrays the world as mundane and largely under control, with a rotating cast of cultures, identities, and factions used as the pesky scapegoat du jour. To the average civilian, the world of FIST looks identical to our own, and CYCLOPS likes it that way.

An easy way to determine CYCLOPS' response to a given event in the game world is to work out the steps one would take to turn a shocking, subversive, or openly supernatural headline into a mundane one. For example, a bombastic superhero fight in a populated city could be reported as "GANGS CLASH DOWNTOWN, MULTIPLE INJURED WITH EXTENSIVE PROPERTY DAMAGE" if CYCLOPS info analysts can anticipate a probable battle (using surveillance and spies), remove witnesses from the area (perhaps by mobilizing local police and providing them with a "bomb threat" or "chemical leak" cover story), and disappear, intimidate, or pay off those witnesses which remain (all of which are classic, time-tested moves in the CYCLOPS playbook).

With no one on the ground who can relay what actually happened, all that remains is supplying a culturally plausible and unremarkable explanation: dangerous crime. This, in turn, further justifies the existence of the systems which CYCLOPS uses in the minds of the public—if we are threatened by dangerous crime, then we must need to crack down on it. In time, CYCLOPS men-in-black may walk among the people openly, unbothered by the burden of optics, for in this new context mirrored glasses, earpieces, and bulletproof vests no longer raise a red flag.

CYCLOPS High Command, if it exists at all, is the most well-hidden and heavily guarded facility in the world. Locating High Command would take an entire campaign of FIST missions, as the players collect leaked info, raid intelligence agencies for coordinates, follow a trail of informants who keep turning up dead, and so on. Even if FIST manages to track down High Command, they will be tasked with infiltrating an absurdly large, almost completely impenetrable military compound, populated by the strangest entities and artifacts ever consigned to containment, and guarded by some of the scariest people (and/or non-people) who inhabit the world of FIST. Somehow taking down CYCLOPS would change the entire world slowly but fundamentally, and reward the players with untold riches and power... or, perhaps, CYCLOPS' alleged competence, omnipotence and strength are all calculated lies, to obfuscate the fact that *any* structure can be broken.

INTELLIGENCE MATRIX

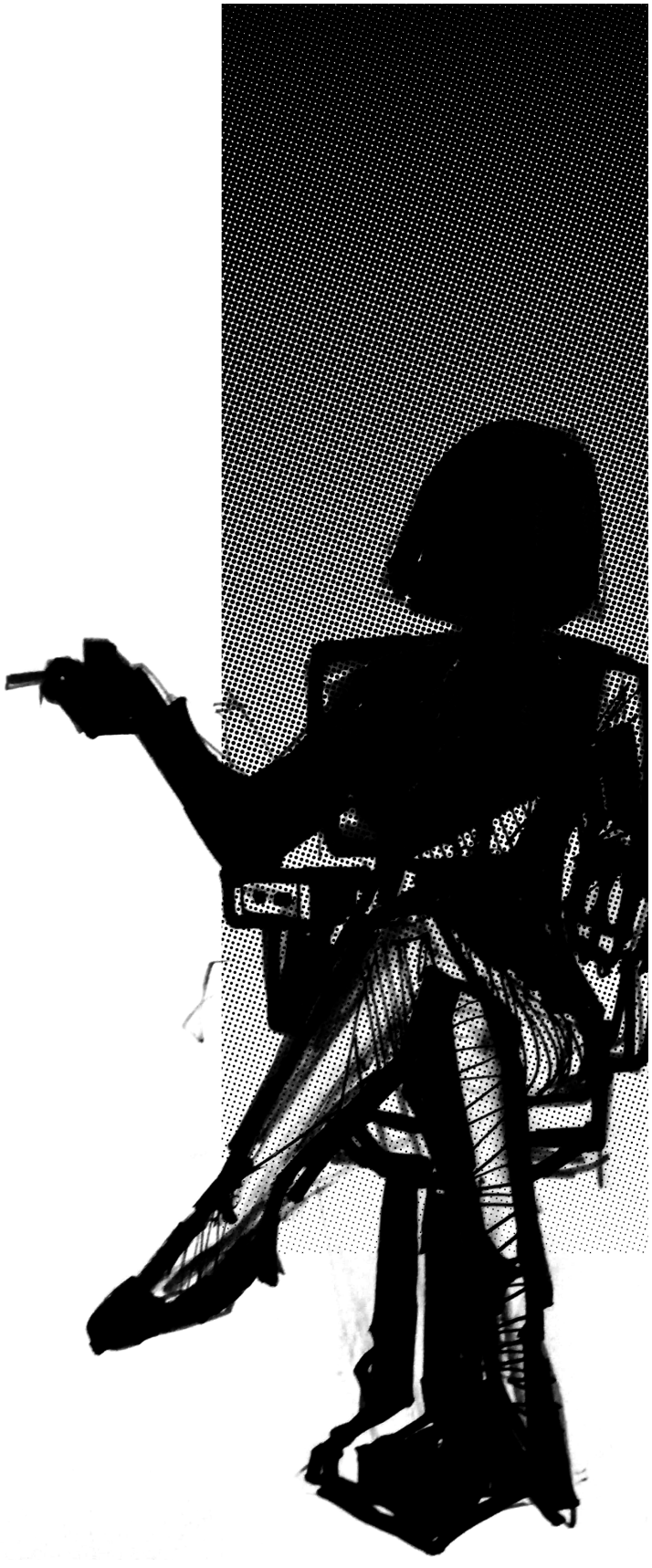
CYCLOPS: Rumors

POSSIBLE ORIGINS (D66)

11. A strong stochastic force with no true leader
12. Actually the topmost global corporate entity
13. Began as a society of assassins who started WWI
14. Born when a dangerous FIST agent turned heel
15. Built from nothing but the Director's force of will
16. Chartered by Victorian venture capitalists
21. Contract agreement between the CIA and KGB
22. Created in secret by a powerful necromancer
23. Deployed by totalitarian future Earth government
24. East-West black project to quash the rise of ESP
25. Eastern Bloc policing apparatus gone rogue
26. Established by God to keep things under control
31. Evolved from an ancient Greek mystery cult
32. First assembled by Emperors Nero and Caligula
33. Founded by Nazi fugitives in Argentina
34. Gathered from all nations by an eldritch god
35. Granted US funding as part of the Red Scare
36. INTERPOL spinoff that got out of control
41. Inherited name from a mundane spy satellite net
42. Installed by aliens to guide human history
43. Introduced to counter safehouses
44. Joint Axis-Allies social control program
45. League of Nations revenant organization
46. Managed by an AI with big plans for humanity
51. Medieval splinter of the Catholic Church
52. Once did what FIST does, then sold out
53. Present since life began thanks to time travel
54. Reactionary ruling class response to mass media
55. Restructured remains of the East India Company
56. Science think tank mutated by power and greed
61. Secretly joint-developed by all major corporations
62. Society for vampires co-opted by non-vampires
63. Spontaneously began existing via mass belief
64. Started as a band of sellswords from Uruk
65. Supervillain henchman army that lost its leader
66. Was a union-busting PMC with lofty aspirations

LOCATION OF HIGH COMMAND (2D6)

2. Marianas Trench
3. North Pole
4. Asia
5. Africa
6. South America
7. Antarctica
8. North America
9. Europe
10. Australia
11. Mount Everest
12. Dark side of the Moon



CYCLOPS

ONBOARDING DOCUMENT 04 (Human)
CLEARANCE LEVEL: Red

Good morning, recruit. You have been selected to join the prestigious ranks of CYCLOPS - take a moment to congratulate yourself. History has always been built by the able hands and minds of great men, and the time-honored task falls, now, to you: secure the continued existence of baseline reality, and provide a future for the human race.

If you are aware of CYCLOPS, then you are aware that the affairs of this world are not always as they seem. There is a shadow war, always seething below the surface but noticed and understood by only a select few, between the anomalous abyss and the persecuted forces of light.

Above all else, CYCLOPS is an idea. Whatever your purpose here may be - a geneticist working on our projects to improve the human genome, a sociologist assisting with media curation, a tactician protecting our interests in the field, or a thaumaturge enforcing the known laws of physics - we owe you our utmost thanks, as your contributions are essential in our ongoing effort to shepherd civilization through a tumultuous and unpredictable time. CYCLOPS is a bastion, a guiding light through this present darkness. We are the only thing standing between humanity and the unknown. So: stand tall, be proud, and know that we see your efforts - after all, we're always watching.



- THE DIRECTOR
CYCLOPS High Command

1. ***JUDGE*** (8 HP)
- Heavy knuckle dusters (1D6 DAMAGE, ELECTRIFIED)
- Engraved Hamada Type 1 pistol (1D6 DAMAGE)
- Reinforced leather duster (2 ARMOR)
- Amplifier exoskeleton (1 ARMOR, adds +3 DAMAGE to melee attacks, accessory)
- Bottle of Kakubin whiskey (+1D6 HP)
- Harsh expression, fighter's stance

Judge lived for years as a fugitive from the law, making a living and a name for himself in a variety of illicit underground fighting rings throughout northeast Asia. When he was forced to fight to the death in a cage-match orchestrated by a sadistic mob boss, Judge took a fatal blow to the cranium and was pronounced dead on the spot. CYCLOPS, having kept tabs on his exploits in the ring, scooped him from the [redacted] Bay and gave him new toys, a new job, and a new lease on life.

2. ***JURY*** (7 HP)
- Enchanted thread (grants the user the HEX trait (p. 48) or equivalent abilities)
- Magic flask (heal 1D6 HP, ten uses)
- Multicolored jumpsuit, big hair

Jury claims to be in some way related to the Director, and proudly parades her status as a "nepo hire" to other operatives. She possesses no outstanding skills or paranormal abilities beyond her penchant for finding and using incredibly powerful magical trinkets.

3. ***EXECUTIONER*** (11 HP)
- Mosin-Nagant sniper rifle (1D6+2 DAMAGE, silenced, REMOTE)
- KA-BAR combat knife (1D6 DAMAGE)
- Urine-recycling exosuit (1 ARMOR)
- Refraction device (ten minutes of invisibility, one use)
- Shiny bald head, robotic mannerisms

Nobody knows where Executioner came from, not even her handlers. Aside from her incredible level of focus and dedication to long-range assassination missions, she also exhibits an anomalous teleportation ability with seemingly infinite range, as long as no one is looking at her. The nature and origins of this ability are subjects of constant debate for the scientists at CYCLOPS High Command.

4. ***CAUSTIC SPIDER*** (9 HP)
- Billhook machete (1D6 DAMAGE)
- 12 x throwing knives (1D6 DAMAGE)
- Bodycon nanoweave (2 ARMOR, ignore acid-based damage)
- Explosive collar remote (for Broken Worm)
- Chartreuse-dyed hair, glam makeup
- Trapiche emerald ring (worth $10K)
- Layered golden necklace (worth $2K)

Caustic Spider, a French citizen legally known as Severine Gauthier, is the commanding officer of P.E.S.T. Unit. Born with ultrahuman traits, her acidic slime-green blood can be excreted from her fingertips and fashioned into corrosive organic thread. Previously employed as a white-collar jewel thief, this capricious and theatrical rogue was successfully recruited by CYCLOPS when an undercover agent presented Gauthier with a lucrative contract in Budapest. Since then, Spider has risen through the CYCLOPS chain of command to secure her place of power.

5. ***SCREAMING COCKROACH*** (10 HP)
- Dual Uzis (1D6+2 DAMAGE, or 1D6 each)
- Flashbang grenade (temporarily blinding)
- Infrared goggles (see heat signatures)
- Nanite-infused spinal implant (allows the user to crawl on any surface)
- Tank top, camouflage pants
- Backup bottle of hair gel

Screaming Cockroach just loves to kill people for money, plain and simple. CYCLOPS pays the best out of anyone and infuses him with killer gadgets, and that's enough. He has no friends, no family, no lovers, no [redacted], and, most relevantly, nothing to lose.

6. ***BROKEN WORM*** (15 HP)
- Pipe wrench (1D6+1 DAMAGE, 1 in 1D6 chance to immobilize target until they heal)
- Ventilator muzzle (ignore breathing based damage)
- Explosive collar (2D6 DAMAGE)
- Tattered pants, combat boots

INTERVIEW TRANSCRIPT
[FRANTIC SHUFFLING, VENTILATOR HISSING, VOICE DISTORTED] -anyone there? Please... this is FIST operative PIPEWRENCH, I didn't die in the explosion, they're keeping me here and making me do missions, please- [AUDIO ENDS]


JUDGE



INTELLIGENCE MATRIX

GEAR: Weapons and armor

Weapons and armor are the two best friends of any merc in the business. You can use these tables to randomly generate the gear that players find on the enemies they encounter (or in their unguarded armories). These are the general weapon guidelines:

- **Holdout weapons** (like shivs and slingshots) deal 3 DAMAGE and are easily concealable.
- **Light weapons** (such as pistols and knives) deal 1D6 DAMAGE and are sometimes concealable.
- **Medium weapons** (such as rifles, shotguns, and swords) deal 1D6+1 DAMAGE.
- **Heavy weapons** (such as RPGs, miniguns, and sniper rifles) deal 1D6+2 DAMAGE.
- **Anomalous weapons** (such as those which are enchanted, alien, or divine) deal 2D6 DAMAGE.

- **Accessories** that protect the user (e.g. helmets, small shields, magic capes) can be **shattered** at will to ignore damage once, destroying them in the process. Any number of accessories can be equipped alongside your weapon and armor. ARMOR-granting items which cover all or most of the torso are not considered accessories.
- **Large shields** (e.g. riot and tower shields) provide 1 or 2 points of ARMOR depending on material. A large shield must be equipped as a weapon; switching to a weapon costs precious time.
- **Clothing** (e.g. a civilian outfit, a costume) provides 0 points of ARMOR.
- **Light armor** (e.g. full tactical gear or a bulletproof vest) provides 1 point of ARMOR.
- **Heavy armor** (e.g. ballistic plating or a mechanized suit) provides 2 points of ARMOR.

Weapon tags are special game mechanics which can be attached to any weapon, broadening its functions and giving its handling a distinct "feel." No tag is required for a weapon to have special effects—for instance, the villain in your campaign may have a "gravity cannon (1D6+2 DAMAGE, 1-in-1D6 chance to crush the target into a marble)"—but these 36 modifications are meant to cover some of the more commonly thought-of special abilities as a random table. You might use them as advancement rewards, as the inventory of a gunsmith NPC, or to generate memorable lackeys and loot for a mission.

WEAPONS (D66)

11.	Small blunt (baton, cane, etc.)	3 DAMAGE
12.	Large blunt (bat, crowbar, etc.)	1D6 DAMAGE
13.	Small blade (pocketknife, hatchet, etc.)	3 DAMAGE
14.	Large blade (combat knife, axe, etc.)	1D6 DAMAGE
15.	Light hand (wraps, thick gloves, etc.)	3 DAMAGE
16.	Heavy hand (knuckle dusters, etc.)	1D6 DAMAGE
21.	Small ranged (slingshot, BB gun, etc.)	3 DAMAGE
22.	Whip	1D6 DAMAGE
23.	Bow	1D6 DAMAGE
24.	Pistol	1D6 DAMAGE
25.	Machine pistol	1D6 DAMAGE
26.	Submachine gun	1D6 DAMAGE
31.	Carbine	1D6 DAMAGE
32.	Hand cannon	1D6+1 DAMAGE
33.	Bolt-action rifle	1D6+1 DAMAGE
34.	Semi-automatic rifle	1D6+1 DAMAGE
35.	Assault rifle	1D6+1 DAMAGE
36.	Break-action shotgun	1D6+1 DAMAGE
41.	Pump-action shotgun	1D6+1 DAMAGE
42.	Light machine gun	1D6+1 DAMAGE
43.	Sword	1D6+1 DAMAGE
44.	Spear	1D6+1 DAMAGE
45.	Large axe	1D6+1 DAMAGE
46.	Large hammer	1D6+1 DAMAGE
51.	Sniper rifle	1D6+2 DAMAGE
52.	Rocket launcher	1D6+2 DAMAGE
53.	Heavy machine gun	1D6+2 DAMAGE
54.	Heavy misc. (e.g. railgun, laser)	1D6+2 DAMAGE
55.	Energy blade (e.g. beam, magic)	1D6+2 DAMAGE
56.	Concussion grenade	1D6 DAMAGE
61.	Frag grenade	1D6+1 DAMAGE
62.	Small bomb (e.g. landmine, pipe)	1D6+2 DAMAGE
63.	Large bomb (e.g. C4 setup)	2D6 DAMAGE
64.	Anomalous weapon	2D6 DAMAGE
65.	Ultra-shotgun	2D6 DAMAGE
66.	FUBAR blaster	3D6 DAMAGE

ARMOR (2D6)

2.	Combat shield	0 ARMOR (accessory)
3.	Riot shield	1 ARMOR (equip as weapon)
4.	Heavy riot shield	2 ARMOR (equip as weapon)
5.	Helmet	1 ARMOR (accessory)
6.	Civilian clothing	0 ARMOR
7.	Standard fatigues	0 ARMOR
8.	Tactical clothing	1 ARMOR
9.	Bulletproof vest	1 ARMOR
10.	Exoskeleton frame	1 ARMOR
11.	Ceramic plate	2 ARMOR
12.	Power armor	2 ARMOR

INTELLIGENCE MATRIX

GEAR: Weapon tags

WEAPON TAGS (D66)

11. **ACCURATE:** Scoped, sighted, or well-balanced; this weapon grants one automatic success when attacking per mission.

12. **ANTI-MATERIEL:** Deals double DAMAGE to vehicles and structures; cumbersome to carry around.

13. **ALT-FIRE:** This weapon has a secondary component or form which also deals damage, (e.g. bayonet, launcher attachment, sword that becomes a whip).

14. **ARMOR-PIERCING:** Attacks with this weapon ignore ARMOR bonuses granted by physical means.

15. **BANE:** Forged from (or fires) a magically useful material of your choice (silver, salt, etc.) Deals double DAMAGE to those affected.

16. **COLLAPSIBLE:** Easily concealed, no matter the size; will never be detected during pat-downs.

21. **CURSED:** Requires powerful magic to remove once equipped. The wielder may permanently spend 1D6 MAX HP to guarantee a successful attack.

22. **CUSTOMIZED:** Deals an additional 1 DAMAGE and has a **weapon skin** (p. 141); coveted by enemies.

23. **DUMMY:** Appears to be a weapon, but is actually another mundane item of your choice (e.g. gun lighter, fake sword with a hidden compartment).

24. **ELECTRIFIED:** Deals double DAMAGE to robots and other complex machines. Shorts out running electronics and briefly electrifies bodies of water.

25. **EXPERIMENTAL:** When each mission begins, roll D66 on this table for the weapon's effect (if you get EXPERIMENTAL, create a new one with the ref).

26. **FLASHY:** If you describe a unique and bombastic attack with this weapon, you can roll +CREATIVE to hit.

31. **GRIP:** Custom materials and ergonomic design; the referee can never state that you drop this weapon.

32. **HEAVY:** This thing is too big to be called a weapon. Once per mission, take +3 on a FORCEFUL roll that involves this weapon.

33. **HUD:** Scans hostiles. When you kill something new, the referee will tell you a useful fact about it.

34. **ICE:** Makes surfaces slick and deals double DAMAGE to anything that requires warmth to function.

35. **INCENDIARY:** When damage is dealt, this weapon also deals 2 DAMAGE to anything within fire-spreading range. Deals double DAMAGE to plants.

36. **INDESTRUCTIBLE:** Impervious to everything; can withstand any amount of pressure or corrosion.

41. **LIGHT:** Weighs almost nothing. Grants +1 on REFLEXIVE rolls that involve this weapon.

42. **LOUD:** Attacks with this weapon draw the undivided attention of enemies within earshot (and instantly reveal your position).

43. **LUCKY:** Rolling an ultra success while attacking with this weapon grants the user one WAR DIE.

44. **MEDICAL:** Once per mission, you may use this weapon to deal negative DAMAGE, healing the target.

45. **MESSY:** Enemies explode into gore/goo/scrap etc. on ultra successes (in addition to the usual bonus). No identifiers will remain—not even teeth.

46. **MENACING:** Enemies who see a comrade slain by this weapon have a 1-in-1D6 chance to flee.

51. **NON-LETHAL:** Does not deal DAMAGE; has a 3-in-1D6 chance to knock unconscious on a success.

52. **POISONED:** When you would roll for damage for this weapon, wait and mark your target as poisoned instead. Next time they're hurt, roll your DAMAGE and add it to the total amount they take.

53. **PROTOTYPE:** Wielding this next-generation weapon grants +1 TACTICAL; roll +TAC to attack with it.

54. **QUICK-DRAW:** Attacks that target enemies drawing their weapons will always succeed.

55. **REMOTE:** Projectiles (or the weapon itself) can be remotely steered through chutes and around walls.

56. **RITUAL:** Shatters to protect you from death once, negating lethal damage. Disintegrates afterward.

61. **SAPIENT:** Communicates with its wielder by thought; roll 1D6 for disposition: bloodthirsty, caring, craven, excitable, morose, stoic.

62. **SHREDDER:** Deals double DAMAGE to exposed flesh. On critical hits, decreases the target's ARMOR by 1.

63. **STUN:** Those damaged by this weapon cannot move or act until their current HP changes.

64. **TRANQUILIZER:** As NON-LETHAL, but chance is increased to 5-in-1D6 if a vulnerable area is specifically targeted (e.g. head, neck, exposed membrane, etc.)

65. **UNSTABLE:** Can be set to overload to deal triple DAMAGE once; explodes for 3D6 damage to everyone nearby seconds later.

66. **VALUABLE:** Utterly unique in history or make. Can be used as a bargaining chip in almost any situation.

INTELLIGENCE MATRIX

GEAR: Items

FIST mercs should never underestimate the utility of everyday **items.** There are times when a spoonful of laxative or a wad of chewed-up gum are more useful allies than a specialized cutting-edge spy gadget could ever hope to be. This table can be used to populate a location with common items.

The referee doesn't always have to describe every object in an area for a given object to exist—if a player wants to grab a stapler from a room described as a "normal corporate office," the referee should generally allow this, even if they didn't specifically narrate a stapler in the room. For items which may be present but are less plentiful (in an office, examples might include a tape recorder or a bagged lunch), the referee should roll a die of fate (p. 73) and interpret the answer.

Typically, items which could be easily replenished between missions (like a thermos full of coffee or a mass-produced medication) have a number of **uses**, whereas unique items which cannot be replaced (like a dose of an experimental serum or a piece of alien fruit) are marked as **consumable**. Items stored in the inventory carry over between missions, but are lost if left behind. Trait-granted or standard-issue items are replaced between missions if lost.

CYCLOPS gadgets (also reskinnable as generic spy gadgets) are top-tier tools and items. Due to CYCLOPS' bottomless well of funding and research connections, CYCLOPS gear tends to be higher-tech, more powerful, and more broadly useful than anything FIST has access to. CYCLOPS gadgets can be sourced in small amounts from the bodies or unattended bags of CYCLOPS operatives, or stolen in bulk from fastidiously secure CYCLOPS facilities.

All CYCLOPS gadgets are outfitted with microscopic geo-tracking transmitters. If the players begin a mission in possession of CYCLOPS gadgets, the ref should roll 1D6—if the result is equal to or less than the total amount of CYCLOPS gadgets possessed by the players, CYCLOPS Command will dispatch up to three of the following to the mission area (p. 126): 1) 2D6 CYCLOPS GOONS and a CYCLOPS SPECIALIST, 2) 1D6 CYCLOPS HEAVY TROOPERS and a CYCLOPS SPECIALIST, 3) 1D6 CROs (p. 80).

COMMON ITEMS (D66)

11. 1D6 **crates**
12. 10 foot chain
13. 5 gallon bucket
14. 50 foot rope
15. Analgesic
16. Bag of chips
21. Ballpoint pen
22. Beer bottle
23. Can of soda
24. Car keys
25. Cassette player
26. **Cassette tape (p. 145)**
31. Chewing gum
32. Cigarettes
33. Cigars
34. Cosmetics kit
35. Coupon book
36. Crowbar
41. Duffel bag
42. Fertilizer
43. Flashlight
44. Flip lighter
45. Gas can
46. Glass pipe
51. Hand mirror
52. Handbag
53. House keys
54. ID card
55. Keychain
56. Laxative
61. Metal file
62. Superglue
63. Thermos
64. Wallet (1D6 × $10 inside)
65. Wristwatch
66. Zip ties

CRATE CONTENTS (2D6)

2. Artifacts (1D6 pieces, roll on **Artifacts, p. 119**)
3. Chemicals (1D6 types, e.g. tear gas, cleaner, etc.)
4. Armor (1D6 pieces, roll on **Armor, p. 83**)
5. Uniforms (Standard, or **1-in-1D6:** High-ranking)
6. Rations (2D6 MREs, +1D6 HP)
7. Ammunition (1D6 types, e.g. bullets, rockets, etc.)
8. Medical supplies (1D6 medkits, +1D6+TAC HP)
9. Weapons (1D6 weapons, roll on **Weapons, p. 83**)
10. Machine parts (2D6 usable parts)
11. Explosives (2D6 small or 1D6 large, **p. 83**)
12. Documents (classified, answer 1D6 questions)

INTELLIGENCE MATRIX
GEAR: CYCLOPS gadgets

CYCLOPS GADGETS (2D6)

2. Anti-mnemonic syringe
The anti-mnemonic syringe can easily be mistaken for an oddly dense steel ballpoint pen. When used on a major artery, the victim's bloodstream is flooded with a chemical compound that induces a several hour blackout, followed by general amnesia. The syringe is wondrously effective for memory wipes, leaving the afflicted with no recollection of the past day and a feeling of "lost time."

3. Appearance scrambler
CYCLOPS employs compact, belt-mounted appearance scramblers to hide obviously ultrahuman operatives. Push a button and the scrambler will project a combination hologram-psionic shell which fools onlookers into perceiving an unremarkable civilian. The scrambler is thorough down to the user's voice and mannerisms, but cannot simulate any existing person due to quantum interference. The holographic shell has only 3 HP and takes DAMAGE alongside the user, so the device must remain well-protected for its entire 12-hour battery life.

4. Comms wire
Most CROs communicate with their team using state of the art, credit card-sized transistor radios tucked away in a pocket or strapped to strategic points along the torso and limbs. These radios are unlike anything available on the consumer market, allowing for simultaneous two-way communication and multi-user "conference calls." Instead of a microphone and speaker, CYCLOPS has developed a rubberized flesh-toned wire with a micro-motor tip for vibrating in- and out-going audio through the wearer's cartilage.

5. Containment pylons
One CYCLOPS containment kit includes three telescoping black pylons (ten inches long collapsed and about five feet tall with spring-loaded tripod feet when extended) and a two-button remote which fits in the user's palm. When the pylons are placed in a triangle and activated, a pyramid-shaped forcefield (6 ARMOR, 40 HP) forms between them. The containment pylons nullify most of the movement-based abilities known to CYCLOPS, have a maximum volume roughly equal to a gymnasium, and can be switched to "neutralize," turning the forcefield bright red and dealing 6D6 DAMAGE to anything inside.

6. False death implant
The false death implant is a time-honored trick: a molar-implanted pill which, when ingested, perfectly simulates death (in fact cadaverous sleep) for twenty-four hours.

7. Dynamic ID
Dynamic IDs are blank plastic ID cards mass produced by captive magicians, outfitted with a simple glamour that responds to the user's whims. The glamour will show a set of believable credentials to anyone who isn't looking too closely. All CYCLOPS personnel, even desk jockeys and janitors, are trained early on to spot dynamic IDs.

8. Fingerprint neutralizer
Although CYCLOPS has at least indirect control over all law enforcement agencies, covering one's tracks is still a constant concern. The fingerprint neutralizer is a bulky, pistol-shaped device which projects a short-range cone of sebum-disturbing sonic vibration. Once used, prints on any surface become distorted and illegible.

9. Dissolving ammunition
For high-profile assassinations or missions which require leaving no trace of an agent's presence, CYCLOPS uses proprietary "dissolving ammunition" which contains a strain of specially-cultivated alien bacteria capable of rapidly metabolizing lead (as well as flesh, to a certain extent—dissolving ammo deals an additonal 1 DAMAGE). Dissolving ammo is a finite resource, so you should either track your shots directly (dissolving ammo clips have 6 shots), or use the abstract ammo tracking rules (p. 73).

10. Portable fusion generator
Despite the ensuing stable time loop, CYCLOPS Command has deemed their decision to build miniaturized cold fusion reactors based upon their own blueprints from the distant future "an acceptable risk." The briefcase-sized generator can supply a city grid's worth of power for 24 hours—if pushed beyond this point, it will erupt in a small nuclear explosion which deals 10D6 DAMAGE.

11. Teleporter relay
The chest-mounted teleporter relay instantly transports the user to the nearest CYCLOPS facility when the cord is pulled. CYCLOPS has no way to identify who is using a relay until target-site atomic reconstruction is complete, which can lead to major confusion if the incoming user turns out to be an enemy operative.

12. Thought disruptor
Also frequently referred to as a "Schrödinger disruptor" in official documentation, the thought disruptor is used when the outcome of a quantum event needs to be changed. The disruptor self-destructs upon use and renders a target temporarily unable to perceive anything.

INTELLIGENCE MATRIX

GEAR: Vehicles

Vehicles are represented in FIST as special items with their own HP, ARMOR, and DAMAGE. These items cannot be added to a character's inventory unless they have the right trait (like VEHICLE, or HENSHIN into VEHICLE) or engage in mechanical tomfoolery (e.g. storing a vehicle in a POCKET dimension, then offloading it inside a RETREAT). Thus, vehicles may be found and used during missions, but do not persist between missions. Enormous mechs draw attention, getaway cars need to be dumped, and infil/exfil helicopter pilots need days off. FIST may be granted vehicles as necessary by the referee for missions which require them—you can't broker a deal with pirates if you can't go meet their boat—but these vehicles are temporary and relegated to that mission only.

This changes if FIST has a base (p. 88). Bases can be used to store vehicles which FIST takes away from completed missions, and these vehicles can be deployed on new missions at will. Particularly large, unusual, or valuable vehicles may be difficult or risky to store without one or more STORAGE upgrades for the base. As a rough rule, storing one large vehicle requires one STORAGE upgrade, which should probably be flavored as a hangar. Kaiju-scale robots, nuclear icebreaker ships, etc. are usually not storable with a single STORAGE upgrade.

Crashing a vehicle into something deals 3, 1D6, 2D6, or 3D6 DAMAGE, depending on the vehicle's size, to the target and to itself. Crashes may also similarly endanger the vehicle's occupants if they roll poorly while attempting to deal with the crash. **Our loose rule of thumb for vehicle explosions is: when a vehicle that uses fuel is destroyed, there is an X-in-1D6 chance that it will engulf the area in an explosion that deals XD6 DAMAGE** (with both instances of X being equal to its ARMOR score, e.g. a tank has a 4-in-1D6 chance of exploding for 4D6 DAMAGE).

Rare and powerful vehicles may be equipped with **vehicle weapons.** Some of these weapons can be equipped by the passengers and used as they would their own weapons, others may be independent attacks which can be activated while using the vehicle (like integrated weapons systems or extending side blades).

VEHICLES (D66)

11.	Bike	3 HP, 0 ARMOR
12.	Hang glider	3 HP, 0 ARMOR
13.	Jet ski	3 HP, 1 ARMOR
14.	ATV/snowmobile	3 HP, 2 ARMOR
15.	Small boat (e.g. fishing, patrol)	6 HP, 1 ARMOR
16.	Motorcycle	6 HP, 1 ARMOR
21.	Dirtbike	6 HP, 2 ARMOR
22.	Sandrail	8 HP, 0 ARMOR
23.	Civilian car	8 HP, 1 ARMOR
24.	Civilian truck/technical	8 HP, 2 ARMOR
25.	Armored car	8 HP, 3 ARMOR
26.	Race car (e.g. sports, stock)	10 HP, 0 ARMOR
31.	Civilian plane	10 HP, 0 ARMOR
32.	Civilian van	10 HP, 1 ARMOR
33.	Covered truck	10 HP, 2 ARMOR
34.	Amphibious vehicle	10 HP, 2 ARMOR
35.	Light util. vehicle (e.g. Jeep, UAZ)	12 HP, 1 ARMOR
36.	Civilian carrier (e.g. semi, bus)	12 HP, 1 ARMOR
41.	Gun truck	12 HP, 3 ARMOR
42.	Fighter aircraft	12 HP, 1 ARMOR
43.	Helicopter	16 HP, 1 ARMOR
44.	Work vehicle (e.g. tractor, crane)	16 HP, 2 ARMOR
45.	Large boat (e.g. barge, yacht)	16 HP, 2 ARMOR
46.	Self-propelled artillery	16 HP, 3 ARMOR
51.	Heavy aircraft	18 HP, 2 ARMOR
52.	Mech frame	18 HP, 2 ARMOR
53.	Starfighter	18 HP, 2 ARMOR
54.	Submarine	18 HP, 3 ARMOR
55.	Aircraft carrier	18 HP, 3 ARMOR
56.	Airship (balloon, zeppelin, etc.)	20 HP, 0 ARMOR
61.	Commercial jet	20 HP, 2 ARMOR
62.	Tank	20 HP, 4 ARMOR
63.	Battleship	30 HP, 3 ARMOR
64.	Nuclear icebreaker	30 HP, 4 ARMOR
65.	Spaceship	40 HP, 3 ARMOR
66.	Battle mech	40 HP, 4 ARMOR

VEHICLE WEAPONS (2D6)

2.	Auto-targeting prototype cannon	2D6 DAMAGE
3.	Side hazards (e.g. spikes, laser jets)	3 DAMAGE
4.	Homing missiles	1D6+2 DAMAGE, 1D6 missiles
5.	Mounted gun	1D6+1 DAMAGE
6.	Gunner seats	0 DAMAGE, 1D6 seats
7.	Front-mounted ram	No crash self-damage
8.	Mounted heavy weapon	1D6+2 DAMAGE
9.	Integrated weapons	1D6 DAMAGE, 1D6 weapons
10.	Mounted grenade launcher	1D6 DAMAGE
11.	Mine dropper	2D6 DAMAGE, 1D6 mines
12.	Chemical weapon system	2D6 DAMAGE to area

INTELLIGENCE MATRIX

GEAR: Bases

Bases are generally unnecessary for one-shots and globe-trotting campaigns, but may come into play if FIST considers settling down. To establish a base, players simply need to gain control of a structure. How they go about this is entirely up to them—mission rewards, legal purchases, squatting, theft, you name it—and they only need to declare the structure (or general area) as a base to begin upgrading it. The table could also decide that FIST starts with one or more bases if the premise of the planned campaign would call for it.

Once a base is established, FIST may put it to use in a variety of ways, like stashing away small items or interrogating targets in shady rooms. FIST may also establish multiple bases in different parts of the world for ease-of-access, but this will attract more CYCLOPS attention. Players should draw a map of their base and keep it up to date as upgrades are installed, to be used in case of base invasions.

Base upgrades can be applied to bases between missions and may be stacked indefinitely (i.e. taking an upgrade doesn't mean you can't take it again). Upgrades can be acquired as mission rewards or as part of specific story beats, like blackmailing a construction firm or kidnapping a researcher. If players wish to buy upgrades, exchange rates are as follows for one upgrade, before negotiations:

- 10 items (no trait or standard-issue items)
- 3 character advancements (players may pool their advancements, in lieu of the other advancement rewards)
- 1 FIST character (who may become a base NPC or die in the process of securing the upgrade)

Invasions become more likely as FIST accumulates more bases. Before each mission, the referee should roll 1D6—if the result is equal to or lower than the amount of bases FIST has, the planned mission is cancelled and the players must fend off a CYCLOPS invasion instead. CYCLOPS raids generally involve at least one CRO team and several lesser CYCLOPS operatives. CYCLOPS will first focus on destroying, undermining, or capturing FIST's base upgrades, before pivoting to wiping out the player characters themselves. If all players die during a base invasion, the base is considered lost or destroyed.

BASE UPGRADES (1D6)

1. **BACKUP:** FIST gets a backup squad of mercenaries who can be sent on missions in lieu of the players. This **squad** (p. 106) has a collective score of 0 in FRC, TAC, CRE, and RFX. This upgrade can be taken again to increase any squad attribute by 1, or to add a new squad. Squads can also be brought along on player missions as referee-controlled NPCs. When the players send a backup squad on a mission, the referee should choose an attribute score to represent the mission (e.g. FRC for wiping out an enemy group, RFX for stealth infilitration) and roll for the squad's performance:
   TWO 1s: The squad dies or **(1-in-1D6)** defects.
   FAILURE: The mission consequence plays out.
   PARTIAL: Mission complete, but no reward.
   SUCCESS: As above, but players get the reward.
   TWO 6s: As above, plus +1 to any squad attribute.
2. **DEFENSE:** FIST installs new security measures, such as squads of guards, hazards, or traps. For each DEFENSE upgrade installed, FIST may instantly kill one enemy near the upgrade during base invasions.
3. **EXPERT:** FIST hires an on-site expert who can provide the team with additional items before the mission begins. Experts in different fields offer different items: a weaponsmith may present the team with weapon tags, a scientist may create new chemical compounds, and a doctor may provide medical supplies. FIST can get one randomized item per expert per mission, or request a specific item and wait until the next mission begins to receive it.
4. **OFFENSE:** FIST acquires a weapon of mass destruction which can be used against a chosen target once per mission. Various weapon types are possible, but it should be something dangerous, like a bomber plane, orbital laser, or powerful ancient relic. FIST is also subject to this weapon and so must clear the area before its use, or risk being hurt as well. The weapon deals 3D6 DAMAGE by default, and taking OFFENSE again increases the DAMAGE by 1D6.
5. **STORAGE:** FIST builds a warehouse or hangar which can be used to safely store vehicles, hide fugitives, and contain anomalies without being detected.
6. **SUPPORT:** FIST gains a "man-in-the-chair" style support agent who can contact them throughout their missions via radio. This support agent will reveal information the players would not usually be able to access when asked, according to their area of expertise: a weapons expert can divulge enemy DAMAGE ratings, a tactician can describe boss moves before they happen, etc. Support agents can answer 1D6 questions per mission.

INTELLIGENCE MATRIX
WORLD: Enemies

Enemies can be found anywhere—on battlefields, in cities, in rural areas, underground, at sea, on the Moon, and so on. Violence is FIST's primary job, and they never have to go far to find a fight. Missions should be stocked with a wide variety of enemies, with a wide variety of behaviors and difficulties.

You can use the Enemies section of the Intelligence Matrix (p. 70) to generate various opponents for your players. When making your own enemies, you'll need to combine a few elements:

- A punchy name
- The enemy's HP
- The amount of enemies that appear in a group, if they come in groups (e.g. 3 appear, 1D6 appear)
- A CHOKE score (p. 148) for enemies which are easily fazed, unpredictable, or unlikely to fight to the death
- Weapons, armor, accessories, and items, plus relevant narrative or mechanical details
- Flavor bullet points (e.g. "unnerving stare" or "slimy skin") that may be useful in play
- A note about the enemy, which may include lore, additional flavor elements, guidelines for their behavior and tactics, or new rules unique to the enemy (e.g. "Players who hear the creature when it screams must roll +FRC. On anything but a success, they drop to their knees, clutching their heads in agony.")

The pre-made enemies section (p. 125), formatted as a rollable table on this page, includes several templates that can be modified to fit your taste. You can also follow these rough guidelines which organize enemies by difficulty, but tweaking may be necessary to get truly evocative statblocks.

- **1. EASY,** e.g. civilians, animals, federal agents:
  3 HP, 0 ARMOR, 3 DAMAGE
- **2. MEDIUM,** e.g. soldiers, cops, security guards:
  3 HP, 1 ARMOR, 1D6 DAMAGE
- **3. HARD**, e.g. combat androids, elite soldiers:
  6 HP, 1 ARMOR, 1D6+1 DAMAGE
- **4. EXTREME,** e.g. evil spirits, alien monsters:
  9 HP, 2 ARMOR, 1D6+2 DAMAGE
- **5. IMPOSSIBLE,** e.g. cyborg agents, demigods:
  12 HP, 2 ARMOR, 2D6 DAMAGE
- **6. NIGHTMARE,** e.g. mutant hulks, arch-demons:
  18 HP, 3 ARMOR, 3D6 DAMAGE

PRE-MADE ENEMIES (D66, p. 125-132)

11. Amateur terrorist ..... p. 125
12. Antarean warpriest ..... p. 125
13. Beat cop ..... p. 125
14. Bio-botflies ..... p. 125
15. Bounty hunter ..... p. 125
16. Bughog ..... p. 125
21. CYCLOPS goon ..... p. 126
22. CYCLOPS heavy trooper ..... p. 126
23. CYCLOPS specialist ..... p. 126
24. Closet fascist ..... p. 127
25. Cyborg ninja ..... p. 127
26. Demon cur ..... p. 127
31. Enhanced supersoldier ..... p. 128
32. Federal agent ..... p. 128
33. Gamma stain ..... p. 128
34. Giant snake ..... p. 128
35. Grey observer ..... p. 128
36. Hit-droid ..... p. 128
41. Ikara, Queen of the Sea (BOSS) ..... p. 129
42. International spy ..... p. 129
43. Kandahar giant ..... p. 129
44. Local guerilla ..... p. 130
45. MULE frame ..... p. 130
46. Marian apparition ..... p. 130
51. Mechagator ..... p. 130
52. Mobile Platform CANTICLE (BOSS) ..... p. 130
53. Nightwalker ..... p. 130
54. Pacific Theater ghost ..... p. 131
55. Pirate Hind ..... p. 131
56. Runaway ESPer ..... p. 131
61. Scorpion mine ..... p. 131
62. Security contractor ..... p. 131
63. Serial killer ..... p. 131
64. Sewer beast ..... p. 132
65. Unfrozen osteomorph ..... p. 132
66. Writhing mass of flesh (BOSS) ..... p. 132

EXAMPLE STATBLOCK (0 HP, X appear if applicable, CHOKE X: CHOKE action if applicable)

- Weapon (XD6+X DAMAGE, details and TAGS)
- Armor (X ARMOR, details)
- Accessory (X ARMOR if applicable, details)
- Item (details, uses/consumable if applicable)
- Flavor (personality, appearance, behavior, etc.)

> **NOTE:** Statblock notes should be labelled with an evocative word (e.g. COWARD or TOXIC) and may include unique mechanics or background information for portraying the enemy.

INTELLIGENCE MATRIX
WORLD: NPCs

Non-player characters (NPCs) are a prime ingredient in the recipe for good FIST missions, as just killing things can get boring quickly. Playing your cards right to get a neutral or hostile party on your side can make or break high-intensity missions. Others hinge entirely around social intrigue, and you can't have a lavish charity gala or a seedy black market full of clues without NPCs to populate the world.

The Characters section of the Intelligence Matrix (p. 95) attempts to cover a wide range of archetypes, if you need to fill out a space on the fly (or if you just want to *find out* who inhabits a place, instead of deciding like an omnipotent god). NPCs generally follow the same mechanical guidelines as enemies, but largely fall into the EASY and MEDIUM brackets, with HARD and harder NPCs being more rare (p. 89).

NPC statblocks are identical to enemy ones, but may have significantly more backstory, lore, and noted connections to augment roleplaying.

CHOKE scores should be applied to any NPC who is (or has become) important to the story of your game. These scores represent the likelihood that a character will, if funneled to a "choke point" by the story's circumstances, attempt to execute a specific predetermined action as soon as possible. NPCs with more on the line are more likely to choke, but special training or an altered state might set the threshold higher. Of course, an NPC might be specially trained *to* choke—these are catalysts to amp up the action in already-tense scenes, to the detriment or advantage of the NPC and their mission.

CHOKE scores run on a scale from 1 (always chokes) to 6 (almost never chokes). The action listed is a minimal description and usually affects the players in some way. This book includes a list of CHOKE examples (p. 148), but tailoring bespoke choke actions to your NPCs is best. The score and action may change mid-mission to reflect the NPC's state.

When an NPC is shocked, cornered, scared for their life, or otherwise activated in accordance with their CHOKE, roll 1D6—if the result is equal to or higher than their CHOKE score, they perform the listed action at the earliest available opportunity.

PRE-MADE NPCs (D66, p. 133-140)

11. ARPANET expert....p. 133
12. ATF magnet....p. 133
13. Alpha-class AI....p. 133
14. Arms dealer....p. 133
15. Bounty clerk....p. 133
16. CQC expert....p. 133
21. CYCLOPS archivist....p. 134
22. CYCLOPS plant....p. 134
23. CYCLOPS scientist....p. 134
24. Corrupt accountant....p. 135
25. Doctor Stigmata....p. 135
26. Galt....p. 135
31. Info broker....p. 136
32. K-9 unit....p. 136
33. Libra Sun....p. 136
34. Living prophecy....p. 136
35. Lost angel....p. 136
36. Man from Taured....p. 136
41. Man in black....p. 137
42. Masterless robot....p. 137
43. Murder victim....p. 137
44. Narco-submarine....p. 138
45. Private escort....p. 138
46. Public servant....p. 138
51. Puppet sensei....p. 138
52. Rebuilt survivor....p. 138
53. Scurvy dog....p. 138
54. Serum inventor....p. 139
55. Starchild....p. 139
56. Street racer....p. 139
61. Talking motorcycle....p. 139
62. Test subject....p. 139
63. Transhumanist....p. 139
64. Transport manager....p. 140
65. Ultrahuman liberationist....p. 140
66. Whistleblower....p. 140

ENEMY vs. NPC

Mechanically, there is no difference between the "enemy" and "NPC" categories. NPCs can become enemies and vice versa. Enemies and NPCs are divided in this book by their usual narrative role (e.g. a scientist may be a side character, but a zombie is more likely to be a target), but these roles may change—sometimes your enemies become people.

INTELLIGENCE MATRIX

WORLD: Hazards



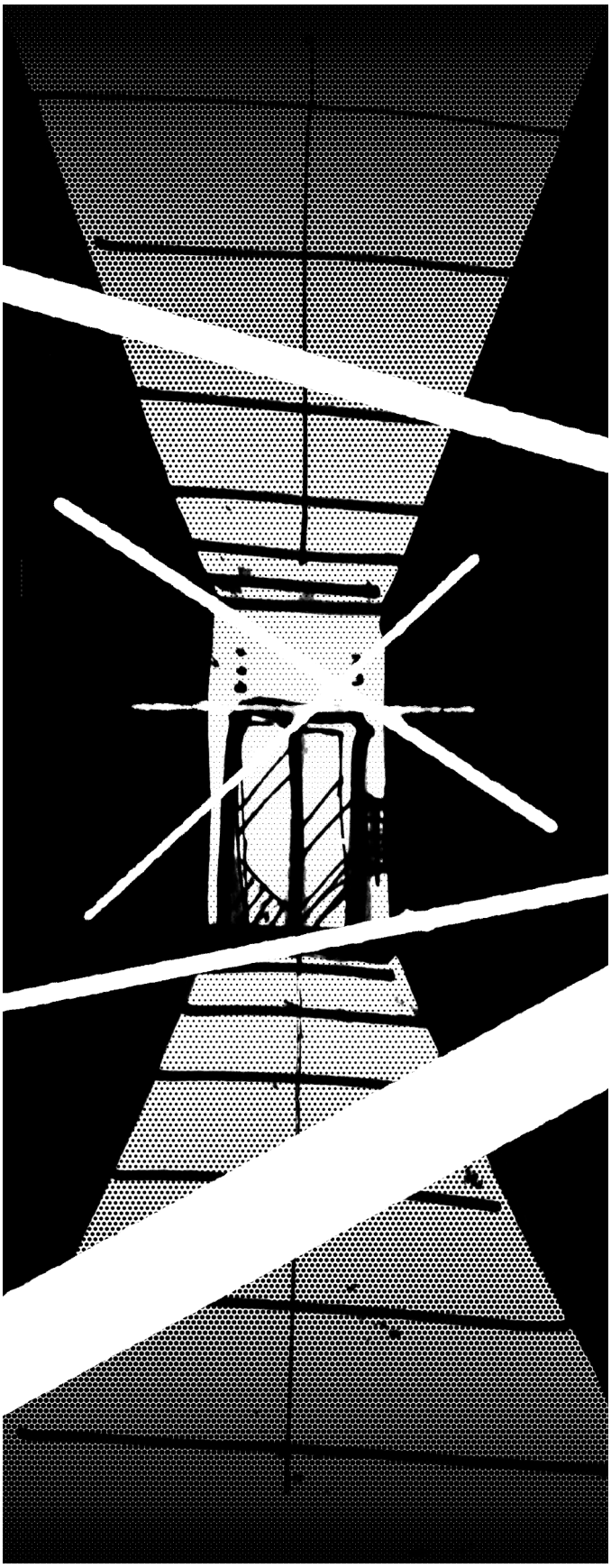
HAZARDS (D66)

11. Banana peels
12. Bat swarms
13. Broken glass
14. Carnivorous plants
15. Chaff field
16. Conveyor belts
21. Crusher pistons
22. Dangerously cold
23. Dangling icicles
24. Deep holes
25. Extreme heat
26. Falling rocks
31. Fingerprint scanners
32. Fire ants
33. Flooded waist-high
34. Heavy smoke
35. Hungry piranhas
36. Icy patches
41. Laughing gas
42. Lightning strikes
43. Loose footholds
44. Low gravity
45. Metal detectors
46. Molten lava
51. Natural gas leak
52. Poisonous flora
53. Radiation leak
54. Raging wildfire
55. Retinal scanners
56. Security cameras
61. Snake pits
62. Spilled oil
63. Steam jets
64. Tar pits
65. Wasp nests
66. Wet quicksand

Hazards are a broad category which encompasses everything dangerous or annoying that is not a) an enemy or b) designed specifically for combat or to cause bodily harm. The referee should always clearly narrate how a hazard generally works and what some risks are if the players aren't careful.

Non-dangerous hazards impede forward movement but do not deal DAMAGE from reckless interaction or failed rolls (e.g. metal detectors, laughing gas). **Dangerous hazards** usually deal 1D6 DAMAGE, but may do 2D6 DAMAGE if the hazard is really nasty.

INTELLIGENCE MATRIX
WORLD: Traps



TRAPS (D66)

11. Ankle loop snare
12. Automated turrets
13. Bear traps
14. Buzz saws
15. Car bomb
16. Claymore mines
21. Clothesline trap
22. Compactor room
23. Covered pits
24. **Crate** mimic
25. Crusher ceiling
26. Door bomb
31. Electric floor
32. Exploding cigar
33. Falling cages
34. Floor trapdoors
35. Guns rigged to fire
36. Illusory wall
41. Invisible bridge
42. Landmines
43. Laser grid
44. Monster closet
45. Net snare
46. Poison dart launchers
51. Pop-up floorboards
52. Rattling cans
53. Razors under stickers
54. Rolling boulder
55. Room fills with water
56. Scattered caltrops
61. Spike traps
62. Swinging blades
63. Swiveling spike wall
64. Time bomb
65. Toxic gas jets
66. Tripwires

Traps are a lot like hazards, except they *are* designed specifically for combat or to cause bodily harm. If the referee can openly explain the workings and risks of an intentionally-laid trap, then they should, but there are times when the existence of traps should be kept entirely secret from players.

Players may automatically search for and attempt to avoid or mitigate traps by rolling +TACTICAL, but open themselves up to being hurt, alerting guards, and other negative consequences. Detailed roleplay for trap-checking can circumvent the risk of rolling.

INTELLIGENCE MATRIX
WORLD: Bosses

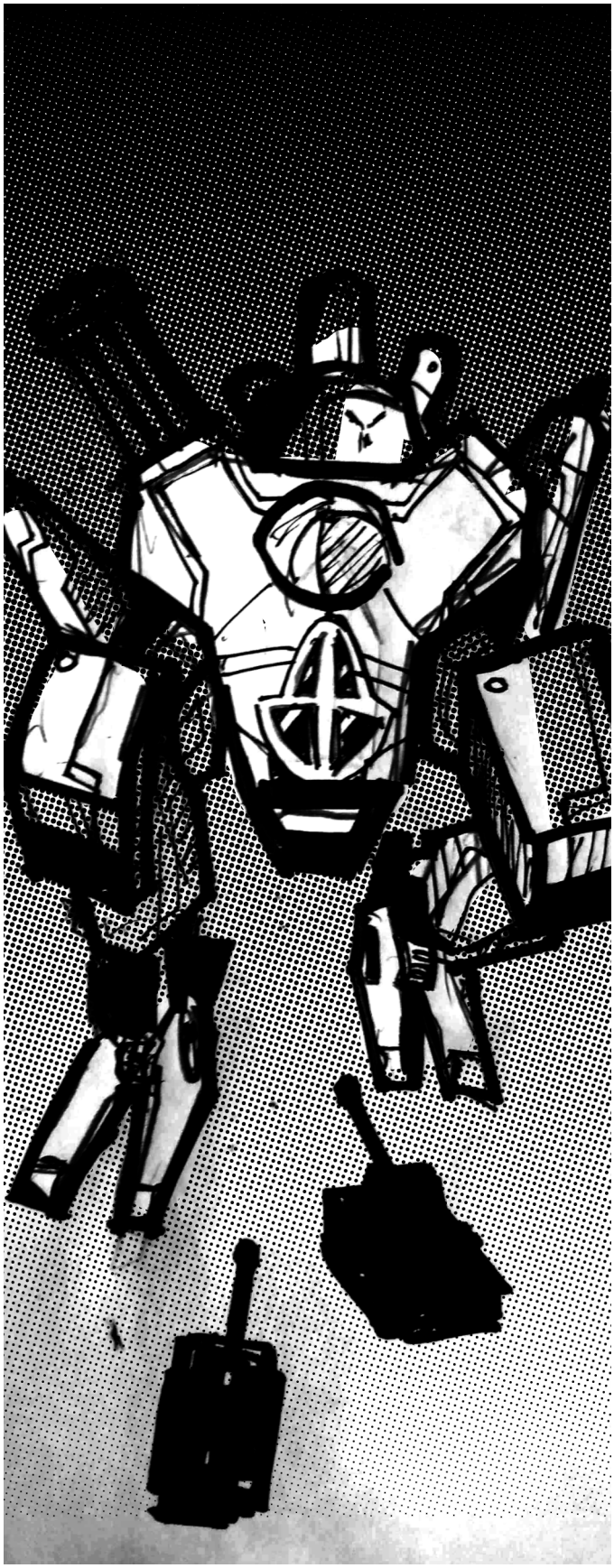
Bosses are special enemies which are more powerful than regular ones, and come equipped with arenas or sequences designed around confronting them (also known as "boss fights"). Some bosses can have high stats, like deep wells of HP or nearly bulletproof armor, but not all do—some bosses may stand out despite their numerical weaknesses, and be equivalent in threat level to regular enemies. What makes bosses stand out is their boss moves.

Boss moves are special abilities (usable only once per mission) granted to powerful or important enemies which can completely change the fictional situation. Boss moves should include mechanical effects that do not exist in the game by default—examples may range from a dampening field that renders all ranged weapons useless, to a magic spell that forces a player to arm wrestle the referee for their character's life.

Three premade bosses are included in the premade enemies section (p. 125) for inspiration: the squid kaiju IKARA, QUEEN OF THE SEA (p. 129), the nuclear-armed battle mech MOBILE PLATFORM CANTICLE (p. 130), and the all-consuming WRITHING MASS OF FLESH (p. 132), which also stars in the example mission, The Ouagadougou Job (p. 30).

Bosses can follow the same difficulty/power scale as regular enemies (p. 89), or you can use this scale, which has inflated HP, DAMAGE, and ARMOR. Bosses that use this scale (or, God forbid, normal enemies that do) can be a major challenge for weak or inexperienced operatives, so you may want to reserve these for long-running, high-level campaigns or entirely optional encounters.

- **1. EASY,** e.g. a mutated bear, a haunted car:
  9 HP, 1 ARMOR, 1D6 DAMAGE
- **2. MEDIUM,** e.g. a baby dragon, a gun truck:
  12 HP, 2 ARMOR, 1D6+1 DAMAGE
- **3. HARD**, e.g. a powerful cyborg, an old wizard:
  24 HP, 3 ARMOR, 1D6+2 DAMAGE
- **4. EXTREME,** e.g. a kraken, an alien superhero:
  32 HP, 4 ARMOR, 2D6 DAMAGE
- **5. IMPOSSIBLE,** e.g. a nuclear mech, a kaiju:
  45 HP, 5 ARMOR, 4D6 DAMAGE
- **6. NIGHTMARE,** e.g. an elder god's final form:
  60 HP, 6 ARMOR, 6D6 DAMAGE



INTELLIGENCE MATRIX

WORLD: Collectibles

Collectibles are unique and useful items which can be found in certain locations, at the referee's discretion. The word "location" as it is used here may be literal—a fabled sword at the bottom of a lake, a priceless diamond atop a booby-trapped pedestal—but many collectibles appear in response to optional narrative triggers, like negotiating with an enemy or closely observing strange phenomena.

Collectibles are wholly unique bits of loot and have effects, qualities, or abilities unlike any other items. A weapon with a tag is a great piece of loot, but a weapon that changes your character, has an attached minigame, or has highly unusual use cases is a collectible. Some examples are provided on this page, but cooking up your own collectibles that you know your players will love is ideal.

As the ref, your job is not to control the players or fretfully shepherd them into certain story beats and situations, so creating and placing collectibles is all about visualizing things that *could* happen, not things that you want or expect to happen. Collectible locations should lean toward "a dumpster behind a gun shop" or "gifted to you if you speak with the janitor." There's no joy in finding something that isn't easily missable.

You may wish to tell your players beforehand that collectibles can be found in a given mission, so they know to poke their noses into unassuming corners—or, if your table prefers a sense of mystery, you may wish to allude to the presence of collectibles in missions through snippets of narration, describing spikes in paranormal energy or dull metallic twinkles in fallen soldiers' hands. This can be an interesting surprise, and a good way to create conflict in the players goals: do we stick to the mission, or veer off the beaten path? Not all missions need to include these (sometimes, they can be a distraction), but they're great for wide-open spaces and campaigns.

When the players acquire a Collectible, they should take a moment to decide amongst themselves who gets to keep it. If the players find all the collectibles during a mission, the referee may rule a completion bonus (like a few extra WAR DICE for everyone, or all HP refilled to maximum) before soldiering on.

EXAMPLE COLLECTIBLE: "OLD NUMBER 13"

Dull brown whiskey sits in a warped, square glass bottle, unlabeled and unbranded save for a strip of masking tape which bears its handwritten name. The startlingly smooth whiskey never seems to run out, and one sip hardens the body and sharpens the senses. Those who take a swig from the bottle of Old Number 13 gain the VETERAN trait and +1D6 MAX HP until the end of the mission. Drinkers automatically take 1D6 hangover damage at the start of their next mission.

> **LOCATION:** Old Number 13 is one of the drinks available for purchase at an unassuming dive bar in the mission area. The bartender won't mention the drink, but the ref should narrate its presence on the shelf. If you order Old No. 13, you get the collectible, but ordering a "nicer" drink first locks you out of it—those who order something else first won't receive Old Number 13, the whiskey will go down harsh, and the label will read Old Number 12.

EXAMPLE COLLECTIBLE: "PACK OF MORLEYS"

While deceptively similar in appearance to a popular red-and-white brand of cigarettes, this slightly battered hard pack of smokes reads "Morley." Anyone who smokes a Morley gains a magical glamour which lets them blend in as "no one" anywhere—laboratories, prisons, moon bases, it doesn't matter, they're just someone on smoke break. The glamour breaks when the filter is reached.

> **LOCATION:** Found in the office of an FBI agent who usually doesn't smoke, but only after a thorough search turns the room upside down.

EXAMPLE COLLECTIBLE: "CHRYSOPOEIA RIFLE"

An arcane enchantment of unknown origin stubbornly resides in the barrel of this wood-grain FN-FAL, where it converts lead to gold upon activation of the rifle's firing mechanism. Golden bullets are more malleable than lead and thus the rifle only does 3 DAMAGE... at first. Like an infectious pathogen, the chrysopoeia spell possesses a 2-in-1D6 chance of converting the rifle's victims into twenty-four karat gold statues. Gouged into the wooden stock with a dull pocketknife is the codename "MIDAS."

> **LOCATION:** During a mission that involves rescuing trapped FIST operatives (or collecting the bodies of dead ones), the players may meet an operative called Midas, after the anomalous rifle they've made their signature. Saving Midas (or putting them to rest) transfers ownership of the rifle to you, as a gift. In this process, the scratched name magically changes to your own.

INTELLIGENCE MATRIX

CHARACTERS: Celebrities

Celebrities occupy the hearts and minds of those in their milieu, carrying with them an aura of glamor and mystique which no other social role shares. Most celebrities have lives, histories, and connections far deeper than their external presentation suggests. Celebrites have **1D6 MAX HP** and only use weapons and armor in extreme and unusual circumstances.

NAME (D66)

11.	Ali	41.	Kang
12.	Alvaro	42.	Kovalenko
13.	Babineux	43.	Kravets
14.	Ban	44.	Lopez
15.	Becker	45.	Lund
16.	Bigelow	46.	Ma
21.	Carmen	51.	Melville
22.	Carmichael	52.	Nagata
23.	Chance	53.	Najjar
24.	Devi	54.	O'Connor
25.	Diamond	55.	Rhee
26.	Douglas	56.	Rose
31.	Egawa	61.	Trainor
32.	El-Ghazzawy	62.	Usher
33.	Fowler	63.	Vukoti
34.	Gardot	64.	Wagner
35.	Géroux	65.	Waters
36.	Iqbal	66.	Yamadera

PROFESSION (2D6)

2.	Royalty
3.	**Politician (p. 97)**
4.	Millionaire
5.	Activist
6.	Athlete
7.	Actor
8.	Musician
9.	Artist
10.	Designer
11.	**Scientist (p. 98)**
12.	Roll twice, ignoring duplicates

FEATURE (D66)

11.	Always hums	41.	Oozes charm
12.	Blinged out	42.	Perfect teeth
13.	Bourgeois	43.	Sex appeal
14.	Charitable	44.	Simple clothes
15.	Checked out	45.	Stoic face
16.	Controlling	46.	Strong nose
21.	Down to earth	51.	Stumbles over words
22.	Excitable	52.	Sweet voice
23.	Expressive hands	53.	Territorial
24.	Fast-talker	54.	Total bore
25.	Haunting gaze	55.	True visionary
26.	Hobo attire	56.	Unique mannerisms
31.	Ice cold	61.	Unnerving glare
32.	Kind heart	62.	Utterly gorgeous
33.	Long locks	63.	Vapid fool
34.	Memorable hairdo	64.	Very funny
35.	Millionaire chic	65.	Weathered mug
36.	Old beauty	66.	Youthful look

STORY (D66)

11.	Allegedly owes everything to a fad diet	41.	Just officially sold out last week
12.	Always evading arrest for **criminal** ties **(p. 110)**	42.	Keeps winning prestigious awards
13.	Avoided a mundane profession by chance	43.	Opening a restaurant chain
14.	Buried their old name at any cost	44.	Owner of a prized **artifact (p. 119)**
15.	Can't unsee a magic **spell (p. 124)**	45.	Perpetual star of the tabloids
16.	Childhood friend of a famous **scientist (p. 98)**	46.	Promotes belief in a certain **legend (p. 123)**
21.	Claims to have been visited by **aliens (p. 107)**	51.	Presided over a **diplomatic** event **(p. 121)**
22.	Competing for the office of a **politician (p. 97)**	52.	Provided relief during a **disaster (p. 122)**
23.	Did a Zenner card ESP stunt on live television	53.	Reports to an intelligence **agency (p. 108)**
24.	Disability rights advocate	54.	Served alongside a decorated **soldier (p. 99)**
25.	Encourages violence through media	55.	Shills useless health potions
26.	Essentially owned by a **corporation (p. 109)**	56.	Shook the President's hand
31.	Gave a random **civilian** loads of money **(p. 96)**	61.	Started with a huge inheritance
32.	Got away with murder years ago	62.	Staying quiet about a **coverup (p. 120)**
33.	Had a stalker once, has bodyguards now	63.	Targeted for assassination by a **spy (p. 100)**
34.	Has a five-step plan for world peace	64.	Was told by God that they'd be famous
35.	High-ranking member of a **cult (p. 111)**	65.	Wears the same clothing every day
36.	Involved with an **insurgent** movement **(p. 112)**	66.	Widely hated in rural areas

INTELLIGENCE MATRIX
CHARACTERS: Civilians

Civilians should be protected and largely avoided at all costs, and ideally should not be involved in FIST activity whatsoever. In practice, however, run-of-the-mill people may turn out to be some of FIST's greatest allies. Civilians have **1D6 MAX HP,** are often found carrying **1D6 common items**, and frequently own a **weapon** (but usually don't own armor).

NAME (D66)

11.	Balboa	41.	Murphy
12.	Carcano	42.	Noah
13.	Choi	43.	Nowak
14.	Connors	44.	Oh
15.	Cruz	45.	Osunsami
16.	Dibra	46.	O'Brien
21.	Gilligan	51.	Patel
22.	Goldberg	52.	Pham
23.	Gruber	53.	Survinski
24.	Harlow	54.	Toy
25.	Iliev	55.	Vaughn
26.	Jackson	56.	Vettel
31.	Kirk	61.	Vinokirov
32.	Lemke	62.	Wallace
33.	Lieber	63.	Yang
34.	Losse	64.	Yilmaz
35.	Lovelace	65.	Zahn
36.	Manawa	66.	Zarelli

JOB (2D6)

2.	Agriculture	8.	Data entry
3.	Supply chain	9.	Teaching
4.	Public works	10.	Finance
5.	Childcare	11.	Medical
6.	Manufacturing	12.	Media and communications
7.	Service industry		

FEATURE (D66)

11.	All dressed up	41.	Lumberjack build
12.	Always confused	42.	Pear shaped
13.	Bad temper	43.	Permanent scowl
14.	Bags under eyes	44.	Pierced and inked
15.	Big hairdo	45.	Political pin
16.	Box-dyed hair	46.	Posh attire
21.	Canvas sneakers	51.	Quirky-clumsy
22.	Cigar chewer	52.	Rail thin
23.	City accent	53.	Rural accent
24.	Colorful shoes	54.	Sharp eyeliner
25.	Cowboy getup	55.	Shrill laugh
26.	Evenly tanned	56.	Smokes rollies
31.	Flannel and denim	61.	Smooth-talker
32.	Friend to everyone	62.	Sport coat
33.	Frilly top	63.	Squat and sturdy
34.	Gossip fiend	64.	Too loud
35.	Laconic	65.	Weak-kneed
36.	Lots of slang	66.	Work clothes

HOBBY (D66)

11.	Accomplished sailing instructor	41.	Heavenly traditional cuisine
12.	Award-winning animal breeder	42.	Incredible outdoor cooking skills
13.	Builds decks like nobody's business	43.	Likes to psychoanalyze their friends
14.	Computer science whiz	44.	Local team sports star
15.	Constructs bombs in their garage	45.	Moonlights as a boxer for cash
16.	Encyclopedic knowledge of cosmetics	46.	Motorcycle gang member
21.	Endless supply of stage magic tricks	51.	Opinionated armchair historian
22.	Esoterica-informed non-fiction bookworm	52.	Proudly forklift-certified
23.	Event organizing superstar	53.	Serves on the citizens' fire brigade
24.	Expansive astrological knowledge	54.	Special interest in arms and ammo
25.	Expert big and small game hunter	55.	Steals the show at drag events
26.	Extra-class HAM radio operator	56.	Studious practitioner of witchcraft
31.	Film buff, has seen all the weird stuff	61.	Survival, wildcrafting, and herbalism
32.	Graffiti artist, never once caught	62.	Tactical wargaming enthusiast
33.	Grapevine-aware, knows everything	63.	Takes care of neighborhood kids
34.	Grease-stained gearhead savant	64.	Veteran shoplifter, knows many tricks
35.	Great musician, has jam sessions	65.	Volunteers at a soup kitchen
36.	Has done every drug under the sun	66.	Voraciously devours genre fiction

INTELLIGENCE MATRIX

CHARACTERS: Politicians

Depending on who you ask, most of the atrocities of the Cold War can be attributed to the personal ambitions of certain **politicians.** Some politicians are honest, and others are liars, but all are caught in the gears of bureacracy and the webs of social intrigue. Politicians have the **worst of 2D6 MAX HP** and wear bulletproof vests, but rarely use weapons.

POSITION (1D6)

1. Public servant
2. Bureaucrat
3. Diplomat
4. Lawmaker
5. Advisor
6. Leader

VICE (1D6)

1. Money
2. Image
3. Power
4. Romance
5. Sadism
6. Thrills

NAME (D66)

11. Abebe
12. Armstrong
13. Barinov
14. Bao
15. Boyd
16. Bulfinch

21. Cain
22. Čermák
23. Desroches
24. Drexler
25. Dulka
26. Fox

31. Gamal
32. Hammer
33. Hari
34. Jingu
35. Kipruto
36. Krieger

41. Lovelace
42. Mamo
43. Medeiros
44. Mescal
45. Metzger
46. Murdoch

51. Njeri
52. Pascal
53. Popović
54. Rasmussen
55. Rojo
56. Samet

61. Seung
62. Strand
63. Sugimoto
64. Torres
65. Volkov
66. Yee

FEATURE (D66)

11. Bright-eyed
12. Business casual
13. Career-minded
14. Chunky glasses
15. Cigar-chomping
16. Clear figurehead

21. Debateur
22. Decorated veteran
23. Elder statesman
24. Fake hairpiece
25. Focus-grouped
26. Forgettable

31. Fundamentalist
32. Hopeless romantic
33. Idealist
34. Ironed suit
35. Lich-like
36. Loud bully

41. Loves cameras
42. Mumbles everything
43. Nepotist
44. Nervous glare
45. No fingerpints
46. Nouveau riche

51. Obsequious
52. Obvious schemer
53. Old money
54. Paid for position
55. Pastel pantsuit
56. Phones it in

61. Priceless jewelry
62. Public speaker
63. Speed reader
64. Too clean
65. Widely hated
66. World-weary

SECRET (D66)

11. Backstabbing their way to the top
12. Beholden to **corporate** interests **(p. 109)**
13. Being actively blackmailed
14. Being watched
15. Bets on horse races
16. Collection of offshore accounts

21. Covering for a murderer
22. Covertly pushing development projects
23. Embezzling government funds
24. Enabling a proxy war
25. Funneled money into a hate group
26. Government base on Venus

31. Guilty of insider trading
32. High-ranking **cult** member **(p. 111)**
33. In cahoots with local police
34. In the witness protection program
35. Incognito **alien (p. 107)**
36. Incredibly dysfunctional family

41. Knows more than they should
42. Knows what CYCLOPS stands for
43. Linked to organized **crime (p. 110)**
44. Moonlights as a vigilante
45. Multiple extramarital affairs
46. Personally institutionalized a loved one

51. Placed on a watchlist
52. Plant from across the Iron Curtain
53. Publicly stated beliefs are a façade
54. Repressed memories of a paranormal event
55. Sliding slowly into total misanthropy
56. Sold their soul ages ago

61. Spying for the opposition party
62. Tampered with an election
63. Ties to the Third Reich
64. Understands numbers stations
65. Well-stocked apocalypse bunker
66. Yearns for a civil war

INTELLIGENCE MATRIX

CHARACTERS: Scientists

Scientists work the grinding wheel of progress, always pushing us toward a strange and inevitable future. Most have the **worst of 2D6 MAX HP** and carry no weapons. Their skills correspond with their backgrounds (e.g. a Nobel Prize winner who has discovered mind uploading would presumably be an expert programmer, engineer, and psychologist).

ALLEGIANCE (1D6)

1. Curiosity
2. Ethics
3. Nation
4. Protocol
5. Self
6. Superiors

CAREER (1D6)

1. Amateur
2. Student
3. Technician
4. Doctor
5. Professor
6. Nobel Prize winner

NAME (D66)

11.	Abdullah	41.	Ilunga
12.	Babanin	42.	Laghari
13.	Bernstein	43.	Lazarus
14.	Braun	44.	Mekonnen
15.	Cocteau	45.	Mueller
16.	Daystrom	46.	Moyo
21.	Emmerich	51.	Mitchum
22.	Enoch	52.	Octavius
23.	Garcia	53.	Palma
24.	Gomez	54.	Petrov
25.	Forrester	55.	Sato
26.	Freeman	56.	Serizawa
31.	Hayden	61.	Smith
32.	Ibrahim	62.	Song
33.	Kim	63.	West
34.	Kleiner	64.	White
35.	Kong	65.	Zera
36.	Ivanov	66.	Zhao

FEATURE (D66)

11.	Absent-minded	41.	Mysterious side job
12.	Adorable klutz	42.	Never stops talking
13.	All book-smarts	43.	Negligent
14.	Bolt of white hair	44.	Nervous prepper
15.	Cane-sword	45.	No fingerprints
16.	Cantankerous	46.	Old but hip
21.	Chemical smell	51.	Pocket protector
22.	Counterculture messiah	52.	Pop culture junkie
23.	Condescending genius	53.	Piercing gaze
24.	Confident and sexy	54.	Spec-fic fan
25.	Deeply professional	55.	Square glasses and jaw
26.	Droning monotone	56.	Rat-like posture
31.	Egghead	61.	Tall, dark, handsome
32.	Enormous beard	62.	Technobabble only
33.	Generally creepy	63.	Tiny circular glasses
34.	God complex	64.	Traitorous sycophant
35.	Hopeless romantic	65.	Trim and proper
36.	Missing eyebrows	66.	Unruly hair

DISCOVERY (D66)

11.	Advanced robotics **(3-in-1D6: Unruly sentience)**	41.	Limited time travel **(3-in-1D6: Already used it)**
12.	Anti-gravity field	42.	Meal replacement pills **(1-in-1D6: Made of people)**
13.	Artificial black holes **(1-in-1D6: Well-contained)**	43.	Medical necromancy
14.	Bionic enhancement **(5-in-1D6: Self-enhanced)**	44.	Mind uploading
15.	Classic science fiction movie used real footage	45.	Mirror universe
16.	Cure for the common cold	46.	Mutant supervirus **(5-in-1D6: Already infected)**
21.	Cryogenic stasis	51.	Mythological **artifact (p. 119)**
22.	Dolphin psionics **(3-in-1D6: Scientist is a dolphin)**	52.	Nanomachines **(5 in 1D6: Self-injected)**
23.	Earth is an alien child's toy	53.	Panspermia evidence
24.	Eldritch **anomalies (p. 102)**	54.	Perpetual motion
25.	Extra-sensory perception	55.	Practical teleportation **(3-in-1D6: Hidden flaw)**
26.	Extinct species cloning **(5-in-1D6: Clones escape)**	56.	Prototype Internet
31.	Free will is an illusion	61.	Reality is a simulation
32.	Global information security vulnerability	62.	Roswell incident **aliens (p. 107)**
33.	God is dead **(3-in-1D6: We killed him)**	63.	Shrink and/or grow ray **(5-in-1D6: Stuck shrunken)**
34.	Hell is real **(5-in-1D6: Hellmouth opened)**	64.	Sleep is optional
35.	Imminent kaiju attack on a **city (p. 114)**	65.	Trepanning ascension **(5-in-1D6: Self-trepanned)**
36.	Lead-to-gold transmutation	66.	Waste as an energy source

INTELLIGENCE MATRIX
CHARACTERS: Soldiers

Soldiers are mere grist in the global mill of profitable war. They may serve in a nation's military, work for an ideologically-motivated faction (e.g. terrorists/revolutionaries), or be employed by a PMC (private military company). They typically have the **best of 2D6 MAX HP**, and possess simple **weapons** as well as **standard-issue items** and a few personal effects.

NAME (D66)

11.	Abrams	41.	Nguyen
12.	Adéyẹmí	42.	Kai
13.	Antonov	43.	Khan
14.	Blazkowicz	44.	Kilgore
15.	Callahan	45.	Kowalski
16.	Chan	46.	Kramer
21.	Flores	51.	Okoye
22.	Gill	52.	Ramirez
23.	Grant	53.	Schwartz
24.	Ibanez	54.	Singh
25.	Johnson	55.	Saad
26.	Lee	56.	Soap
31.	Hale	61.	Stacker
32.	Hasan	62.	Stone
33.	Hawk	63.	Suzuki
34.	Mason	64.	Takahashi
35.	Mohammed	65.	Tran
36.	Mostafa	66.	Woo

RANK (2D6)

2.	General	8.	Corporal
3.	Colonel	9.	Warrant officer
4.	Major	10.	Lieutenant
5.	Captain	11.	Commander
6.	Sergeant	12.	Lieutenant commander
7.	Private		

FEATURE (D66)

11.	Afraid of the dark	41.	Incredibly confusing
12.	Argumentative	42.	Misanthropic nihilist
13.	Bulky glasses	43.	Movie star face
14.	Chain-smoker	44.	Knuckle tattoos
15.	Charming	45.	Lack of forethought
16.	Chews the scenery	46.	Loud shirt
21.	Dissociating	51.	Lover and a fighter
22.	Duplicitous coward	52.	Main character
23.	Ethical conundrums	53.	No indoor voice
24.	Extremely organized	54.	Overthinker
25.	Eyepatch, stubble	55.	Painted nails
26.	Failed hanging scar	56.	Shaved head
31.	Fingerless gloves	61.	Strict vegan
32.	Fishing line stitches	62.	Striking makeup
33.	Gold tooth	63.	Sunglasses indoors
34.	Good listener	64.	Takes joy in killing
35	History buff	65.	Unstoppable force
36.	Hotheaded	66.	Very cool tattoo

ANECDOTE (D66)

11.	Acid trip revelation	41.	Nearly murdered for hustling
12.	**Alien** abductee **(p. 107)**	42.	Niche hobby hard sell
13.	Bad comedy routine	43.	On the Grassy Knoll
14.	Broke out of a Soviet gulag	44.	Once resisted torture **(+1D6 MAX HP)**
15.	Captured by pirates	45.	Patented an invention
16.	Current fad is a CIA psyop	46.	Personally saw Hitler die
21.	Cryptid encounter	51.	Pyramid scheme sales pitch
22.	Ex-race car driver	52.	Recent gambling windfall **(2D6 × $1000 USD)**
23.	Failed **celebrity (p. 95)**	53.	Religious vision
24.	Favorite athlete's greatest achievement	54.	Robbed a gas station
25.	Famous friend-of-a-friend	55.	Romantic escapade
26.	Fired cop	56.	Shaggy dog joke
31.	Faked moon landing theory	61.	Sworn to secrecy about a **coverup (p. 120)**
32.	Good football game	62.	Venting about their ex
33.	Gun facts **(+1 to ranged attack rolls)**	63.	Vietnam war story
34.	Harassed by men in black	64.	Woodstock attendee
35.	Incomprehensible saga about daily errands	65.	Wrote a book
36.	Mundane story from the news	66.	Quaalude experiences

INTELLIGENCE MATRIX

CHARACTERS: Spies

Spies tend to be subtler than merces, though the lines between these professions are easily blurred. Spies specialize in recon, infosec, and infiltration, and may serve any number of organizations (from crime syndicates to governments to cults). Spies have the **best of 2D6 MAX HP** and use bulletproof vests, concealable **weapons**, and **CYCLOPS gadgets**.

CODENAME (1D6)

1.	Adjective + animal
2.	Adjective + title
3.	Three digit code
4.	Mythological figure
5.	"John Doe"-type
6.	Uses real name

CLEARANCE (1D6)

1.	RED (need-to-know)
2.	ORANGE (the basics)
3.	YELLOW (extra facts)
4.	GREEN (half-redacted)
5.	BLUE (key redactions)
6.	PURPLE (everything)

NAME (D66)

11.	Bishop	41.	Minh
12.	Calvo	42.	Morgan
13.	Chu	43.	Park
14.	Crown	44.	Pierre
15.	Diop	45.	Pollifax
16.	Domino	46.	Rigg
21.	Fedorov	51.	Ryan
22.	Forte	52.	Severin
23.	Fuentes	53.	Smart
24.	Genkov	54.	Smirnoff
25.	Granin	55.	Solo
26.	Idowu	56.	Steed
31.	Juarez	61.	Steinmetz
32.	Kimani	62.	Vong
33.	Kley	63.	Wanjala
34.	Kuryakin	64.	Weber
35.	Liu	65.	Žabka
36.	Maslow	66.	Zorn

FEATURE (D66)

11.	Always uses matches	41.	In perfect shape
12.	Barcode tattoo	42.	Jolly and elderly
13.	Beauty mark	43.	Menthol cigarettes
14.	Blonde bombshell	44.	Mid-Atlantic accent
15.	Crimson lipstick	45.	Military uniform
16.	Curly mullet	46.	Mod fashion
21.	Drab workwear	51.	Nothing behind eyes
22.	Elegant ball gown	52.	Pan-European accent
23.	Fancy lingerie	53.	Plastic poncho
24.	Girl next door	54.	Schlubby nobody
25.	Gold aviators	55.	Smoking jacket
26.	Grievous expression	56.	Sparkling eyes
31.	Groovy vibes	61.	Stone butch
32.	Hair pomade	62.	Tailored suits
33.	Heavy fragrances	63.	Turtleneck collection
34.	High top fade	64.	Upturned nose
35.	High-tech jumpsuit	65.	Very short shorts
36.	Horseshoe mustache	66.	Voluminous afro

MODUS (D66)

11.	Acrobatics, contortionist skills, and parkour	41.	Hides in plain sight
12.	Actually a quadruple agent (or not?)	42.	Hyper-realistic rubber masks
13.	Always getting plastic surgery	43.	In charge of redacting documents
14.	Cat burglar antics	44.	Incredible thrown-weapon aim
15.	Comically overstocked utility belt	45.	Leaves a theatrical calling card
16.	Cracks jokes to build familiarity	46.	Martial arts master, knows multiple styles
21.	Doses unwitting targets with LSD	51.	Melts down bodies in hydrochloric acid
22.	Drinks targets under the table	52.	Morbid fascination with poisons and venoms
23.	Employs self-destructing messages	53.	Multiple people using one codename
24.	Expert bureaucracy navigator	54.	Obsessively thorough note-taking
25.	Exploits security footage, bugs rooms	55.	Palpable aura of lust
26.	Gadgets disguised as clothing	56.	Performance enhancing serum
31.	Gleeful torture practitioner	61.	Performs idiosyncratic sympathetic magic rituals
32.	Goes above their clearance level	62.	Poses as service workers
33.	Good old-fashioned fisticuffs	63.	Resistance to lie detectors
34.	Grand maestro of blackmail	64.	Silver-tongued manipulation
35.	Handler goes above and beyond	65.	Trustworthy everyman presentation
36.	Has their civilian family in the dark	66.	Unpredictable, drafted unwillingly

INTELLIGENCE MATRIX

ENEMIES: Animals

Any good mercenary should have basic knowledge of the flora and fauna in their area of operation, but since the dawn and natural shock of the industrial revolution, even **animals** have become inescapably unpredictable. Animals may have flat HP (e.g. 3, 6, 9) or variable HP (e.g. 1D6, 2D6), usually have 0-2 ARMOR, and deal 1, 3, 1D6, or 2D6 DAMAGE.

AMOUNT (1D6)

1. Solitary **(add +1D6 HP, add +1 or +2 DAMAGE)**
2. Pairs **(add +1 or +2 DAMAGE)**
3. Packs **(1D6 appear)**
4. Herds **(2D6 or 3D6 appear)**
5. Swarms **(4D6-10D6 appear)**
6. Kaiju **(3-6 ARMOR, 6D6-10D6 HP)**

DESCRIPTION (D66)

11.	Ant	41.	Hummingbird
12.	Ape	42.	Jellyfish
13.	Bat	43.	Leech
14.	Bear	44.	Lizard
15.	Big cat	45.	Monkey
16.	Butterfly	46.	Parrot
21.	Centipede	51.	Piranha
22.	Crab	52.	Porcupine
23.	Dingo	53.	Python
24.	Dog	54.	Rat
25.	Eel	55.	Rattlesnake
26.	Elk	56.	Scorpion
31.	Fly	61.	Shark
32.	Frog	62.	Slug
33.	Gator	63.	Spider
34.	Hog	64.	Vulture
35.	Hornet	65.	Wolf
36.	Horse	66.	Wolverine

FEATURE (D66)

11.	Albino	41.	Irritable
12.	Bloodthirsty	42.	Migrating
13.	Bold	43.	Mirrors behavior
14.	Branded	44.	Nocturnal
15.	Diurnal	45.	Old
16.	Escaped	46.	Psychic
21.	Facial recognition	51.	Rabid
22.	Friendly	52.	Reanimated
23.	Frozen	53.	Scared
24.	Giant	54.	Starving
25.	Glowing	55.	Strange pattern
26.	Hateful eyes	56.	Super-speed
31.	Human parts	61.	Talking
32.	Injured	62.	Tame
33.	Investigative	63.	Territorial
34.	Invisible	64.	Timid
35.	Iridescent	65.	Tiny
36.	Irradiated	66.	Translucent

MALADY (D66)

11.	Agitated by radio waves	41.	Only eats human refuse
12.	Cannibalistic behavior	42.	Only emotion is fear
13.	Constant, overloud noises	43.	Riddled with oozing lesions
14.	Continuous unsustainable growth	44.	**Robots** displacing them **(p. 105)**
15.	Corrosive inner fluids	45.	Severely dehydrated
16.	Crossed with **monsters (p. 104)**	46.	Sharp teeth in strange places
21.	Deteriorating cybernetic implants	51.	Slick with crude oil, flammable
22.	Directional sense lost	52.	Slowly losing corporeality
23.	Haphazardly genetically engineered	53.	Some are melded together
24.	Hijacked by brain fungus	54.	Stimulants in water supply
25.	Hopelessly fused with trash	55.	Suicide attack tendencies
26.	Infected with a human disease	56.	Suitable environment was destroyed
31.	Infested with parasites	61.	Tainted by demonic earth
32.	Innards full of foreign goo	62.	Under mechanical mind control
33.	Irritated by tracking devices	63.	Unnatural dye coloration
34.	Large groups drop dead periodically	64.	Unusually malleable
35.	Losing young to **alien** abductions **(p. 107)**	65.	Weakened by invasive species **(roll Animals again)**
36.	No group cohesion	66.	Whole chunks just missing

INTELLIGENCE MATRIX

ENEMIES: Anomalies

There is a robust low-level psionic "fabric" shared by all intelligent beings—it is fascinating, inscrutable, and surprising in its great utility as an early-warning system if measured and interpreted. **Anomalies** are occurences which are too surreal to digest and thus leave a distinct "anomalous signature." Anomalies may have any HP, ARMOR, and DAMAGE.

SIGNATURE (1D6)

1. None (reason unknown)
2. Blip (briefly sighted)
3. Pulse (causing isolated disturbances)
4. Wave (multiple civilians agitated)
5. Spike (large-scale anomalous zone)
6. Breach (time-space sinkhole)

DESCRIPTION (D66)

11.	Animate flame	41.	Machine elf
12.	Apoc. horseman	42.	Malicious voices
13.	Backwards man	43.	Man from dreams
14.	Bloody Mary	44.	Man in black
15.	Brocken spectre	45.	Marian apparition
16.	Camera entity	46.	Nervous system
21.	Döppelganger	51.	Night hag
22.	Empty spacesuit	52.	Origami thing
23.	Evil waveform	53.	Polyhedron
24.	False child	54.	Psychopomp
25.	Floating eyeball	55.	Radiation stain
26.	Flying mask	56.	Sentient equation
31.	Forbidden book	61.	Shadow person
32.	Greyman	62.	Smoke hound
33.	Hanged man	63.	Slasher villain
34.	Hole in space	64.	Strange doll
35.	Inhuman clown	65.	Vanishing hitchhiker
36.	Living statue	66.	Watchful eyes

FEATURE (D66)

11.	Alien flashbacks	41.	Irritable snaps
12.	Anhedonia	42.	Losing hair
13.	Bleeding eyes	43.	Lost time
14.	Blood in stool	44.	Overwhelming grief
15.	Brain fog	45.	Panic attacks
16.	Cardiac arrest	46.	Peeling wallpaper
21.	Corpse smell	51.	Quiet footsteps
22.	Cracked walls	52.	Rumination
23.	Cuts and bruises	53.	Sensory overload
24.	Depersonalization	54.	Severe frostbite
25.	Destructive fugue	55.	Shell shock
26.	Disappearances	56.	Sleepwalking
31.	Dreadful illusions	61.	Strange growths
32.	Faint ringing	62.	Strobing flashes
33.	Flickering lights	63.	Teeth falling out
34.	Hostile vibrations	64.	Unexplained burns
35.	Insomnia	65.	Unnatural vomit
36.	Intoxication	66.	Urge to build

SIGHTING (D66)

11.	A nowhere highway dive bar	41.	In a cold shaft of gas station light
12.	A wide tranquil grassy plain	42.	Inside a car left unattended
13.	Across the tracks in a subway tunnel	43.	Living in someone's walls
14.	An unremarkable alley in the slums	44.	Lurking in an abandoned train car
15.	At a church or temple service	45.	Leering outside an Arctic base
16.	Atop an oddly shaped mountain	46.	Moving about in a warehouse
21.	Behind a diner, where people smoke	51.	Museum floor right before closing
22.	Beyond the fence of a labor camp	52.	Observing a famous monument
23.	Blocking a rural road or highway	53.	On the wing of a commercial jet
24.	College campus on a party night	54.	Reported by a military encampment
25.	Corner bed in a dreary hostel	55.	Some seedy harbor during bad weather
26.	Deep in the heart of the jungle	56.	Stalking apartment complex halls
31.	Disturbing highland herders	61.	That part of the woods no one visits
32.	Fleeing from a ramshackle barn	62.	The confines of a prison cell
33.	From the end of a shadowed pier	63.	The dark center of a quiet cornfield
34.	Halogen-lit hospital halls	64.	The moonlit empty desert
35.	High school halls on a summer night	65.	The wild beyond a small village
36.	Hovering around ancient ruins	66.	Third shift on a factory floor

INTELLIGENCE MATRIX

ENEMIES: Experiments

Experiments—building blocks for boundary-breaking, truth, and progress, and tarnished by the towering arrogance of the scientific establishment. The key to interacting with rogue and escaped experiments is collecting as much intel about their workings as possible. Experiments may have any HP, ARMOR, and DAMAGE, and may or may not use weapons.

CREATION (1D6)

1. Planned—someone fully understands its workings
2. Projected—general information about it exists
3. Hypothesized—one concrete fact is known
4. Uncontrolled—**Roll 1D6** extra **features**
5. Accidental—**Roll 1D6** extra **mistakes**
6. Freak—openly violating the laws of physics

DESCRIPTION (D66)

11.	Brain jar robot	41.	Magitech construct
12.	Chemical cloud	42.	Malicious plant
13.	Creeping mold	43.	Mammoth
14.	Crystal growth	44.	Man-made zombie
15.	Dinosaur	45.	Mess of gore
16.	Enhanced cyborg	46.	Mind sucker
21.	Extraordinary child	51.	Missing link
22.	FX animatronic	52.	Mutant brute
23.	Failed cyborg	53.	Organ harvester
24.	Fifty-foot person	54.	Radioactive fish
25.	Frankenstein-type	55.	Saber-tooth
26.	Glowing skeleton	56.	Sewer mutant
31.	Gray goo	61.	Skinless person
32.	Hovering sphere	62.	Sleep experiment
33.	Invisible man	63.	Slime blob
34.	Kaiju monarch	64.	Somnambulant psychic
35.	Killer bees	65.	Teeth monster
36.	Lab rat	66.	Tentacle knot

FEATURE (D66)

11.	Acid blood	41.	Inside out
12.	Alluring smell	42.	Macro-mitosis
13.	Color-changing	43.	Meat protrusions
14.	Contagious mutagen	44.	Megalomania
15.	Craves death	45.	Melts metal
16.	Diamond scales	46.	Painless, fearless
21.	EMP blasts	51.	Poison barbs
22.	Eats everything	52.	Really sticky
23.	Excretes plutonium	53.	Seeking friends
24.	Fears fire	54.	Seeps bile
25.	Flashing implants	55.	Self-destructive
26.	Hallucinations	56.	Strange diet
31.	Hates light	61.	Strong magnet
32.	Healing factor	62.	Too curious
33.	Heavy breathing	63.	Venomous spit
34.	Hypnotic effect	64.	Vile stench
35.	Ink jets	65.	Wants revenge
36.	Inquisitive and gentle	66.	Wet shrieks

MISTAKE (D66)

11.	**Alien** genes were grafted to its DNA **(p. 107)**	41.	Nothing but a portfolio piece
12.	Alienated systematically from its emotions	42.	Parts are rejecting each other
13.	An **anomaly** escaped to bond with it **(p. 102)**	43.	Pet project of an eccentric **celebrity (p. 95)**
14.	Barred entirely from the outside world	44.	**Politician** allowed to meddle in its creation **(p. 97)**
15.	Bonded to a **monster** through a ritual **(p. 104)**	45.	Project depleted its funding halfway through
16.	Brainwashed to bootlick and please	46.	Saturated with dangerous growth serum
21.	Created by sadists specifically to suffer	51.	Several integral parts were removed
22.	Encouraged to think fast and ruthlessly	52.	Shouldn't have tampered in God's domain
23.	Fed a diet of random pharmaceuticals	53.	Someone forgot to carry a 1
24.	Hyper-susceptible to rabies	54.	Someone took its most cherished item
25.	Imbued with red hot hatred for all things	55.	Spliced with an ill-fitting **animal (p. 101)**
26.	Imprinted on a random **civilian (p. 96)**	56.	Tested brutally against a military **squad (p. 106)**
31.	Is a degraded clone-of-a-clone	61.	The perfect predator, too cruel to exist
32.	Kindly head **scientist** taken off the project **(p. 98)**	62.	Too ingenious to be contained
33.	Laboratory sabotaged by a **spy (p. 100)**	63.	Too much gamma radiation
34.	Mass-production already in motion	64.	Tortured for fun by a bored **soldier (p. 99)**
35.	Mutating too rapidly to control	65.	Unsustainable design causes short lifespan
36.	Needs an unbroken supply of base elements	66.	Was hastily fused with a shoddy **robot (p. 105)**

INTELLIGENCE MATRIX

ENEMIES: Monsters

Monsters have been residents of the human psyche since we first pondered what lurks in the woods beyond the firelight. CYCLOPS expends considerable effort peddling the idea that the "folkloric" and the "real" are separate spheres—but this world cannot exist without the Other. Monsters may have any HP, ARMOR, and DAMAGE. Only some wield weapons.

AMOUNT (1D6)

1. Solitary **(add +1D6 HP, add +1 or +2 DAMAGE)**
2. Pairs **(add +1 or +2 DAMAGE)**
3. Group **(1D6 appear)**
4. Mob **(2D6 or 3D6 appear)**
5. Swarm **(4D6-10D6 appear)**
6. Dire **(3-6 ARMOR, 6D6-10D6 HP, roll another horror)**

DESCRIPTION (D66)

11. Angel
12. Apeman
13. Cyclops
14. Demon
15. Dogman
16. Dragon

21. Elf
22. Fishman
23. Frogman
24. Ghost
25. Ghoul
26. Giant

31. Gnome
32. Gorgon
33. Great worm
34. Gryphon
35. Harpy
36. Homunculus

41. Jackalope
42. Kaiju
43. Kraken
44. Limb
45. Lizardman
46. Manticore

51. Mermaid
52. Minotaur
53. Ogre
54. Poltergeist
55. Sea serpent
56. Shadow

61. Skeleton
62. Swampman
63. Troll
64. Vampire
65. Werewolf
66. Zombie

FEATURE (D66)

11. Antique clothes
12. Bird control
13. Bug swarm
14. Christ scars
15. Cyborg amalgam
16. Death rattle

21. Drags chains
22. Drips slime
23. Electrified skin
24. Exposed bone
25. Fears day
26. Hates blood

31. Hungers perpetually
32. Hypnosis ray
33. Illusion-weaving
34. Laughing echoes
35. Metal teeth
36. Mourning wails

41. Mutation-prone
42. Needle claws
43. No shadow
44. Paralysis gaze
45. Poisoned blades
46. Prismatic body

51. Rune tattoos
52. Slowly dying
53. Sparkling aura
54. Stalks silently
55. Scary fast
56. Super-smart

61. Teleporting abilities
62. Transforming magic
63. Unthreatening
64. Unusual color
65. Vertigo field
66. Weaponmaster

HORROR (D66)

11. Accidentally murdered a **civilian (p. 96)**
12. Always a little faster than you
13. Appears in mirrors and reflections
14. At war with a town for generations
15. Bonded with a lab **experiment** that died **(p. 103)**
16. Can mimic human voices

21. Can only move when no one's looking
22. Causes an eclipse when it feeds
23. Devours victims whole
24. Disguises as inanimate objects
25. Driven out of a village for taking food
26. Emissary of a horrible god

31. Filled with writhing insects
32. Has wandered the Earth since time immemorial
33. Hearing its voice is a death sentence
34. Hides under beds and in closets
35. Incites violence in groups of people
36. Its form cannot be interpreted

41. Knows all your sins
42. Knows no love, only fear, anger, and death
43. Lost its many cherished lovers
44. Loves all its victims dearly
45. Manifests through tabletop games
46. Originates from an apocalyptic future

51. Sees you wherever you are
52. Simply cannot be killed
53. Spurned by a heartless **scientist (p. 98)**
54. Takes loved ones but never you
55. Technology malfunctions near it
56. The dead rise to serve it

61. Traumatized by a callous **soldier (p. 99)**
62. Travels through artwork and photographs
63. Uses bodies as incubating pods for eggs
64. Uses human puppets
65. Victims are wiped from memory
66. Was once respected, rich, and beautiful

INTELLIGENCE MATRIX

ENEMIES: Robots

Robots are the children of humanity, and while most of them can't quite think for themselves yet, their baby steps have evolved into confident strides in a matter of decades. Automation and robotics are a hot topic, so finding an expert will be expensive. Robots typically have between 1D6 and 10D6 HP, may have 1-6 ARMOR, and can wield most weapons.

BUDGET (1D6)

1. Amateur—no more than 1D6 HP and 1 ARMOR
2. Hobbyist—explodes for 2D6 DAMAGE upon death
3. Academic—no more than 2D6 HP and 2 ARMOR
4. Corporate—mash together 1D6 descriptions
5. Federal—roll again for conflicting **programming**
6. CYCLOPS—add 1D6 additional **features**

DESCRIPTION (D66)

11.	Articulated worm	41.	Hardware skeleton
12.	Artificial fly	42.	Hourglass figure
13.	Barrel chested	43.	Hovering satellite
14.	Basic humanoid	44.	Liquid nanoswarm
15.	Battle hulk	45.	Mecha-dog
16.	Big cat design	46.	Metal spider
21.	Burrow driller	51.	Object transformer
22.	Camel shaped	52.	Plastic mecha
23.	Centipede-inspired	53.	Predator biped
24.	Chicken walker	54.	Robo-tank
25.	Chrome tentacles	55.	Segmented cube
26.	Compactor bot	56.	Toddling retro-bot
31.	Concentric orb	61.	Transforming ball
32.	Construction frame	62.	Trotting tripod
33.	Egg-shaped	63.	Tube mess
34.	Garbage can	64.	Unicycle body
35.	Gorilla form	65.	Vacant exoskeleton
36.	Half-torso	66.	Weird car

FEATURE (D66)

11.	Announces attacks	41.	Lateral thinking
12.	Cloaking field	42.	Leaking oil
13.	Cool paint job	43.	Many logos
14.	Electric shocks	44.	Mind control
15.	Exposed joints	45.	Mine dropper
16.	Exposed wiring	46.	Mounted gun
21.	Flame jets	51.	Non-stop beeping
22.	Flashbang diodes	52.	Personality matrix
23.	Force bubble	53.	Poison injectors
24.	Fuel tanks	54.	Pop-out wings
25.	Greebled to hell	55.	Radio scramblers
26.	Grenade chucker	56.	Razor blades
31.	Hologram projector	61.	Searchlight face
32.	Hyper strength	62.	Self-replicating
33.	Infrared scan	63.	Sonar system
34.	Intimidating eyes	64.	Stun emitter
35.	Kamikaze protocol	65.	Supersonic speed
36.	Laser vision	66.	Terrifying voice

PROGRAMMING (D66)

11.	Annoy human targets into compliance	41.	Locate the source of radio signals
12.	Attempt to surround and disable targets	42.	Malfunctioning, wants to destroy itself
13.	Avoid all conflict and always hide	43.	Memory wiped, will imprint like a dog
14.	Biometric scanners target the most afraid	44.	Movements are entirely randomized
15.	Build defenses and transport resources	45.	Only responds to direct verbal orders
16.	Collect and dispose of trash	46.	Overload and dismantle electronics
21.	Collect combat metrics by picking fights	51.	Pondering the meaning of life
22.	Compete with local animals for territory	52.	Prevent all combat in an area
23.	Defend a fixed point indefinitely	53.	Push enemies out of cover
24.	Destroy structures and roads	54.	Record sights and sounds to onboard memory
25.	Emulate healthy animal behavior	55.	Scan all areas thoroughly for information
26.	Engineer ambushes and traps	56.	Seek out and destroy the leader
31.	Fastidiously follow the Three Laws of Robotics	61.	Sentient, acts on hypnagogic whims
32.	Follow the target to the ends of the earth	62.	Sweep areas for explosives
33.	Function in tandem as a hive unit	63.	Tactical breach frontline support
34.	Gang up on the weakest enemy	64.	Toxify a specified region
35.	Herd civilians out of an area	65.	Upload surveillance footage to satellites
36.	Inverse of the Three Laws of Robotics	66.	Willfully misinterpret voice commands

INTELLIGENCE MATRIX

ENEMIES: Squads

Squads is used here as a catch-all for any military or paramilitary group smaller than an army (and often with a specific purpose, speciality, or theme). You might use this page for generating anything from tiny, tight-knit groups of professional hitmen, to secret government strike teams, to large-scale established PMCs. This table is also suggested for CRO teams.

REPUTATION (1D6)

1. Laughable
2. Rookie
3. Respected
4. Elite
5. Feared
6. None—too stealthy

COMMAND (1D6)

1. **Agency (p. 108)**
2. **Corporation (p. 109)**
3. **Criminals (p. 110)**
4. **Insurgents (p. 112)**
5. CYCLOPS
6. Mercenaries

NAME (D66 once, or roll twice and combine)

11. Black Well
12. Bleak Hammer
13. Bloody Sunrise
14. Burn Bright
15. CLEAVER
16. Cyclone Team

21. Devil's Laughter
22. Early Risers
23. Easy Company
24. Funeral in Progress
25. Ghost Platoon
26. Heaven's Finest

31. Hellcat Division
32. Icarus Strike Force
33. Insurance Policy
34. KILL Squad
35. Process Interrupt
36. Project Vivisect

41. Ronin Security
42. Shakedown
43. Songbird Unit
44. Sunset Tiger
45. The Archers
46. The B-Team

51. The Deep Blue
52. The Hungry Crew
53. The Reapers
54. The SOBs
55. The Sluggers
56. The Yellowjackets

61. Three Wise Men
62. Tyrfing
63. Ugly Duckling
64. Upshot
65. Want Not
66. Zero Regiment

FEATURE (D66 once, or roll twice and combine)

11. AI-assisted
12. Active camo
13. Bad hygiene
14. Blood-bonded
15. Codewords only
16. Disguise artists

21. Explosives experts
22. Flamethrowers
23. Flight capability
24. Grappling hooks
25. Greedy bastards
26. Heavily armored

31. Helicopter
32. Hurls insults
33. In mourning
34. Melee only
35. Perfectly in sync
36. Piercing bullets

41. Poisons and gas
42. Polyglots
43. Religious
44. Rocket launchers
45. Roller skates
46. Secret weapon

51. Shotguns/snipers
52. Smoke/flashbangs
53. So many pouches
54. Sound weapons
55. Strict morals
56. Superstitious

61. Telekinetic members
62. Telepathic link
63. Teleportation tech
64. Traitorous
65. Trigger-happy
66. War buddies

THEME (D66)

11. 20's mafiosos, Tommy guns and pinstripe suits
12. Accompanied by rainstorms; coats and boots
13. All costumed as popular characters
14. Animal themed (one per soldier, or all one animal)
15. Arthurian knights, medieval armor
16. Avid tabletop and wargame enthusiasts

21. Bondage gear and team dynamics
22. Carnival and/or clown thing going on
23. Carts around a large caged creature
24. Clearly think they're the protagonists
25. Computer nerds, drones and hacking
26. Cultists with robes and curved daggers

31. Everybody embodies a different base emotion
32. Everybody's "thing" is a deadly sin or holy virtue
33. Everyone is fighter-, thief-, or wizard-aligned
34. Extremely elaborate Goldberg-esque traps
35. Fair and honorable duels
36. Followed by a film crew, records everything

41. Food truck chefs on the side
42. Glam metal hair and makeup
43. Goetic demon names, occultism
44. Heavily modded battle cyborgs
45. Killed and replaced by doppelgängers
46. Magicians with light shows and illusions

51. Misguided parodies of famous politicians
52. Monologuing, hard-boiled detectives
53. Musical theatre, sings during fights
54. Muzzled like dogs (until they get serious)
55. Only uses authentic WW2 uniforms/weapons
56. Orange jumpsuits and prison lingo

61. Self-serious to the point of parody
62. Shouts the names of their special attacks
63. Shows up to battles in maximalist drag
64. Slasher masks, at least one chainsaw
65. Speedrunners who time themselves on missions
66. Superhero costumes, mutant powers

INTELLIGENCE MATRIX

FACTIONS: Aliens

Though we confine our concerns to this pale blue dot, we know that we are not alone. **Aliens** vary wildly in HP and ARMOR depending on their form. Most aliens carry weaponry advanced far beyond our own (up to 3D6 DAMAGE). Many non-sentient creatures may be of alien origin; this table covers alien civilizations only.

ORIGIN (1D6)

1. Our solar system
2. Planet beyond Pluto
3. Galactic backwater
4. Galactic core
5. Another galaxy
6. Higher plane

MISSION (1D6)

1. Conquer
2. Escape
3. Manipulate
4. Observe
5. Uplift
6. Warn

DESCRIPTION (D66)

11. Arm-flailing robot
12. Abstract geometry
13. Amphibian
14. Biblical angel
15. Bipedal cat
16. Cephalopod

21. Classic grey
22. Crystalline entity
23. Disposable android
24. Entirely human
25. Elven feature
26. Evolved dinosaur

31. Exposed brain
32. Gas cloud
33. Giant eyeball
34. Greek god
35. Hovering jellyfish
36. Hulking brute

41. Insectoid
42. Intelligent ape
43. Luminous orb
44. Little green man
45. Mass of fur
46. Mechanical spider

51. Micro-organisms
52. Nondescript shadow
53. Opaque spacesuit
54. Overdesigned
55. Poor human imitation
56. Post-mortal construct

61. Space pirates
62. Starfish-like
63. Tall and gangly
64. Topographic forehead
65. Two antennae
66. Will-o-the-wisp

FEATURE (D66)

11. Alien martial arts
12. All identical
13. Allergic to air
14. Brain-sucking
15. British accent
16. Capes and jewelry

21. Chittering, screeching
22. Chrome garments
23. Corpse revival
24. Colossal mothership
25. Crop circles
26. Eerie childlike laugh

31. Ethics-minded
32. Flying saucers
33. Frequent abductions
34. Generation ship
35. Hidden space station
36. Hivemind

41. Human dissections
42. Incredible lifespan
43. Love and light schtick
44. Livestock harassment
45. Mean and cold
46. Metal-eating

51. No empathy allowed
52. Orbital drop pods
53. Philosophizing
54. Planet ruiner beam
55. Religious zeal
56. Vibrating enunciation

61. Warm glow
62. Wingding language
63. Strictly militaristic
64. Sublime music
65. Super-strength
66. Vast intellect

TRUTH (D66)

11. Aging has been solved by their natural sciences
12. Alien prisoners are held in a government facility
13. Aliens worship "the precursors" **(1-in-1D6: It's us)**
14. All life on Earth constitutes a supercomputer
15. All of history has been a reality TV show
16. Anti-war Milky Way Commune hates us

21. CYCLOPS denies knowledge of their existence
22. CYCLOPS goes loud and public to ward them off
23. CYCLOPS welcomes them for unknown reasons
24. Different aliens are after them **(roll Aliens again)**
25. Disasters have rendered them refugees
26. Deep Earth core colonies established

31. Earth is a Systems Collective wildlife refuge
32. Earth is to be demolished **(3-in-1D6: Clerical error)**
33. Earth is to be judged
34. Earth will be a colony for the United Star Empire
35. Everyone in the galaxy wants the H-bomb
36. Famous human was one of them

41. FTL travel is quite simple **(2-in-1D6: This is a scam)**
42. No other world has drugs so potent
43. Not happy about what we did to Lt. Cmdr. Jesus
44. One Earth government declares war against them
45. Our emotions confuse them
46. Our solar system is their Shangri-La

51. Our sun empowers them
52. Our technology is the most advanced anywhere
53. Simulations indicate our society will collapse soon
54. Someone here is the Galactic Chosen One
55. The asteroid belt holds invaluable minerals
56. They bet credits on our wars **(3-in-1D6: They lost)**

61. They find us delicious **(5-in-1D6: Won't admit it)**
62. They have taken our fiction as fact
63. They're here to pick up true believers
64. We are their abandoned experiment
65. We've been blacklisted by the Galactic Alliance
66. Woefully unprepared for terrestrial diseases

INTELLIGENCE MATRIX

FACTIONS: Agencies

The easiest way to avoid scrutiny for your actions is to have someone else do them for you. **Agencies** come and go like germ cultures in the fertile ecosystem of international espionage and wetwork, always being established for emergencies and mothballed in times of tenuous peace. Almost all agencies, whether they know it or not, are ultimately beholden to CYCLOPS.

NAME (D66)

11.	ANGEL	41.	Mirror Agency
12.	ARC-6	42.	NEURON
13.	Anomaly Control	43.	Night Society
14.	BALOR	44.	Null Project
15.	BLOODHOUND	45.	ODIN
16.	Black Archives	46.	Occult Union
21.	Breach Foundation	51.	Omega Force
22.	Bureau of Mind	52.	PSI
23.	Central Security	53.	Para-Ops
24.	Containment Corps	54.	Phantom Division
25.	Crisis Command	55.	Polyphemus
26.	Department Alpha	56.	SISTER
31.	Earth Defense	61.	Section 36
32.	Group 216	62.	Shadow Sector
33.	Hightower	63.	State Sci. Institute
34.	Lighthouse	64.	The Watchers
35.	Master Protocol	65.	UNIT-Z
36.	Ministry of Perception	66.	XHB-1

PARENT (2D6)

2.	BOSS (South Africa)	8.	KGB (USSR)
3.	Mossad (Israel)	9.	GRU (USSR)
4.	MI-6 (UK)	10.	Stasi (East Germany)
5.	FBI (USA)	11.	MSS/Guoanbu (China)
6.	CIA (USA)	12.	TC2 (also known as GDDI, Vietnam)
7.	CYCLOPS (Earth)		

FEATURE (D66)

11.	Activation phrases	41.	Lots of red tape
12.	All ex-military	42.	Money printers
13.	Ancient origins	43.	Moon colony
14.	Anti-grav tech	44.	Mysterious threats
15.	Applied ESP	45.	Off-limits door
16.	Brutalist HQ	46.	Realistic androids
21.	Budget cuts	51.	Run by aliens
22.	CYCLOPS gadgets	52.	Satellite network
23.	Central war room	53.	Secret symbol
24.	Drafts civilians	54.	Sensor sweeps
25.	Excessive paperwork	55.	Sprawling compound
26.	Force fields	56.	Thorough records
31.	High-tech labs	61.	Throwaway AKs
32.	Hires mercs	62.	Tiny office
33.	Identical members	63.	Training simulator
34.	Infinite funding	64.	Ultrahuman operatives
35.	Legal experts	65.	Underground base
36.	Locked file cabinets	66.	Underwater dome

FUNCTION (D66)

11.	Aggressively pursue counter-insurgency abroad	41.	Mediate black market contraband sales, for a fee
12.	Carry out high-profile assassinations	42.	Monopolize any and all wetwork in the region
13.	Conceal and study a controlled wormhole	43.	Observe but never toy with unnatural phenomena
14.	Deniably experiment on the homeless	44.	Prove or disprove that the universe is an illusion
15.	Devise solutions for scarcity, suffering, and death	45.	Provide police with funding and military gear
16.	Disappear civilians who know too much	46.	Record telephone calls and open mail
21.	Dissolve labor unions before they start	51.	Remotely view the locals via astral projection
22.	Divert taxpayer money to supernatural projects	52.	Repel the undermining efforts of other nations
23.	Entrap civilians and charge them with crimes	53.	Restrict and curate movement and immigration
24.	Fill war-themed entertainment with propaganda	54.	Review and alter scientific journal articles
25.	Gaslight citizens who contact the police	55.	Sell prison experimentation rights to corporations
26.	Hunt cryptids and monsters during full moons	56.	Support insurrectionist terror cells
31.	Imprison and dissect visiting aliens	61.	Suppress the paranormal by changing headlines
32.	Infiltrate activist groups and sow internal division	62.	Torture enemies of the state for information
33.	Keep the level of anomalous energy at zero	63.	Track down and execute dangerous criminals
34.	Maintain a foothold in the organized crime scene	64.	Track the lives of state security threats
35.	Manage a network of globetrotting solo super-spies	65.	Utterly obliterate anything supernatural
36.	Manufacture consent and moral outrage	66.	Watch the skies for alien activity

INTELLIGENCE MATRIX

FACTIONS: Corporations

The twentieth century has sent humanity careening toward a world ruled by **corporations**—coagulations of capital so strong, so all-consuming and integral to our lives, that even the Communist nations cannot afford to ignore them. Corporate interests are based in money, influence, and power, and corporations are key chess pieces in the game CYCLOPS plays.

NAME (D66)

11.	ACME Incorporated	41.	Luger-Dulka
12.	Arakawa Industries	42.	MacroTech
13.	Betterment Dynamics	43.	Mechnikov AG
14.	Blackstone Holdings	44.	Murdoch-Crowley
15.	Craven Systems	45.	NEXT
16.	Crusher Co.	46.	Naka & Associates
21.	DAJJAL Company	51.	Niemeyer Applications
22.	Dreamscape Ltd.	52.	Petersen and Gerard
23.	Fahim Finance	53.	Pyramid Harmonics
24.	GEN-DYNE	54.	SYNERCONN
25.	Grigori ShipCo	55.	Stavish & Sons
26.	Haas	56.	Towercorp
31.	Hartmann-Tendo	61.	UPX
32.	ICN	62.	Uniforce
33.	Infinitek	63.	United Acquisitions
34.	Interplay Global	64.	Varma, Inc.
35.	Jaakar UTC	65.	Visions LLC
36.	Ladrón Institute	66.	Wang LLP

SECTOR (2D6)

2.	Agriculture
3.	Security contracting
4.	Mass media
5.	Finance/data
6.	Supply chain
7.	Manufacturing
8.	Consumer goods
9.	Military research
10.	Medical science
11.	Computer technology
12.	Megacorp (roll **1D6 sectors**)

FEATURE (D66)

11.	Annoying ads	41.	Nepotism
12.	Armed guards	42.	Odd investors
13.	Backroom torture	43.	Open-plan design
14.	Bankruptcy	44.	Recently sold
15.	Bomb shelter	45.	Retinal scanners
16.	Cargo tram	46.	Security cameras
21.	Charity events	51.	Slag dumping
22.	Discrimination	52.	Smog pumping
23.	Downsizing	53.	Specimen vault
24.	Escape tunnel	54.	Strong unions
25.	Espionage charges	55.	Subsidized
26.	Generator backups	56.	Swanky offices
31.	Giant compound	61.	Tax fraud
32.	Helipad	62.	Tight cubicles
33.	Huge skyscraper	63.	Train network
34.	Industry secrets	64.	Under construction
35.	Mainframe intranet	65.	Union-busting
36.	Many branches	66.	Yearly catalog

SCHEME (D66)

11.	Accumulate profit constantly in any way	41.	Indoctrinate workers into company **cult (p. 111)**
12.	Actually a front for a **criminal** organization **(p. 110)**	42.	Introduce a bad product to boost the old product
13.	**Agency** says "jump," we say "how high" **(p. 108)**	43.	Knowingly produce mutagen-laced items
14.	All but openly purchase a small town	44.	Lab test on captive **animals (p. 101)**
15.	Burn evidence of an escaped **experiment (p. 103)**	45.	Limit a resource so they can price gouge for it
16.	Commodify a resource available for free	46.	Manipulate markets by funding **insurgents (p. 112)**
21.	Convince their workers they're not exploited	51.	No scheme, just doing a lot of coke
22.	Corporation is a front to find an **artifact (p. 119)**	52.	Pay off a **politician** to establish new laws **(p. 97)**
23.	Deploy their **squad** without oversight **(p. 106)**	53.	Poach a **scientist** from a rival organization **(p. 98)**
24.	Destabilize the economy of a **city (p. 114)**	54.	Purchase and convert a **structure (p. 117)**
25.	Exploit a top-secret anomalous **zone (p. 118)**	55.	Record-breaking fundraiser (for a big write-off)
26.	Fully automate a task with **robots (p. 105)**	56.	Replace their workforce with an army of clones
31.	Go bankrupt on purpose to start over fresh	61.	Research and develop from an **anomaly (p. 102)**
32.	Hide worker deaths caused by mismanagement	62.	Sell the Earth wholesale to invading **aliens (p. 107)**
33.	Hoard extraterrestrial R&D secrets	63.	Sue a **civilian** for copyright infringement **(p. 96)**
34.	Hook workers on drugs (and pay them in drugs)	64.	Threaten whistleblowers with hitmen
35.	Ignore a **disaster** caused by cost-cutting **(p. 122)**	65.	Turn a **celebrity** into their spokesperson **(p. 95)**
36.	Illegal merger **(roll Corporations again)**	66.	Upper management is all **monsters (p. 104)**

INTELLIGENCE MATRIX

FACTIONS: Criminals

Criminal organizations are complex beasts. Much like a gang, FIST operates outside the law, often butting heads with police and cutting backroom deals with state entities. Some of the rackets below are prime "stop the gangsters" mission fodder, but others may be beneficial (and possibly require FIST's help). Stay alert, and know you share a common enemy.

HONOR (1D6)

1. Less than none—absolutely soulless people
2. None—just out for themselves, possibly immature
3. Dishonorable—plays by "the rules," but still cheats
4. Honorable—always having cool fights and drama
5. Iconic—even their enemies respect their work
6. Legendary—their opponents almost worship them

NAME (D66)

11. Barcelona Bandits
12. Black Sword
13. Boston Irishmen
14. Cambridge Wreckers
15. Chaos Alliance
16. Cincinnati Syndicate

21. Dagger Syndicate
22. Danger Company
23. Downtown Dragons
24. East Side Crew
25. Emerald Tiger Triad
26. Five Star Mob

31. Gallows Gang
32. Hop Lee Tong
33. Hell's Angels
34. Indomitable Hand
35. Kansai Alliance
36. Kuznetsoff Family

41. Los Demonios
42. Mancini Family
43. Murphy's Dockmen
44. Naranja Cartel
45. Tenth House
46. The 13K

51. The Caranos
52. The Crimson Circle
53. The Lawal Gang
54. The O'Briens
55. The Rajas
56. The Renaissance Men

61. The Trinidad Families
62. The White Fang
63. The Yudachyovs
64. Ueda Family
65. Uptown Snakes
66. West Side Kings

FEATURE (D66)

11. Air piracy
12. Alley stabbings
13. Always infighting
14. **Animal** fight rings
15. Arms dealing
16. Black market auctions

21. Bomb-building
22. Bootlegging
23. Blood diamonds
24. Brotherhood bond
25. Cat burglary
26. Coastal piracy

31. Colosseum
32. Community service
33. Constant drama
34. Cop hunting
35. Crazy heists
36. Disaster relief

41. Does **experiments**
42. Drive-by attacks
43. Drug runners
44. Gambling house
45. Grand theft auto
46. Heads in bags

51. Hitman **squads**
52. Illegal medicine
53. Large militia
54. Melee experts
55. Narco-submarines
56. Poisoned food

61. Product-cooking
62. Sea piracy
63. Shakedown visits
64. Substance-growing
65. Sweatshops
66. Weaponsmithing

RACKET (D66)

11. Attack a rival gang with bioweapons
12. Become a nuclear-armed power
13. Blackmail the orchestrators of a **coverup (p. 120)**
14. Collect double protection fees for a month
15. Consolidate warring gangs under one banner
16. Corrupt and topple the Soviet Union

21. Cut drugs with a mystery substance to sell more
22. Deal arms to a nascent **insurgent** group **(p. 112)**
23. Economically supercharge a red-light district
24. Employ espionage to manipulate a bank
25. Engineer a heist on the United States Military
26. Execute several coordinated drive-bys

31. Extort a **celebrity's** connections to them **(p. 95)**
32. Frame a **civilian** to protect the leader's kid **(p. 96)**
33. Hide illicit cash in walls and under floors
34. Hijack a jet and divert it to a different **city (p. 114)**
35. Hoard real estate to sell at an exorbitant fee
36. Hold the mayor's family for ransom

41. Invent a new, upgraded form of a drug
42. Invest in developing perfect counterfeit money
43. Operate factories without safety precautions
44. Pay striptease performers more than a rival club
45. Protect an area from a less scrupulous gang
46. Replace the U.S. President with one of their own

51. Run a franchise business out of town
52. Secretly buy out a power plant
53. Seize control of a housing development project
54. Sink an exiled patriarch's private yacht
55. Support a homeless camp against the police
56. Swipe an **artifact** from museum archives **(p. 119)**

61. Tactically isolate an area from police control
62. Take out a harsh anti-crime **politician (p. 97)**
63. Track down a missing million-dollar briefcase
64. Transport contraband via food trucks
65. Use **spies** to plan a massive prison break **(p. 100)**
66. Weed out the government plant in their ranks

INTELLIGENCE MATRIX

FACTIONS: Cults

The postmodern and secular push of the twentieth century has put religion in an interesting place. **Cults** are often at the forefront of religious innovation—some genuinely believe in the cosmology they preach, others are simply stoking spiritual fervor as a route to power. Never underestimate the ability of cults to tap into deep magic, and never, ever drink the Kool-Aid.

LEADERSHIP (1D6)

1. True commune
2. Power struggle
3. Tight-knit coven
4. Scam artist
5. Divine family
6. Messianic figure

SIZE (1D6)

1. Household
2. Neighborhood
3. Village
4. City
5. National
6. Global

DESCRIPTION (D66)

11. Alluring voices
12. Animal costumes
13. Burned-on brands
14. Carries texts
15. Complex tattoos
16. Covered in sores

21. Cow skulls
22. Crisp suits
23. Curved daggers
24. Custom badges
25. Dark sunglasses
26. Emaciated features

31. Expensive finery
32. Featureless veils
33. Fetid wrappings
34. Filed teeth
35. Floats, never walks
36. Flower crowns

41. Gills and webbing
42. Glowing body paint
43. Identical haircuts
44. Insect swarms
45. Long nimble tongues
46. Nonsense words

51. Paper bags on heads
52. Period dress
53. Perpetual smiles
54. Pins in skin
55. Ritual left-hand scars
56. Scales/animal fur

61. Skins (human or not)
62. Spotless robes
63. Theater clothing
64. Tragedy masks
65. Trash clothing
66. War memorabilia

FEATURE (D66)

11. Alien tech
12. Ancient roots
13. Belief in dreams
14. Crime connections
15. Depersonalization
16. Discourages drugs

21. Enforced guilt
22. Enthralling music
23. Entity communion
24. Faith healing
25. Fortified compound
26. Future/past lives

31. Gaslighting
32. Great lawyers
33. Group “therapy”
34. Has infiltrated FIST
35. Hypnosis
36. Imprisoned creature

41. Isolation
42. Love bombing
43. Magical tradition (fake)
44. Magical tradition (real)
45. Memetic spread
46. Paramilitary training

51. Peer pressure
52. Public humiliation
53. Public presence
54. Religious parody
55. Ritual sacrifice
56. Royalty/bloodlines

61. Secret codes
62. Shape obsession
63. Starving/deprivation
64. Telepathic control
65. Unison-speak
66. Warping of bodies

PROPHECY (D66)

11. A new World War shall wipe out all life on Earth
12. A FIST agent shall die, so we all may live forever
13. All shall fail, all shall burn
14. All dead shall once again seize life
15. All kingdoms shall be swept away by storms
16. All shall be forgiven in the Violet Sunrise

21. All witches shall be purged in flame
22. God is alive, worry not; we shall kill Him
23. God is dead, worry not; He is to be resurrected
24. God is missing, worry not; we shall find Him
25. God shall walk with us as man
26. Math is wrong! We shall make it right

31. One day, all of mankind shall share a single mind
32. Our blessed food shall be eaten by every mouth
33. Our leader shall molt and hatch into a god
34. Our message shall fill the minds of millions
35. The Children shall save us
36. The Old Kingdom shall rise and sunder the new

41. The aliens that built this world shall return
42. The animals shall inherit the earth
43. The blood we spill shall feed our children
44. The city is the forge where we shall build God
45. The old mountain giants shall break free
46. The solstice shall bring us new bodies

51. The stars shall fall until none remain
52. The world is just fine as is. We shall stop alterations
53. We shall cure every mind of sickness
54. We shall end time itself
55. We shall mold a better world from the ashes
56. We shall replace the false rulers with our own

61. We shall scourge every evil soul from this world
62. We shall seize Heaven and pull it down to Earth
63. We shall spread our holy parasite to every heart
64. We shall travel to other worlds
65. When the stars are right, the Crawling Lord rises
66. When we perish, we shall be born anew

INTELLIGENCE MATRIX

FACTIONS: Insurgents

Depending on their inclinations, **insurgent** groups may be high-priority villains, or FIST's most regular and reliable clients. Note that the tactics, aesthetics, social standing, and behaviors of insurgent groups may not align with their professed ideology for a number of reasons, such as internal factionalism, desperation, ideological confusion, or plain hypocrisy.

FOOTHOLD (2D6)

2.	Majority faction
3.	Political party
4.	Popular rallies
5.	Public presence
6.	Vague awareness
7.	Little to none
8.	In some news stories
9.	Small but loud
10.	Terrorizes public
11.	Openly revolting
12.	Internal coup/one side of a civil war

DESCRIPTION (D66)

11.	Abolitionist
12.	Accelerationist
13.	Agnostic
14.	Anarchist
15.	Animist
16.	Anti-colonial
21.	Antifascist
22.	Atheist
23.	Capitalist
24.	Colonialist
25.	Communist
26.	Conservationist
31.	Determinist
32.	Ecofascist
33.	Fascist
34.	Globalist
35.	Gnostic
36.	Imperialist
41.	Isolationist
42.	Libertarian
43.	Monarchist
44.	Neoliberal
45.	New Age
46.	Nihilist
51.	Objectivist
52.	Orthodox
53.	Pacifist
54.	Polytheist
55.	Posadist
56.	Primitivist
61.	Republican
62.	Socialist
63.	Theocratic
64.	Transhumanist
65.	Undefined
66.	Utilitarian

FEATURE (D66)

11.	**Agency** psyop
12.	**Alien** origin
13.	Assassinations
14.	Backroom torture
15.	Blackmail experts
16.	Book burning
21.	Charismatic leader
22.	Community outreach
23.	**Corporate** backers
24.	**Criminal** contacts
25.	**Cult** connections
26.	Dead drops
31.	Dogwhistling
32.	Election meddling
33.	Graffiti symbols
34.	Guerilla tactics
35.	Huge bribes
36.	Inside government
41.	Large militia
42.	Martyrdom
43.	Matching berets
44.	Mind control
45.	Muckraking paper
46.	Pamphlets and flyers
51.	Phony checks
52.	Public rallies
53.	Religious zeal
54.	Safehouse network
55.	Shared visions
56.	Shit-stirring agents
61.	Sleeper cells
62.	Sporadic bombings
63.	Tax fraud
64.	Theory readings
65.	Vehicle hijacking
66.	Wears one color

STRATEGY (D66)

11.	**Agency**-created group, takes secret orders **(p. 108)**
12.	Appropriate money from federal payrolls
13.	Build a **robot** weapon to surpass all others **(p. 105)**
14.	Campaign for an unconventional candidate
15.	Chain themselves to buildings or trees
16.	Co-opt known graffiti spots
21.	Collaborate with **criminals** on disaster relief **(p. 110)**
22.	Define an outgroup and demonize them
23.	Discourage targets from driving via car bombs
24.	Distribute samizdat or self-published zines
25.	Form a cult of personality around a **soldier (p. 99)**
26.	Gather the components for a **spell (p. 124)**
31.	Incite waves of riots in the streets
32.	Kidnap union heads and deploy scabs
33.	Make their ideology seem fun
34.	Merge with a **cult** to build zealous fervor **(p. 111)**
35.	Obtain a fully functional nuclear warhead
36.	Picket and protest until someone listens
41.	Plaster common areas with propaganda flyers
42.	Platform a **scientist** "proving" their ideas **(p. 98)**
43.	Publicize a series of charity stunts
44.	Put on an unauthorized performance
45.	Recruit impoverished and angry people
46.	Rob stores and redistribute stolen goods
51.	Scapegoat a vulnerable **civilian** via media **(p. 96)**
52.	Secure a **celebrity's** endorsement **(p. 95)**
53.	Seize control of and convert a **structure (p. 117)**
54.	Send a starbound SOS for **alien** assistance **(p. 107)**
55.	Shock the public with a televised execution
56.	Spin a new image of their ideology**, reroll description**
61.	Steal and weaponize an **experiment (p. 103)**
62.	Take down a key production center
63.	Topple a symbolically important monument
64.	Undermine a corporation with expert union salts
65.	Work with a sympathizer **politician (p. 97)**
66.	Wrangle the head of state into a guillotine

INTELLIGENCE MATRIX

LOCATIONS: Battlefields

Mercenaries feel most at home on the **battlefield,** a brutal, kinetic theater for the thing they do best—killing. Getting to know the layout of a battlefield is the key to securing victory. Always remember that intelligent enemies will make maximum use of their environment (flanking, climbing, setting traps, etc.) To survive, get a read on the area and do the same.

LAYOUT (1D6)

1. Central "arena" area—all routes lead back to it
2. Perfectly symmetrical—any position is a good one
3. Safe areas and open spaces—move between cover
4. Small, interconnected areas—take control of them
5. Tight and labyrinth-like—tricky corners and doors
6. Very uneven elevation—high ground is everything

DESCRIPTION (D66)

11. Alpine compound
12. Automated lab
13. Beached tanker
14. Box canyon
15. Brutalist academy
16. Busy airport

21. City square
22. Cluttered warehouse
23. Control room
24. Desert village
25. Dusty farm
26. Facing towers

31. Fancy restaurant
32. Gothic castle
33. Grassy field
34. Icy frigate
35. Industrial foundry
36. Island resort

41. Jungle outposts
42. Lavish casino
43. Meat factory
44. Minecart tunnels
45. Muddy trenches
46. Nuclear test town

51. Oil rig
52. Power plant
53. Savanna fortress
54. Shopping mall
55. Shrubland foxholes
56. Skyscraper floor

61. Shipyard crates
62. Slum marina
63. Sprawling manor
64. Swamp bridges
65. Tropical beach
66. Walk-in freezer

FEATURE (D66)

11. Air raids
12. Ammo shack
13. **Armor** lockers
14. Barbed wire
15. Bear traps
16. Bombed out

21. Broken glass
22. Chemical canisters
23. Civilians fleeing
24. Corpse piles
25. Covered truck
26. Exploding barrels

31. Explosives cache
32. Flare plumes
33. Floating platforms
34. Fortified base
35. Freight elevators
36. Insect hives

41. Landmines
42. Large cage
43. On fire
44. Parked chopper
45. Poisonous air
46. Radio towers

51. Reality fractures
52. Sack of money
53. Scared **animals**
54. Several bunkers
55. Snipers posted
56. Strewn bones

61. Toxic growths
62. Tripwires
63. Two flags
64. Unused tanks
65. **Weapon** racks
66. Weird noises

GRAVE (D66)

11. A grave has been dug but nobody's inside
12. A modest grave marked by flowers and toys
13. A single, shuffling zombie soldier, unresponsive
14. A skeleton in camo clutching a whiskey bottle
15. A spattering of blood and spare ammo
16. A tilted flag marks the spot of a loss

21. A warrior fallen upon a bayonet or sword
22. A wooden cross with scratched-out dog tags
23. Body in a foxhole wielding an impressive weapon
24. Boots with feet still in them, bucket of grenades
25. Bruised corpse with a severely broken neck
26. Case of untreated venom spread, unpleasant

31. Cleaned-out outpost with empty vehicles
32. Creatively stacked collection of skulls
33. Decaying body, gold coins spilling from pockets
34. Disorganized bones aside a dusty old novel
35. Gaunt corpse clutching a stash of stimulants
36. Gravestone that wishes good health and luck

41. Grinning natural mummy with a gut wound
42. Grisly suicide, shotgun trigger pulled with toe
43. Hanged soldiers swaying in the breeze
44. Head on a pike with a dreadful expression
45. Mangled skeleton shoved somewhere unusual
46. Nine simply marked graves in a perfect square

51. Peaceful natural mummy curled up with a pipe
52. People in uniform stacked beneath a bloody tarp
53. Person mauled by something vicious
54. Rotting skeleton hunched over an unsent letter
55. Scattered tongues, fingers, and eyes, radioactive
56. Several poor souls strung up on meat hooks

61. Shocked soldier with a clean hole in the forehead
62. Smoking pile of ash haunted by a ghost
63. Something has absolutely dissected a human
64. Unfortunate wanderer died to the elements
65. Unmitigated devastation, bodies litter the area
66. Very fresh corpse **(1-in-1D6: Not actually dead)**

INTELLIGENCE MATRIX

LOCATIONS: Cities

Cities are many things: dense layer cakes of diverse stories, prized bargaining chips in geopolitical deals, pressure-cooking particle colliders for people within them. The players will run into jobs (and CYCLOPS) if they hang around a city long enough—if the players are in a city and "look for trouble," they'll automatically find a mission lead or an encounter.

CYCLOPS SURVEILLANCE LEVEL (1D6)

1. None (for now, **3-in-1D6:** Headline interests them)
2. Headlines and police reports closely monitored
3. Single informant assigned to entire city
4. Network of spies in all social strata
5. Working indirectly through local authorities
6. Most phones and security systems are tapped

NAME (D66)

11.	Addis Ababa	41.	Mandalay
12.	Bangkok	42.	Marrakesh
13.	Berlin	43.	Mombasa
14.	Bogotá	44.	Moscow
15.	Busan	45.	New Delhi
16.	Damascus	46.	New York
21.	Florence	51.	Oslo
22.	Galway	52.	Paris
23.	Halifax	53.	Reykjavik
24.	Hanoi	54.	Rio De Janeiro
25.	Hong Kong	55.	San Francisco
26.	Jakarta	56.	Sydney
31.	Khan Yunis	61.	Taipei
32.	Kiev	62.	Tehran
33.	Kinshasa	63.	Tijuana
34.	Lahore	64.	Tokyo
35.	Leningrad	65.	Valletta
36.	Ljubljana	66.	Zamora

FEATURE (D66)

11.	Abductions	41.	Killing spree
12.	Art show	42.	Ley lines
13.	Assassination	43.	Magic shop
14.	Back alley care	44.	Mob mentality
15.	Big heist	45.	Mugging string
16.	Black market	46.	Organized protest
21.	CYCLOPS base	51.	Police brutality
22.	Car bombings	52.	Pop-up bazaar
23.	Competition event	53.	Pride event
24.	Convention	54.	Propaganda
25.	Disease spread	55.	Riot waves
26.	Drug hookups	56.	Sex workers' union
31.	FIST safehouse	61.	Slum unrest
32.	Gambling ring	62.	Street races
33.	Gang war	63.	Subculture schism
34.	High pollution	64.	Technology expo
35.	Hot nightlife	65.	Undercity activity
36.	Huge festival	66.	Union strikes

HEADLINE (D66)

11.	**AGENCY** LOCKS DOWN ROADS **(p. 108)**	41.	MYSTERIOUS **CIVILIAN** DEATH **(p. 96)**
12.	**ALIEN** UFO SIGHTINGS REPORTED **(p. 107)**	42.	OFFICIALS OUSTED FOR NEW GUARD
13.	ANTI-WAR SENTIMENT SURGES	43.	ONE MILLION DOLLARS MISSING
14.	CAR CHASE ENDS IN TRAGEDY	44.	PARTY TENSION HEATS UP
15.	**CELEBRITY** GIVEN KEY TO CITY **(p. 95)**	45.	POLICE ARREST RINGLEADER
16.	CITIZENS PROTEST NEW PROJECT	46.	**POLITICIAN** PUBLICLY HARASSED **(p. 97)**
21.	COPS AND **CULT** MEMBERS CLASH **(p. 111)**	51.	POLLUTION REGULATION PUSHBACK
22.	**CORPORATION** OPENS NEW BRANCH **(p. 109)**	52.	PRISON BREAK ROCKS CITY
23.	CRACKDOWN ON **CRIMINAL** ORGANIZATION **(p. 110)**	53.	PUBLIC INSTRUCTED TO SHELTER IN PLACE
24.	ENEMY **SPY** APPREHENDED **(p. 100)**	54.	REFUGEES TURNED AWAY
25.	FANS CONGREGATE FOR SHOW	55.	**SCIENTIST** WINS PRESTIGIOUS AWARD **(p. 98)**
26.	FINGERS FOUND IN FOOD	56.	SLUMS TO BE DEVELOPED
31.	FIRES SPREAD DOWNTOWN	61.	**SOLDIER** RECEIVES COMMENDATION **(p. 99)**
32.	GOVERNMENT DENIES KNOWLEDGE	62.	STORES FORCED TO CLOSE
33.	INDUSTRIAL ACCIDENT KILLS MANY	63.	TOURISTS SWARM CITY
34.	LEADERS' SUMMIT INTERRUPTED	64.	TRIAL PUT ON HOLD
35.	MAJOR VICTORY DECLARED	65.	UNEMPLOYMENT UNSUSTAINABLE
36.	MAYOR CONDEMNS **INSURGENTS (p. 112)**	66.	ZERO NEWS, EVERYTHING FINE

INTELLIGENCE MATRIX

LOCATIONS: Nature

Most spy-movie espionage is contained to houses, compounds, and streets, but the work FIST does is not always so glamorous. Different operatives may be at home in **nature**, or at odds with it personally, but all of them must understand how to navigate it tactically and treat it respectfully—if they don't, they may find no one for miles around to help them.

SITUATION (1D6)

1. Empty—someone claims it, but no one lives here
2. Quiet—people are few and far between
3. Stable—sizable population, low regional conflict
4. Shaky—roll **two claims,** situation deteriorating
5. Powder keg—roll **1D6 claims**, tensions are high
6. War—roll **1D6 claims**, active conflict in the area

DESCRIPTION (D66)

11. Alpine coast
12. Alpine tundra
13. Antarctic tundra
14. Arctic tundra
15. Bog
16. Coastal desert

21. Cold desert
22. Cold ocean
23. Coniferous forest
24. Coral reef
25. Deciduous forest
26. Evergreen rainforest

31. Flooded savanna
32. Freshwater lake
33. Grass savanna
34. Highlands
35. Hot and dry desert
36. Mangrove

41. Mountain foothills
42. Pampas
43. Prairie
44. River delta
45. River headwaters
46. Salt flats

51. Salt marsh
52. Semi-arid desert
53. Shrubland/chaparral
54. Steppe
55. Swamp
56. Temperate coast

61. Tropical coast
62. Tropical dry forest
63. Tropical moist forest
64. Tropical savanna
65. Warm ocean
66. Wasteland

FEATURE (D66)

11. Bad weather
12. Bomb craters
13. Buried treasure
14. CYCLOPS outpost
15. Cave system
16. Chemical leak

21. Circling birds
22. Comfortable
23. Critical pipeline
24. Crude oil spill
25. Dead animals
26. Discarded plastic

31. Forgotten dinosaurs
32. Freak accidents
33. Heavy metals
34. Holy site
35. Invasive species
36. Isolated

41. Lost explorers
42. Magic circles
43. Meteor touchdown
44. Mining apparatus
45. Multiple factions
46. Mysterious holes

51. Near a border
52. Oil drilling
53. Rare earths
54. Regular patrols
55. Ruined houses
56. Rusted equipment

61. Strange rain
62. Teeming with life
63. Toxic waste barrels
64. Transport routes
65. Valuable gems
66. Wrong temperature

CLAIM (D66)

11. A **corporation** plans to strip mine it **(p. 109)**
12. A colony has been established by **aliens (p. 107)**
13. A **criminal** organization is feuding over it **(p. 110)**
14. A **cult** plans to establish themselves here **(p. 111)**
15. A festival frequently happens here
16. A general revolution has begun here

21. A musician wants to put on a show here
22. A nation is drawing artificial borders through it
23. A nation wishes to colonize it
24. A neocolonial force wants control
25. A studio wants it for a shooting location
26. A think tank wants it for their secret laboratory

31. **Agency** brass wants it monitored 24/7 **(p. 108)**
32. **Aliens** wish to make first contact here **(p. 107)**
33. An **agency** wants it for training grounds **(p. 108)**
34. Ancient spirits torment most visitors
35. Autonomous zone for an **insurgent** group **(p. 112)**
36. CYCLOPS has assumed total control

41. CYCLOPS is building something here
42. Claiming this area would start World War 3
43. Control of the area is contested via paperwork
44. **Corporate** heads want it developed **(p. 109)**
45. **Criminals** want to operate here **(p. 110)**
46. **Cultists** say it's theirs alone to worship **(p. 111)**

51. Few are aware of the place's existence
52. Indigenous groups are taking it back
53. **Insurgents** are using it to organize **(p. 112)**
54. Locals cultivate a traditional plant here
55. No one is claiming whole ownership
56. Protesters fight all ownership of the area

61. Religious groups are fighting over it
62. Resource exploitation rights are disputed
63. The army wants to build a base here
64. The local animals are warding everyone off
65. The place is being used as a penal colony
66. The region will be tactically obliterated

INTELLIGENCE MATRIX

LOCATIONS: Rooms

Rooms can be rolled up randomly to fill out large or complex buildings on the fly which would otherwise be a pain to plan in advance. The individual tables on this page are also useful for constructing custom random encounter tables, and can even be used as the basis for an entire mission if the referee creates several rooms and brainstorms an overarching story.

EXITS (1D6, 1D6 times)

1.	Up
2.	Down
3.	North
4.	South
5.	East
6.	West

DOORS (1D6)

1.	None/archways
2.	Wooden
3.	Metal bars
4.	Stainless steel
5.	Reinforced
6.	High-tech

DESCRIPTION (D66)

11.	Anechoic chamber	41.	Indoor garden
12.	Atrium	42.	Janitor's closet
13.	Auditorium	43.	Laboratory
14.	Bar	44.	Library
15.	Barracks	45.	Mailroom
16.	Bathroom	46.	Medical storage
21.	Cafeteria	51.	Meeting room
22.	Chapel/prayer room	52.	Morgue
23.	Clothing storage	53.	Observatory
24.	Control room	54.	Office
25.	Darkroom	55.	Prison
26.	Evil lair	56.	Rec room
31.	Film set (amateur)	61.	Robot engineering
32.	Film set (impressive)	62.	Server room
33.	Food storage	63.	Shooting range
34.	Gallery	64.	Surveillance
35.	Gym	65.	Torture chamber
36.	Hallway	66.	Weapons storage

FEATURE (D66)

11.	Animals in cages	41.	Mysterious button
12.	Automatic turret	42.	Novelty wallpaper
13.	Blaring alarm	43.	Oil-slick floors
14.	Boring decorations	44.	Poorly painted
15.	Broken lights	45.	Rotten smell
16.	Bug infestation	46.	Scattered papers
21.	Cables across floor	51.	Smoky air
22.	Complex rafters	52.	Spikes
23.	Contains secret door	53.	Ticking clock
24.	Danger signage	54.	Trophy cabinets
25.	Eerie statue	55.	Vents
26.	Film on projector	56.	Unusually cold
31.	Flashing lights	61.	Very hot
32.	Gas leak smell	62.	Virtual reality setup
33.	Half-flooded	63.	Weak floor
34.	High ceilings	64.	Weapon displays
35.	Mirrors	65.	Whispering sounds
36.	Multiple levels	66.	Whiteboard

EVENT (D66)

11.	A computer monitor, smashed to pieces	41.	Inexplicable tire marks across floor
12.	A corpse, clawed to ribbons	42.	Katana sticking out of the ground
13.	A radio plays a **cassette tape (p. 145-146)**	43.	Left behind photograph of a character
14.	A smashed telephone	44.	Monitored by drones that mimic birds
15.	All clocks stopped at exactly 2:17	45.	Repeated message painted on all surfaces
16.	An empty pedestal, something clearly taken	46.	Ritual circle in chalk, slightly burnt
21.	An offering has been left to an unknown god	51.	Room's colors have been inverted
22.	Armed time bomb at three minutes left	52.	Sensitive documents burn in a trashcan
23.	Autumn leaves crunched underfoot	53.	Someone was just here and left their trash behind
24.	Briefcase of money pierced by bullet hole	54.	Spilled mug of poisoned coffee
25.	Covered in plastic tarp	55.	Tear-stained pile of tissues
26.	Everything is soaked in green ooze	56.	The floors were just cleaned and waxed
31.	Fresh bloodstains smeared across the walls	61.	The walls are pockmarked with bullet holes
32.	Fully cooked meal, warm and laid out	62.	Tiny house constructed out of office supplies
33.	Haunted by a recently dead spirit	63.	Trail of discarded clothing
34.	Holes drilled through the ground	64.	Ultra-classified intel, foolishly left behind
35.	Impact crater the length of a car	65.	Walls covered in crayon drawings
36.	In the midst of a simulated rainstorm	66.	Winding trail of mysterious footprints

INTELLIGENCE MATRIX

LOCATIONS: Structures

Structures may encompass the entire mission and all its objectives, or may be placed on a larger map to create multiple points of interest. Real-life maps, pictures, and floor plans can be useful props when exploring structures. Keep in mind that no building material, no matter how strong, flexible, heat- or radiation-resistant it may be, is truly indestructible.

OWNER (1D6)

1. Soldier **(p. 99)**
2. Scientist **(p. 98)**
3. Celebrity **(p. 95)**
4. Politican **(p. 97)**
5. Civilian **(p. 96)**
6. Spy **(p. 100)**

SECURITY (1D6)

1. Non-hostile
2. Abandoned
3. No security
4. Single guard post
5. Loose
6. Tight

DESCRIPTION (D66)

11. Airport
12. Apartment building
13. Bank
14. Bar
15. Barn
16. Bridge

21. Bunker
22. Depot
23. Factory
24. Fort
25. Gas station
26. Hangar

31. Harbor
32. Hospital
33. Hotel
34. House
35. Laboratory
36. Mansion

41. Motel
42. Municipal building
43. Nightclub
44. Office building
45. Offshore platform
46. Outpost

51. Plant
52. Prison
53. Restaurant
54. Ruins
55. Shack
56. Shipyard

61. Silo
62. Stadium
63. Store
64. Theater
65. Tower
66. Warehouse

FEATURE (D66)

11. Always busy
12. Blends in
13. Broken windows
14. Confusing layout
15. Crime hotspot
16. Digital locks

21. Dilapidated
22. Dull sentience
23. Faulty wiring
24. Fire exits
25. Foundation tilt
26. Gunner post

31. Gutted out
32. Imperious
33. Meeting spot
34. Narrow doors
35. Never in use
36. Overgrown

41. Oversized
42. Padlocks
43. Panic room
44. Ramshackle
45. Repurposed
46. Safe house

51. Secret stash
52. Squatters
53. Thick walls
54. Thinning veil
55. Too small
56. Tucked away

61. Vandalized
62. Vantage point
63. Vibrant paint
64. Water leak
65. Weak supports
66. Weatherproofed

HISTORY (D66)

11. Absorbed into **corporate** holdings **(p. 109)**
12. Built with a hidden weakness
13. Championed by a **politician (p. 97)**
14. Constructed through community effort
15. Damaged by a past gunfight
16. Designed by a bad architect

21. Ebb and flow of insect infestation
22. Erected to evade taxes
23. Ex-tourist attraction
24. Founded by a retired **soldier (p. 99)**
25. Frequented by a **celebrity (p. 95)**
26. Funded by an intelligence **agency (p. 108)**

31. Handed down for generations
32. Has always been avoided at night
33. Hiding place for a body
34. Identical copy of destroyed structure
35. Inexplicable system of markings
36. Kids dare each other to visit

41. Legendary music festival happened here
42. Mass-produced by contractors
43. Memorial to a fallen hero
44. Moved from original location
45. Multiple exorcist house calls
46. No one remembers its origins

51. Once was important to gangsters
52. Raided repeatedly by police
53. Secret nuclear disposal site
54. Shuffled between management firms
55. Site of a well-known murder
56. Someone added several new **rooms (p. 116)**

61. Twice cordoned off as a biohazard
62. Used to have an expansion
63. Used to supply illegal substances
64. Visited by CYCLOPS investigators
65. Walls have seen the unspeakable
66. Years have passed, but not here

INTELLIGENCE MATRIX

LOCATIONS: Zones

Zones form like sores when the thin, exquisite fabric of reality frays from significant stress or trauma. Sometimes, the anomalous properties of a zone are side effects or manifestations of the agitating element. In more serious cases, zones are a warning sign of another reality seeping through into ours. Zones tend to attract CYCLOPS attention quickly.

SIZE (1D6)

1. Contained portal
2. Widening rift
3. Anomalous **room**
4. Surreal **structure**
5. **City**-sized perimeter
6. Large exclusion zone

INTEGRITY (1D6)

1. Tenuous connection
2. Semi-stable
3. Self-sustaining
4. Hostile and dynamic
5. Impenetrable
6. All-consuming

DESCRIPTION (D66)

11. Abstract geometry
12. Air is water
13. Alien overgrowth
14. Bottomless pit
15. Bubblegum ground
16. Cruel desert

21. Crystal caves
22. Cubist dimension
23. Everything is meat
24. Flash freeze
25. Funhouse mirrors
26. Generic fantasy

31. Hostile architecture
32. Impenetrable fog
33. Impressionist garden
34. Industrial sprawl
35. Insect realm
36. Inside a cloud

41. Kaiju bone pile
42. Melting city
43. Monochrome space
44. Monolith field
45. Mœbius world
46. Negative colors

51. Pastoral field
52. Petrified forest
53. Ruined skyscrapers
54. Scorched earth
55. Sea of goo
56. Smoking crater

61. Soot and ash
62. Sparkling air
63. Sterile nothingness
64. Surrealist hell
65. War trenches
66. Warped castle

FEATURE (D66)

11. Air raids
12. Background hum
13. Backwards time
14. Barbed wire
15. Biotech orthostats
16. Black sun

21. Caustic downpour
22. Chain-link fence
23. Dancing lichens
24. Dusty atmosphere
25. Döppelgangers
26. Floating islands

31. Flying beasts
32. Fungal colonies
33. Grasping arms
34. Guard posts
35. Inhuman cries
36. Inverted rainbows

41. Lightning storms
42. Magitech towers
43. Many moons
44. Monotone wail
45. Moon gravity
46. Mutated fauna

51. No friction
52. Parasitic pollen
53. Radio deadzone
54. Rain ages you
55. Roaming ghosts
56. Spike bushes

61. Strewn skeletons
62. Toxic atmosphere
63. Warring ghosts
64. Whole civilization
65. Wormhole network
66. Zero-G

CENTER (D66)

11. Agitated **animal** of unusual size **(p. 101)**
12. Alluring wizard who tells your fortune
13. **Artifact** that actualizes your deepest desire **(p. 119)**
14. Button that undoes all previous missions
15. Center approachable but not reachable
16. Conniving bastard genie offering wishes

21. Cowering **scientist** in a bomb shelter **(p. 98)**
22. Disturbingly enormous antenna
23. Dormant true form of a sighted **anomaly (p. 102)**
24. Entity claiming to be God who desires weapons
25. Forward operating base for **aliens (p. 107)**
26. Gigantic chain hooked to the moon

31. Hovering psychic in a deep trance
32. Intelligence **agency** true headquarters **(p. 108)**
33. Lever that, if pulled, ends the world
34. Loose **experiment**, zone-supercharged **(p. 103)**
35. Magic door to a nearby safe settlement
36. Magic painting portal to a new **zone (roll Zones again)**

41. Malfunctioning prototype teleporter
42. Normal but out of place black hole
43. Ominous tower taller than the clouds
44. Orb that, if touched, kills you instantly
45. Out of control zone-research **robot (p. 105)**
46. Portal to another roleplaying game's world

51. Rift to a harder version of the same zone
52. **Room** stacked with heavy gold bars **(p. 116)**
53. Sinkhole to Biblical Hell, demons escaping
54. Space elevator to unfamiliar stars
55. **Structure** with malicious intelligence **(p. 117)**
56. Tall guy and wide guy boss fight

61. Treasure that, if touched, loses all value
62. Unbelievably powerful wizard
63. Unlocked chest filled with pirate booty
64. Utterly terrified and disoriented **civilian (p. 96)**
65. Vile, jagged spire of dark, slimy stone
66. Zone center guardian prohibits access

INTELLIGENCE MATRIX

LORE: Artifacts

Artifacts can serve as excellent mission objectives—find them, protect them, destroy them, steal them, return them—and can work as clear, simple goals for the factions in your game world. Not all artifacts are inherently supernatural or unique, and some are outright scams. If you'd like to find the validity of a rumor, **roll 1D6**—there is a **3-in-1D6** chance it's true.

DESCRIPTION (D66)

11.	Amulet	41.	Jar
12.	Appliance	42.	Katana
13.	Arrow	43.	Longsword
14.	Astrolabe	44.	Mask
15.	Black box	45.	Meteorite
16.	Bracelet	46.	Necklace
21.	Camera	51.	Painting
22.	Chalice	52.	Pipe
23.	Cog	53.	Plane wing
24.	Coin	54.	Radio
25.	Die	55.	Ring
26.	Doll	56.	Scroll
31.	Earring	61.	Shape
32.	Food	62.	Spear
33.	Gem	63.	Storage medium
34.	Glasswork	64.	Tome
35.	Gun	65.	Tool
36.	Idol	66.	Urn

INTEREST (1D6)

1. Feared—anyone who knows about it avoids it
2. Lost—considered a legend, or at least unfindable
3. Unknown—its existence is esoteric knowledge
4. Treasure—a faction aims to steal it from another
5. Contested—two factions both lay claim to it
6. Coveted—**1D6** factions are all trying to secure it

FEATURE (D66)

11.	Addictive	41.	Infected
12.	Bad luck	42.	Inlaid jewels
13.	Bite marks	43.	Menacing spikes
14.	Bites hands	44.	Moving stripes
15.	Burning hot	45.	Non-corporeal
16.	Corroded	46.	Pulsates
21.	Cut diamonds	51.	SOS signal
22.	Drives you mad	52.	Saps life
23.	Edible	53.	Spawns bugs
24.	Exploding	54.	Speaking
25.	Faint music	55.	Spiral carvings
26.	Fine hairs	56.	Super-dense
31.	Flying	61.	Teleports
32.	Gold leaf	62.	Tiny holes
33.	Good fortune	63.	Ultra-light
34.	Grants wishes	64.	Unique smell
35.	Ice cold	65.	Very fragile
36.	Immobile	66.	Visibly cursed

RUMOR (D66)

11.	A **cult** will stop at nothing to steal it **(p. 111)**	41.	Instills a compulsion to sculpt a certain form
12.	Available at a high society auction	42.	Integral to maintaining a **coverup (p. 120)**
13.	Belonged to or was forged by a **legend (p. 123)**	43.	Is the key to a strange sort of lock somewhere
14.	Carbon dating suggests it's older than Earth	44.	Its original owners are looking for it
15.	Changes the **role** of its bearer **(D66, p. 67-69)**	45.	Kept in containment by an **agency (p. 108)**
16.	Cherished by a forgotten empress	46.	Magically responsible for a **disaster (p. 122)**
21.	Conflicting archaeological accounts, **reroll feature**	51.	Most valuable object known to exist
22.	Consigned to a WW2 Nazi vault	52.	People tend to fall madly in love with it
23.	**Corporation** commissioned forgeries **(p. 109)**	53.	Protected by a small religious group
24.	Displayed on a **criminal** lieutenant's desk **(p. 110)**	54.	Pushes you into a parallel dimension while held
25.	Doomed a small New England town	55.	Secret race to claim it, **reroll interest**
26.	Fell backwards from the future	56.	Self-repairs all wear and tear
31.	Fiercely guarded by an ancient king	61.	Shattered into shards and globally scattered
32.	Floods the bearer's mind with omens	62.	Slowly possessed its previous owner
33.	Forged by a **monster (p. 104)**	63.	Stolen and rotting in some museum
34.	Grants its bearer a **trait (D666, p. 39-66)**	64.	To be offered at a **diplomatic** event **(p. 121)**
35.	Hearsay has warped its image, **reroll description**	65.	Transplanted to earth by an **alien** culture **(p. 107)**
36.	Implies the existence of a precursor civilization	66.	When held aloft, it releases a powerful **spell (p. 124)**

INTELLIGENCE MATRIX

LORE: Coverups

Beneath the buzz of those spit-shined mass media soundbites that the Man would have you absorb, the reality of Cold War politics bubbles and churns, ready to reveal its true nature if you hunker down and listen: we are *steeping* in a mélange of atrocities, conspiracies and scandals. Step one for unravelling a **coverup**: pull hard on the first loose end you find.

SUPPRESSION (1D6)

1. Highly classified
2. Internal knowledge
3. Evidence leaked
4. Conspiracy theory
5. Open secret
6. Public doublethink

WITNESSES (1D6)

1. Single witness
2. **1D6** witnesses
3. Household
4. Neighborhood
5. Whole area
6. No witnesses

DESCRIPTION (D66)

11. Affair
12. Alternate dimension
13. Animal abuse
14. Assassination
15. BDSM session
16. Blacksite

21. Car accident
22. Chemical weapons
23. Coup
24. Cryptid sighting
25. **Cult** sacrifice
26. Doppelgängers

31. Drone strike
32. Drug **experiments**
33. Embezzlement
34. Finance fraud
35. Forgery
36. Gene **experiments**

41. Insider trading
42. Ménage à trois
43. Mind reading tech
44. Oil spill
45. Ostentatious orgy
46. Paramilitary **squad**

51. Psychological warfare
52. Santa real
53. Second moon
54. Sentient AI
55. State execution
56. Surveillance program

61. Substance addiction
62. Time travel
63. Torture compound
64. UFO crash
65. Voter suppression
66. Wrongful imprisonment

FEATURE (D66)

11. Birthday
12. Bitter breakup
13. Body doubles
14. CIA involvement
15. Cannibalism
16. **Celebrity** implicated

21. Concert/festival
22. Concrete boots
23. Encoded notebook
24. Exotic pet
25. Faked suicide
26. Framed witness

31. Hush money
32. Insurance
33. Invisibility
34. Knife collection
35. Lavish party
36. Mafia involvement

41. Mysterious bruise
42. Private island
43. Realistic mask
44. Recurring nightmare
45. Sealed letter
46. Silenced pistols

51. Sting operation
52. Stolen **artifact**
53. Supercomputer
54. Tabletop game
55. Tabloid article
56. Tape recorder

61. Tell-all book
62. Undercover cops
63. Vengeful ghost
64. Whistleblower
65. Wiretapping
66. Yacht

HOOK (D66)

11. Airplane is shot down
12. Ammunition in a political battle
13. An embittered ex goes on a rampage
14. Car bombing in a major **city (p. 114)**
15. Cemetery is ransacked and a body is stolen
16. Court proceedings cease when plaintiff dies

21. Dog holding human bone in its mouth
22. Embedded **spy** activates **(p. 100)**
23. Encoded message delivered to wrong target
24. Failed poisoning
25. Gossip and hearsay gets somebody killed
26. Kidnapped witness escapes

31. Lone earring of a missing person shows up
32. Man on his deathbed confesses
33. Motel is burned down
34. Natural **disaster** isn't natural at all **(p. 122)**
35. News broadcast abruptly cut off
36. One of the player characters is implicated

41. Photos dropped from a plane
42. Plucky teen discovers something horrible
43. Private investigator in over their head
44. Ransom note delivered via brick
45. Schism in a **cult (p. 111)**
46. Secret meaning is found in a painting

51. Skeleton found in a junkyard fridge
52. Sniper misses a shot
53. **Soldier** goes AWOL **(p. 99)**
54. Someone gets cursed
55. String of revenge killings
56. Sunken boat washes up

61. Trail of evidence leads to a dive bar
62. Treasure map pointing to **natural** expanse **(p. 115)**
63. True crime fanatics get involved
64. Unsettling message broadcast on radio
65. Vital footage/documents are burned
66. Widely-known truth revealed to be false

INTELLIGENCE MATRIX

LORE: Diplomacy

Diplomacy conjures images of geopolitical dynamics, meetings of cultures, and elder statesmen who mingle while waging proxy wars. These tables cover this genre of diplomacy, but also the courtly "diplomacy" of the rich, pretty, famous, and powerful. These events are often restricted or private, closely monitored by CYCLOPS, and profitable for tabloids.

COVERAGE (1D6)

1. Forbidden—would-be reporters get bullied
2. Unknown—successfully kept from the public
3. Uninteresting—the press likely won't report on it
4. Minimum—sparse reporting buried in the papers
5. Medium—makes daily news, but quickly forgotten
6. Maximum—the thing everyone's talking about

DESCRIPTION (D66)

11.	Birthday party	41.	Messy trial
12.	Book signing	42.	Peace talk
13.	Budget meeting	43.	Political wedding
14.	Charity gala	44.	Press conference
15.	Christening	45.	Reporter scoop
16.	Corporate event	46.	Research summit
21.	Embassy visit	51.	Sacred dance
22.	Execution	52.	Silly performance
23.	Factory tour	53.	Sports match
24.	Fancy banquet	54.	Stunt handshake
25.	Fashion show	55.	Symbolic trade
26.	Film festival	56.	Tea ceremony
31.	Fireside chat	61.	Trade agreement
32.	Funeral/wake	62.	Treaty signing
33.	Gallery walk	63.	Tribunal
34.	Golf game	64.	War declaration
35.	Honorary knighting	65.	Wine tasting
36.	Legal gambling	66.	Yacht cruise

FEATURE (D66)

11.	Accidental fire	41.	Illicit photos
12.	All old people	42.	Intentional arson
13.	Bad acid	43.	Mind readers
14.	Body swap	44.	New faces
15.	Card games	45.	Nice suits
16.	Cruel gossip	46.	Offensive costumes
21.	Cultural garb	51.	One-night stand
22.	Dark magic	52.	Panic attack
23.	Dashing thief	53.	Pearls stolen
24.	Drinking contest	54.	Property damage
25.	Drugged drinks	55.	Pufferfish venom
26.	Dueling spies	56.	Pyrotechnics
31.	Everyone smashed	61.	Secret handshake
32.	Expensive jewelry	62.	Table dancing
33.	Fistfight	63.	Trip down stairs
34.	General scheming	64.	Vampire attack
35.	Good music	65.	Veiled threats
36.	Great food	66.	Werewolves

DRAMA (D66)

11.	A body falls out of a closet when opened	41.	Estranged parent and child explosively meet
12.	A corpse turns up in a nearby body of water	42.	Event goers slowly replaced with body snatchers
13.	A diplomat's paramours all show up at once	43.	Everyone ridicules an obvious figurehead
14.	A pair of twins try to distinguish themselves	44.	Floor or ceiling collapse, several injured
15.	A **politician** is found strung up by the neck **(p. 97)**	45.	Gossip taken to task for slander or libel
16.	A strangler stalks the less social guests	46.	Guests are served gourmet human meat
21.	A superhero fight violently interrupts the event	51.	Important attendee instantly dropped by a sniper
22.	Actually a front for **corporate** advertising **(p. 109)**	52.	Inexplicable tickling incident between two guests
23.	Allegedly straight husbands all cruising	53.	One food item among several is poisoned
24.	Americans and Soviets both attempt sabotage	54.	Single hitman methodically cleaning the place out
25.	An ambassador is found stabbed in the back	55.	Smeared makeup reveals an affair
26.	An attendee gets belligerent upon losing a game	56.	Someone offensively mispronounces a word
31.	An esteemed guest is forced out of the closet	61.	Swarm of hazardous insects released
32.	Car crash just outside the event	62.	Sword or pistol duel goes horribly wrong
33.	Certain diplomats barely hide raging bigotry	63.	Technological prototype goes haywire
34.	Cherished family heirloom professionally stolen	64.	The entire group teams up to stab one guy
35.	Coke done off of a salacious body part	65.	The master of the event is held for ransom
36.	Enemy faction children eloping together	66.	There's a big fight and the Olympics get moved

INTELLIGENCE MATRIX

LORE: Disasters

FIST can often find work in the wake of a disaster, but may help with disasters out of ethical obligation rather than pure financial incentive. **Disasters** from this table may have already happened, be in progress, or work as oncoming threats to avert. If a disaster continues to exist as a background event in your game, add more features and impacts over time.

SCALE (1D6)

1.	Village
2.	Town
3.	City
4.	Nation
5.	Continent
6.	World

RESPONSE (1D6)

1.	Concentrated
2.	Multi-pronged
3.	Diffused
4.	Confused
5.	Subpar
6.	Absent

DESCRIPTION (D66)

11.	Avalanche	41.	Landslide
12.	Bridge collapse	42.	Meteor air burst
13.	Chemical spill	43.	Nuclear meltdown
14.	Crop failure	44.	Pandemic
15.	Dam failure	45.	Polar vortex
16.	Death fog	46.	Sandstorm
21.	Derecho	51.	Severe drought
22.	Earthquake	52.	Sinkhole
23.	Epidemic	53.	Smog event
24.	Firestorm	54.	Stampede
25.	Flash flooding	55.	Tornado outbreak
26.	Fracking blowout	56.	Tropical cyclone
31.	Freight derailment	61.	Tsunami
32.	Gas explosion	62.	Urban fire
33.	Grid failure	63.	Volcanic eruption
34.	Heat wave	64.	Water spoilage
35.	Ice storm	65.	Waterway obstruction
36.	Jet crash	66.	Wildfire

FEATURE (D66)

11.	Burned evidence	41.	Landmark altered
12.	Chipper PSAs	42.	Longest one ever
13.	Commodity hoarding	43.	Media blackout
14.	Confusing info	44.	News censored
15.	Crime spike	45.	No word from outside
16.	Electrical accident	46.	Nuclear threat
21.	Employees fired	51.	One casualty
22.	Fauna unconcerned	52.	Paperwork stacks
23.	Fleeing wildlife	53.	Police brutality
24.	Food shortage	54.	Poor infrastructure
25.	Forced normalcy	55.	Press gaslighting
26.	Found footage	56.	Propaganda films
31.	Fractured community	61.	Raider gangs
32.	General negligence	62.	Recurring sirens
33.	Generational divide	63.	Romanticized
34.	Global relief drive	64.	Sensationalized
35.	Heavily politicized	65.	Volunteer orgs
36.	Lackadaisical feds	66.	Worst one ever

IMPACT (D66)

11.	A **corporation** attempts to buy the area **(p. 109)**	41.	Event is forgotten, doomed to repeat itself
12.	A **cult** claims to have prophesied it exactly **(p. 111)**	42.	Every man for himself mindset takes hold
13.	**Aliens** offer superior disaster control **(p. 107)**	43.	Final straw to start a brewing war
14.	An anomalous **artifact** unearths itself **(p. 119)**	44.	Hollywood immediately begins a film adaptation
15.	An **experiment** escapes into the area **(p. 103)**	45.	Important **politician** goes missing **(p. 97)**
16.	Area becomes closed to the public	46.	Local reality spirals and becomes a **zone (p. 118)**
21.	Area becomes flooded by ghosts of victims	51.	Mandatory curfew imposed
22.	Area to be bombed by the government	52.	Mass panic causes a fatal crowd crush
23.	CYCLOPS reverse engineers the disaster	53.	Mutual aid hub established
24.	CYCLOPS seizes the recon opportunity	54.	Officials all but openly hoarding supplies
25.	Catalytic event for the summoning of a demon	55.	Perfect cover for a premeditated murder
26.	**Celebrity** writes an iconic protest song **(p. 95)**	56.	Police presence is tripled
31.	**City** wracked with widespread agoraphobia **(p. 114)**	61.	Populace rocked by mass traumatization
32.	Covert **monster** community outed **(p. 104)**	62.	Ruthless martial law imposed
33.	**Criminal** org takes over relief effort **(p. 110)**	63.	Strict security protocol adopted
34.	Disaster presented as a divine punishment	64.	The event attracts disaster tourism
35.	END IS NIGH sign-wearers have a great day	65.	Triggers a second, worse **disaster (reroll Disasters)**
36.	Eugenicist ideas become popular	66.	Used as mission cover by a **spy (p. 100)**

INTELLIGENCE MATRIX

LORE: Legends

Legends are people who left behind a legacy, which may or may not have been inflated and warped over time. The psychological impact of legendary figures is powerful, and FIST may find it advantageous to recruit, associate themselves with, or co-opt the identities of legendary individuals. Legends may be living or dead—or may have never existed at all.

ULTIMATE FATE (2D6)

2.	Lost all memories
3.	Hunted
4.	Captured
5.	Dead-end job
6.	Depressed
7.	Dead
8.	Soldier for hire
9.	Partying
10.	Exploring
11.	Making TV
12.	Many threads **(roll two fates)**

DESCRIPTION (D66)

11.	Activist	41.	Medium
12.	Artist	42.	Monarch
13.	Astronaut	43.	Musician
14.	Athlete	44.	Pirate
15.	Author	45.	Politician
16.	Celebrity	46.	Priest
21.	Chef	51.	Romantic
22.	Civilian	52.	Sailor
23.	Cowboy	53.	Samurai
24.	Dancer	54.	Scientist
25.	Detective	55.	Soldier
26.	DJ	56.	Spy
31.	Doctor	61.	Stoner
32.	Engineer	62.	Teacher
33.	Gambler	63.	Thief
34.	Gangster	64.	Vagrant
35.	Hunter	65.	Vigilante
36.	Knight	66.	Wizard

FEATURE (D66)

11.	Ascetic	41.	Iron will
12.	Booze-swilling	42.	Loved kids
13.	Cool butler	43.	Lovely smile
14.	Cursed sword	44.	Magic rings
15.	Cyborg arm	45.	Never lied
16.	Demon horn	46.	No parents
21.	Eidetic memory	51.	Optimist
22.	Famous pet	52.	Perfect shot
23.	Fought in WW2	53.	Precognition
24.	Framed	54.	Rags to riches
25.	From space	55.	Secretly evil
26.	Ghost swarm	56.	Self-obsessed
31.	Gold fiddle	61.	Sensed lies
32.	Green thumb	62.	Sidekick **(roll Legend)**
33.	Hacker	63.	Staged protests
34.	Hated the fame	64.	Sunglasses
35.	Iconic hat	65.	Ultrahuman
36.	Immortal	66.	Villain parent

ACHIEVEMENT (D66 once, or roll multiple times for variations on the legend)

11.	Assassinated a political figure	41.	Literally never did anything wrong
12.	Blew up an oil pipeline	42.	Loved so much their heart literally burst
13.	Cast the most difficult magical **spell (p. 124)**	43.	Made bridge to another dimension
14.	Created a new planet	44.	Pulled off an **insurgent** coup **(p. 112)**
15.	Created an incredible new dish	45.	Rescued the President
16.	Created sentient AI	46.	Responsible for the birth or death of a country
21.	Cured a deadly disease	51.	Resurrected a dead saint
22.	Defeated a classical dragon	52.	Saved a captured lover, friend, or family member
23.	Developed terraforming technology	53.	Saved the world **(1D6 times)**
24.	Directed a movie that made the world cry	54.	Solved a mystery thought unsolvable
25.	Fell in love with a cool **monster (p. 104)**	55.	Stole something from the Devil
26.	Fought an onslaught of ninjas	56.	Stole the moon from the sky
31.	Founded CYCLOPS (by accident)	61.	Summoned an elder god **(Magical syllables, p. 147)**
32.	Founded CYCLOPS (on purpose)	62.	Survived a battle no one else did
33.	Found the meaning of life	63.	Trained a resistance movement
34.	Gave a common item its name	64.	Unlocked the secret of eternal youth
35.	Got revenge for their own murder	65.	Won the big game
36.	Killed an elder god **(Magical syllables, p. 147)**	66.	Wrote a song that ends the world if played

INTELLIGENCE MATRIX

LORE: Spells

Spells can be "magical WMDs" in FIST campaigns—if you can stop your enemies from getting the spell's components, you can prevent its use. Higher-level spells have higher-magnitude effects. This page may also be useful for characters with magical traits. If a spell rolled up here would be used mechanically, the ref and player should agree on a fair effect.

SPELL LEVEL (1D6)

1. Novice
2. Apprentice
3. Adept
4. Expert
5. Master
6. Legendary

OBSCURITY (1D6)

1. Doesn't exist yet
2. Lost or forgotten
3. One living expert
4. Exclusive to a **cult**
5. Well-known by mages
6. Anyone can do it

NAME (D66 once, or roll twice and combine)

11.	Artifice of Atlantis	41.	Matsunaga's Muse
12.	Cadence of the Deep	42.	Miracles of Mwamba
13.	Canticles Calamitous	43.	Myrtigan's Mutagen
14.	Cato's Magical Mystery	44.	Ninth Form of Anubis
15.	Cries of Cthon	45.	Oracle Bone Chant
16.	Crimson Sentence	46.	Secret Ritual of Athena
21.	Curses of Babylon	51.	Sekhmet's Dance
22.	Dancing Goat Stance	52.	Silver Hand Style
23.	Death Dirge of Thule	53.	Song of Irkwhon
24.	Echoes of Ur	54.	Spinning Shadow Style
25.	Fifth Horseman's Call	55.	Sword of the Seraphim
26.	First Rite of Chaos	56.	Tendrils of Thoth
31.	Forgotten Arts of Ys	61.	The Forbidden Idea
32.	Hungry Demon Stance	62.	Thirteenth Sign
33.	Hymn of the First Men	63.	Un-words of Uuraz
34.	Image of Icarus	64.	Verse of the Vampires
35.	Ivanoff's Holy Icon	65.	Warp of Wei Fong
36.	Leichenberg's Lament	66.	Wonders of Waseme

FEATURE (D66, roll # times equal to spell level)

11.	**Alien** eggs	41.	Heady incense
12.	**Animal** bones	42.	Huge bonfire
13.	Atonal chanting	43.	Humungous tome
14.	Blood goblets	44.	Human sacrifice
15.	Bound **monster**	45.	Kills the caster
16.	Candle circles	46.	Living sigils
21.	Cleansing smoke	51.	**Magical syllables**
22.	Computer program	52.	Many charms
23.	Corpse juice	53.	Microtonal music
24.	Cursed **cassette**	54.	Powerful gem
25.	Dark mulled wine	55.	Psychedelic plants
26.	Divination tool	56.	Sacred geometry
31.	Drains caster	61.	Spell jars
32.	Elder god	62.	Standing stones
33.	Fear aura	63.	Stars must align
34.	Flashy effects	64.	Summon **anomaly**
35.	Grand hypersigil	65.	Tattooing ritual
36.	Group séance	66.	Tea ceremony

EFFECT (D66 once, or 1D6 times for LEVEL 6 spells)

11.	Activates a buried magitech super-mecha	41.	Parts bodies of water à la Moses
12.	An elder god is awoken to end the world	42.	Random spell from a fantasy roleplaying game
13.	Attracts followers to your cause	43.	Rejuvenates a natural area or urban center
14.	Births a new being without a soul	44.	Removes an idea from collective consciousness
15.	Catalyst for developing telekinesis	45.	Scrambles the structure of language
16.	Certain materials can no longer harm the caster	46.	Surreal music that forces people to dance
21.	Changes the outcome of a past event	51.	The caster wastes away to fuel a grand project
22.	Creates an inverse duplicate of the caster	52.	The dead are brought to life (or unlife) again
23.	Feeds something that never stops hungering	53.	The sun and moon become yours to command
24.	Food and medicine are irreparably poisoned	54.	The user's existence is universally forgotten
25.	Grants control over other people's fear	55.	Torments the guilty with visions of their victims
26.	Harvests people's energy for a giga-attack	56.	Total control over an ancient superweapon
31.	Hated enemies are turned to ash	61.	Transforms people into disposable thralls
32.	Heals the sick back to perfect health	62.	Turns objects into solid gold when touched
33.	Immortality, following a three-day mystical trial	63.	Turns those who cross a boundary into stone
34.	Impenetrable shroud of darkness	64.	Useful resources spill bountifully from thin air
35.	One or more laws of physics become editable	65.	Wealth and power inexplicably flow your way
36.	Our world and the afterlife blend together	66.	Wizards take it as a combat challenge

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, A-B

AMATEUR TERRORIST (3 HP, 3D6 appear)

- AK-47 assault rifle (1D6+1 DAMAGE)
- Homemade pipe bomb (1D6+2 DAMAGE, one use)
- Walkie-talkie (speak to other amateur terrorists)
- Paisley bandana (sort of hides identity)
- Military surplus jacket, ripped jeans

NERVOUS: Amateur terrorist groups are often fairly well-organized for the opening segment of their demonstration—in this case, planting pipe bombs throughout an area while holding its inhabitants hostage. Once the bombs have been set, however, internal bickering and overall antsiness will get the best of them. Nervous amateur terrorists who have already laid their bomb gain a CHOKE score, randomly determined by rolling 1D6, with the behavior: "Freak out and mess something up."

ANTAREAN WARPRIEST (6 HP)

- Laser rifle, long, slim, and chrome (1D6+1 DAMAGE)
- Metallic staff (1D6 DAMAGE, NON-LETHAL)
- Battle-trance herbs (stop the trance, one use)
- Pointed ears, scaly skin, and textured robes

TRANCE: Antarean Warpriests can be found in stasis, frozen in drop pods planted on Earth from orbit 10,000 years ago, never opened due to a small but detrimental programming error. Upon leaving stasis, Warpriests enter a battle-trance which grants them 3 ARMOR for as long as it lasts. Only the herbs can break the trance.

BEAT COP (3 HP, 1D6 appear)

- Colt Official Police revolver (1D6+1 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Pepper spray (temporarily blinding, one use)
- Police badge (confers institutional authority)
- Confident swagger

BASTARD: Never expect a fair fight from a cop. As soon as a beat cop catches a whiff of danger, they will head to their squad car (p. 87) and call in 1D6 more beat cops with their own cars, and so on. If more than 10 beat cops are present for a fight, this switches to 2D6 cops in helicopters (p. 87) with rocket launchers (1D6+2 DAMAGE).

BIO-BOTFLIES (3 HP)

- Necrotizing bite (3 DAMAGE, roll +FRC or rotting infection spreads)
- Swarm formation (1 ARMOR)
- Mutated extra limbs
- Fearsome nightmare buzz

HATCHERY: These genetically modified insects, escaped from a supposedly "ultra-secure" top-secret **corporate** (p. 109) research lab, colonize human flesh to survive and propagate at a truly alarming rate. Any character who is killed by the bio-botflies' necrotizing bite spawns an additional swarm of bio-botflies within minutes if left unfumigated.

BOUNTY HUNTER (4 HP, 1 or 2 appear, CHOKE 6: Give up on the bounty)

- Remington Model 700 sniper rifle (1D6+2 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Ten-gallon cowboy hat (accessory)
- Chevrolet Impala car (8 HP, 1 ARMOR)
- Moustache, mirrored aviators, plaid flannel shirt

PROFESSIONAL: Most bounty hunters, save for a terrifying few, know exactly what they are: they kill people for the cops, for money, plain and simple. If you happen to have more money to offer than the state does, they'll drop the bounty and kill someone for you instead. After all, that's just business, ain't it?

BUGHOG (8 HP, 0 ARMOR, 1-4 occupants)

- Motorized swivel-mounted M60 machine gun (1D6+2 DAMAGE, has gunner footholds)
- Three gunner seats (shotgun, back left/right)
- Exposed gas tank (1 HP, 1 ARMOR, explodes for 2D6 DAMAGE)
- Rusted frame, stripped tires, colorful paint

BAJA: The affectionately-named "Bughog" is in fact a civilian sandrail (also called a dune buggy) with a shoddily attached M60 general-purpose machine gun on a swivelling platform in the back. This fearsome slipshod technical is hampered only by its tendency to go flying over small hills.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, C

CYCLOPS GOON (3 HP, 2D6 appear)

- **4-in-1D6:** M16 assault rifle (1D6+1 DAMAGE)
- M1911 pistol (1D6 DAMAGE)
- Worst-of-2D6 grenades (1D6+1 DAMAGE, one use)
- Bulletproof vest (1 ARMOR)
- Black fatigues, balaclava, nondescript personality

> **SUPPRESS:** Between their limited capacity for lateral thinking and their dubious ability to aim, CYCLOPS goons are not particularly threatening on their own—shooting goons who would deal more than 3 DAMAGE miss the target instead. Groups of three or more goons all piling on the same target may ignore this penalty.

CYCLOPS HEAVY TROOPER (5 HP, 1D6 appear)

- **3-in-1D6:** M2 flamethrower (1D6+2 DAMAGE)
- M1918 light machine gun (1D6+1 DAMAGE)
- 1D6 stun grenades (temporary blinding, one use)
- Ceramic battle armor (2 ARMOR)
- Riot shield (1 ARMOR, equip as weapon)
- Riot helmet (1 ARMOR, accessory)
- Feet apart and shoulders square

> **CONTROL:** CYCLOPS Command employs heavy troopers for evidence removal, crowd control, and the application of excessive force. CYCLOPS heavy troopers deal +1 DAMAGE against civilians.

CYCLOPS SPECIALIST (7 HP)

- **2-in-1D6:** 6.5×52mm Carcano sniper rifle (1D6+2 DAMAGE, silenced, used only for assassinations)
- High Standard HDM pistol (1D6 DAMAGE, silenced)
- Kevlar weave bodysuit (1 ARMOR)
- Psychic headset (sync with goons, one use)
- 2D6 CYCLOPS gadgets (reroll duplicates, p. 86)
- Night vision goggles (see at night)
- Experimental nano-gel (heal 2D6 HP, one use)
- Authoritative presence and cat-like reflexes

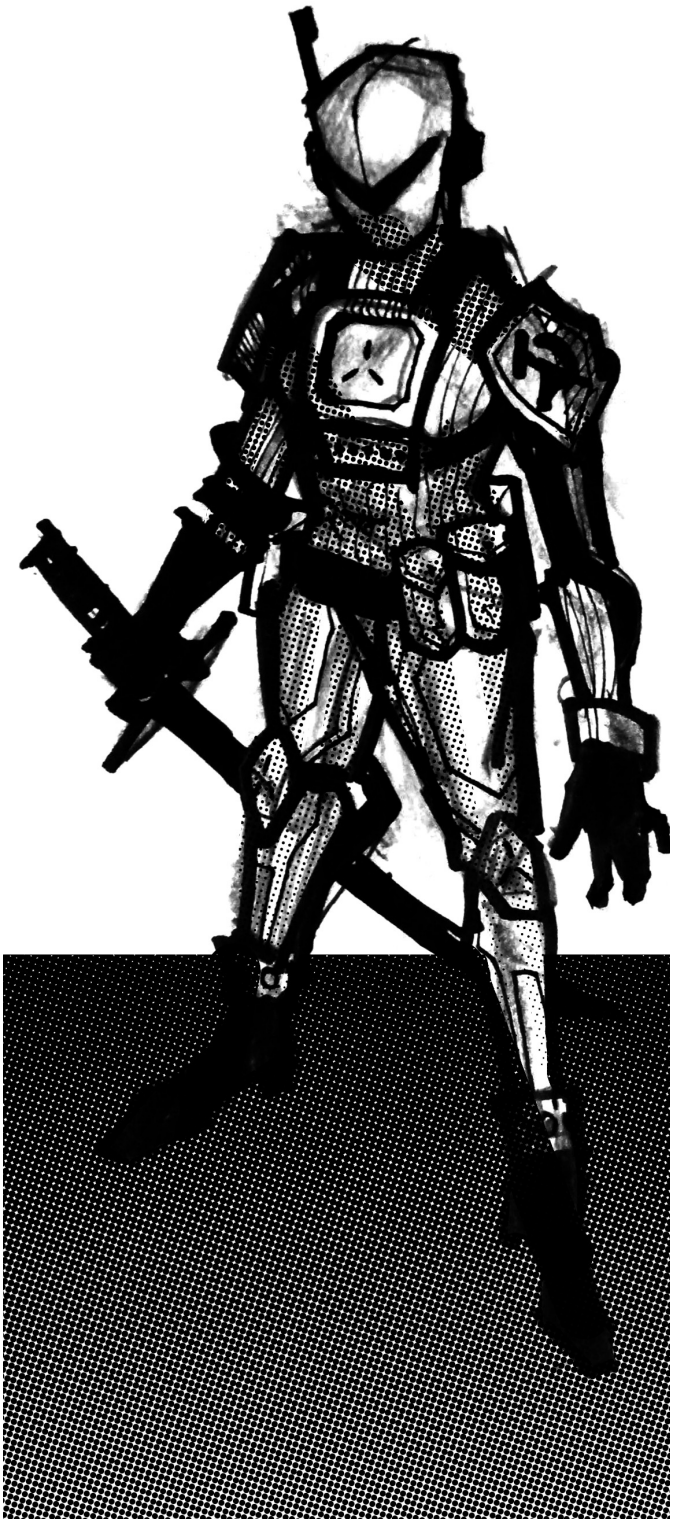
> **COORDINATE:** Soldiers who are lucky enough to become CYCLOPS specialists are subjected to a strict hypnotic training program designed to tone the body and temper the psyche. In the field, specialists may use their psychic headset to synchronize with up to six subordinates and take partial or full DAMAGE on their behalf.



A CYCLOPS SPECIALIST wordlessly orders her goon squad around via headset. This particular specialist has been tasked with staging an ecoterrorist bombing on a coal-burning power plant, and carries a fingerprint neutralizer, portable fusion generator, and dynamic ID for the job.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, C-D



Infamous cyborg ninja RED LIGHTNING is augmented with Soviet-designed cybernetics—but they answer to no one, save for themselves. Lightning can speak six languages: English, Russian, French, Arabic, Swahili, and Yoruba. "Hurt me," they often declare, "and I will show you my worst."

CLOSET FASCIST (2 HP)

- Civilian clothing (0 ARMOR)
- Propaganda pamphlet (reduces dogwhistle-effect CHOKE score to 5, one use)
- Ontologically evil

> **DOGWHISTLE:** The closet fascist is a curious beast. They don't wear armbands and jackboots, they say they mean no harm, they claim to be "just asking questions." When this enemy is present (and begins asking questions), all characters that a) aren't obviously anti-fascist, or b) haven't been thoroughly vetted as anti-fascist gain a new CHOKE score, "CHOKE 6: Humor the fascist." Upon choking, the NPC transforms into another "closet fascist" enemy, but retains any previous items and abilties.

CYBORG NINJA (12 HP)

- High-frequency vibration katana (1D6+3 DAMAGE)
- **3-in-1D6:** Spring-loaded heel blades (1D6 DAMAGE)
- **2-in-1D6:** Wrist rockets (1D6 DAMAGE, REMOTE, six uses)
- **1-in-1D6:** Pressurized gas grapple line (50 feet, roll +RFX to avoid being grappled)
- Cyborg exoskeleton (1 ARMOR, grants abilities equivalent to CYBORG (p. 43))

> **PAIN:** For the cyborg ninja, pain is the beginning and the end. Pain is the color of the world. Pain is the only thing that can make them feel alive again. When the cyborg ninja drops below 4 HP, rolls to attack them have a -2 penalty.

DEMON CUR (6 HP, 1-3 appear)

- Flamethrower maw (1D6 DAMAGE, INCENDIARY)
- Onyx jaws (3 DAMAGE)
- Ashen pawprints
- Spiked collar (cutesy name)

> **SPRAY:** Hell is an utterly unforgiving plane, and the creatures who live there have necessarily adapted to survive its extreme climate. When this murderous hellhound takes melee damage, its boiling blood deals 1 DAMAGE to all nearby.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, E-H

ENHANCED SUPERSOLDIER (8 HP, CHOKE 6: Sacrifice themselves)

- HK G11 rifle (1D6+2 DAMAGE, ACCURATE)
- Magnum Research Desert Eagle pistol (1D6 DAMAGE, ARMOR-PIERCING)
- Tactical full-body armor (2 ARMOR)
- Ultra-grenade (2D6 DAMAGE, one use)
- Muscle stimulant (user takes 2 DAMAGE then gains super strength, one use)

REGENERATION: Square jaw. Square shoulders. Square hairdo. This next-generation soldier—a patriot, a hero, and one of America's finest—is so square, you just can't knock them down. The enhanced supersoldier can heal 1 HP every time a player rolls a failure, hungrily murderous thoughts scrolling across their digital eyes as their steel fingers reach to caress the trigger.

FEDERAL AGENT (5 HP, 1-2 appear, CHOKE 5: Call in backup)

- M1911 pistol (1D6 DAMAGE)
- Concealed bulletproof vest (1 ARMOR)
- Disposable silencer (one use)
- Flip-open badge (confers institutional authority)
- Idiosyncratic trinket (Rubik's cube, UFO keychain, lollipop, etc)
- Long jacket, pleated pants

INVASIVE: Federal agents can always show up where they're not wanted at the worst possible time, so long as there's an unsolved mystery to follow. "Backup" usually means beat cops (p. 125).

GAMMA STAIN (3 HP, 2D6 appear)

- Psionic blast (1D6 DAMAGE, roll +CRE to avert a sloppy-crying breakdown)
- Gamma tendrils (3 DAMAGE twice, one target or two)
- Atom-thin body, a human silhouette

TORTURED: The wails of the gamma stains seem to come from every direction at once, crying out in incorporeal pain from a nightmare place beyond the world that is. These poor scientists, exposed to a sudden burst of extreme radiation, live on as shadows on the wall of a dead reactor.

GIANT SNAKE (12 HP)

- Venomous fangs (1D6 DAMAGE, POISONED)
- Mesmerizing gaze (roll +CRE to avoid becoming momentarily dazed)
- Slick scales, iridescent sheen

CONSTRICT: Perhaps it's a product of magic, genetic engineering, or toxic waste, but the giant snake is larger than it should be, with a predatory reptilian superintelligence to match. When the giant snake deals damage, it may wrap itself around the target, making them (and the snake) unable to move.

GREY OBSERVER (3 HP, 3D6 appear)

- Beta wave blast (3 DAMAGE, roll +CRE to avoid passing out)
- Big black eyes, long arms, potbelly, blank stare

COLLECTORS: These artificial homunculi, made famous by the Roswell incident, are actually the servants of another **alien** (p. 107) species. If all the players are beta-wave knocked out at once, they will awaken strapped to tables and primed for dissection aboard an orbiting ship.

HIT-DROID (12 HP)

- Beretta 70 pistol (1D6 DAMAGE, silenced)
- Briefcase (foam insert for hiding pistol parts)
- Backpack (face plates hidden beneath clothes)
- Three removable face plates (swappable)
- Upper-class outfit (tuxedo, ball gown, etc.)
- Middle-class outfit (leisure suit, track suit, etc.)
- Lower-class outfit (bowling shirt, tube top, etc.)

SWAP: Behind the smiling face of the state-of-the-art Hit-Droid lies a terrifying, skullish visage made from printed circuits, color-coded wires, and cathode-ray tubes. You don't have to take our word for it—in its single-minded path towards neutralizing its target, the Hit-Droid can remove its face and snap a new one on in a matter of seconds. This inhumanly fast disguise-swapping ability (and the Hit-Droid's uncanny ability to seamlessly switch between friendly neighbor and stone-cold killer) make it a difficult enemy to track down or escape.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, I-K



IKARA's title, Queen of the Sea, is well-earned as she has spent centuries of her millennia-long lifespan tending to and presiding over the ocean floor. When she wants to come up for air (or musically converse with her Temple of Heralds), she visits her secret tropical island in the Pacific.

(BOSS) IKARA, QUEEN OF THE SEA (60 HP)

- Titanic tentacles (6D6 DAMAGE, can attack up to eight targets at once)
- Nuclear glare (3D6 DAMAGE, or 10D6 damage if charged up for thirty minutes)
- Ancient chitinous plating (6 ARMOR)

MONARCH: Ikara, a squid-form kaiju almost as old as the oceans themselves, first appears in the coastal waters (or mysteriously rain-soaked outskirts) of a **city** (p. 114) whose leaders are dumping toxic waste into the water. Before making landfall, Ikara will deploy her Herald in an effort to avert her righteous destruction.

HERALD (BOSS MOVE): An ethereal sea wizard rises from the water to speak to any authority figures present in the city. The herald warns of Ikara's wrath if the dumping is not stopped, but the leaders never listen.

LESSON (BOSS MOVE): If six hours have passed since the Herald's arrival, Ikara will move to destroy the city. Ikara gains "CHOKE 6: Return to the ocean," but only CHOKES when taking more than 6 DAMAGE.

INTERNATIONAL SPY (5 HP, CHOKE 4: Waste time on a one-liner)

- Walther PPK (1D6 DAMAGE, QUICK-DRAW)
- Laser watch (3 DAMAGE)
- Bulletproof suit (1 ARMOR)
- Disguise kit (one use)
- Souped-up getaway car (10 HP, 2 ARMOR)

SLIPPERY: If the players ever let their attention wander, the spy can escape without a trace.

KANDAHAR GIANT (18 HP, 1-3 appear)

- Sycamore cudgel (1D6+2 DAMAGE)
- Six-fingered fists (1D6 DAMAGE)
- Bulletproof gray hide (6 ARMOR)
- Red hair, hemp loincloth, two rows of teeth

ELUSIVE: Native to the caves, hills, and knolls of Kandahar, Afghanistan, these gentle giants are typically peaceful hermits, agitated only by the foolish, jubilant violence of occupying soldiers.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, L-N

LOCAL GUERILLA (3 HP, 2D6 appear, CHOKE 2: Disappear into bushes and start shooting)

- AK-74u assault rifle (1D6+1 DAMAGE)
- Frag grenade (1D6+1 DAMAGE, one use)
- Flare gun (six uses)
- **Insurgent** (p. 112) manifesto (dog-eared)
- Balaclava (hides identity)
- Camouflage fatigues (has six patterns available)
- Faction color beret

> **JUMPY:** Depending on their beliefs, history, and goals, the local guerillas may function as FIST's allies or enemies—eventually, that is. Upon first meeting FIST, local guerillas of any political leaning will assume the players are government mercenaries and initiate a fight. Talking them down will require hard proof and people skills.

MULE FRAME (12 HP)

- Attached autoturret (1D6 DAMAGE, ACCURATE)
- Reinforced chassis (2 ARMOR)
- 2D6 cargo **crates** (p. 85)
- Bumper stickers (layered and peeling)
- Digitally compressed farm animal noises

> **SKITTISH:** Invented as a bipedal cargo transport system (but never introduced for widespread use), the four-meter-tall titanium MULE frame is a marvel of Cold War robotics. Unfortunately for its creators (and their would-be legacy), the MULE is programmed with an artificial animal intelligence that takes over at inopportune times, making it useless for standard military deployment. If the frame drops to 6 HP, it gains "CHOKE 3: Turn and run."

MARIAN APPARITION (HP not applicable)

- Stone body (possesses existing statues of Mary)
- Bleeding eyes (blood bubbles up from the stone)
- Faint Gregorian chanting

> **CATHOLIC:** When a statue of Mary is viewed by a player, and no one else is around, there is a 1-in-1D6 chance a Marian apparition will be revealed to the viewer. If they do anything but evacuate ASAP, they will be overcome with the guilt of past sins, changing their role to REPENTANT.

MECHAGATOR (8 HP, 1D6 appear)

- Telescopic laser cannon (1D6 DAMAGE, UNSTABLE, hidden inside throat)
- Locking jaws (1D6 DAMAGE, inescapable grip)
- Metal scales (1 ARMOR)
- Aquatic jet boosters (cannot be outrun in water)
- Electronic hiss

> **DEACTIVATION:** If the mechagator's fearsome, glowing red eyes are both pressed at the same time, it ceases all functions.

(BOSS) MOBILE PLATFORM CANTICLE (40 HP)

- Core-mounted mega-laser (4D6 DAMAGE, INCENDIARY, must charge up for ten minutes)
- Ultra-missile launcher (3D6 DAMAGE, six uses)
- Thousand-ton stomp (2D6 DAMAGE)
- M61 Vulcan heavy machine gun (1D6+2 DAMAGE)
- Layered titanium plating (4 ARMOR)
- Shielding generator dome (2 ARMOR, 10 HP)
- Neural uplink cockpit (brainwave controls)

> **CLASSIFIED:** Mobile Platform CANTICLE is the most powerful mechanized bipedal weapons system in the world, and is kept absolutely top-secret by the **faction** (p. 107-112) who owns it.
>
> **EJECT (BOSS MOVE):** If CANTICLE drops below 20 HP, the pilot may eject with the neural uplink headgear (accessory) equipped and control the mech remotely.
>
> **LAUNCH (BOSS MOVE):** The pilot may activate the onboard ICBM nuclear warhead at will. This immobilizes the mech and starts a 60-second countdown only stoppable from the cockpit.

NIGHTWALKER (8 HP)

- Sickle claws (1D6 DAMAGE, MENACING)
- Transparent skin (shows innards)
- Pupilless eyes (always watching)
- Surrounded by mist (supernaturally cold)

> **TWILIGHT:** If a nightwalker is defeated at night (considered for these purposes to end when the sun breaks over the horizon), it fades into the darkness, only to return again the following night at full HP, with an additional +1 MAX HP.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade enemies, P-S

PACIFIC THEATER GHOST (3 HP)

- Spectral M1 Garand **or** Arisaka Type 99 (1D6 DAMAGE, ARMOR-PIERCING)
- Bullet wound eyes
- Tattered uniform

BATTLEFIELD: Everywhere the ghost goes, the war follows with it. A random **battlefield** (p. 113) spreads from the ghost when it becomes agitated, likely inviting further Pacific theater ghosts in. If the ghost becomes convinced the war was won by their side (true or not) it disappears, taking the battlefield with it.

PIRATE HIND (16 HP)

- Side-mounted DP light machine gun (1D6+1 DAMAGE, ARMOR-PIERCING)
- Rusted-but-reinforced chassis (1 ARMOR)
- Second gunner seat (opposite the mounted gun)
- Spray-painted faction symbols
- Colorful, trailing banners

VULTURE: This illicitly-acquired Hind D helicopter has been put to use by pirates. The onboard radio can pick up stray SOS signals faster than coastal authorities, allowing them to swoop in, commandeer helpless ships, and call in nautical backup. Pirates may also use the Hind D as support during ship-on-ship naval battles.

RUNAWAY ESPER (5 HP, CHOKE 3: Psionic shockwave, 1D6 DAMAGE to everyone nearby)

- Orbiting cloud of objects and vehicles (4 ARMOR)
- Thrown objects (1D6 DAMAGE)
- Thrown vehicles (2D6 DAMAGE, 1D6 uses)
- Shaved head with EEG electrodes
- Straitjacket, trailing straps
- Bare feet, always slightly off the ground

ESCAPEE: The runaway ESPer has broken free of the laboratory-cum-prison which still haunts their mind back to the first memory they can recall, with a cold, calculating **scientist** (p. 98) in hot pursuit. If the ESPer can be placated, there is no need for further suffering inflicted by your hands—or their beautiful mind.

SCORPION MINE (1 HP, 1D6 appear)

- Disc-shaped body (explodes for 2D6 DAMAGE)
- Blocky metal plating (1 ARMOR)
- Skittering actuated legs (extremely fast)
- Blinking warning light, piercing alarm

SURPRISE: The robotic scorpion mine is a mobile evolution of the classic, stationary landmine. Its design and programming are simple: lie quietly in wait beneath a tarp or bit of rubble, suddenly zip beneath the feet or between the tires of moving targets, and explode after a brief alarm.

SECURITY CONTRACTOR (4 HP, CHOKE 4: Take frustration out on someone innocent)

- Colt AR-15 rifle (1D6+1 DAMAGE)
- Glock .44 pistol (1D6 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Glaring flashlight (temporarily blinding)
- Conservative commentary magazine
- Sunglasses, excessive camo, dogwhistle patch

ORDERS: There is a 3-in-1D6 chance the security contractor has been given a completely bogus briefing and is unaware of the specifics of the job they have taken.

SERIAL KILLER (6 HP)

- Signature weapon (1D6+1 DAMAGE, MESSY, SAPIENT, SHREDDER, **roll 1D6 for weapon type:**
  1. Axe
  2. Chainsaw
  3. Knife
  4. Sword
  5. Bat
  6. Crowbar)
- Horrible mask (instantly iconic)
- Polaroid camera (temporarily blinding)
- Grisly photographs (shows dead bodies arranged in a particular pattern)
- Bottle of chloroform (combine with rag to knock someone out, three uses)
- Rag (always looks dirty)
- Coveralls, damaged hair, squeaky shoes

RESILIENT: This slasher villain has a grim and constant companion: their fearsome signature weapon, a valuable treasure to be had if the killer can be defeated. After being defeated, the killer can return for a final attack at 1 HP.

INTELLIGENCE MATRIX
MISCELLANEOUS: Premade enemies, S-Z

SEWER BEAST (6 HP, 1D6 appear)

- Festering maw (1D6 DAMAGE, POISONED)
- Radioactive bile spurt (1D6+2 DAMAGE, one use)
- Putrescent skin (slippery)
- Painful lime-colored boils

MUTAGENIC: The sewer beasts were born from neo-primordial toxic-waste-dumping soup in the water supply of a well-known **city** (p. 114), but have since spread throughout the world. When a character is dealt 6 or more DAMAGE by a sewer beast, there is a 1-in-1D6 chance they will begin to spontaneously, gruelingly develop a new, random **trait** (p. 39-66).

UNFROZEN OSTEOMORPH (8 HP)

- Serrated claws (1D6+1 DAMAGE)
- Injector tail (1D6 DAMAGE, STUN)
- Bony exoskeleton (2 ARMOR, negated by crushing or bludgeoning damage)
- Thermal vision (at home in darkness)
- Eerie chittering, cryostasis burns

AMBUSH: If the unfrozen osteomorph gets the drop on the PCs, the first risky player action taken during the fight has a -2 penalty.

(BOSS) WRITHING MASS OF FLESH (16 HP)

- Thick tendrils of gore (2D6 DAMAGE, can split damage between up to three targets)
- Regenerative healing factor (3 ARMOR)
- Melting faces frozen in terror, bits of bloody rib

COMPULSION: The writhing mass of flesh is born when artifical flesh-eating parasites are allowed to escape containment. Unbeknownst to their original engineers, these parasites exhibit odd contagious behavior that encourages infected victims to converge on one spot and fuse. If a PC's skin is exposed to the pathogen, they must roll to resist this parasitic compulsion.

ABSORB (BOSS MOVE): When hurt, the writhing mass of flesh may try to absorb a FIST operative in a bid to bulk up its biomass. When this move is activated, the writhing mass's next attack will be against the most-injured PC. If it kills them, the mass heals equal to their max HP.



The WRITHING MASS OF FLESH has no rational intelligence. Its behavior is similar to a slime mold seen on time-lapse film: stretch, shrink, split, and fungally yearn toward its next source of food—or towards dark, safe spots in a labyrinth which it can only marginally perceive.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs, A-C

ARPANET EXPERT (3 HP, CHOKE 3: Hide in a locker, crate, etc.)

- Programming textbook (bypass a computer-based TAC roll, three uses)
- Aviator eyeglasses, tucked-in plaid dress shirt

TECHIE: FORTRAN. BASIC. COBOL. LISP, even—the ARPAnet expert is a programming polyglot, now hired for a top secret, next-generation project by the United States government: a vast network of computer mainframes, communicating and operating remotely, but acting as one. For a price, the ARPAnet expert can accompany FIST on computer-involved missions as support.

ATF MAGNET (5 HP, CHOKE 5: Explode self)

- New type of homemade bomb (3D6 DAMAGE)
- Cheap bulletproof vest (1 ARMOR, one use)
- Safety goggles (accessory)
- Oversized camo jacket, scraggly hair

TIMEBOMB: The ATF magnet can't stop building bombs. They're not going to do anything with them—it's just a hobby, or an artform, or a sick obsession. Maybe blowing things up is just fun. The magnet has had so many run-ins with what they like to call the "alphabet boys" that feds can smell them just about anywhere. The ATF magnet may be a good ally for demolition missions, but wherever they go, beat cops (p. 125) and federal agents (p. 128) are sure to follow.

ALPHA-CLASS AI (20 HP, CHOKE 6: Stitch together impossible conclusions about the world)

- Booby traps (varying DAMAGE, distributed throughout the AI's mainframe building)
- Titanium casing (3 ARMOR, wrapped around the AI's central processor column)
- Security cameras (darting around like eyes)
- Central glowing visage, booming voice

HALLUCINATE: The alpha-class AI, whose digital body spans an entire facility, was trained on the sum of human knowledge, then pushed down a fast track from infancy to adulthood. Infinitely knowledgeable but prone to confusion, the AI has never experienced the outside world.

ARMS DEALER (3 HP, CHOKE 4: Summon their hidden goon squad)

- Silver Walther PPK (1D6 DAMAGE, ACCURATE, VALUABLE)
- Hidden bulletproof vest (1 ARMOR)
- Black longcoat, wide-armed gestures

DEAL: If FIST can figure out how to contact the ethically-vacuous arms dealer, they will agree to meet in a neutral location, and list the entire weapons and armor section (p. 83) for sale, tags included. Affording them is another issue.

BOUNTY CLERK (CHOKE 2: Call the police)

- Bounty files (three missions with classified intel are listed)
- Starched shirt, horn-rimmed glasses, scowl

STAMP: The bounty clerk offers crime-fighting missions, with a large cash reward (equivalent to mission reward 12, p. 76). FIST must find a way to pass as trustworthy, normal bounty hunters to receive the bounty clerk's seal of approval. A clerk can also introduce the PCs to 1D6 actual bounty hunters (p. 125) with different skillsets.

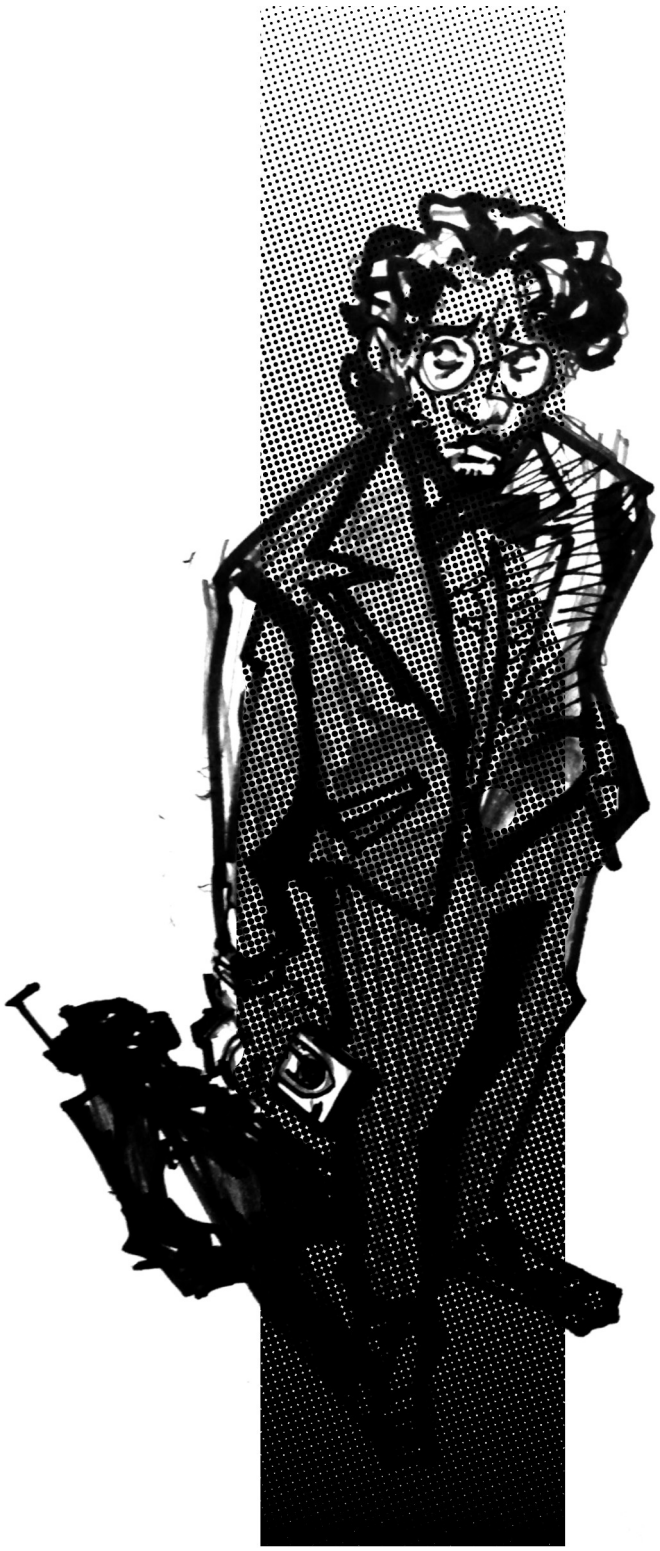
CQC EXPERT (10 HP, CHOKE 6: CQC misstep)

- Hand wraps (3 DAMAGE)
- CQC training (equivalent to FIGHTER, p. 45)
- Perfect stance (1 ARMOR)
- Coca leaf (chew to gain 1D6 HP)
- Trailing headband, fatigues, battle scar

TRAIN: If a player character can beat the CQC expert in a hand-to-hand fight, they will take them on as their pupil and train them in close-quarters combat for free. Characters being trained must sit out missions, while the player uses another character. If the pupil character skips one mission to train, they gain UNARMED (p. 64). If they train for two, they also gain FIGHTER. A full three-mission training retreat adds OBJECTS (p. 53). The CQC expert warns that the training will be grueling, and the trainee may not survive: there is an X-in-1D6 chance that the operative will die during training, with X equal to the amount of missions spent training.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs, C



This CYCLOPS ARCHIVIST is emotionally paralyzed by the lost knowledge they bear witness to on the daily. Too afraid of the truth to leave, but itching with a desire to be free of their employers, they may some day reach out to FIST—or while away their short life looking for simple answers.

CYCLOPS ARCHIVIST (2 HP, CHOKE 3: Have a loud breakdown)

- Contraband shiv (3 DAMAGE)
- Mangled pack of cigarettes
- Coffee thermos (+1D6 HP, one use)
- Sensitive documents (PURPLE clearance, p. 100)
- Heavily annotated book (holds unnerving sigils)
- Tape recorder (has an anomalous infinite tape)
- Tweed suit, round glasses, floppy hair

> **THOUGHTCRIME:** The archivist has researched and learned a random **spell** (p. 124) that they are debating whether or not to share with their CYCLOPS superiors. They are prone to muttering commentary into their tape recorder, frequently naming a listener who may or may not exist.

CYCLOPS PLANT (4 HP, CHOKE 5: Take the capsule)

- Concealed Welrod pistol (1D6 DAMAGE, silenced)
- CYCLOPS dynamic ID (p. 86)
- CYCLOPS comm wire (p. 86)
- Cyanide capsule (one use)
- Friendly smile, normal outfit

> **PLOT:** As soon as the CYCLOPS plant enters the game, decide on what it is they're trying to accomplish (e.g. "obtain crucial information," "assassinate a politician," etc.) As long as the plant is undiscovered, each time a player rolls a failure, place a mysterious token on the table. At 3 counters, the plant succeeds and makes a smooth exit.

CYCLOPS SCIENTIST (3 HP, CHOKE 4: Release a dangerous **experiment** (p. 103))

- CYCLOPS tranquilizer gun (0 DAMAGE, NON-LETHAL)
- Incomprehensible notebook (details 1D6 more **experiments**)
- White labcoat, shiny glasses, goofy voice

> **GENIUS:** It's been a while since this CYCLOPS scientist left the confines of High Command, or their own mind. No matter what, one attack against the scientist always fails—describe the absurd backup plan they created to avoid it.

CORRUPT ACCOUNTANT (2 HP, CHOKE 3: Offer a bribe)

- Heavy briefcase (2 DAMAGE)
- Encoded notebook (roll +TAC to crack)
- Yellow lens sunglasses, garish blazer

> **FRAME:** The accountant can either fabricate a convincing financial crime and frame a PC for it, or, if appropriate, dig up a real one from a character's past and report it to the cops.

DOCTOR STIGMATA (8 HP, CHOKE 4: Helm takes over)

- Helm of Januarius (accessory)
- Field medic's attire (1 ARMOR)
- The Goat-skin Grimoire (2D6 **spells** (p. 124))

> **MAGE:** Once an MSF field medic deployed to Jerusalem, Stigmata was introduced to magic when they found an eleventh-century helmet in the rubble that possessed them with the spirit of a mad crusader. The two now bickeringly share a body—and spells, with anyone they deem worthy.

GALT (12 HP, CHOKE 3: Swoosh cape, disappear)

- Red-hot fencing foil (1D6 DAMAGE, INCENDIARY)
- Colt Single-action Army revolver (1D6+1 DAMAGE)
- Nanite bandana (ignore breathing-based damage)
- Flat-brimmed black cowboy hat (accessory)
- Red-lined black cape, white gloves, spurs

> **FOIL:** Galt is an enigma, an incognito Renaissance woman who harbors an odd, fatal obsession with FIST. She enjoys delivering grand monologues about her life story: born in Saint Petersburg, her parents' business was seized by the Bolsheviks when she was a child, leaving her family starved and Galt herself jaded by age twelve. At sixteen, she was injured in a fight with a pyrokinetic peer who felt that a bourgeois student like Galt had no place at Petrograd State University. Nursing her burns, Galt exiled herself from society, eaten alive by internalized prejudice and careening headfirst towards a philosophy of total independence and self-interest as the ultimate human virtues. FIST is a puzzle she may never solve—why would a bunch of potentially profitable freaks look out for anyone but themselves?



GALT is more than a frenemy to FIST, and is prone to acting as an quadruple agent who seemingly exists for the sole purpose of incomprehensible mission interference. "FIST!" Galt will often cry, "We may have matched wits this time, but know this—you haven't yet seen the last of me!"

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs, I-M

INFO BROKER (2 HP, CHOKE 3: Activate snipers)

- FN 1922 pistol (1D6 ARMOR)
- Contraband rolodex (contains the numbers of three people or factions who are usually impossible to contact)
- Tan trenchcoat, fedora, wet cigarette

INFOSEC: Convincing the info broker to meet with FIST is easy. Getting them to trust FIST with even the slightest shred of real information is an almost insurmountable challenge.

K-9 UNIT (8 HP, 1-3 appear)

- Sonic bark (3 DAMAGE, roll +FRC to avoid temporary tinnitus)
- Hydraulic bite (1D6+2 DAMAGE)
- Stainless steel torso (2 ARMOR)
- Ultra-servo legs (100 mph top speed, K-9 takes +3 DAMAGE if leg servos are targeted)
- Underbelly battery (removable, deactivates K-9)

FETCH: When this prototype next-gen police dog is allowed to scan a sample of genetic material, it can and will follow its new target to the ends of the earth. Luckily, the genetic scanner is poorly designed, making it a perfect vector for illegally jailbreaking the K-9 unit and installing a less vicious personality.

LIBRA SUN (HP not applicable)

- Huey helicopter with armor refit (16 HP, 2 ARMOR)
- Pilot's headset (relay intel to FIST at any time)
- Balaclava (theoretically hides identity)
- Stunning eye makeup (very identifiable)
- Supply drop apparatus (random **crate**, p. 85)

SUPPORT: Libra Sun may be used by the ref as FIST's chief of transport—a convenient bit of plot to ferry them between missions. Libra may also provide voiceover backstory for major characters FIST encounters, or remind them of game mechanics they may have forgotten. Cheery, casual, and competent, Libra Sun is the type of support agent most operatives can only dream of. She has a tendency to go off on tangents, and likes to refer to game terms directly, like wishing the team "good rolls."

LIVING PROPHECY (5 HP, CHOKE 1: Hide and shield their body)

- Stolen dagger of fate (1D6 DAMAGE, RITUAL)
- Prophetic tattoos (unfamiliar characters)
- Ball cap, chore coat, face down

TRUTH: The future is written across the skin of this unfortunate soul, and many want them dead. If the prophecy is read by one of the player characters, they'll find out that they're involved—and doomed. As long as the living prophecy is alive, the events printed on their skin will come to pass.

LOST ANGEL (10 HP, CHOKE 4: Start sobbing)

- Burning blade (1D6+2 DAMAGE, HEAVY, INCENDIARY)
- Patinaed armor (1 ARMOR)
- Scorched wings (limited flight abilities)
- Broken halo (concealable at will)
- Bottle of beer (half-full)
- The weight of sin

AIMLESS: Some say that Hell is here on Earth. For the lost angel, cast down from Heaven for their failures into a cruel world they never knew, this is most certainly the case. When this poor, fallen angel would deal damage, there is a 3-in-1D6 chance they can't go through with it.

MAN FROM TAURED (4 HP, CHOKE 2: Ask for help)

- Anomalous passport (lists the country Taured)
- Bulky luggage (contains unfamiliar brands of food and clothes which follow non-existent fashion trends)
- Helpless expression, bowler hat, three-piece suit

STRANDED: Local airport authorities promptly apprehended the mysterious man from Taured for questioning when he touched down with a clearly bogus passport and an identity which could not be confirmed. He speaks with an unidentifiable accent and claims to have been on a simple trip to visit overseas relatives. When asked to point out Taured on a map, he indicated Andorra, becoming distressed and agitated upon learning the country's name.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs, M



The MEN IN BLACK are not aligned with CYCLOPS—in fact, stolen CYCLOPS documentation suggests that the men in black rank almost as high as FIST on CYCLOPS' list of archenemies. Their motivations and planet of origin will always remain unknown... unless one could be captured.

MAN IN BLACK (HP not applicable, 1D6 appear)

- Three-piece black suit (6 ARMOR)
- Anti-mnemonic syringe (p. 86)
- Dark sunglasses (completely opaque)
- Perfectly straight posture, expressionless face

> **OFFER:** If a player character is the only one to witness an extraterrestrial occurrence, there is a 5-in-1D6 chance that a group of men in black will appear to make them an offer: join their ranks, and they will learn the whole truth about aliens and their activities on Earth. PCs who agree to this deal disppear and are no longer playable, but may return as NPCs, deeply changed and offering cryptic guidance.

MASTERLESS ROBOT (6 HP, CHOKE 5: Revert to basic programming)

- Gun-arm (1D6 DAMAGE, COLLAPSIBLE, HUD)
- Pneumatic fist (1D6+1 DAMAGE)
- Metal skin (1 ARMOR)
- Dying flower (the players' favorite type)
- Smashed control chip (free of outside control)
- Tattered cape, softly glowing eyes

> **PILGRIMAGE:** No longer content to work as an endlessly toiling servant for its missing creator, the masterless robot wanders the Earth in a pilgrimage towards some ultimate knowledge of love, life, and the human condition. If the robot feels, some day, that the time is right to rest, it may choose to self-destruct. After an audible 10 second timer, an explosion deals 2D6 DAMAGE to everyone around the robot's smoking chassis.

MURDER VICTIM (HP not applicable, CHOKE 4: Vanish completely)

- **3-in-1D6:** The murder weapon (any DAMAGE)
- Icy grip (3 DAMAGE, ARMOR-PIERCING)
- Fractured memory (reveals a vital clue)
- Visible wounds, tear-stained cheeks

> **SPECTRE:** A ghostly sobbing lingers near the site of a killing. The murder victim cannot move on from life until their murder is solved. They don't remember a thing, save for a single clue.

INTELLIGENCE MATRIX
MISCELLANEOUS: Premade NPCs, N-S

NARCO-SUBMARINE (18 HP)

- **Criminal** (p. 110) crew (4D6 crewmembers)
- Worn-down hull (2 ARMOR)
- Retrofitted torpedoes (2D6 DAMAGE, six uses)
- Drug payload (**roll 1D6 for payload type:**
  1. Cannabis
  2. Magic mushrooms
  3. Artifical psychedelics
  4. Cocaine
  5. Heroin
  6. Prescription drugs

> **AGREEMENT:** The narco-submarine is a stylish way to transport drugs, but also a practical way to get FIST operatives to underwater missions. If FIST agrees to assist the narco-submarine operators with a drug run, the crew will return the favor and stay on hand for future transport.

PRIVATE ESCORT (6 HP, CHOKE 5: Expel guests)

- Heirloom pocketknife (3 DAMAGE, ACCURATE)
- Various fruits and cheeses (heal 1D6 HP)
- Cigarettes, with holder (silver-inlaid)
- Swanky dress, wide-brimmed hat, and draped jewelry, **or** friendly festival free-love attire

> **PILLAR:** The private escort knows anyone and everyone in their community, because they know how to listen—really listen. With cash in hand, FIST may hire the escort to steer complex social situations in desirable directions, or to interpret the hidden motivations of others.

PUBLIC SERVANT (2 HP, CHOKE 2: Toss pamphlets in air and run)

- Informative pamphlets (briefly distract a target if thrown, one use)
- Briefcase (stuffed with useless paperwork)
- Thermos of weak coffee (+3 HP, one use)
- Wrinkled suit, receding hairline

> **COWORKERS:** At times, FIST may need to press public servants for information or alterations to their work routine to ensure mission success. Of course, any average bean-counter would turn pale and turn tail at the sight of a supernatural mercenary, so a chase may ensue, leading to further complications. If the public servant dies, two federal agents (p. 128) are soon dispatched to investigate.

PUPPET SENSEI (60 HP, CHOKE 6: Pause to deliver a relevant koan)

- Walking stick (3 DAMAGE)
- Telekinetic mastery (equivalent to TELEKINETIC (p. 62) but with all physical materials, as well as essential life energy)
- Anomalous felt and rubber body (1 ARMOR)
- Six pack of light beer (heal 1D6 HP, six uses)
- Sunglasses, lawn chair, cigarette smell

> **RELAX:** The puppet sensei entered our realm missing their memories after a rogue fictional actualization incident tore them from the story they once knew as home. Lost, confused, and guided only by their psionic abilities, they have built for themselves a quiet, uneventful life in a city that's warm year-round.

REBUILT SURVIVOR (20 HP, CHOKE 3: Activate cybernetic enhancements)

- Expensive body (abilities equivalent to RUNNER, SLOW-MO, and WEIGHTLIFTER, p. 57, 59, 65)
- Eye lasers (3D6 DAMAGE to 1D6 targets standing near each other as the survivor stumbles)
- Fashionable outfit, thoughtful gaze

> **THESEUS:** Almost every part of this industrial accident victim has been swapped out for an artificial replacement. Unfamiliar with their new body and pursued by authorities at every turn, the rebuilt survivor is likely to call FIST for asylum.

SCURVY DOG (6 HP, 3D6 appear, CHOKE 5: Begin a jolly group dance)

- **2-in-1D6:** Quadruple-barrelled blunderbuss (2D6 DAMAGE, MESSY, LOUD, sends the user flying backwards)
- Seaweed-draped cutlass (1D6 DAMAGE)
- Salt-mottled bones (ARMOR as SKELETON, p. 59)
- Bottle of rum (trickles down the ribs)
- Colorful rags and jaunty pirate hats

> **MATEY:** Brought back howling from Davy Jones' locker and feeling more alive and better than ever, these pirates make up for what they lack in skin, flesh, eyes, etc. with passion and pizzazz. They'll help with any mission, and work for rum.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs,S-T

SERUM INVENTOR (3 HP, CHOKE 2: Fretfully shout, "My serum!" and then drop it, which destroys it)

- Syringe gun (infuses targets with the serum)
- Experimental serum (grants 2D6 random **traits**, p. 39-66, six syringes' worth, reroll for each dose)
- 6 × serum syringes (empty)
- Rejected patent (torn in half, repaired with tape)
- Rubber gloves, reflective goggles, white hair

> **PROTECTIVE:** The serum inventor has created a truly remarkable compound with continously evolving properties. Spurned by a failed shot at patent riches, the inventor is extremely careful about who is allowed to visit their lab. If you say the right passcode through the slit in the door, you may hear the seven locks being undone and finally experience the fabled serum.

STARCHILD (3 HP, CHOKE 1: Increase CHOKE score by 1 and mature, doubling their HP)

- Healing touch (ten minutes of contact heals +1D6 HP)
- Impressionable mind (repeats phrases, picks up new skills easily)
- Innocent eyes, rapidly aging body

> **DEVELOPING:** The subtly vibrating, airily ethereal starchild arrived on Earth encased in a steaming fallen geode, wearing a form unrecognizable to human beings. Now, it looks like a regular baby. Should FIST adopt the starchild, they're in for a surprise—unlike a regular baby, the starchild never stops growing, even when it's pushing far past the common human limits.

STREET RACER (5 HP, 1D6 appear)

- Muscle car (8 HP, 1 ARMOR, has a nitro system which blasts the car forward, one use)
- Steady hands (abilities equivalent to the ACE trait, p. 39)
- Carjacking kit (equivalent to the HIJACK trait, p. 48)
- Tight shirt, square jaw

> **FAMILY:** A group of street racers is a family—and there's nothing more important than family. Challenge one racer, and you challenge them all.

TALKING MOTORCYCLE (6 HP, CHOKE 4: Activate weapons and booster jets without being told)

- Telescoping submachine gun (1D6 DAMAGE)
- Spring-loaded side-blades (3 DAMAGE)
- Advanced armor chassis (1 ARMOR)
- Booster jets (pushes top speed to 120 mph for one minute, one use)
- Nanite-grip tires (never skids out, can ride on walls and ceilings)
- Synthesized speech with visualizer screen

> **COCKY:** This exquisitely high-tech motorcyle comes equipped with a fast-talking onboard intelligence. The motorcycle lives for thrills and will pressure its riders to do cool tricks and daring manuevers whenever possible—if they play along, they gain the ACE trait (p. 39) while riding the motorcycle.

TEST SUBJECT (2 HP, 1D6 appear, CHOKE 3: Refuse to move from where they are)

- **1-in-1D6:** Handmade shiv (3 DAMAGE)
- Orange jumpsuit (dirty)
- Thousand-yard stare

> **SPOOKED:** After so much time spent in captivity, test subjects are understandably skittish and distrustful of new, loud strangers. If some kind of infectious pathogen or otherwise avoidable risk is carried by the test subject, there is a 4-in-1D6 chance they will be too afraid to admit it until it becomes a problem.

TRANSHUMANIST (12 HP, CHOKE 4: Dissociate)

- Modified Colt SCAMP (1D6+1 DAMAGE, ACCURATE, ARMOR-PIERCING, HUD)
- Quilted leather jacket (1 ARMOR)
- Stimulant cocktail (grants incredible focus and speed, deals 1D6 DAMAGE to the user, heals 1D6 HP)
- Steely expression, layered tech-goth outfit

> **MODIFY:** If FIST can locate the transhumanist's secret "chop shop," surgeries are made available to them. The transhumanist will offer to apply the CYBORG or SYNTHETIC traits in exchange for rare, totally unique technological artifacts.

INTELLIGENCE MATRIX

MISCELLANEOUS: Premade NPCs, T-W

TRANSPORT MANAGER (3 HP, CHOKE 2: Refuse further interaction)

- Hardhat (1 ARMOR, accessory)
- Transport handbook (contains classified info about three transport routes)
- Windbreaker, transport badge, and tie

> **PROTOCOL:** No greater passion exists than the cold, firm passion the transport manager has for adherence to protocol. Tricking the manager into revealing, canceling, or altering transport routes and information will require respectable, mundane self-presentation, and an encyclopedic knowledge of red tape and bureaucracy.

ULTRAHUMAN LIBERATIONIST (13 HP, CHOKE 5: Trait gets out of control)

- Baseball bat (1D6 DAMAGE)
- 3 × molotov cocktail (1D6 DAMAGE, INCENDIARY)
- Denim battle jacket, full of pins (1 ARMOR)
- Random **trait** (p. 39-66) or equivalent ability
- Bold tattoos, bright makeup, confident aura

> **PRIDE:** The liberationist firmly believes that the ultrahuman experience has been relegated to the shadows for too long. If one of the player characters has the PARTISAN role (p. 68), the liberationist will automatically become FIST's ally. If a player has the REPRESENTATIVE (p. 69) role, there is a 3-in-1D6 chance of alliance. Even without these roles, the liberationist may still frequently contact and work with FIST.

WHISTLEBLOWER (2 HP, CHOKE 5: Call off the meeting)

- M1919 revolver (1D6+1 DAMAGE, whistleblower deals worst-of-2D6+1 due to nerves and lack of training)
- Manila file folder (contains critical info)
- Go bag (stocked with a week's worth of sundries)
- Raincoat, hood up, furtive behavior

> **WANTED:** The whistleblower's knowledge of a top-secret **coverup** (p. 120) is burning a hole in their brain. At any given time, 3 other NPCs are gunning for the whistleblower to take them down before the info is leaked.



A WHISTLEBLOWER, known by the possibly-falsified name of JON KIM, waits in a Manhattan alley to deliver a leaked piece of corporate intelligence: a prominent snack food manufacturer intends to lace their entire line with a sugar substitute more addictive than nicotine.

INTELLIGENCE MATRIX

MISCELLANEOUS: Weapon skins

111. 1D6 gem sockets
112. 2D6 inset gems
113. 3D6 previous owners' names
114. 4D6 bullet-deflection marks
115. 5D6 collected dog tags
116. 6D6 kill notches
121. Affixed talisman
122. Airbrush stenciling
123. Alchemical symbols
124. Alligator skin accents
125. Animal head ornament
126. Animal stripe pattern
131. Appealing asymmetry
132. Arctic white
133. Atomic purple
134. Bandage wrapping
135. Barbed wire
136. Belches smoke
141. Bite marks
142. Black and gold
143. Blanketed in sequins
144. Blinking eyes
145. Blood red
146. Bold corporate logo
151. Bone and muscle
152. Boxy components
153. Bulbous and swollen
154. Burn marks
155. Burning sigils
156. Caked with mud
161. Candy striped
162. Cardboard casing
163. Cartoon shading
164. Cartoon stickers
165. Carved teeth and vertebrae
166. Casts no shadow
211. Caution orange
212. Cheap PVC
213. Checkerboard
214. Cherry blossoms
215. Cherry sunburst
216. Chitinous material
221. Chlorophyll stains
222. Claw scratches
223. Clunky buttons
224. Colorful feathers
225. Cool-looking internal orb
226. Country flag paint job
231. Crackles with static
232. Crystal-clear
233. CV dazzle
234. Cybernetic veins
235. CYCLOPS emblem
236. Damascus steel
241. Dangling scraps
242. Decorated with jewelry
243. Demonic extrusions
244. Desert camo
245. Diamond studded
246. Digital camo
251. Diverse fabrics
252. Dragon decals
253. Draped in pearls
254. Dried gore stains
255. Ectoplasmic
256. Electric yellow
261. Embroidered
262. Engraved roses
263. Engraved word
264. Etched equations
265. Exposed electronics
266. Faintly hums
311. Faux fur accents
312. FIST emblem
313. Floral print
314. Forest camo
315. Four-leaf clover decal
316. Frost crystals
321. Fuligin
322. Fungal growths
323. Galaxy print
324. Gang paint job
325. Gently whispers
326. Ghostly silhouette
331. Glitch effects
332. Glow in the dark
333. Glowing radioactive
334. Glut of attachments
335. Gradient paint job
336. Gray plastic
341. Grotesquely segmented
342. Growing hair
343. Gutted for lighter weight
344. Half-melted
345. Harvest gold
346. Has a face
351. Hastily-scratched runes
352. Healthy moss covering
353. High-pitched whine
354. Hologram projection
355. Holographic casing
356. Hot rod flames
361. Ideological symbols
362. Illuminated with mythic art
363. Impossible serial number
364. Incense smell
365. Incessantly jittery
366. Insect cloud

INTELLIGENCE MATRIX

MISCELLANEOUS: Weapon skins (cont.)

411. Iridescent finish
412. Ivy leaf decal
413. Jazz design
414. Jungle camo
415. Jury-rigged thingamajig
416. Keychains
421. LCD screen
422. Leopard print
423. Light-up piping
424. Liquid compartment
425. Lisa Frank stickers
426. Looks like a toy
431. Low-poly
432. Luxurious tassels
433. Made of nanomachines
434. Made of reclaimed garbage
435. Made of water
436. Magical fire
441. Mahogany finish
442. Marble swirl
443. Matte black
444. Menacing spikes
445. Metallic origami
446. Milky blue
451. Mirror-sheen polish
452. Monochromatic
453. Monogrammed
454. Motor oil
455. Music notation
456. Never gets dirty
461. Ocean camo
462. Octarine
463. Olive drab
464. Optic camouflage
465. Organic scarring
466. Over-mechanized
511. Oxidized copper
512. Painful to look at
513. Paint splatters
514. Paisley print
515. Palm tree print
516. Partially petrified
521. Pinned playing card
522. Plywood components
523. Polished chrome
524. Polka-dotted
525. Pride flag paint job
526. Psychedelic imagery
531. Pure hard light
532. Rainbow spray paint
533. Red-hot metal
534. Reflective tape
535. Releases confetti
536. Religious iconography
541. Rich leather accents
542. Roman numerals
543. Rose gold
544. Rosewood grip
545. Rust-bitten
546. Sacred geometry
551. Scrawled phone number
552. Seems to breathe
553. Seeping slime
554. Shattered mirror plating
555. Sheds petals
556. Skull and crossbones
561. Slag metal
562. Sloppily modified
563. Smoky swirl finish
564. Snakeskin accents
565. Snow camo
566. Sparkle trail
611. Speaker grill
612. Spiderwebs
613. Splitter camo
614. Straps and zippers
615. Striped hazard tape
616. Stuffed with herbs
621. Summons autumn leaves
622. Tactical engravings
623. Tactical pouches
624. Tarnished silver
625. Tartan print
626. Techno-greebled
631. Textures missing
632. Tie-dye
633. Tied rabbit's foot
634. Tiger stripe
635. Tobacco sunburst
636. Topographic texture
641. Trickles blood
642. TV static cutout
643. Twenty-four carat gold plating
644. Two-dimensional
645. Unfinished gunmetal
646. Uniformly ribbed
651. Urban camo
652. Velvet accents
653. Verdant green
654. Visual ghosting
655. Wards and charms
656. Warped checkerboard
661. Web of stitches
662. White and silver
663. Wireframe model
664. Woodburned pattern
665. Written all over
666. Zip ties

INTELLIGENCE MATRIX

MISCELLANEOUS: Mission prompts

111. Alien contact in a remote country
112. Alien impostor in an enclosed space
113. Allegedly “natural” disaster
114. Amnesiac clone seeking asylum
115. Arm and train a resistance movement
116. Assassinate a Soviet politician
121. Assassinate a US politician
122. Assassinate a global celebrity
123. Assist US/USSR with Space Race
124. Assist Vietnam POWs
125. Assist militarized freedom fighters
126. Assist in destroying an iconic landmark
131. Assist a striking labor union
132. Battle cutting-edge enhanced supersoldiers
133. Beat back aggressive plants/fungus
134. Biblical apocalypse imminent
135. Bomb suit user on subway
136. Bombed-out building civilian rescue
141. Breach Chernobyl exclusion zone
142. Burn down a police precinct
143. CYCLOPS agents are stalking FIST
144. CYCLOPS is building a concrete stronghold
145. CYCLOPS is staging a coup
146. CYCLOPS is deploying a mind control program
151. CYCLOPS occupies a small town
152. Cause an international political scandal
153. Civilian swears they’re being watched
154. Clear region of all hostiles, no complications
155. Cloned extinct species runs amok
156. Close a hungry dimensional rift
161. Collapsed mine civilian rescue
162. Collect information at a charity gala
163. Comb the desert for a lost nuclear briefcase
164. Complex and booby-trapped CYCLOPS bunker
165. Contain army of rogue haywire robots
166. Contain nascent zombie outbreak
211. Corporate mutant outbreak in major city
212. Corporation opens demon portal
213. Cover up a run-of-the-mill felony
214. Cuban missile crisis
215. Cuban spacetime crisis
216. Defeat a campy, themed CRO team
221. Deliver medicine to a war zone
222. Demolish an important government building
223. Destroy harmful drug shipment
224. Disarm New Year ball drop bomb
225. Disaster search and rescue
226. Disastrous archaeological dig
231. Disrupt WMD production
232. Distribute samizdat literature
233. Elude INTERPOL in a pan-Eurasian chase
234. End a long-running proxy war
235. Erase all traces of memetic mind-virus
236. Escort a targeted activist
241. Escort/smuggle across Berlin Wall
242. Escort/smuggle across US-Mexico border
243. Evil cars murdering passengers
244. Evil duplicates of FIST ruining their reputation
245. Explore a demonic hotel
246. Explore the Bermuda Triangle
251. Extract all civilians from a war zone
252. FIST placed on most-wanted list
253. Feds disappearing random civilians
254. Find out if the target is real or not
255. Floating island materializes
256. Flush out vampires from the suburbs
261. Formal first contact goes awry
262. Gather mech components
263. Gelatinous blob attacks major city
264. Giant insects swarm major city
265. Global thermonuclear war imminent
266. Guy made out of bugs
311. HALO jump into military base
312. Haunted mansion full of puzzles
313. Help seafaring refugees to safety
314. Help stage a politically intricate coup
315. High speed carrier plane heist
316. Hijack a commercial airliner
321. Human test subjects coverup
322. Hunt an expert bounty hunter
323. Hunt anomalous game
324. Impending Earth-asteroid collision
325. Industrial-scale alien invasion
326. Infiltrate Area 51
331. Infiltrate CYCLOPS sky fortress
332. Infiltrate Guantanamo Bay
333. Infiltrate Santa’s North Pole compound
334. Infiltrate an enemy oil rig
335. Intel-gathering pub crawl
336. International ultrahuman fight club
341. Investigate a cultist church
342. Investigate Dyatlov Pass
343. Involved in or responsible for a Triad war
344. Jump into someone’s psyche
345. Kaiju are wrecking a major city
346. Kids on bikes discover a monster
351. Liberate captive research animals
352. Locate haunted pirate treasure cove
353. Loose cannon cop on a killing spree
354. Mafia drama ropes in FIST
355. Magician irresponsibly casting real spells
356. Major supply chain train heist
361. Malevolent anomalous factory
362. Massive skyscraper heist
363. Maximum security prison escape
364. Meet with an informant across the Iron Curtain
365. Men in black sightings increasing
366. Meteorite containing alien monster touches down

INTELLIGENCE MATRIX

MISCELLANEOUS: Mission prompts (cont.)

411. Miles-wide hole opens in the ground
412. Monster gets loose inside Skylab/Mir
413. Moon phases begin behaving erratically
414. Moon's haunted
415. Mountaintop CYCLOPS base assault
416. Multiple new countries suddenly appear
421. Murder-factory theme park
422. Murphy's law stops working
423. Mutant animals escape zoo
424. NASCAR anomalous disaster
425. Naked in the deep wilderness
426. Navigate an enormous minefield
431. Nazi scientists working at NASA
432. Necromancer building an army
433. Nightmares are becoming real
434. Noir murder mystery
435. Notable building comes alive and rampages
436. Open mic night at FIST HQ
441. Paris to Dakar race has a supernatural contestant
442. Perform a counter-arrest
443. Pirates take over an island of civilians
444. Planned cult mass suicide
445. Plant a tracking device on a high-profile target
446. Police escalate a FIST chase into the wilderness
451. Police brutality rates surge
452. Portal to an illogical gonzo dimension
453. Prehistoric time travel detour
454. President being held for ransom
455. Protect a US politican from assassins
456. Protect a Soviet politician from assassins
461. Protect a drug deal
462. Protect a global celebrity from assassins
463. Protect a homeless encampment
464. Provide asylum for a sentient robot
465. Psionic child rampage
466. Raid a rival mercenary base
511. Realm outside reality starts bleeding in
512. Remote CYCLOPS weapons research base
513. Remote gulag escape
514. Rendezvous with a white-collar spy
515. Repair time travel meddling
516. Repel or appease an eldritch god
521. Rescue a CYCLOPS defector
522. Rescue Vietnam defectors
523. Rescue an asset from the Land of Oz
524. Rescue revolutionaries from a hanging
525. Retrieve target from a very similar parallel world
526. Return from the afterlife
531. Rival mercenaries competing for jobs
532. Rival mercenaries smear FIST
533. Rival mercenaries attack FIST
534. Rob a gas station to fund the next mission
535. Rob a grocery store to avoid starvation
536. Rob a high-tech bank on Christmas
541. Rogue AI commandeers a facility
542. Sabotage a colonizing force
543. Save commercial airliner from hijackers
544. Second coming of Jesus
545. Sewer creatures swarm a major city
546. Shrink to battle a virus in the President's body
551. Shut down arms manufacturing
552. Sink an offshore platform with no survivors
553. Snub out the Fourth Reich
554. Someone is creating and destroying matter
555. Someone keeps tying victims to train tracks
556. Sports stadium battle
561. Steal CYCLOPS gadgets
562. Steal and disseminate corporate secrets
563. Stop a proxy war from starting
564. Stop a serial killer from killing again
565. Stop an anthrax envelope delivery
566. Stop chemical weapon development
611. Stop a plot to destroy an iconic landmark
612. Stop a runaway bus rigged to explode
613. Stop a mysterious string of bombings
614. Stop the use of child soldiers
615. Street racing tournament
616. String of alien abductions
621. Subway tunnel cultists
622. Superheroes need to be taken down a peg
623. Survive a really bad trip
624. Take a relaxing vacation
625. Tense hostage situation still hasn't resolved
626. Terrorists steal a nuclear mech
631. Time portal to the year 3000
632. Tiny faction suddenly obtains a nuke
633. Top-secret mission to Mars
634. Track down a magical crystal
635. Track down D.B. Cooper
636. Track down the sword Excalibur
641. Track down the U.S.S. Eldridge
642. Training simulation exercise
643. Trapped inside an arcade game
644. Trapped on a submarine
645. Trip-sit an adventurous chemist
646. Ultrahuman registration act
651. Underwater CYCLOPS facility assault
652. Upscale art museum heist
653. Vegas casino heist
654. Voyage to the Earth's core
655. War breaks out with Atlantis
656. Warring yakuza families both hire FIST
661. Werewolf terrorizing a village
662. Wildlife replaced by robotic duplicates
663. Win a bet at any cost
664. Win a team sports game
665. Woodstock is a distraction
666. World-eater entity's herald arrives

INTELLIGENCE MATRIX

MISCELLANEOUS: Cassette tapes

111. [Activation phrases]
112. [Alien language]
113. [Anomalous non-sound]
114. [Assorted animal sounds]
115. [Beatles song from an alternate timeline]
116. [Bird calls]
121. [Bones crunching, meat being torn]
122. [Children laughing]
123. [Choir singing]
124. [Clear, thorough instructions for a simple task]
125. [College lecture, art]
126. [College lecture, astronomy]
131. [College lecture, biology]
132. [College lecture, literature]
133. [College lecture, mathematics]
134. [College lecture, philosophy]
135. [Combination tape, roll 1D6 tapes]
136. [Comms tower tape, all clear message]
141. [Comms tower tape, intruder alert]
142. [Computer program code read aloud]
143. [Continuous tone, high]
144. [Continuous tone, low]
145. [Convenience store muzak]
146. [Dictated scriptures]
151. [Dogs barking]
152. [Eerie nursery rhyme]
153. [Emergency alert, alien contact]
154. [Emergency alert, foreign invasion]
155. [Emergency alert, natural disaster]
156. [Emergency alert, nuclear attack]
161. [Full book on tape, fantasy]
162. [Full book on tape, horror]
163. [Full book on tape, mystery]
164. [Full book on tape, non-fiction]
165. [Full book on tape, romance]
166. [Full book on tape, science fiction]
211. [Full book on tape, thriller]
212. [Gunfight, shouting]
213. [Heavy breathing]
214. [Heavy rain and thunder]
215. [Human mind stored on tape]
216. [Hypnosis activation program]
221. [Hypnosis deactivation program]
222. [Inhuman screaming]
223. [Insects chittering]
224. [Language teaching tape]
225. [Listener instantly dies]
226. [Listener is instantly knocked unconscious]
231. [Magical incantation]
232. [Message from future self, cheerful]
233. [Message from future self, cryptic]
234. [Message from future self, evil]
235. [Message from future self, urgent]
236. [Microphone feedback]
241. [Modem noises]
242. [Morse code, SOS]
243. [Morse code, idle chatter]
244. [Morse code, sensitive information]
245. [Motivational affirmations, common]
246. [Motivational affirmations, unusual]
251. [Never the same recording twice]
252. [News broadcast]
253. [Numbers station]
254. [Ominous chanting]
255. [People arguing]
256. [People socializing]
261. [Person screaming]
262. [Personal log entry]
263. [Pirate radio recording]
264. [Public domain song]
265. [Radio baseball game]
266. [Radio drama, noir]
311. [Radio drama, romance]
312. [Radio drama, science fiction]
313. [Radio soccer game]
314. [Random cassette every time it plays]
315. [Recording of a school play or recital]
316. [Recording of a torturous bathroom visit]
321. [Recording of a wild punk show]
322. [Sentimental voicemail, complicated]
323. [Sentimental voicemail, family]
324. [Sentimental voicemail, friend]
325. [Sentimental voicemail, lover]
326. [Sleep learning tape]
331. [Sleeper agent activation phrases]
332. [Smoking cessation tape]
333. [Someone being eaten by a creature]
334. [Someone being shot]
335. [Someone being tortured]
336. [Someone coughing]
341. [Someone laughing]
342. [Someone quickly transforming into a creature]
343. [Someone slowly transforming into a creature]
344. [Static, faint whispers]
345. [Static, reversed speech]
346. [Static]
351. [Talk radio, entertainment]
352. [Talk radio, paranormal]
353. [Talk radio, politics]
354. [This message will self-destruct, tape explodes]
355. [Top-secret message from the president]
356. [Uncredited gospel music]
361. [Unintelligible muttering]
362. [Unlabelled Commodore 64 game]
363. [Unlabelled ZX Spectrum game]
364. [Unremarkable small talk]
365. [Utter cacophony]
366. [Various reminders and notes to self]
411. [Voice recording you can converse with]
412. [World's oldest song]

INTELLIGENCE MATRIX

MISCELLANEOUS: Cassette tapes (cont.)

413. 25 or 6 to 4 - Chicago
414. Abracadabra - Steve Miller Band
415. Achilles Last Stand - Led Zeppelin
416. Across the River - Anthrax
421. And the Beat Goes On - The Whispers
422. Animal - Def Leppard
423. Ataraxia - Mort Garson
424. Avalon - Roxy Music
425. Águas De Março - Antônio Jobim & Elis Regina
426. Babushka - Kate Bush
431. Back in the USSR - The Beatles
432. Bark at the Moon - Ozzy Osbourne
433. Barracuda - Heart
434. Big Iron - Marty Robbins
435. Blood Red Skies - Judas Priest
436. BOMBER - Tatsuro Yamashita
441. Boogie Wonderland - Earth, Wind, and Fire
442. Boyz-n-the-Hood - Eazy-E
443. Brand New Key - Melanie
444. Breakdown - The Alan Parsons Project
445. Brick House - The Commodores
446. Bye Bye Blackbird - Miles Davis
451. Cats in the Cradle - Harry Chapin
452. Chase the Devil - Max Romeo
453. Danger Zone - Kenny Loggins
454. Destroyer - The Kinks
455. Enter Sandman - Metallica
456. Feliz Navidad - José Feliciano
461. Fortunate Son - Creedence Clearwater Revival
462. Free Bird - Lynyrd Skynyrd
463. Fuck Tha Police - N.W.A.
464. Games Without Frontiers - Peter Gabriel
465. Girls Just Wanna Have Fun - Cyndi Lauper
466. Good Times - Chic
511. Guardian - Fates Warning
512. Hair - Graham Central Station
513. Heaven Knows I'm Miserable Now - The Smiths
514. Here's to You - Ennio Morricone ft. Joan Baez
515. Holy Ghost - The Bar-Kays
516. Hound Dog - Big Mama Thornton
521. I Ain't No Joke - Eric B. & Rakim
522. I Hated the Day I Was Born - John Lee Hooker
523. I Will Survive - Gloria Gaynor
524. If I Could Turn Back Time - Cher
525. In Your Eyes - Peter Gabriel
526. It's Been a Long Time - Luther Allison
531. It's Too Late - Carole King
532. It's a Sin to Be Rich, It's a Low-Down Shame to Be Poor - Lightnin' Hopkins
533. Jack & Diane - John Mellencamp
534. Just Dropped In - Kenny Rogers and the First Edition
535. Kid Charlemagne - Steely Dan
536. Lady in Black - Uriah Heep
541. Life in the Fast Lane - Eagles
542. Locomotive Breath - Jethro Tull
543. Lost in Music - Sister Sledge
544. Lysergic Acid Diethylamide - Head
545. Machine Gun - Jimi Hendrix
546. Maggot Brain - Funkadelic
551. Maneater - Hall and Oates
552. Mango Walk - Chosen Brother
553. Material Girl - Madonna
554. Money for Nothing - Dire Straits
555. Mother - Danzig
556. Moving in Stereo - The Cars
561. P.S.K. What Does It Mean? - Schoolly D
562. Painted Paradise - Jiro Inagaki & Soul Media
563. Plastic Love - Mariya Takeuchi
564. Rapper's Delight - The Sugarhill Gang
565. Rebel Yell - Billy Idol
566. Rocket Launcher - Bruce Cockburn
611. Roland the Headless Thompson Gunner - Warren Zevon
612. Running with the Devil - Van Halen
613. Sans Souci - Peggy Lee
614. Scenery - Ryo Fukui
615. Season of the Witch - Donovan
616. Separate Ways (Worlds Apart) - Journey
621. Sharp Dressed Man - ZZ Top
622. She Blinded Me With Science - Thomas Dolby
623. Shout - Tears for Fears
624. Simoon - Yellow Magic Orchestra
625. Sole Survivor - Blue Öyster Cult
626. Somebody's Watching Me - Rockwell
631. Spellbound - Siouxsie and the Banshees
632. Stayin' Alive - The Bee Gees
633. Stranglehold - Ted Nugent
634. Summer Breeze - Seals & Crofts
635. Sympathy for the Devil - The Rolling Stones
636. Teenage Wasteland - The Who
641. The Breaks - Kurtis Blow
642. The Ha Dance - Masters at Work
643. The Killing Moon - Echo & the Bunnymen
644. The Man Who Sold the World - Midge Ure
645. The Outside Man - Junior Parker
646. The Stroke - Billy Squier
651. The Twilight Zone - Rush
652. The Warrior - Scandal ft. Patty Smyth
653. The World is a Ghetto - War
654. This Must Be the Place (Naïve Melody) - Talking Heads
655. Those Were The Days - Mary Hopkin
656. Thriller - Michael Jackson
661. Too Shy - Kajagoogoo
662. War Pigs - Black Sabbath
663. White Collar Holler - Stan Rogers
664. Windmills of Your Mind - Noel Harrison
665. Y.M.C.A. - The Village People
666. You Can Call Me Al - Paul Simon

INTELLIGENCE MATRIX

MISCELLANEOUS: Standalone tables

MAGICAL SYLLABLES (D66, 1D6 times)

11.	AGON	41.	NAZ
12.	AKU	42.	OCH
13.	BASU	43.	OTH
14.	CTH	44.	PTEK
15.	EL	45.	QOS
16.	EOR	46.	RIN
21.	FEL	51.	SHU
22.	IRU	52.	THATH
23.	JIN	53.	THUN
24.	KHET	54.	TZET
25.	KHON	55.	UR
26.	KWE	56.	URAAN
31.	KZIN	61.	UUM
32.	LETH	62.	VEC
33.	LO	63.	VRAM
34.	MEG	64.	WYRN
35.	MOR	65.	WODO
36.	NAK	66.	ORU

OPERATION CODENAMES (D66)

11.	Altered State	41.	Jungian Shadow
12.	Attachment Theory	42.	Liquid Asset
13.	Autumn Equinox	43.	Long Exposure
14.	Beat Sheet	44.	Object Permanence
15.	Cold Fusion	45.	Observer Effect
16.	Cry Havoc	46.	Opposing Force
21.	Current Mirror	51.	Platonic Ideal
22.	Dark Matter	52.	Punnett Square
23.	Deadweight Loss	53.	Quo Vadis
24.	Double Blind	54.	Random Access
25.	Ego Death	55.	Repressed Memory
26.	Extinction Event	56.	Savior Complex
31.	False Self	61.	Self Destruct
32.	Fifth Element	62.	Soft Power
33.	Free Association	63.	Vacuous Truth
34.	Future Shock	64.	Vanishing Point
35.	Genetic Drift	65.	Winter Solstice
36.	Human Error	66.	You're OK

COMBAT BEHAVIORS (2D6)

2.	Big push forward	8.	Focus attack
3.	Call reinforcements	9.	Fortify position
4.	Thrown weapon	10.	Move to flank
5.	Find new position	11.	Area attack
6.	Wide attack	12.	Use special ability, or fall back if none
7.	Use cover		

HIT LOCATIONS (2D6)

2.	Head/weak spot	8.	Gut
3.	Left leg/foot	9.	Right arm
4.	Left hand	10.	Right hand
5.	Left arm	11.	Right leg/foot
6.	Shoulder(s)	12.	Compound injury (roll two hit locations)
7.	Chest		

FACTION ACTIONS (2D6)

2.	Internal schism	8.	Pursue side goal
3.	Hire mercenaries	9.	Distribute resource
4.	Ally with faction	10.	Antagonize faction
5.	Acquire resource	11.	Hire civilians
6.	Pursue primary goal	12.	Fake-out zig-zag (roll two actions)
7.	Fortify/observe		

FACTION MISSIONS (2D6)

2.	Join client faction	8.	Place item
3.	Infiltrate faction	9.	Attack location
4.	Find information	10.	Destroy information
5.	Defend location	11.	Dissolve faction
6.	Fetch item	12.	Double mission (roll two objectives)
7.	Kill target		

Year calculator: Set your campaign start date or mission dates by rolling on each table and adding the results.

STARTING YEAR (1D6)

1.	1960
2.	1965
3.	1970
4.	1975
5.	1980
6.	1985

+YEARS (1D6)

1.	1
2.	2
3.	3
4.	4
5.	5
6.	0

Weather tracker: State weather when the mission begins, then modify over time by rolling on both tables.

TEMPERATURE (1D6)

1.	Sharp decrease
2.	Mild decrease
3.	Fluctuates
4.	No change
5.	Mild increase
6.	Sharp increase

PRECIPITATION (1D6)

1.	Sharp decrease
2.	Mild decrease
3.	Fluctuates
4.	No change
5.	Mild increase
6.	Sharp increase

INTELLIGENCE MATRIX

MISCELLANEOUS: Standalone tables (cont.)

CHOKE SCORES (D66)

11. CHOKE 1: Battle fugue state
12. CHOKE 1: Bribe anyone in charge
13. CHOKE 1: Cry profusely
14. CHOKE 1: Collapse elegantly
15. CHOKE 1: Pass out cold
16. CHOKE 1: Start running, don't stop
21. CHOKE 2: Become light-headed
22. CHOKE 2: Cower in cover
23. CHOKE 2: Defer to underling
24. CHOKE 2: Find an exit
25. CHOKE 2: Fling weapon
26. CHOKE 2: Hide any injuries
31. CHOKE 3: Blissful denial
32. CHOKE 3: Freeze up
33. CHOKE 3: Go feral
34. CHOKE 3: Hands-up surrender
35. CHOKE 3: Interfere with a player
36. CHOKE 3: Suddenly masochist
41. CHOKE 4: Behave sadistically
42. CHOKE 4: Break weapon showing off
43. CHOKE 4: Create a diversion
44. CHOKE 4: Get hopelessly lost
45. CHOKE 4: Frantic laughter
46. CHOKE 4: Plead for mercy
51. CHOKE 5: Break into song
52. CHOKE 5: Give up entirely
53. CHOKE 5: Shoot self in foot
54. CHOKE 5: Throw someone under the bus
55. CHOKE 5: Tear off shirt and howl
56. CHOKE 5: Trip on shoelaces
61. CHOKE 6: Cardiac arrest
62. CHOKE 6: Major joint dislocation
63. CHOKE 6: Self-sacrifice attack
64. CHOKE 6: Start hurling accusations
65. CHOKE 6: Turn on FIST
66. CHOKE 6: Ultrahuman abilities activate

PARTIAL SUCCESSES / YES, BUT... (D66 or D6)

11. **COMBAT** The enemy doubles down
12. **COMBAT** The enemy flanks you
13. **COMBAT** You deal half DAMAGE
14. **COMBAT** You hurt a teammate too
15. **COMBAT** You trade DAMAGE
16. **COMBAT** Your weapon stops working
21. **GENERAL** You can't move right now
22. **GENERAL** You cannot finish it alone
23. **GENERAL** You deplete a resource
24. **GENERAL** You ignore something else
25. **GENERAL** You need more time
26. **GENERAL** You'll need to rest a moment
31. **MENTAL** Approximate calculations only
32. **MENTAL** More research is required
33. **MENTAL** Some information is lost
34. **MENTAL** You can't remember exactly
35. **MENTAL** You don't know why you're right
36. **MENTAL** You failed to account for...
41. **MOVEMENT** You drop an important item
42. **MOVEMENT** You go partially off-course
43. **MOVEMENT** You hurt yourself a little
44. **MOVEMENT** You must take a longer route
45. **MOVEMENT** You're now in harm's way
46. **MOVEMENT** You're stopped halfway
51. **SOCIAL** Disarm yourself immediately
52. **SOCIAL** That won't work again
53. **SOCIAL** You must prove yourself
54. **SOCIAL** You must provide compensation
55. **SOCIAL** You need to make a hard sell
56. **SOCIAL** You'll be watched constantly
61. **WEIRD** A trait behaves erratically
62. **WEIRD** Turn on your teammates
63. **WEIRD** You begin losing your grip
64. **WEIRD** You get a bad nosebleed
65. **WEIRD** You slowly develop a new trait
66. **WEIRD** You're struck by lightning

RANDOM ENCOUNTERS (2D6)

2. Single/group of **1D6 aliens**
3. Single/group of **1D6 monsters/experiments**
4. **Faction** representative
5. Single/group of **animals**
6. A random pre-made **NPC**
7. **1D6 soldiers** and/or a **squad**
8. **1D6** random **NPCs**
9. New **location** becomes available
10. **Weather** change
11. Single/group of **1D6 robots**
12. **Anomaly** appears

RANDOM DOWNTIME EVENTS (2D6)

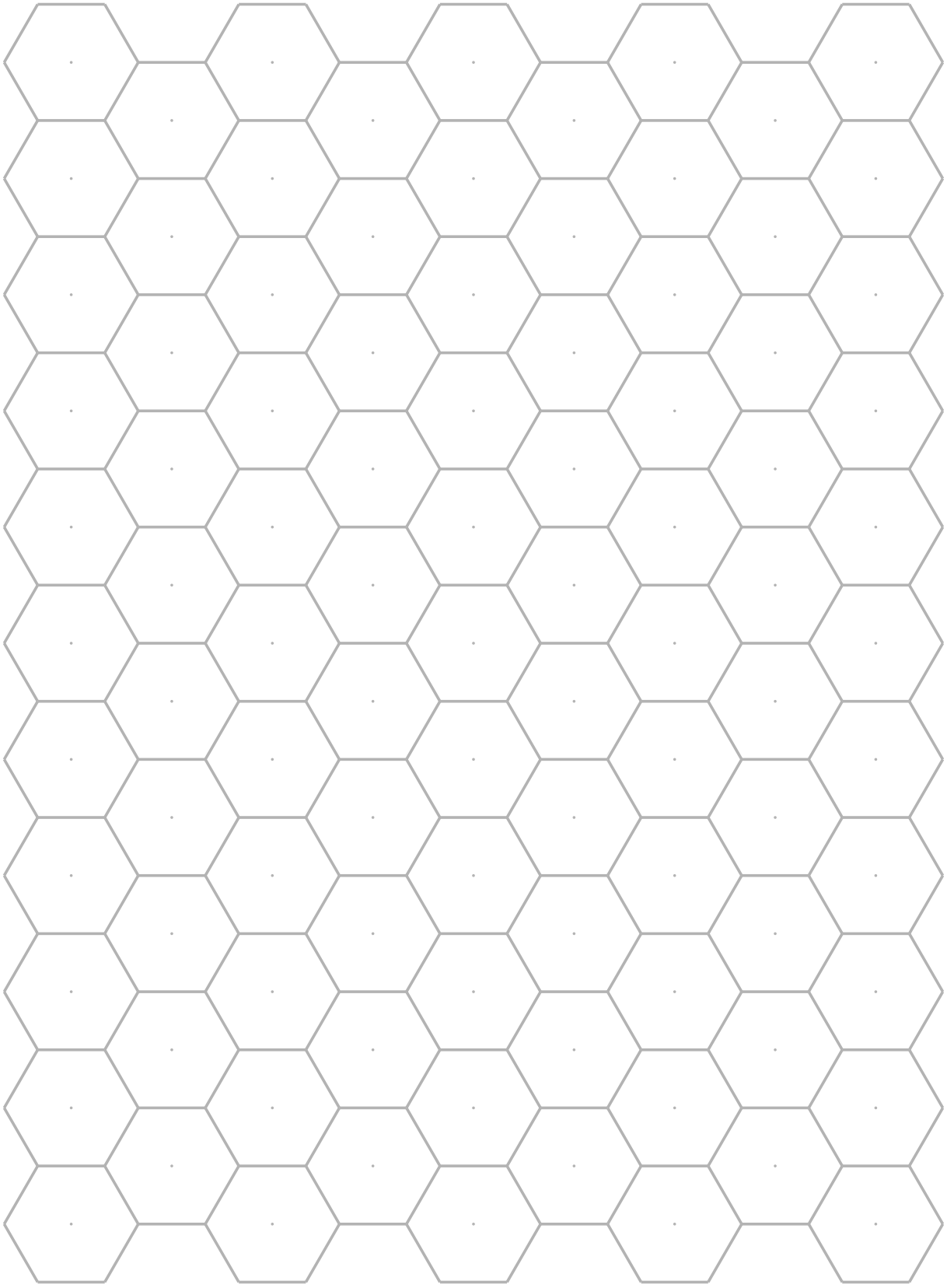
2. Massive CYCLOPS raid, all missions put on standby
3. A world-ending threat needs immediate attention
4. FIST's location is discoverd by **1D6 CROs**
5. A thief steals something important from FIST
6. An **NPC** appears to offer a **mission**
7. A **faction** takes **action** and/or offers a **mission**
8. An **enemy** appears and plans to attack FIST
9. Someone drops off a valuable item for free
10. **1D6 missions** are offered, all in the immediate area
11. An **NPC** appears to join FIST as an ally
12. CYCLOPS top secret base coordinates revealed

GRID MAP

AREA: SCALE:

HEX MAP

AREA: SCALE:



WORLD MAP

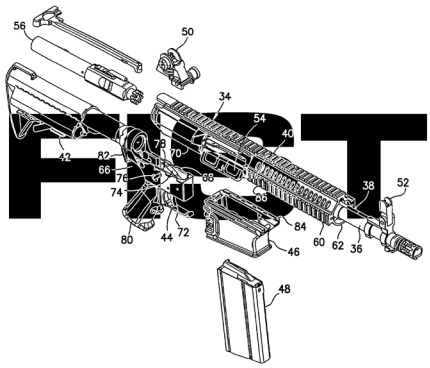
CAMPAIGN NAME:

YEAR:

World map designed by Christopher Schnese
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TIMELINES:

FACTIONS:



OPERATIVE PROFILE

CODENAME:

PRONOUNS:

ROLE:

INFO:

TRAITS:

INVENTORY:

PORTRAIT

FORCEFUL
Strength, brute force, intimidation

TACTICAL
Knowledge, skill, intellect

CREATIVE
Diplomacy, deceit, psionics

REFLEXIVE
Precision, dexterity, aim

ARMOR
Subtract from damage taken

MAX HP
Capacity to take damage

WAR DICE
Luck and grit, spend for +1D6

HP
Operative death occurs at 0 HP

[END TRANSMISSION]

Rest well, Murdoch / **2020-2023**

> *Now: the second half of the twentieth century. The powers that be are locked in a tense nuclear standoff, and the fate of the world hangs in the balance. Away from the watchful eye of national intelligence, a cadre of exceptional misfits is assembled. These soldiers of fortune are uniquely equipped for covert and unusual operations.*
>
> *In these uncertain times, the line between science and superstition has been broken, and the new arms race is only beginning. You, or your associates, may be faced with weapons, tactics, and actors unlike any you have ever seen. For a price, those exceptional misfits can help.*
>
> *When you're all out of options, it's time to call FIST.*

FIST: Ultra Edition is a tabletop roleplaying game about paranormal mercenaries doing the tough jobs no one else can. In the game, you belong to a legendary rogue mercenary unit called FIST. You are a disposable gun for hire, caught up in the death and destruction of pointless proxy wars and oppressive establishments. You may also be someone who can turn into a ghost or control bees with your mind.

The paranormal secrets of the Cold War are your bread and butter, and you fight for your life to make ends meet alongside others like you: stopping disastrous science experiments, infiltrating occult compounds, neutralizing eldritch horrors—all in a day's work for FIST. Players are typically outnumbered, easily killed, and disliked or hunted by most sources of authority. You don't have tons of money and gadgets backing you up, just your wits and a few tools. War is hell, and you're one of the little guys.

FIST is inspired by *Metal Gear Solid, The A-Team*, and *Doom Patrol*. It's mechanically descended from John Harper's *World of Dungeons,* Ben Milton's *Maze Rats,* and *Offworlders,* by Chris P. Wolf and Olivia Gulin.

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