



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

## FREELANCE INFANTRY STRIKE TEAM

## CREDITS

**writing, design, and layout by**  
b. everett dutton, riplely caldwell

**design consulting by**  
strangerzOne

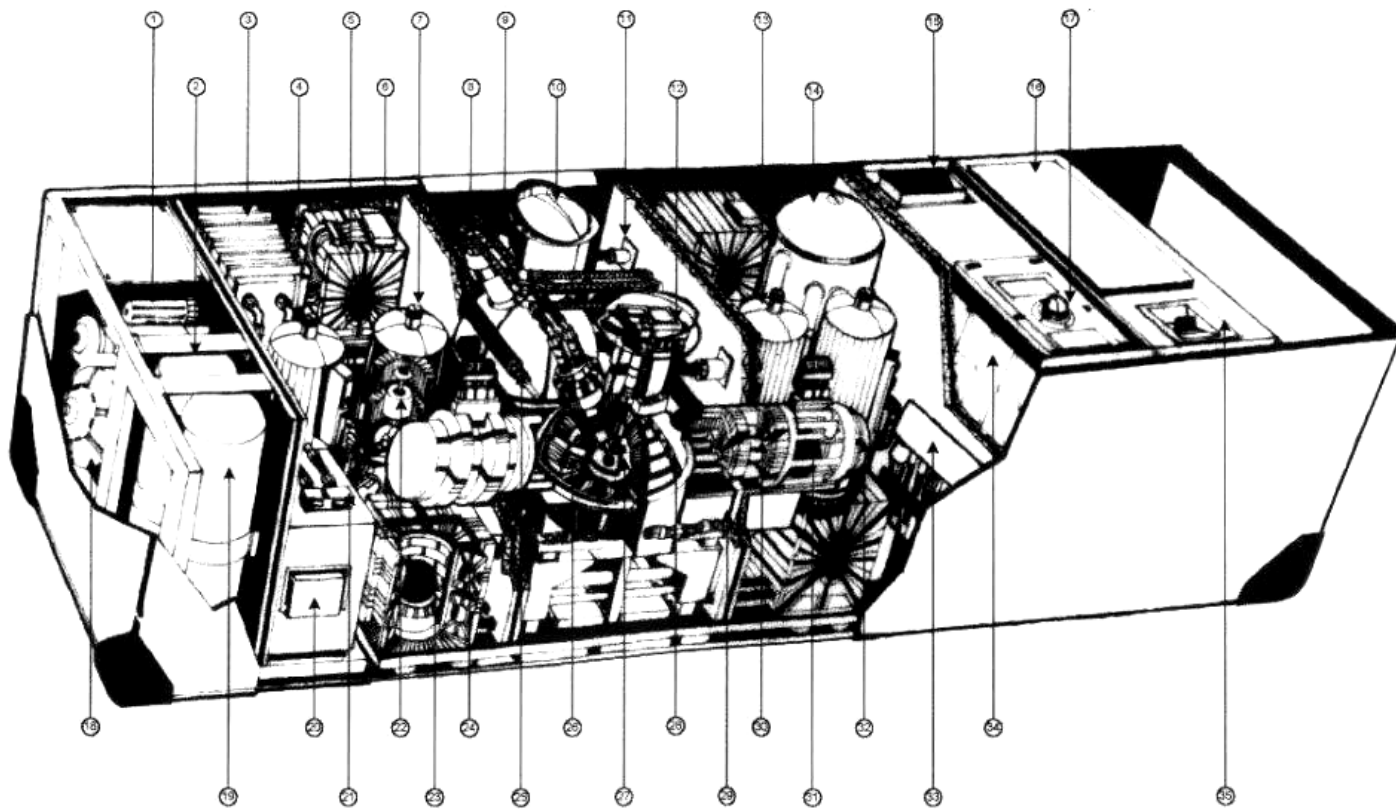
**typefaces provided by**  
florian karsten typefaces (space grotesk), OSP-foundry (univers else), URW type foundry (microgramma)

**schematics provided by**  
john titor, uxoinfo, heroicrelics, and the numrich corporation

**tested by**  
cezar capace, leah cohen, max danley, samantha debord, a. june, richard kelly, mike tarnowski, clem, dana, michelle, stef, garmbreak1, kwolf, lunar-folk, "highlander", "major override", "mother superior", and "rhino"

**inspired by**  
*the a-team*, stephen j. cannel and frank lupu  
*doom patrol*, grant morrison and richard case  
*metal gear solid*, kojima productions  
*offworlders*, chris p. wolf and olivia gulin  
*simple world*, avery alder  
*world of dungeons*, john harper

**licensed under**  
CC BY 3.0 US (<https://creativecommons.org/licenses/by/3.0/us/legalcode>)



## PLAYERS

### getting started

necessary items for play and play as a conversation, p. 1

### making mercs

an explanation of traits and creating a character, p. 2

### rolling the dice

risky actions and rules of engagement, p. 5

### ongoing play

mission structure and character advancement, p. 6

## REFEREE

### referee guide

notes on referee operations, p. 7

### quality fiction

notes on the theater of the mind, p. 8

### custom content

quick reference guide for ludomechanical engineering, p. 9

## SUPPLIES

### traits index

list of known traits for FIST operatives, p. 13

### roles index

list of known motives for FIST operatives, p. 24

### character sheet

reusable information form for FIST operatives, p. 25

# GETTING STARTED

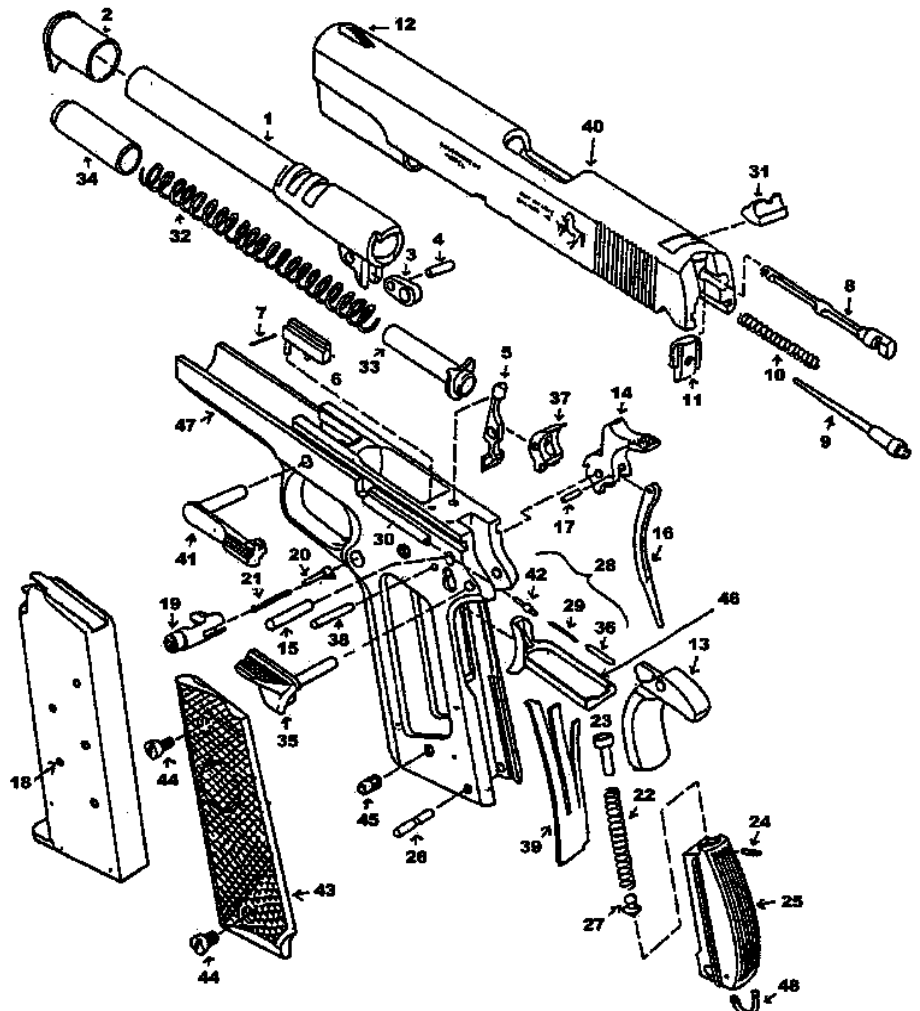
necessary items for play  
to play FIST, you'll need:

- this rulebook
- two 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. 13-24
- copies of the character sheet for each player, p. 25
- paper and pencils

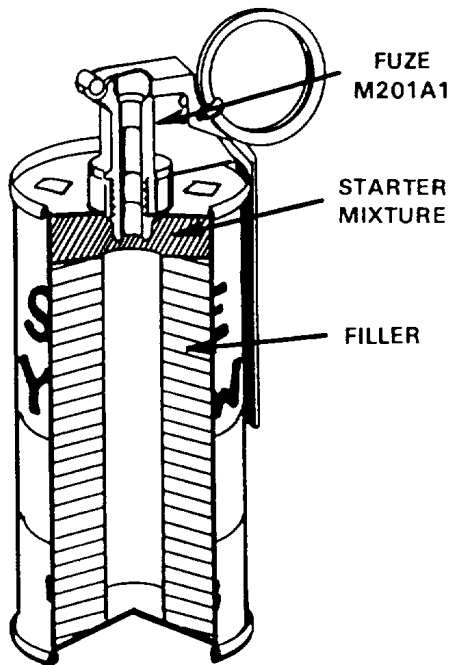
## play as a conversation

FIST functions like a conversation between the players and the referee. the referee narrates the story, environments, and characters the players are interacting with. the players respond by asking the referee for details, talking to characters they encounter, and narrating their own actions. when a player does something risky, the referee will tell them how to roll the dice to find out what happens next.

FIST 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 normal conversation. in FIST, it's okay to let things flow naturally—the game is meant to be fun, quick, and abstract. 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



## 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 gain another trait—it's like adding on another building block that makes them more complex or powerful.

## creating a character

you belong to a legendary rogue mercenary unit called FIST. you are a soldier of fortune who doesn't fit into modern 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 their mind. the paranormal secrets of the Cold War are your bread and butter, and you fight for your life as you make ends meet alongside others like you.

### 1. procure a character sheet (p. 25).

featured 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. pick two traits from the traits index (p. 13-23).

record your chosen traits on your character sheet. keep the traits index on hand for reference.

### 3. fill out your ATTRIBUTES, INVENTORY, ARMOR, and HP.

all 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.

all characters start with 0 ARMOR. you can only equip one ARMOR-granting item at a time. accessories, headgear, etc. don't count, and you can wear as many as you want.

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 (even for damage).

finally, give yourself +1D6 MAX HP, a Pistol (D6 damage), or 1 WAR DIE.

### 4. choose a role from the roles index (p. 24).

your role is something your character always wants to do. 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.

23 OCTOBER 1977

MEMORANDUM FOR : DIRECTOR ██████████  
CENTRAL INTELLIGENCE AGENCY

FROM : AMBASSADOR ██████████  
UNITED NATIONS

SUBJECT : INTEL FILE NO. ██████████ - ██████████  
CODENAME: "PREMADE EXAMPLE CHARACTERS"

### 1. "COLONEL KRAKEN"

FORCEFUL: 0      TACTICAL: 0  
CREATIVE: 0      REFLEXIVE: 2  
HP: 6/6            ARMOR: 0  
ROLE: ICON (go down in history as a winner)  
TRAITS: HYBRID (+1 REFLEXIVE), LIMBS  
INVENTORY:  
- MANY KNIVES (1D6+1 DAMAGE, stolen KA-BARs)  
- ANIMAL FEED (HEAL D6 HP, raw seafood)  
- PISTOL (D6 DAMAGE, Desert Eagle)  
WAR DICE: 0

Colonel Kraken is the result of Project ██████████, a cephalopod gene-splicing program which has caused him to develop tentacles and superhuman reflexes, rather than active biotic camouflage as the project leaders intended. Disillusioned with the Army, he strives to become a legendary mercenary.

### 2. "HOWLING HOUND"

FORCEFUL: 1      TACTICAL: 0  
CREATIVE: 0      REFLEXIVE: 1  
HP: 10/10        ARMOR: 1  
ROLE: PUNK (fight for exploited workers)  
TRAITS: CHAMPION, CYBORG  
INVENTORY:  
- EXOSKELETON (1 ARMOR, doglike head)  
- SPEAR (1D6+1 DAMAGE, stainless steel)  
WAR DICE: 0

Howling Hound has nothing to her name but a cold, cruel spear machined over several shifts, a singular hatred for the global defense contracting corporation ██████████, and an experimental cyborg exoskeleton stolen from the factory floor. She will stop at nothing to bring the system down.

15 MARCH 1989

MEMORANDUM FOR : MR. [REDACTED]  
DIRECTOR, FEDERAL BUREAU OF INVESTIGATION

FROM : LT. CMDR. [REDACTED]  
SECRETARY, DEPARTMENT OF DEFENSE

SUBJECT : INTEL FILE NO. [REDACTED] - [REDACTED] ON PROECT RAINBOW  
CODENAME: "MORE PREMADE EXAMPLE CHARACTERS"

### 3. "FOUR-OH-ONE"

FORCEFUL: 0      TACTICAL: -1  
CREATIVE: 0      REFLEXIVE: 0  
HP: 6/6            ARMOR: 0  
ROLE: AVENGER (kill fascists and tyrants)  
TRAITS: BERSERKER, VEHICLE  
INVENTORY:  
- PISTOL (1D6 DAMAGE, Smith & Wesson Victory)  
- VEHICLE (12/12 HP, 0 ARMOR, 1975 Ford F-150)  
  - GATLING GUN (1D6+2 DAMAGE, truck bed)  
WAR DICE: 0

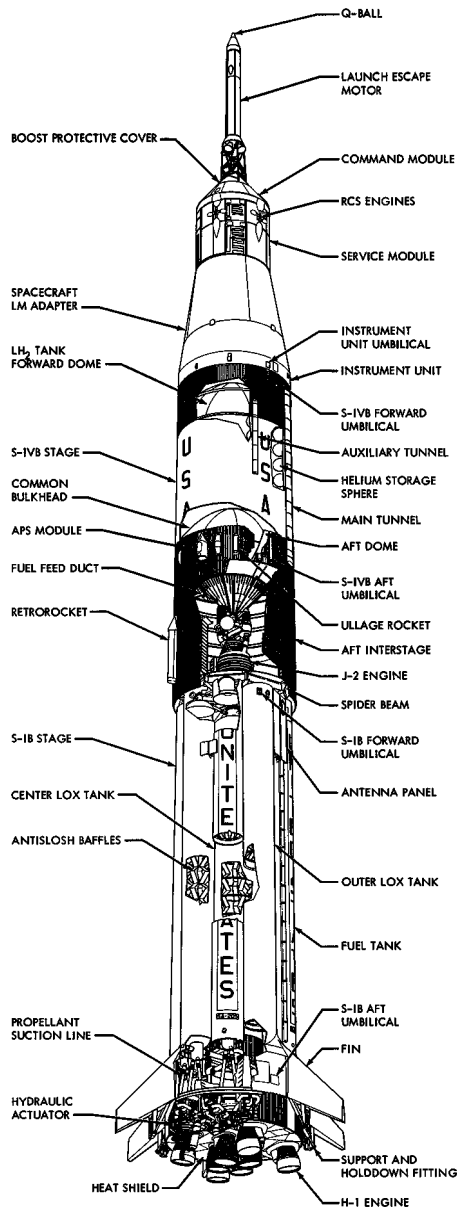
[REDACTED] lost her mother, a legendary Soviet sniper who dispatched 400 Nazis, to the Second World War. Skilled as a driver and a gunner, she aims to outperform her Mama.

### 4. "DOCTOR STIGMATA"

FORCEFUL: 0      TACTICAL: 1  
CREATIVE: 1      REFLEXIVE: 0  
HP: 6/6            ARMOR: 0  
ROLE: WILDCARD (give into the Helm's influence)  
TRAITS: MEDIC, TELEKINETIC  
INVENTORY:  
- FIRST AID KIT (3 x HEAL 1D6+TAC, taped together),  
- PSYCHIC AMPLIFIER (knight helmet, control blood)  
WAR DICE: 1

Once a combat medic travelling with MSF, [REDACTED] would see their life change completely when they unearthed the Helm of Januarius from the ruins of a collapsed building. Now, half-possessed by the malevolent spirit of an eleventh-century Crusader, Doctor Stigmata provides care for wounded civilians, and finds innovative ways to punish the wicked using the blood-bending Templar magic of the Helm.

# ROLLING THE DICE



## risky actions

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.

### 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. the referee will also tell you some of the possible outcomes of your action, so you know 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 intellectual actions, 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 dexterous movements, like dodging bullets, using precise weapons, or parrying enemy attacks.

### 2. roll the dice.

roll 2D6, add them together, and add the attribute you're using. the total determines your degree of success. no matter what happens, the referee always narrates how fictional situation changes. it never stays the same.

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 a critical success! you do exactly what you wanted to do, with a spectacular added bonus.

the referee never has to roll the dice, only the players do. the referee narrates things that are about to happen and the players roll to avoid or counter them.

## rules of engagement

attacking works the same as doing anything else risky. roll the dice to see if you succeed, and if you do, deal the damage listed for your weapon. if you're being attacked, roll the dice to avoid, counter, etc., and take damage if you fail.

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.

# ONGOING PLAY

## mission structure

FIST campaigns are framed as a series of missions which each 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 or making amends for past mistakes.

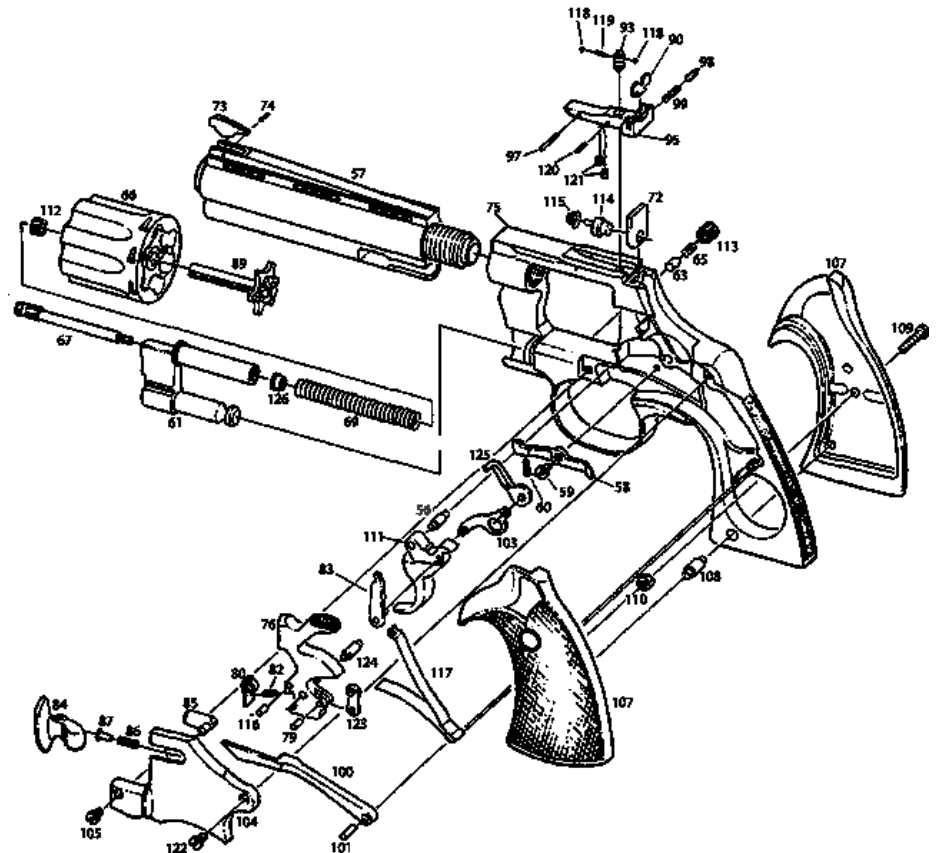
player characters start each mission at full health with all limited-use items fully refilled. WAR DICE are single-use and don't refill. there is no currency system in FIST, so paid jobs are just a framing device—don't worry about supply costs.

## 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.

if a player advances, they can choose to gain a new trait, +1D6 MAX HP, or +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 BARD is actually a warrior-poet, or your PARKOUR gives you a golf club.



# REFEREE GUIDE

## notes on referee operations

instead of playing a mercenary, you fill in the story, environments, and characters the unit will interact with. FIST functions like a conversation between the players and the referee. you narrate the situation, a player responds with their reaction and possibly rolls the dice, and you respond in turn with how the scenario has meaningfully changed in a way that follows logically from the fiction. you have three goals to keep in mind while you have this conversation.

### 1. supply cold war intrigue and paranormal excitement.

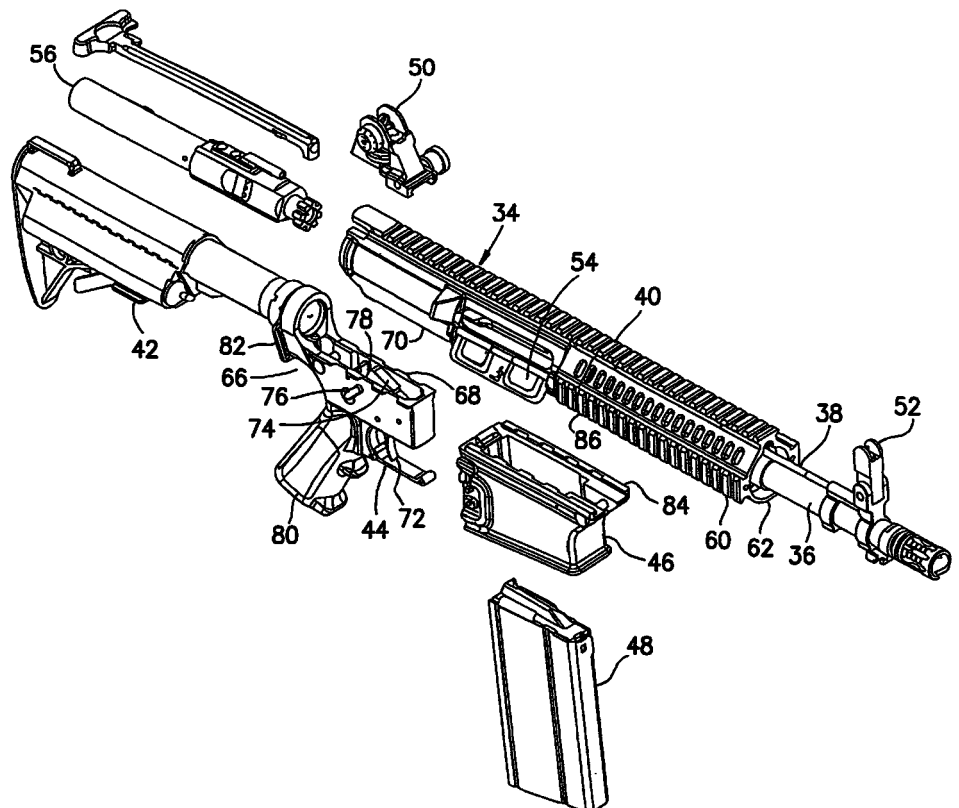
the soviet union is harnessing a portal to another dimension to gain the edge against the west. a pharmaceutical corporation is breeding a mind-controlling fungus to sell to the central intelligence agency as a biological weapon. a rogue cell of mercenaries is developing a massive robotic superweapon to pawn off to the highest bidder. excite your players with grand conspiracies and strange phenomena beyond the fringes of scientific thought.

### 2. never stop the action.

always keep things moving, and never stop pushing the players forward. challenge them, and always keep the mission one wrong move away from failure. be a fan of their characters, and create opportunities for them to be to cool. above all, follow the rule of fun before the rules as written.

### 3. play to find out what happens.

outline the events you want the players to experience, and the people you want them to engage with. note oncoming dangers and their consequences if left unchecked. then, look at all your ideas through crosshairs, and be ready to improvise based how the dice and players steer the story.



# QUALITY FICTION

## notes on the theater of the mind

FIST games are about telling an engaging story, not creating an accurate simulation of a fictional situation. there are several ideas to keep in mind while using FIST to tell a story.

### 1. respond to the dice.

rolling the dice is the key mechanism to propel the story. when a player rolls a failure, it doesn't just mean they didn't get what they wanted—it's the referee's opportunity to inflict a negative consequence that still changes the situation, letting the characters "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 downsides to good plans, bittersweet victories, and difficult compromises.

### 2. plan around the characters.

a lot of the game mechanics require specific fictional situations to function correctly, and you should design your missions to be conducive to those mechanics. if you have a TELEKINETIC character who controls water, you probably shouldn't set your missions in a desert, unless doing so would make things more interesting and engage that character more. if you have a character who fills the PUNK role, you should provide them with establishments to dismantle and oppressed peoples to fight for. challenge your players, but give them ample opportunities to shine.

### 3. ask questions and use the answers.

FIST explicitly states that it is set during the Cold War, the characters are part of a legendary group of mercenaries, and the paranormal is both real and immediately relevant. everything else is left up to interpretation. engage your players in the world by letting them flesh out the setting alongside you.

in the process of character creation, some things about the world may be defined naturally—someone whose character fills the role of AVENGER will define who wronged them, giving you someone to use as a recurring on- or offscreen villain. a player who has the XENO trait will probably elaborate on their alien species, giving you an interesting new faction to insert as a third party in certain missions. continuously ask your players questions about the world that their characters would reasonably know the answers to, and use those answers when planning the specifics of your next mission.

### 4. adjudicate trait abilities fairly.

some traits in the game are vaguely defined or leave a lot of room to make a game breaking, too-powerful character. let your players do cool things—if a character with the AKIMBO trait wants to dual wield a sword and a rocket launcher, let them, because that's cool—but keep things fair for the other players, too. conversely, don't cheat the players out of being cool or powerful. let them be legendary mercenaries. 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.

# CUSTOM CONTENT

## quick reference guide for ludomechanical engineering

FIST includes a premade mission (p. 12), but you can use this reference guide to create your own content.

### 1. creating standard enemies.

for more specific designs, try tweaking these templates based on the armor and weapons listed in the traits index.

civilians, animals (2 HP, 0 ARMOR, 1D6 damage)  
soldiers, security guards (3 HP, 1 ARMOR, 1D6 damage)  
heavy troopers, gov. agents (6 HP, 1 ARMOR, 1D6+1 damage)  
paranormal entities (9 HP, 2 ARMOR, 1D6+2 damage)  
augmented operatives (12 HP, 2 ARMOR, 2D6 damage)  
enormous monstrosities (18 HP, 3 ARMOR, 3D6 damage)

### 2. CYCLOPS, a special enemy group.

CYCLOPS is FIST seen through a dark mirror, working from the top of the military-industrial complex instead of the bottom. they are nearly omniscient, with moles in every national intelligence agency. CYCLOPS works tirelessly to keep anomalous occurrences tightly under wraps, aiming to secure, contain, and exploit the unknown. you might think of CYCLOPS as a 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, they are a team of extraordinary paranormal individuals, with codenames, traits, and equipment. make sure the players know they're equally dangerous—a group of CROs is often called a murder.

### 3. creating weapons.

this section may be useful if the characters lose their personal weapons, and must procure weapons on-site.

light weapons (pistols, knives). 1D6 damage. concealable.  
medium weapons (rifles, shotguns, swords). 1D6+1 damage.  
heavy weapons (RPGs, miniguns, snipers). 1D6+2 damage.  
supernatural weapons (cursed, alien, divine). 2D6 damage.

here are some modifications to add to weapons found on-site, or to be found on their own and applied to player items.

armor-piercing: ignores ARMOR bonus completely.  
incendiary: deals an extra 2 damage to those nearby.  
tranquilizing: roll a D6 when an enemy is hit, knockout at 3+.  
poisoned: wait to roll damage until the target is hurt again.  
stun: no damage, target cannot do anything until hurt.

### 4. miscellaneous additional rules

if a mission lasts more than one session, player characters can rest between sessions and heal 1D6 HP.

environmental hazards (falling rubble, corrosive acid, scalding steam, etc.) typically deal 1D6 damage.

the referee may roll a D6 at their discretion to leave some aspects of the story up to fate (strangers' disposition toward players, gambling results, weather patterns, etc.). a higher number indicates a more generally favorable result.

TO: ■  
FIST COMMANDING OFFICER

FROM: ■

SUBJECT: **MISSION GENERATOR.**  
DIRECTIVE: ROLL 4D6 TO DEPLOY.

**THE DOSSIER SAYS...**

1. A shadowy government agency
2. An evil mega-corporation
3. A rogue coalition of mad scientists
4. A strange and ancient cult
5. A rival mercenary unit
6. A CRO unit, taking orders from CYCLOPS

**IS TRYING TO...**

1. Tap into another dimension
2. Build a robotic superweapon
3. Mutate humans or animals
4. Create a new form of biological warfare
5. Steal a paranormal artifact
6. Travel through time and alter history

**WHICH WILL...**

1. Make them filthy rich
2. Kill an important political figure
3. Obliterate a rural town
4. Let them conquer a small country
5. Turn the Cold War hot
6. Unleash an unfathomable eldritch horror

**BUT...**

1. Their leader is a player character's family or ex-lover
2. A double agent has infiltrated their ranks
3. A late historical figure is somehow alive and involved
4. Capturing a player character is integral to their plan
5. A local faction wants to fight both the enemy and FIST
6. Their plan is likely to spiral out of control at any minute

**AND THERE'S A TWIST...**

At the last moment, right before the climax, reroll on one of the tables to introduce a sudden plot twist.

21 MAY 1983

TO: DIRECTOR ██████████  
CENTRAL INTELLIGENCE AGENCY  
UNITED STATES OF AMERICA

FROM: DIRECTOR ██████████  
CYCLOPS

SUBJECT: NEW FIST RECRUITS, INTEL FILE NO. ██████████ - ██████████  
CODENAME: "CHARACTERS FOR EXAMPLE MISSION"

**1. "TANTALUS", advanced x 2**

FORCEFUL: 1      TACTICAL: 1  
CREATIVE: 0      REFLEXIVE: -2  
HP: 11/11      ARMOR: 2  
ROLE: REPENTANT (stop human experimentation)  
TRAITS: ARMORED, BOMBER, HEAVYWEIGHT  
INVENTORY:  
- POWER ARMOR (2 ARMOR, rusted green metal)  
- SHOTGUN (1D6+1 DAMAGE, hanging from belt)  
- BOMB KIT (one use, made of household materials)  
WAR DICE: 0

"Tantalus" was once ██████████, a US Army scientist who spearheaded a series of painful human augmentation trials. Fused with mechanical armor of his own design during a freak accident, he chose to travel the world and save others from a similar fate using brute force and excessive firepower.

**2. "ITERATION VI", advanced x 1**

FORCEFUL: 1      TACTICAL: 0  
CREATIVE: 1      REFLEXIVE: 1  
HP: 6/6      ARMOR: 1  
ROLE: SCHOLAR (learn about its creators)  
TRAITS: INTERROGATION, SNEAK, SYNTHETIC  
INVENTORY:  
- KNIFE (1D6 DAMAGE, inlaid with golden dragons)  
- CAMOFLUAGE FATIGUES (1 ARMOR, urban camo)  
- PROTOTYPE RAILGUN (1D6+2 DAMAGE, jet black)  
WAR DICE: 1

"Iteration VI" is a sentient combat android developed in secret by ██████████, then abandoned in an underground facility. It yearns to know more about its mysterious origins.

16 AUGUST 1983

TO : ██████████  
FIST COMMANDING OFFICER

FROM : ██████████

SUBJECT : ██████████ MISSION OUTLINE  
CODENAME: "EXAMPLE MISSION"

### 1. TACTICS

A Burkinabé contact has hired FIST to investigate an abandoned factory on the Ghanaian border which he believes is being occupied and operated by French hired guns. Eyewitness reports tell of a strange, sweet odor in the surrounding area and several missing civilians. FIST is tasked with investigating and, if necessary, neutralizing the French forces in the area.

The players begin outside the factory, which is surrounded by savannah that offers little cover. Nightfall is several hours away. The factory has several viable entrances being guarded by SOLDIERS (3 HP, 1 ARMOR, 1D6 DAMAGE), the most heavily protected of which is the loading bay. Infiltration is a fitting task for Iteration VI, who can use SNEAK to get in, and then secure an entry for Tantalus.

### 2. ESPIONAGE

Once inside, the players find a makeshift laboratory where English-speaking scientists are discussing the artificial flesh eating parasite with which they will infect and weaken the Burkinabé populace, allowing France to begin a full-out recolonization effort. During an INTERROGATION, they will claim to work for CYCLOPS, infamous for their clandestine and dangerous experiments (fulfilling the SCHOLAR role for Iteration VI). The players can also find a makeshift holding cell and free prospective test subjects by using HEAVYWEIGHT (fulfilling the REPENTANT role for Tantalus). They can also find the loading bay, which is filled with trucks containing stable parasite samples. The factory halls are periodically patrolled by HEAVY TROOPERS (3 HP, 2 ARMOR, 1D6+1 DAMAGE).

### 3. ACTION

When the players complete their investigation of the factory, they will hear sudden screaming in the loading bay. If they go there, they will find that the French soldiers have disturbed the stable parasite samples and been fused into a WRITHING MASS OF FLESH (16 HP, 3 ARMOR, 2D6 DAMAGE). If the players do not choose to investigate the screaming or choose to evacuate the loading bay, the monster will barrel down the hallways after them in an attempt to absorb them. Tantalus has an opportunity to fight using ARMORED and HEAVYWEIGHT, and the flesh monster has no interest in absorbing Iteration VI due to its SYNTHETIC trait. The mission is complete when the players have neutralized the monster, perhaps through combat or by destroying the factory using BOMBER.

# TRAITS INDEX

1. **ACE:** you can do tricky vehicular maneuvers, like drifting or doing a barrel roll, without having to roll 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 HP), +1 REFLEXIVE
2. **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 esoteric like a 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 (proximity alert). +6 MAX HP
3. **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.
  - dual SMGs (1D6 damage each), +1 CREATIVE
4. **AMATEUR:** you have no formalized military training. civilians always listen to you, but you can never pass as a soldier.
  - civilian outfit (blend into crowds), -1 FORCEFUL
5. **ARMORED:** you are fused with a cumbersome suit of powered armor that you cannot remove. once per session, you can completely ignore damage dealt to you.
  - power armor (2 ARMOR), -2 REFLEXIVE
6. **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 session.
  - art supplies (one use), +2 CREATIVE
7. **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 bottle (1D6 damage, one use), -1 TACTICAL
8. **BARD:** your music has inexplicable mind-altering effects on those who hear it. while playing, choose one of the following: your allies have +1 on rolls that use an attribute of your choice, enemies are dazed (their weapons deal -1 damage), or one enemy becomes unable to stop dancing. you have -1 to any rolls made while playing music. your signature instrument can be anything you like.
  - signature instrument, +1 CREATIVE
9. **BERSERKER:** if you rush into combat with no precaution or pre-planning, your first attack will deal double damage.
  - minigun (1D6+2 damage), -2 TACTICAL
10. **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.
  - bomb kit (one use), +1 TACTICAL

# TRAITS INDEX

- 11. CENTIPEDE:** you have a wormlike 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), +1 FORCEFUL
- 12. CHAMPION:** you live for the thrill of battle. when you are the only player to survive a fight, immediately gain 2D6 MAX HP and refill your HP to maximum.

  - spear (1D6+1 damage), +1 FORCEFUL
- 13. CHARM:** you can always manipulate people into doing what you want, 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
- 14. 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.

  - 50 feet of rope, +1 REFLEXIVE
- 15. COMMANDO:** you take +1 to damage rolls during a fight with an extremely large opponent, but -2 to damage when anyone else is helping you fight.

  - rocket launcher (1D6+2 damage), +1 FORCEFUL
- 16. CONTORTIONIST:** you can always fit through small openings and perform feats of flexibility without having to roll the dice. if you contort yourself in a particularly difficult way, decrease your REFLEXIVE attribute by 2 until the end of the session.

  - skin-tight suit (1 ARMOR), +1 REFLEXIVE
- 17. CYBORG:** you have augmented superhuman agility. you can reroll one damage die—dealing or receiving—once per fight.

  - exoskeleton (1 ARMOR), +1 REFLEXIVE
- 18. 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
- 19. DIRTY:** you fight using underhanded and dishonorable methods. when you trick an enemy, roll twice for damage and take the higher result. you also gain +1 on attack rolls which target victims of your pocket sand.

  - pocket sand (one use), +1 FORCEFUL
- 20. 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 will tell you which.

  - bulletproof vest (1 ARMOR), +1 TACTICAL

# TRAITS INDEX

- 21. DRUID:** you thrive in nature and wither in combat, drained by the bloodshed and metal. you can understand the thoughts of animals, and ask them to tell you things or do things for you—though they will not always comply.  
- medicinal herb (+1D6 HP, one use), -1 TACTICAL
- 22. DUELIST:** you take +1 to damage rolls 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 melee damage
- 23. EMPATHY:** you can sense how anyone is feeling without having to roll. 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
- 24. FASHIONABLE:** you may combine multiple pieces of 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
- 25. 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), +2 MAX HP
- 26. 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 plummeting to the ground or colliding into something nearby.  
- AR goggles (let you see enemies' HP), +1 TACTICAL
- 27. FLOW:** you live in the moment and can be like water, moving with the currents of reality. each time you roll a failure, put a small plus sign somewhere on your character sheet—you can have up to three. when you do something risky, you can spend your plus signs and add that much to your roll.  
- staff (roll 1D6, knockout on 3+), -2 TACTICAL
- 28. 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
- 29. FREEZE:** once per session, you may freeze time for one hour and move around freely. you may not interact with sentient beings in order to avoid causing a time paradox, but you can do anything else that fits in the span of an hour, 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 will freeze anything that enters it. this effect lasts for ten minutes before wearing off.  
- stasis grenade (one use), +1 TACTICAL

# TRAITS INDEX

- 30. GANGSTER:** you are part of an organized crime group such as the mafia, the yakuza, a cartel, or a triad. the referee will always tell you where to find illegal items. you can intimidate enemies without rolling, but civilians will always mistrust you.  
- silencer (attach to any gun), +1 FORCEFUL
- 31. 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), +1 TACTICAL
- 32. HACKER:** if you have a reasonable amount of prep time, you can attempt to gain control of any computer or electronic machine by rolling the dice +TACTICAL.  
- energy drink (+1D6 HP, one use), +1 TACTICAL
- 33. 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 5 or 6, consume it and heal for 2D6 HP. on a 4 or below, your killing blow doesn't land.  
- machine pistol (1D6 damage), +1 REFLEXIVE
- 34. 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.  
- shotgun (1D6+1 damage), +1 FORCEFUL
- 35. HENSHIN:** using your device, you can take on another form. this alternate form has one additional trait and 1D6 HP (reroll each time). 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 session.  
- mystery device, -1 to ARMOR in normal form
- 36. HIGHLANDER:** when you kill someone important, you may gain a trait, but not the associated attribute bonus or item, based on any special abilities they may have. the referee decides who is important.  
- ancient sword (1D6+1 damage), +1 FORCEFUL
- 37. 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
- 38. 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.), and animals of the same type will always be friendly towards you and anyone you're with; however, all armor is 1 point less effective due to its incorrect fit.  
- animal feed (+1D6 HP, one use), +1 chosen attribute
- 39. HYPNOSIS:** you are in a permanent state of self-hypnosis which maximizes your efficiency in combat but suppresses your sense of self. any time you roll the dice, you can reroll one die. you cannot speak.  
- nutrient slurry (+2D6 HP, one use), -2 CREATIVE

# TRAITS INDEX

- 40. ILLUSION:** you can attempt to manipulate another person into hallucinating anything of your choice by rolling +CREATIVE. rolling higher creates a more believable illusion.  
- whip (1D6 damage), +1 CREATIVE
- 41. IMPROVISE:** you can improvise a weapon from common objects to instantly kill a single enemy once per session.  
- slingshot (1D6 damage), +1 CREATIVE
- 42. 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 session, your MAX HP returns to its normal amount.  
- automatic injection suit (2 ARMOR), -1 REFLEXIVE
- 43. 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.  
- knife (1D6 damage), +1 FORCEFUL
- 44. LIMBS:** you have many appendages (additional arms, spiderlike legs, tentacles, etc.) when attempting to grapple someone, roll twice and take the best result.  
- many knives (1D6+1 damage), +1 REFLEXIVE
- 45. 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 gain 1 WAR DIE at the end of the session.. 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 by fulfilling their ROLE.  
- silver handgun (1D6 damage, double vs. undead), +1 ARMOR when protecting others
- 46. LUSH:** you prefer to fight at least half in the bag. when you have some free time, you can down a few shots and take +2 to your next FORCEFUL roll.  
- liquor bottle (one use), +2 MAX HP
- 47. MEDIC:** with a reasonable amount of prep time, you can use your first aid kit to heal anyone for 1D6+TACTICAL HP.  
- first aid kit (three uses per session), +1 TACTICAL
- 48. MIMIC:** you can shapeshift, but only into inanimate objects. once per session, 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
- 49. 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 their ability is neutralized in your presence.  
- x-ray specs (see through walls), -1 CREATIVE

# TRAITS INDEX

- 50. MORBID:** you have some kind of relationship with death. describe how, and what death looks like. 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
- 51. MUTANT:** you are a picture of evolution in microcosm, always changing form as your unstable genome shifts. at the beginning of each session, roll 1D6. on a 4 or higher, you must drop one trait you already have (except MUTANT), and take a new one instead, recalculating your attributes.  
- toxic grenade (1D6+2 damage, one use), -1 TACTICAL
- 52. 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
- 53. NOIR:** you're a detective 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
- 54. PARKOUR:** you can easily swing, jump, and free-run across rooftops, rafters, and the like without having to roll. if it's something really dangerous and 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 will tell you what, and where.  
- baseball bat (1D6 damage), +1 REFLEXIVE
- 55. PUPPETMASTER:** you can implant a command in someone's brain by rolling the dice +FORCEFUL. if you succeed, they have no choice but to follow it.  
- strappy leather harness (1 ARMOR), +1 FORCEFUL
- 56. PROJECTION:** you can project your spirit from your body to view any faraway place remotely, as long as your physical body is somewhere completely safe. you can also cheat death once per session by abandoning your body, but you will be stuck in spirit form until it gets medical attention.  
- flowing garment (1 ARMOR), +1 CREATIVE
- 57. 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
- 58. 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

# TRAITS INDEX

- 59. QUANTUM:** if another player's character dies, you may rewind time to shortly before their death and permanently swap bodies (and character sheets, excluding your ROLE) 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
- 60. 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 attempting to flee the scene.  
- ultra-shotgun (2D6 damage), -1 CREATIVE
- 61. 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, may have only one trait chosen by the referee, start with 3 MAX HP, and gain 3 MAX HP for each mission they complete alongside you.  
- tranq pistol (roll 1D6, knockout on 3+), +1 CREATIVE
- 62. 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
- 63. RETREAT:** you have a pocket dimension in your head (a cozy cabin, a crystal palace, a concrete cell, etc.) that you can manifest physically. once per session, you may roll +CREATIVE to transport yourself and up to four other people there (on a failure, one person is transported somewhere dangerous instead; the referee will tell you where). 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.  
- durable camera (for memories), +1 CREATIVE
- 64. 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 quirk, like a streak of dyed hair, an eyepatch, or a cool scar.  
- carbine (1D6 damage), +1 damage when showing off
- 65. RUNNER:** you possess superhuman 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
- 66. SAFECRACKER:** 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 +CREATIVE.  
- anti-security kit (three uses), +1 REFLEXIVE

# TRAITS INDEX

- 67. SAWBONES:** you're a doctor, but you don't have a medical license. once per session, 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), -3 MAX HP
- 68. SCOUT:** you always get the lay of the land before starting a mission. you can find a good vantage spot 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
- 69. 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 (1 ARMOR), +1 REFLEXIVE
- 70. 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
- 71. 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 having to roll. however, 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
- 72. 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, disabling that part rather than dealing damage.  
- revolver (1D6+1 damage), +1 REFLEXIVE
- 73. SKELETON:** you have no flesh. explain why. you have 2 ARMOR against weapons that pierce or slash, and take +1 damage against weapons that bludgeon. if you reach 0 HP, you can always come back to 1, as long as you can be reassembled completely by someone else.  
- ownerless femur (1D6 damage), -2 FORCEFUL
- 74. 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), +2 MAX HP
- 75. 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 session, you will melt into a puddle and die.  
- poison fingertips (2D6 damage), -1 CREATIVE

# TRAITS INDEX

- 76. SNEAK:** if you hold still in a good hiding spot, no one will see you until you make your presence known. you can also easily fit into small containers like barrels and cardboard boxes.  
- camouflage fatigues (1 ARMOR), +1 REFLEXIVE
- 77. 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 damage for your weapon.  
- sniper rifle (1D6+2 damage), +1 ranged damage
- 78. 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
- 79. 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), +1 REFLEXIVE
- 80. STATUESQUE:** you're made of something hard (stone, metal, gems, etc.) once per session, you can reflect any projectile.  
- tough exterior (2 ARMOR), +1 FORCEFUL
- 81. STONER:** you function much better while high. when you have the time, you can enjoy some indica (+1D6 HP) or sativa (+2 to your next roll) using any method of your choice.  
- personal stash (one use), +2 MAX HP
- 82. 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 will tell you what.  
- radio (three uses), +1 TACTICAL
- 83. SURVEILLANCE:** you can set your camera drone somewhere stationary, and surveil without detection. you can also control it at will, but it will be exposed to enemy attacks.  
- camera drone (1 HP, one use), +1 TACTICAL
- 84. SYNTHETIC:** you are a human-like android. your positronic brain can make thousands of calculations per second. you take 1D6 damage when exposed to water.  
- prototype railgun (1D6+2 damage), +1 TACTICAL
- 85. TACTICIAN:** if you explain an elaborate plan of action to the unit, 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
- 86. TELEKINETIC:** you have telekinetic control over any one 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 accessory, such as a mask or a pendant, which you channel your power through. if this psychic amplifier is damaged or lost, you are no longer telekinetic until you repair or replace it.  
- psychic amplifier, +1 CREATIVE

# TRAITS INDEX

- 87. TELEPORT:** you can teleport yourself, and any items you are wearing or holding, to a safe location within your line of sight at will. If you want to teleport under fire or to somewhere you can't see, roll +TACTICAL to avoid accidents.  
- flare gun (1D6 damage), +2 REFLEXIVE
- 88. THIEF:** you may roll +REFLEXIVE to teleport an object you can see into your hands. on a failure, you take something else as well—the referee will tell you what.  
- smoke grenade (one use), +1 REFLEXIVE
- 89. 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 completed this task. all damage dealt with your anomalous weapon is increased +1D6.  
- anomalous weapon (choose any), +1 FORCEFUL
- 90. TRIPPER:** you are a hallucinogen enthusiast. when you have some time to relax, you can drop a tab to expand your consciousness and take +1 to your next CREATIVE roll.  
- acid tab (one use), +2 MAX HP
- 91. TURNCOAT:** at one point, you belonged to an enemy faction of your choice. you no longer serve them. any time you run up against the enemy faction, the referee will tell you something tactically important about them.  
- enemy uniform (blend in with faction), +1 TACTICAL
- 92. UNARMED:** you are skilled in martial arts. 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.  
- brass knuckles (1D6 damage), +1 FORCEFUL
- 93. 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 session with full health. each time this happens, you gain a creepy aesthetic quirk, like bolts in your neck or stitched-together skin. you may still die voluntarily.  
- full-body bandages (1 ARMOR), -2 CREATIVE
- 94. 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 (use to turn into a bat), -2 FORCEFUL
- 95. 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 one of your weapons on the vehicle, for yourself or for a secondary gunner. 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 (12 HP, 0 ARMOR, 0 damage), +1 TACTICAL



# ROLES INDEX

## **AVENGER**

describe someone who wronged you, and what they did.

advance if something you did during this session brought you closer to exacting your revenge, or defeated someone who is wronging others in the same way.

## **CHESSMASTER**

describe what you plan to do with absolute power.

advance if something you did brought you closer to holding a position of extreme power over a large group of people.

## **CRUSADER**

describe an ethical ideal you hold dear that is difficult to achieve.

advance if something you did during this session aligned with that ethical ideal, even though it made your life harder.

## **GLADIATOR**

describe a warrior you admire and aspire to emulate.

advance if you fought and bested a powerful enemy using only the most honorable of tactics during this session.

## **ICON**

describe how you want to go down in history.

advance if something you did during this session brought you closer to becoming a world-famous legend, or ensured a group of people would never forget your name.

## **PUNK**

describe an oppressive establishment that hurt you.

advance if something you did during this session helped brutally and decisively smash that establishment, or meaningfully helped people who are also being oppressed by that establishment.

## **REPENTANT**

describe a shameful and horrible decision from your past.

advance if something you did during this session helped make up for your sins in a meaningful way.

## **SCHOLAR**

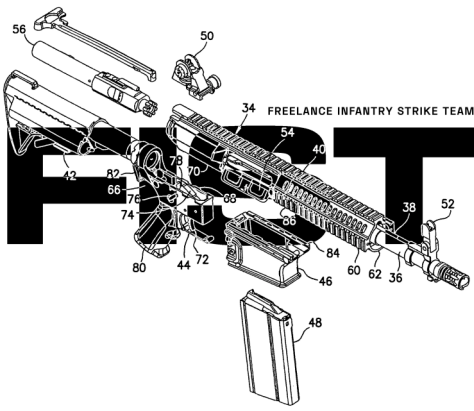
describe the esoteric and obscure subject you are most curious about.

advance if something you did during this session brought you closer to unlocking the ultimate secrets of that subject.

## **WILDCARD**

describe your primary vice or source of pleasure, such as money, romance, thrills, or pain.

advance if you got your fix during this session in a way nobody, including yourself, expected.



# OPERATIVE PROFILE

**CODENAME:** .....

**ROLE:** .....

**TRAITS:** .....

**INVENTORY:** .....

Empty dotted box for listing traits.

Empty dotted box for listing inventory.

<p><b>FORCEFUL</b> strength, power, intimidation</p>	<input type="text"/>	<p><b>TACTICAL</b> knowledge, skill, intellect</p>	<input type="text"/>
<p><b>CREATIVE</b> diplomacy, deceit, psionics</p>	<input type="text"/>	<p><b>REFLEXIVE</b> precision, dexterity, aim</p>	<input type="text"/>
<p><b>ARMOR</b> subtract from damage taken</p>	<input type="text"/>	<p><b>MAX HP</b> capacity to take damage</p>	<input type="text"/>
<p><b>WAR DICE</b> luck and grit, spend for +1D6</p>	<input type="text"/>	<p><b>HP</b> operative death occurs at 0 HP</p>	<input type="text"/>

**END TRANSMISSION**

 **elaymore**  
ROLEPLAYING  
GAMES