

Character

Player

## Boss

### ○ Delegate Responsibility

- Each session, hold 3. You can spend 1 hold to get one of your employees to come and try to handle a situation for you. When you do so, roll Charm. **S:** Your employee is excited and enthusiastic about the task. **T:** “Well, it’s a job.” **F:** Fate intervenes on your employee, possibly causing you more problems.

### ○ High Powered Executive

- Each session, hold 3. You can spend 1 hold for one of the following:
  - A luxury car is pulled around for you to drive or be driven in.
  - You wave your black credit card and ignore the purchase price.
  - Bribe someone into doing something you want.
  - Automatically succeed to Get Some Respect.
  - You’ve already got a meeting or reservation.
  - Bypass lines, queues, and security.
  - Receive an invitation to a party, gala, ball, or formal event.

### ○ Management Experience

- When you Read a Person, add the following questions. In addition, you can ask 1 more question than your roll indicates.
  - What would motivate this person?

- What is this person good at?
- What *would* this person be good at?
- Who would be a good or bad match for them?

### ○ Those Wonderful Toys

- When you need something your company might make, design, or sell, roll Cunning or Power. **S:** You get ahold of an advanced prototype of the thing, and no one will be too put out if you manage to return it in one piece. **T:** You get one, but people are looking for it now, so be careful. **F:** You’ve gotten something like it, but fate intervenes, somehow that thing is doomed.

### ○ Situation Resolution

- When you interfere in a personal conflict, you can offer both sides an out. If they *both* take it, they both mark experience. If only one intends to take it, you can mark 1 health star in order to convince the other party.

### ○ Pep Talk

- When you talk to a group before they do some activity you have knowledge of, roll Spirit or Charm. **S:** Your team takes +1 ongoing while doing the thing. **T:** Your team takes +1 forward to do the thing. **F:** Your team takes +1 forward to do the thing, but fate intervenes, either because someone didn’t like your speech, or because someone else is interfering.

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## Enforcement Agent

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### ○ Deescalate

- While in a conflict where no one has suffered harm yet, you have a chance to deescalate the situation. Roll Charm or Power. **S:** The situation goes from an actively hostile one to a tense standoff, or from a tense standoff to a sullen silence. **T:** The situation is still hostile, but the combatants hesitate, possibly buying someone else an opportunity. **F:** Fate intervenes, you're the target now.

### ○ Pain Compliance

- When you start a conflict within reach of an adversary, you take +1 forward to grapple with them. Furthermore, you get +1 ongoing with the Seize By Force Move for grappling situations.

### ○ Investigative Awareness

- When you Read a Person or Situation, you add the following questions to the list. Additionally, you can ask 1 more question than usual.
  - Did this person have something to do with \_\_\_\_?
  - Who else might be connected to \_\_\_\_?
  - What has already been overlooked?
  - What piece of evidence is conspicuously *absent*?

### ○ Centralized Dispatch

- You are part of a web of other agents, allowing you to share

your information and resources. Each session, hold 3. Spend 1 hold for one of the following:

- Call in some backup to help you deal with a situation.
- Call in tracking or surveillance on a particular target you have information about.
- Ask the network if anyone has reported something or someone matching a description.
- Report an accident or incident for further cleanup or emergency management.
- Ask for activities that need doing.

### ○ Brotherhood/Sisterhood

- When you yourself are in trouble with the law, you've got people to turn to. Roll Charm or Power. **S:** Your compatriots absolve you of the crime. You suffer no punishment, and your reputation is unharmed. **T:** You're not going to jail, but your reputation isn't what it used to be. You effectively take a -1 to your criminal record. **F:** They'll bail you out as in a Tie, but you're now obligated to help them with an illegal "chore" that needs doing.

### ○ Special Agent

- Select a specialty, such as Air Marshal, Interstate Patrol, or Drug Enforcement. When on the job in your specialization, you get +1 ongoing to Read a Person or Situation.

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## Host

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### ○ Iron Butt Monkey

- You get +2 armor, but in exchange, the GM can redirect interventions of fate from your allies and friends directly to you, even though you don't deserve it.

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### ○ Papa/Mama Wolf

- When someone threatens or hurts a member of your close circle of family or friends, you get +1 ongoing against that person.

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### ○ Work Your Butt Off

- When confronted with an overwhelming amount of work, you can mark 1 willpower star to get it done in a flash, leaving you almost completely exhausted.

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### ○ Discount Genius

- When you want to purchase something, roll Alertness or Cunning. **S:** You manage to finagle it down to 50% the original cost. **T:** You only drag the price down by 20%. **F:** You found a

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cheaper alternative, but it sucks.

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### ○ All There in the Manual

- You're considered to have perfect knowledge of any paperwork, laws, guidelines, and contracts you or your friends are involved in. You use the Seize by Force Move to wrangle contracts or find loopholes.

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### ○ Weirdness Magnet

- When you encounter something unusual or supernatural, roll Spirit. **S:** hold 2. **T:** hold 1. **F:** it gets weird in a whole new and unexpected way. Spend 1 hold for one of the following:
  - You're completely unfazed by something that should have surprised or terrified you.
  - Something equally weird appears and temporarily neutralizes the original problem.
  - Cosmic forces take an interest in you, with unforeseeable results.
  - It turns out you've got some useful but incomplete knowledge of whatever it is.

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## Laborer

### ○ Indomitable

- People trying to intimidate, threaten, beguile, or seduce you take -1 ongoing to do so.

### ○ I Can Go All Day

- When something would be arduous or difficult to keep doing, roll Power. **S:** It's no big deal for you. Take +1 on it ongoing. **T:** Whatever it is, you get it done anyway. **F:** You get it done, but fate intervenes, probably involving some sort of strain injury.

### ○ Tough As Nails

- When you have 1 or more health stars marked, you get +1 ongoing to armor.

### ○ Wrecking Ball

- When you inflict harm at close/melee range, you inflict +2 harm.

### ○ Operate Machinery

- When you operate a loader, backhoe, crane, tractor, or other piece of heavy machinery in a dangerous situation, roll Alertness. **S:** choose 3. **T:** choose 2. **F:** choose 1 but fate intervenes.
- You drive carefully, avoiding collateral damage.
- You're faster than they thought.
- You pull off an impressive maneuver, such as picking up or rolling another vehicle.

### ○ Hard Shelled/Thick Skin

- You get +1 armor ongoing against punches, kicks, and other unarmed attacks from non-demi-humans.

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## Odd Job

### ○ Self-Employed

- Each month, roll Charm to see if you get more work. **S:** choose 3. **T:** choose 2. **F:** choose 1 and fate intervenes.
- Grow the business
- Expand your market
- Get paid: calculate pay based on the lowest rate in your field
- Make a business connection
- Your work goes viral

### ○ Temp Agency

- You have an agency that places you in temporary jobs, usually part-time. Your pay for these jobs is always the minimum rate, but you don't have to pay anything to get started, the agency handles that. If you have problems with one job, the agency can get you moved to another job the next day.

### ○ Shady Work

- When you're really hurting for some money, you can put your feelers out to some contacts on the street. Roll Cunning. **S:** They can get you something safe, lucrative, and possibly illegal. **T:** They can get you something safe *or* lucrative, but both are

illegal. **F:** They told you it'd be safe and lucrative, but it wasn't either. Fate intervenes.

### ○ My Own Schedule

- There's no particular time you need to be at work. You're always up for an adventure, because you make your own schedule. You won't be fired for taking time off or disappearing for a while. In addition, you can usually find an advantageous time to get something important done, often when no one else is trying to do the same.

### ○ Handy

- When you have the tools and time to perform minor repairs, roll Cunning or Alertness. **S:** choose 3. **T:** choose 2. **F:** choose 1 and fate intervenes.
- You get it done quickly.
- You *don't* have to wait for replacement parts.
- You *don't* need any tools that aren't in your kit.
- You impress your client, they'll probably hire you again.
- You prevent the problem from coming up again for long time.

### ○ Polymath

- When you make a Move that hinges on knowledge of science, technology, engineering, or math, you take +1 on the roll.

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## Office Worker

### ○ **It's Technical**

- When you meet someone in the same field as you, you get +1 to **Get Some Respect** with them.

### ○ **Computer Systems Expert**

- You get +1 to all Moves related to working with computers.

### ○ **Phone Operator**

- When you're on the phone, you get +1 to **Basic** and **Social Moves** with the person on the other end of the line.

### ○ **Air of Legitimacy**

- You get +1 ongoing to **Get Some Respect** while wearing your work outfit.

### ○ **Filed In Triplicate**

- When paperwork stands in your way, roll **Cunning** or **Alertness**. **S:** You've already got something (a license, passport, or previous account, etc) that allows you to skip it entirely. **T:** You get the paperwork done faster than anticipated, but it still takes some time. **F:** Fate intervenes, but at least you know what you need to complete the forms.

### ○ **Financial Planning**

- Each month, when you do your **Balance Sheet**, pick one **Debt** you or another player has. The owner doesn't have to pay it this month.

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## Romantic

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### ○ Lover's Comfort

- When you spend some romantic time with someone, choose 1.
- They heal up to 2 health stars
- They take +1 ongoing for the next few hours
- They take a Relationship with you
- They mark 1 experience

### ○ Practiced Naiveté

- When you interact with someone you can hide your intelligence and intent. Roll Charm. **S:** choose 3. **T:** choose 2. **F:** choose 1, but fate intervenes.
- They accidentally reveal a piece of information they wouldn't have given someone suspicious.
- They gain a positive Relationship with you.
- They willingly invite you through whatever protections were designed to keep others out.
- Hold 1. Spend 1 hold to reveal a new gap in someone's plan that involved you.

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### ○ Celebutante

- You know all the right people. When you encounter someone famous or important, roll Charm. **S:** You actually *are* acquainted with them, though they may not want to advertise how. **T:** Either you've confused them into misremembering you, or you've outwitted them and they're forced to play along. **F:** What were you famous for again? Fate intervenes.

### ○ I Speak Fluent Body Language

- You can use Social Moves even when you can't speak or your target can't hear you. This includes situations where you might be bound, tied, or otherwise indisposed. When your target *can* hear you, you take +1 to Beguile and Get Intimate with them.

### ○ Putty in My Hands

- Each session, hold 3. You can spend 1 hold to take +1 forward on a Move to deceive, beguile, threaten, play with or manipulate someone.

### ○ Too Kinky to Torture

- When you have 1 or more marked health star, you take +1 ongoing to Social Moves and Moves to resist revealing information.