

HACKER

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- The girl/boy I like doesn't know I exist.
- I'm bullied at school.
- Mom/Dad's new partner is violent.
-

DRIVE

- I wanna show people what I can do.
- I'm a part of something.
-

NPC RELATIONSHIPS

- I helped Tammy hack the school database to change her grades.
- My older brother John beats me up.
- My classmate Victoria is gonna stay in our basement.
-

MY NAME IS

- Anna
- Patricia
- Tara
- Zachary
- Steve
- Paul
-

ANCHOR

- Mom or Dad.
- Teacher.
- Local author.
-

SHAME

- I've never been kissed.
- I haven't reached puberty yet.
-

RELATIONSHIPS WITH OTHER PCs

- I'd rather have him/her dislike me than ignore me.
- I wanna impress him/her.
- My only friend.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Computer with dial-up modem (+2).
- Floppy discs with illegal software (+2).
- Homemade mini robot (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

CALCULATE

...which I use to know how technical objects work and how to use them. It could be robots, machines, magnetrine ships, cyborgs, or an alarm clock. If I succeed, I get to ask two questions, for example

- What is its purpose?
- How does it work?
- How can I use it?
- Who built it?
- What problems could it cause?
- Is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

COMPREHEND

...which I use to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will you me the information, or ask me to come up with something on my own. If I fail the roll, the Gamemaster gives me bad news or the wrong information, but doesn't say which it is.

The bonus effect I can use is

- to get more information and take +1 die on one roll when I use the information, up to +3 dice in total.

PROGRAM

...which I use to create and manipulate computer programs and electronic devices.

Create

I can need some of these things, which is up to the GM.

- A certain Item
- Successfully **Calculate**
- Successfully **Comprehend**
- Successfully **Tinker**
- Lots of time
- New tools

Then I make a roll and, if successful, create an item with a +1 bonus.

The bonus effects I can choose from are

- Make it more effective, +1 bonus.
- It can do more than expected, +1 bonus.

Manipulate

I can infect a computer with a virus, disable an alarm or an electronic lock, confuse or control robots and operate strange machines. I may have to **Calculate** first to figure out how to do it.

The bonus effects I can choose from are

- Give one success to another Teen acting at the same time or later, when relating to this roll.
- Don't need to roll to overcome the exact same trouble in the future.
- I do it quickly.
- I get new and unexpected information.
- I show off.



HACKER

A couple of weeks ago, I lured an AMB 100 down into the Husby swamp by lighting a bunch of fir branches on fire. It was like it knew I was gonna hack it though, 'cause it got loose and threw me into the woods, and I landed with my head like an inch from a sharp rock. I'll try again tonight, and the forum will sing my praises - GodMachineX is the best bot hacker in the Islands.

**THINGS
FROM
THE FLOOD**
CHARACTER SHEET

JOCK

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- My coach forces me to take shady training supplements.
- I've been offered a contract by a club in another part of the country.
- My boy-/girlfriend will do anything to break me down.
-

DRIVE

- Anything for friendship.
- I'm a winner, even if it means risking my life.
-

NPC RELATIONSHIPS

- Me and John are on the same team, but he hates me for being better than him.
- We're together, but he/she is cheating on me.
- Chris is the most popular guy in school and I'm invited to all of his parties.
-

MY NAME IS

- Jessica
- Sarah
- Amy
- Michael
- Jason
- Robert
-

ANCHOR

- My coach.
- Mom or Dad.
- Older sibling.
-

SHAME

- I'm unsure of my sexuality.
- My parents have lost their jobs.
-

RELATIONSHIPS WITH OTHER PCs

- We're siblings.
- He/She makes me nervous.
- We're childhood friends.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my **key skills** (listed in **bold**) and 1 or **nothing** on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Dad's car (+2).
- Varsity jacket (+2).
- Football (+2).

EXPERIENCE

SCARS

ABOUT ME

Finish the sentences below to give me some character and place in the world.

- I dress _____
- My favorite song is _____
- In my room I have _____
- My favorite dish is _____
- School is _____
- Siblings _____
- The Evacuation Zone _____
- My parents _____



My key skills are...

FORCE

...which I use to lift heavy things, fight and endure physically demanding situations.

The bonus effects I can use are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- impress, frighten or humiliate.
- pin my opponent.
- take something from my opponent.
- my opponent is knocked unconscious.
- I don't need to roll to overcome the exact same Trouble in the future.

MOVE

...which I use to climb high, balance, run fast, chase someone or get away.

The bonus effects I can use are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- impress someone
- remain undetected

LEAD

...which I use to make my friends work together, to help them focus on the task at hand in difficult situations and to soothe them when they are scared or confused.

If I have the time, I may inspire and prepare my friends for a difficult situation, by rolling to overcome a Trouble. My successes become a dice pool (with each success I roll resulting in 2 dice for the dice pool) that I can distribute to my friends in the upcoming scenes when they roll to overcome Trouble – but only if they do as I say. If I fail the roll I suffer a Condition and I have to ask the others how our relationship has been hurt.

There can be only one pool active at a time.

I can also heal my friends' Conditions if I spend time with them privately, but not if they're Broken. If I fail, I suffer the same Condition they have.

The bonus effects I can use are

- heal another Condition.
- heal one of my own Conditions.



JOCK

Dad says losing is for losers. My coach calls me every night to make sure I eat right and go to bed early. They say I have what it takes to make it big, and that the price of success is pain. I stopped caring about how I feel about it all a long time ago. The only times I feel free are when I push myself until I almost pass out, forcing the world to fade to black and red around me.

LONE WOLF

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- I want to die.
- Several people love me but I don't feel a thing.
- My parents are health fanatics.
-

DRIVE

- I collect ideas to my book/movie script.
- I want to feel something real.
-

NPC RELATIONSHIPS

- Me and my neighbour sometimes watch old film classics in town.
- My teacher reads my short stories and likes them.
- I sometimes go fishing with Lisa and just sit in silence with her.
-

MY NAME IS

- Eileen
- Raven
- Jane
- Finn
- Louis
- Jon
-

ANCHOR

- Mom or Dad.
- A projectionist.
- The cleaner at the library.
-

SHAME

- I wish that I could dress however I like.
- I've had a psychologist as long as I can remember.
-

RELATIONSHIPS WITH OTHER PCs

- I think he/she is so smart.
- Would not be liked by the group if he/she wasn't as good looking.
- At least I don't hate him/her.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

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Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Hoodie (+2).
- Huge film collection (+2).
- Drawing- or notebook with lots of pens (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____

My key skills are...

COMPREHEND

...which I use to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will you me the information, or ask me to come up with something on my own. If I fail the roll, the Gamemaster gives me bad news or the wrong information, but doesn't say which it is.

The bonus effect I can use is

- to get more information and take +1 die on one roll when I use the information, up to +3 dice in total.

SNEAK

...which I use to hide, sneak or steal.

The bonus effects I can choose from are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- find something unexpected, or more of what I was looking for.

EMPATHIZE

...which I use to study what makes a person, an animal or a conscious robot or android tick and how to find its weakness. I need time to study or talk to the creature or person to do this. If I succeed, I get to ask two questions, for example

- what is its purpose?
- how does it work?
- how can I use it?
- who built it?
- what problems could it cause?
- is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.



LONE WOLF

Sometimes I don't get what people say when they talk to me. And when I do, I wish I didn't. People are stupid, mean and self centered. I'm by the sidelines, seeing through their insecurities and charades. I like things that actually mean something. Film, music, books. As long as no-one disturbs me - which they do all the time. My parents asking me if I have any new friends, my sister who always wanna drag me to a party and my classmates who only wanna screw and fall in love.

**THINGS
FROM
THE FLOOD**
CHARACTER SHEET

MOTORHEAD

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- My friend's in a coma but no one knows it was me who drove the car.
- People at school have found out what happened to me and my sister when we were kids.
- I've borrowed some money from a really dangerous guy.
-

DRIVE

- I'm an adrenaline junkie.
- Together, we can do anything.
-

NPC RELATIONSHIPS

- My friend Victoria's mom killed herself.
- John goes to my school, and has shown me a new way to tune mopeds.
- Mike is a couple of years older than me and has offered to sell me a car, despite me not having a license yet.
-

MY NAME IS

- Holly
- Kathryn
- Cassandra
- Cody
- Joel
- Derrick
-

ANCHOR

- Mom or Dad.
- Mechanic.
- Retired race car driver.
-

SHAME

- I'm the dumbest in my class.
- He/She left me for someone else.
-

RELATIONSHIPS WITH OTHER PCs

- He/She also loves adrenaline.
- My sibling and best friend.
- He/She thinks he/she's so much better than the rest of us.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
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Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Tool box (+2).
- Modified moped (+2).
- Electric scooter (+2).

EXPERIENCE

SCARS

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

CALCULATE

...which I use to know how technical objects work and how to use them. It could be robots, machines, magnetrine ships, cyborgs, or an alarm clock. If I succeed, I get to ask two questions, for example

- What is its purpose?
- How does it work?
- How can I use it?
- Who built it?
- What problems could it cause?
- Is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

CHARM

...which I use to charm, lie, befriend and make people do what I want (but the GM decides what is plausible)

The bonus effects I can use are

- She will keep believing me.
- You have formed a lasting relationship.
- She will take risks to help me.
- She will try to persuade others into believing me.
- She's frightened, confused or impressed.
- She's infatuated with you.

TINKER

...which I use to build and manipulate machines and other mechanical items.

Build

The gamemaster will tell me what I need to build something, for example

- a certain Item
- must succeed with **Calculate**
- must succeed with **Comprehend**
- must succeed with **Program**
- lots of time
- new tools

When I succeed, I get an Item with a +1 bonus.

The bonus effect I can use is

- get +1 to the bonus, up to +3 at most, because it is more durable than expected.
- get +1 to the bonus, up to +3 at most, because it can do more than expected.
- get +1 to the bonus, up to +3 at most, because it is more discreet than expected.

Manipulate

I can manipulate computers and other electronic devices to infect a computer with a virus, disable an alarm or electronic lock, confuse or control robots and operate strange machines. I may need to **Calculate** first to figure out how to do it.

The bonus effects I can use are

- give a success to another Kid.
- don't need to roll to overcome the exact same Trouble in the future.
- do it quickly.
- get new or unexpected information.
- showing off.



MOTORHEAD

My sister jokes about me loving high speed 'cause I wanna get away from all the shit from when we were kids, but I've always been like this - taken my sledge up the steepest hills, thrown myself off the roof of the school, and climbed the masts at the marina to dive into the water. My biggest dream is to soar through the skies above the Islands in a Gripen fighter jet and shatter the windows below as I pass. Until I'm old enough for a driver's license, I'll have to make do with souping up my moped and borrowing Dad's car when he's asleep.

THINGS
FROM
THE FLOOD
CHARACTER SHEET

PARTY ANIMAL

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- I can't stop drinking.
- My mom/dad is homeless.
- My parents do not care when I get home.
-

DRIVE

- I want to be the center of attention.
- I don't want to let anyone down.
-

NPC RELATIONSHIPS

- I know an old man that buys me liquor.
- Robert is a hip-hop dancer and teaches me new moves.
- I've had sex with a teacher.
-

MY NAME IS

- Madison
- Ashley
- Stephanie
- Tommy
- Wane
- Matt
-

ANCHOR

- My big brother/sister who no longer lives at home.
- A buddy's mom.
- The school nurse.
-

SHAME

- I've never had a real relationship.
- I vomit after eating to feel better.
-

RELATIONSHIPS WITH OTHER PCs

- He/she thinks I'm too loud.
- The only one who knows how I really feel.
- He/she dominates too much.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Hip-flask with vodka (+2).
- Frisbee (+2).
- Fake ID (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

CONTACT

...which I use to know the right person and get a hold of them. If I fail the roll, the contact doesn't want to help me or may even want to hurt, humiliate or make life difficult for me.

The bonus effects I can use are

- the contact has all the right tools with them.
- the contact may heal one of my Conditions.
- the contact brings more people, also ready to help.
- I don't have to roll to get a hold of this contact again during this Mystery.
- the contact knows something important.
- I can use the contact once as an Item with bonus +1 (up to +3).

MOVE

...which I use to climb high, balance, run fast, chase someone or get away.

The bonus effects I can use are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- impress someone
- remain undetected

LEAD

...which I use to make my friends work together, to help them focus on the task at hand in difficult situations and to soothe them when they are scared or confused.

If I have the time, I may inspire and prepare my friends for a difficult situation, by rolling to overcome a Trouble. My successes become a dice pool (with each success I roll resulting in 2 dice for the dice pool) that I can distribute to my friends in the upcoming scenes when they roll to overcome Trouble – but only if they do as I say. If I fail the roll I suffer a Condition and I have to ask the others how our relationship has been hurt.

There can be only one pool active at a time.

I can also heal my friends' Conditions if I spend time with them privately, but not if they're Broken. If I fail, I suffer the same Condition they have.

The bonus effects I can use are

- heal another Condition.
- heal one of my own Conditions.



PARTY ANIMAL

The party is on! We're heading out to Anna's cabin for an all-nighter. Her parents are away and I've taken care of the booze. It's gonna be so rad... cause I'm there! It's a shame my friends are always bailing out. They don't get how amazing it is being the centre of attention and just let go. To take the night as it comes, as if there were no tomorrow. Sometimes I wish it was true, that there were no tomorrow filled with hangover, angst and nagging.

RAVER

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- I can't stay off the drugs.
- I'm in love with my best friend.
- My older sibling accused Mom/Dad of terrible things.
-

DRIVE

- I need to find the truth.
- The adults can't protect us, we have to do it ourselves.
-

NPC RELATIONSHIPS

- Tammy in my class hates me.
- I'm in love with Chris, the hottest guy in school.
- Our teacher Beverly was at the rave last weekend. Weird!
-

MY NAME IS

- Michelle
- Ashley
- Shannon
- Aaron
- Dustin
- Scott
-

ANCHOR

- Mom or Dad.
- Older DJ.
- The record store clerk.
-

SHAME

- I'm ashamed of my body.
- Mom/Dad's in prison.
-

RELATIONSHIPS WITH OTHER PCs

- He/She doesn't seem to like me, but I'm gonna change that.
- We're best friends.
- I adore him/her.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

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Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Spray cans (+2).
- Strobe light (+2).
- Buffalo shoes (+2).

EXPERIENCE

SCARS

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

CHARM

...which I use to charm, lie, befriend and make people do what I want (but the GM decides what is plausible)

The bonus effects I can use are

- She will keep believing me.
- You have formed a lasting relationship.
- She will take risks to help me.
- She will try to persuade others into believing me.
- She's frightened, confused or impressed.

She's infatuated with you.

CONTACT

...which I use to know the right person and get a hold of them. If I fail the roll, the contact doesn't want to help me or may even want to hurt, humiliate or make like difficult for me.

The bonus effects I can use are

- the contact has all the right tools with them.
- the contact may heal one of my Conditions.
- the contact brings more people, also ready to help.
- I don't have to roll to get a hold of this contact again during this Mystery.
- the contact knows something important.
- I can use the contact once as an Item with bonus +1 (up to +3).

TINKER

...which I use to build and manipulate machines and other mechanical items.

Build

The gamemaster will tell me what I need to build something, for example

- a certain Item
- must succeed with **Calculate**
- must succeed with **Comprehend**
- must succeed with **Program**
- lots of time
- new tools

When I succeed, I get an Item with a +1 bonus.

The bonus effect I can use is

- get +1 to the bonus, up to +3 at most, because it is more durable than expected.
- get +1 to the bonus, up to +3 at most, because it can do more than expected.
- get +1 to the bonus, up to +3 at most, because it is more discreet than expected.

Manipulate

I can manipulate computers and other electronic devices to infect a computer with a virus, disable an alarm or electronic lock, confuse or control robots and operate strange machines. I may need to **Calculate** first to figure out how to do it.

The bonus effects I can use are

- give a success to another Kid.
- don't need to roll to overcome the exact same Trouble in the future.
- do it quickly.
- get new or unexpected information.
- showing off.



RAVER

It's the biggest squat party of the year on Saturday and the whole crew is going. Some dudes from Stockholm found an abandoned warehouse in the Evacuation Zone and hacked some bots to make them break dance. Now some stupid rumors about kids going missing in the Vac and monsters and stuff have everyone spooked, and I'm the only one who's still going. Fuck, are they gonna be jealous when I tell them about the party afterwards!

**THINGS
FROM
THE FLOOD**
CHARACTER SHEET



ROCKER

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- My brother/sister wants to die.
- My parents are alcoholics.
- I'm in love with my teacher.
-

DRIVE

- It makes me a little less depressed.
- The truth must come out.
-

NPC RELATIONSHIPS

- Our bass player John bought some pills off a guy and wants us to try them with him.
- My younger sister Sarah is dating an older guy.
- Felicia who owns the record store likes my lyrics.
-

MY NAME IS

- Courtney
- Lacey
- Angel
- Jack
- Ross
- Logan
-

ANCHOR

- Mom or Dad.
- Our manager.
- Teacher.
-

SHAME

- I have a kid I never see.
- I can't control my fears.
-

RELATIONSHIPS WITH OTHER PCs

- He/She is hot.
- He/She makes me laugh.
- Can I trust him/her?
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Electric guitar (+2).
- Leather jacket (+2).
- Notepad and pencil (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

EMPATHIZE

...which I use to study what makes a person, an animal or a conscious robot or android tick and how to find its weakness. I need time to study or talk to the creature or person to do this. If I succeed, I get to ask two questions, for example

- what is its purpose?
- how does it work?
- how can I use it?
- who built it?
- what problems could it cause?
- is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

MOVE

...which I use to climb high, balance, run fast, chase someone or get away.

The bonus effects I can use are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- impress someone
- remain undetected

INVESTIGATE

...which I use to find hidden objects, understand clues, break puzzles or survey a place or a situation. If I succeed, I get to ask two questions, for example

- what is hidden here and where is it?
- what does it mean?
- what has happened here?
- how can I get into/out of/past something?
- what threats can I perceive here?
- where is it?

If I fail the roll, I've misunderstood something, someone has found out something about me or I suffer a Condition. The Gamemaster decides.

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.



ROCKER

I lie awake at night, consumed by rage over how stupid people are that they actually think Kurt Cobain, the world's greatest poet, killed himself. It wasn't suicide, he was MURDERED, most likely out of jealousy. I wanna honor his legacy by continuing his work. My Swedish teacher says my writing is the darkest and most beautiful she's ever read. She's made me an appointment with the school shrink, but how am I supposed to explain the countless signs that the world has already ended to some moron who works for the Man, the fact that we're already standing in Hell, trying our hardest not to smell the burning flesh and the sulphur?

SEEKER

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- I have a secret relationship with my best friend's partner.
- My sibling has begun hearing voices.
- Mom/Dad puts everything on our credit card, but we're out of money.
-

DRIVE

- The world needs saving.
- I am a truth-seeker.
-

NPC RELATIONSHIPS

- My teacher Beverly wants me to come to a revival meeting.
- My friend John told me that his dad has Loop Disorder.
- Sarah wants me to come on a double date with some people she met online.
-

MY NAME IS

- Candace
- Krista
- Wendy
- Caleb
- Lee
- Lawrence
-

ANCHOR

- Mom or Dad.
- New Age shop owner.
- Ex partner.
-

SHAME

- People think I'm weird.
- I'm unsure of my gender identity.
-

RELATIONSHIPS WITH OTHER PCs

- My soulmate.
- I'm tired of him/her questioning me.
- They're alright.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Books on mystery and supernatural phenomena (+2).
- Dreamcatcher (+2).
- Religious symbol (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

EMPATHIZE

...which I use to study what makes a person, an animal or a conscious robot or android tick and how to find its weakness. I need time to study or talk to the creature or person to do this. If I succeed, I get to ask two questions, for example

- what is its purpose?
- how does it work?
- how can I use it?
- who built it?
- what problems could it cause?
- is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

INVESTIGATE

...which I use to find hidden objects, understand clues, break puzzles or survey a place or a situation. If I succeed, I get to ask two questions, for example

- what is hidden here and where is it?
- what does it mean?
- what has happened here?
- how can I get into/out of/past something?
- what threats can I perceive here?
- where is it?

If I fail the roll, I've misunderstood something, someone has found out something about me or I suffer a Condition. The Gamemaster decides.

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

LEAD

... which I use to make my friends work together, to help them focus on the task at hand in difficult situations and to soothe them when they are scared or confused.

If I have the time, I may inspire and prepare my friends for a difficult situation, by rolling to overcome a Trouble. My successes become a dice pool (with each success I roll resulting in 2 dice for the dice pool) that I can distribute to my friends in the upcoming scenes when they roll to overcome Trouble – but only if they do as I say. If I fail the roll I suffer a Condition and I have to ask the others how our relationship has been hurt.

There can be only one pool active at a time.

I can also heal my friends' Conditions if I spend time with them privately, but not if they're Broken. If I fail, I suffer the same Condition they have.

The bonus effects I can use are

- heal another Condition.
- heal one of my own Conditions.



SEEKER

Some people think it's spores from the Vac or Loop Disorder that makes people sick, but my friend Marie can see auras and she says that tainted energy from the spirit world has twisted peoples' chakras. We're gonna perform a cleansing ritual tonight with the rest of the gang and Tomas has promised to teach me all about healing if I come around to his afterwards. So few of us see the truth, and we have to save the others.

**THINGS
FROM
THE FLOOD**
CHARACTER SHEET

SNOB

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- Mom/Dad is very sick, but we're not allowed to talk about it.
- My partner is cheating on me.
- My friends have rejected me.
-

DRIVE

- No one else will save us.
- I wanna break all rules and boundaries.
-

NPC RELATIONSHIPS

- I've made out with Felicia who owns the record store.
- Chris wants to hang out with me as long as I have parties at my parents' house.
- A shady dude called Mike is helping my dad with something illegal.
-

MY NAME IS

- Jessica
- Ashley
- Amber
- Christopher
- Matthew
- Justin
-

ANCHOR

- Uncle.
- Teacher.
- Someone from the hunting club.
-

SHAME

- My body doesn't work when I try to have sex.
- I can't help but feel that I matter more than other people.
-

RELATIONSHIPS WITH OTHER PCs

- He/She is crazy!
- He/She should calm down.
- I wanna be his/her friend.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

SCARS

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Cell phone (+2).
- Loaded money clip (+2).
- Expensive sunglasses (+2).

EXPERIENCE

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

CHARM

...which I use to charm, lie, befriend and make people do what I want (but the GM decides what is plausible)

The bonus effects I can use are

- She will keep believing me.
- You have formed a lasting relationship.
- She will take risks to help me.
- She will try to persuade others into believing me.
- She's frightened, confused or impressed.
- She's infatuated with you.

COMPREHEND

...which I use to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will give me the information, or ask me to come up with something on my own. If I fail the roll, the Gamemaster gives me bad news or the wrong information, but doesn't say which it is.

The bonus effect I can use is

- to get more information and take +1 die on one roll when I use the information, up to +3 dice in total.

CONTACT

...which I use to know the right person and get a hold of them. If I fail the roll, the contact doesn't want to help me or may even want to hurt, humiliate or make life difficult for me.

The bonus effects I can use are

- the contact has all the right tools with them.
- the contact may heal one of my Conditions.
- the contact brings more people, also ready to help.
- I don't have to roll to get a hold of this contact again during this Mystery.
- the contact knows something important.

I can use the contact once as an Item with bonus +1 (up to +3).



SNOB

My parents have taught me to go for what I want. Expensive watches, champagne, nice clothes, and fast cars are signs that you're winning at life. At boarding school, I learned to behave properly, got to know the right people, and came to despise people who are too lazy to work and choose to live off society. Imagine the shock - for myself most of all - when I was expelled and sent back home. Mom and Dad pretend like everything is fine, but I don't feel the same anymore. I can see the cracks in peoples' nice facades now, the petty egotism and the hatred for everything different. They don't realize how bad things actually are, but I know that there are threats out there that will destroy us all if I don't stop them.

**THINGS
FROM
THE FLOOD**
CHARACTER SHEET

STREET KID

IS PLAYED BY

I'm _____ years old, and my birthday is _____
(remember that I can't be younger than 14 or older than 19)

For each section below, I check one of the options or make up my own

PROBLEM

- My older brother/sister is a criminal.
- We're about to get evicted.
- Someone ratted us out to the cops.
-

DRIVE

- I wanna show them all that I can accomplish something good.
- Only I am tough enough to stop the impending disaster.
-

NPC RELATIONSHIPS

- Chris, the most popular guy at school, wants me to deal drugs for him.
- Mike has threatened to kill me.
- My teacher Birgitta calls me late at night.
-

MY NAME IS

- Melissa
- Tiffany
- Erin
- Jeremy
- Kyle
- Seth
-

ANCHOR

- My shrink.
- Grandpa.
- My friend's parents.
-

SHAME

- Mom/Dad is a junkie.
- I've always been told I'm no good.
-

RELATIONSHIPS WITH OTHER PCs

- He/She thinks he/she's better than me.
- I secretly love him/her.
- His/Her family took care of me when we were little.
-

I distribute 14 points among the four attributes (between 1 and 5 in each) and then distribute 10 points on skills, with up to three in my key skills (listed in **bold**) and 1 or nothing on the remaining ones.

BODY	<input type="text"/>	HEART	<input type="text"/>	MIND	<input type="text"/>	TECH	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Butterfly knife (+2).
- Set of lockpicks (+2).
- Cigarettes and a lighter (+2).

EXPERIENCE

SCARS

ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress _____

My favorite song is _____

In my room I have _____

My favorite dish is _____

School is _____

Siblings _____

The Evacuation Zone _____

My parents _____



My key skills are...

FORCE

...which I use to lift heavy things, fight and endure physically demanding situations.

The bonus effects I can use are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- impress, frighten or humiliate.
- pin my opponent.
- take something from my opponent.
- my opponent is knocked unconscious.
- I don't need to roll to overcome the exact same Trouble in the future.

INVESTIGATE

...which I use to find hidden objects, understand clues, break puzzles or survey a place or a situation.

If I succeed, I get to ask two questions, for example

- what is hidden here and where is it?
- what does it mean?
- what has happened here?
- how can I get into/out of/past something?
- what threats can I perceive here?
- where is it?

If I fail the roll, I've misunderstood something, someone has found out something about me or I suffer a Condition. The Gamemaster decides.

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

SNEAK

...which I use to hide, sneak or steal.

The bonus effects I can choose from are

- give one success to another Teen acting at the same time, or a +1 bonus die to a later roll relating to this one.
- find something unexpected, or more of what I was looking for.



STREET KID

When my friends go home, I hang around by myself, smoking under the streetlights in the parking lot, waiting for my folks to fall asleep. Mom drinks too much, my little brother is in special ed so Social Services won't take him away, and since my older brother got out of prison, he's become much worse than my old man ever was. It's up to me to make sure we're all fed and clothed. The streets are the only place I can let it all out - the rage, the hate - and feel the rush as my fists put someone in their place.