



Hello. My name is...

Elektra Ambrosia

Racing driver

5  
Vitality

4  
Story points

Media Darling

## PLOT HOOKS

## DESCRIPTION

I'm a professional rally driver for the ERF Oil team. I'm one of the best in the field, good enough to compete with world-class drivers. And with a car like the Lancia, I'm among the best of the best.

Being one of very few girls in the sport makes me a lot more popular in the media, though. Nobody knows the top drivers of the other teams by name, and nobody could point them out in a crowd. But everyone knows who Elektra Ambrosia is!

## SKILLS

Agility	15	Melee	45
Alertness	65	Prestidigitation	15
Charm	15	Ranged combat	15
Contacts	15	Red tape	15
Credit	45	Science	15
Electronics	15	Search	45
Endurance	65	Security	15
Engineering	45	Sneak	15
Entertainment	15	Status	45
Humanities	15	Strength	45
Investigation	15	Subterfuge	15
Languages	15	Survival	15
Machinery	45	Vehicles	75
Medicine	15	Willpower	65

## ABILITIES

Born behind the wheel

Been everywhere

## COMPLICATIONS

Over-confident

## GEAR KITS

Item	Tag
Film camera	Documentation, event analysis +2 pips
Mech. Toolbox	Jury-rigging, repair, create machines +2 pips
Wad of Cash	Purchase +2 pips, "no questions asked" +2 pips
Beach wear	Impression on the Riviera +2 pips

Signature gear kit...

Lancia Stratos racing car, +2 pips

## LANGUAGES

Greek (native),  
English, French (fluent)

## ABILITY: BORN BEHIND THE WHEEL

You are one with the vehicle and the road.

**Story Points:** Spend 1 Story Point to flip a task check to handle a vehicle.

**Spend 2 Story Points** to reroll any task check you make to handle a vehicle.

**Spend 2 Story Points** to make a car stunt possible in the scene – driving on two wheels, jumping over obstacles etc.

## ABILITY: BEEN EVERYWHERE

Taj Mahal? The Great Wall? Machu Picchu? Boring and mainstream. You have already been there. In fact, you have been everywhere, met everyone, and got the t-shirt.

**Story Points:** Spend 1 Story Point to know someone at the location.

**Spend 1 Story Point** to flip a **Contacts** or **Red Tape** task check when not in your home country.

**Spend 1 Story Point** to flip a **Languages** task check for modern languages.

## COMPLICATION: OVERCONFIDENT

You can do it all. And if you don't succeed, it's because you didn't really want to anyway, or maybe you just felt like letting someone else win for a change. In the long run, you can't fail!

**Story Points:** Gain 3 Story Points for taking a **–2 pips** modification on one of your skills with a value of 65% or higher. Decide before you roll. Keep the modification for the entire scene.

## PLOT HOOK: MEDIA DARLING

You're constantly in the limelight. This not only means constant coverage in magazines and the news, but also that you often know reporters and journalists.

## GEAR KITS

Beachwear	1	Swimsuit or swimming trunks, sandals, summer dress or shorts and polo shirt, sunglasses, elegant hat, beach towel, parasol	Impression on the Riviera: <b>+2 pips</b>
Film camera	1	8 mm or 16 mm moving film camera, film cassettes, padded bag	Documentation and event analysis: <b>+2 pips</b>
Mechanic's toolbox	1	Assorted screwdrivers, torque wrench with bits, adjustable wrench, spanner, hammer, pliers, cutters	Jury-rigging, creating or repairing machines: <b>+2 pips</b>
Racing car (signature)	2	One or two seats, steering wheel, no trunk, roll cage	Car chases or races: <b>+2 pips</b>
Wad of cash	1	Bank notes, rubber band	Purchase: <b>+2 pips</b> No questions asked: <b>+2 pips</b>



Hello. My name is...

Yurika Mishida

Inquisitive journalist

5

Vitality

4

Story points

Looking for a case

## PLOT HOOKS

## DESCRIPTION

Konnichiwa! Mishida Yurika desu. Ano, we put the family name before the given name in Japan. I'm a photo-journalist on long term assignment to France for the Japanese newspaper Senjogahara Shinbun. They say that I pay a lot of attention to details, but I think I'm just Japanese.

I am a rokudan judoka, and to my shame I have been forced to use my judo skills outside the dojo, when intoxicated people take liberties. I guess self defence is okay, but I still feel bad about it.

## SKILLS

Agility	15 <input type="checkbox"/>	Melee	45 <input type="checkbox"/>
Alertness	65 <input type="checkbox"/>	Prestidigitation	45 <input type="checkbox"/>
Charm	45 <input type="checkbox"/>	Ranged combat	15 <input type="checkbox"/>
Contacts	75 <input type="checkbox"/>	Red tape	15 <input type="checkbox"/>
Credit	15 <input type="checkbox"/>	Science	15 <input type="checkbox"/>
Electronics	15 <input type="checkbox"/>	Search	65 <input type="checkbox"/>
Endurance	15 <input type="checkbox"/>	Security	15 <input type="checkbox"/>
Engineering	15 <input type="checkbox"/>	Sneak	15 <input type="checkbox"/>
Entertainment	15 <input type="checkbox"/>	Status	45 <input type="checkbox"/>
Humanities	15 <input type="checkbox"/>	Strength	15 <input type="checkbox"/>
Investigation	65 <input type="checkbox"/>	Subterfuge	15 <input type="checkbox"/>
Languages	65 <input type="checkbox"/>	Survival	15 <input type="checkbox"/>
Machinery	15 <input type="checkbox"/>	Vehicles	45 <input type="checkbox"/>
Medicine	15 <input type="checkbox"/>	Willpower	15 <input type="checkbox"/>

## ABILITIES

Press credentials

Judo blackbelt

## COMPLICATIONS

Code of honour (the truth must be told)

## GEAR KITS

Item	Tag
Tape recorder	Sound recording
Sports car	Car chases, travel in style +2 pips
Furisode kimono	Impression at formal occasions +2 pips
Film camera	Documentation and event analysis +2 pips

Signature gear kit...

Camera, documenting +2 pips

## LANGUAGES

Japanese (native),  
English, French, German (fluent)

## ABILITY: PRESS CREDENTIALS

You are officially recognised as a journalist for some news source. It does not give you any rights as such, but it opens some doors (and closes others). It also gives you access to a lot of news stories across the world.

**Can I quote you?:** When your press credential would be advantageous, you get a **+2 pips modifier** to gain access to someone.

**Get that out of my face:** Similarly, if someone is not on friendly terms with the press, get a **-2 pips modifier** when you try to gain access to that person.

**Story Points:** Spend 2 Story Point to gain access to a press conference (establish that there is one) with an important and relevant Director character, such as a police chief, mayor, corporate official, government official or something similar. If you attend, the conference is a scene in which you can get clues that the Director character would know about.

**Spend 2 Story Points** to gain access to a news publisher that you are not employed by or another competing reporter, with which you can exchange information and clues.

## ABILITY: JUDO BLACK BELT

You are an expert in judo, aikido, or a similar martial art.

**Story Points:** Spend 1 Story Point and yell the name of an aikido or judo technique to flip a Whump! melee throw or grapple Attack check.

If an Attack check against a Mook is successful, **spend 1 Story Point** and yell the name of an aikido or judo technique to remove that Mook from the fight – out through the window, into a cupboard, down the laundry chute, or any other way of your choice suitable to the scene.

## COMPLICATION: CODE OF HONOUR (THE TRUTH MUST BE KNOWN)

There are things that you simply do not do. It's not just a matter of upbringing or politeness, it's a matter of principles, of honour. Yes, it may limit your options, sometimes severely, but if it distinguishes the civilised world from the brutes and barbarians, then so be it.

**Story Points:** Gain 3 Story Points when a villain gets away because of your code of honour.

**Gain 3 Story Points** for taking a **-2 pips** modification on actions that go against your code of honour.

**Gain 6 Story Points** when someone betrays your code of honour.

## PLOT HOOK: LOOKING FOR A CASE

Some people make a living by solving other people's troubles. Some people make a living reporting on other people's troubles. Some people are just nosy busybodies.

**Plot Hook:** Foreign

You're not from here, but from another place with a distinctly different culture. But that doesn't stop you – you find everything in your new homeland quite exciting! It's so weird! This has a tendency to land you in more adventurous situations than you bargained for.

## GEAR KITS

Camera (signature)	1	35 mm camera, lenses, rolls of film, padded bag	Documentation and location analysis: <b>+2 pips</b>
Film camera	1	8 mm or 16 mm moving film camera, film cassettes, padded bag	Documentation and event analysis: <b>+2 pips</b>
Furisode (formal long sleeve kimono)	1	Dress, matching handbag, make-up, perfume, matching shoes.	Impression at formal occasions: <b>+2 pips</b>
Sports car	1	Two seats, steering wheel, minimal trunk	Car chases, travel in style: <b>+2 pips</b>
Tape recorder	1	Compact cassette, microcassette or reel-to-reel recorder, microphone, extra tape reels or cassettes	Sound recording



Hello. My name is...

Harry Fitzroy

Intrepid explorer

5

Vitality

4

Story points

Looking for the past

## PLOT HOOKS

## DESCRIPTION

Sir Harold Fitzroy, KCB, DSO, MC, TD and a bunch of other abbreviations, at your service. You can call me Harry – I'm not that formal. I served in North Africa and Italy in the war and got my scars from it. I never could settle down afterwards. I have been climbing mountains, sailing yachts, riding – I was Elektra's map reader for a while until I got bored. Lovely girl, very spirited.

I know quite a lot of the old boys and ladies, both from my service and from my education. They say that I'm a bit too fond of whisky, but that's not true. I also like beer, gin, schnapps, vodka and akvavit, and would even accept a glass or three of the red. In worst case, I could even resort to that horrible stuff they make on the other side of the pond.

## SKILLS

Agility	65 <input type="checkbox"/>	Melee	15 <input type="checkbox"/>
Alertness	45 <input type="checkbox"/>	Prestidigitation	15 <input type="checkbox"/>
Charm	15 <input type="checkbox"/>	Ranged combat	45 <input type="checkbox"/>
Contacts	65 <input type="checkbox"/>	Red tape	15 <input type="checkbox"/>
Credit	45 <input type="checkbox"/>	Science	45 <input type="checkbox"/>
Electronics	15 <input type="checkbox"/>	Search	15 <input type="checkbox"/>
Endurance	65 <input type="checkbox"/>	Security	15 <input type="checkbox"/>
Engineering	15 <input type="checkbox"/>	Sneak	15 <input type="checkbox"/>
Entertainment	15 <input type="checkbox"/>	Status	15 <input type="checkbox"/>
Humanities	15 <input type="checkbox"/>	Strength	15 <input type="checkbox"/>
Investigation	15 <input type="checkbox"/>	Subterfuge	15 <input type="checkbox"/>
Languages	45 <input type="checkbox"/>	Survival	75 <input type="checkbox"/>
Machinery	15 <input type="checkbox"/>	Vehicles	45 <input type="checkbox"/>
Medicine	15 <input type="checkbox"/>	Willpower	65 <input type="checkbox"/>

## ABILITIES

Born behind the wheel

Been everywhere

## COMPLICATIONS

Over-confident

## GEAR KITS

Item	Tag
Survival gear	4dX Survival +2 pips, Survival knife (precise)
Hunting rifle	7dX Loud, Single shot
Off-road vehicle	Off-road travel +2 pips
Camping gear	Survival and camping +2 pips

Signature gear kit...

Hiking gear, long marches +2 pips

## LANGUAGES

English (native),  
Latin, French (fluent)



## ABILITY: PEERAGE

You are a Knight Commander of the Most Honourable Order of the Bath (KCB), and have also earned a Distinguished Service Order (DSO), a Military Cross (MC), and a Territorial Decoration (TD).

**Story Points:** Spend 1 Story Point to flip a **Charm** or **Subterfuge** task check.

## ABILITY: BEEN EVERYWHERE

Taj Mahal? The Great Wall? Machu Picchu? Boring and mainstream. You have already been there. In fact, you have been everywhere, met everyone, and got the t-shirt.

**Story Points:** Spend 1 Story Point to know someone at the location.

**Spend 1 Story Point** to flip a **Contacts** or **Red Tape** task check when not in your home country.

**Spend 1 Story Point** to flip a **Languages** task check for modern languages.

## ABILITY: BUSHMAN

You know all the secret tricks of hiking in the outback and surviving on bush food.

**Walked five hundred miles:** In a hiking or other outback travel skill challenge, your roll is at **+2 pips**.

**Walked five hundred more:** Given time, you can make a primitive shelter and get a fire going from almost nothing.

**Story Points:** Spend 1 Story Point to flip a **Survival** or **Endurance** task check.

## GEAR KITS

## COMPLICATION: HONEST

Honesty is at the very core of a civilised society. You dislike falsehoods and lying. It goes against your very core and it makes you uncomfortable.

**Story Points:** Gain 3 Story Points for taking a **-2 pips** modification on task checks for bluffing in a scene.

**Gain 6 Story Points** when your honesty gets you in trouble with the law or a powerful Director character in such a way that you cannot participate in an important scene.

**Gain 6 Story Points** when your honesty makes a powerful Director character your enemy.

## COMPLICATION: DRUNKARD

You are an alcoholic. If your addiction to alcohol is not satisfied, there will be a withdrawal effect. Balancing your alcoholism with a normal work life will be a challenge, and even if you go clean, any lapse will drag you back down the hole.

**Story Points:** Gain 3 Story Points if you are affected by your alcoholism or the withdrawal and take the **In-toxicated** condition.

**Gain 3 Story Points** if your alcoholism puts you in a difficult spot with the authorities.

**Gain 6 Story Points** if your alcoholism prevents you from participating in an important scene altogether.

## PLOT HOOK: LOOKING FOR THE PAST

Europe – and the world – has a long history that sometimes resurfaces. You have an interest in the past, and sometimes the past has an interest in you. Whichever the case, it can lead to unexpected adventures.

Camping gear	1	Backpack, tent, tarp, sleeping bag, blanket, freeze-dried rations, simple knife, roll of string, pot, pan, matches, camping stove, lightweight folding chair	<b>Survival</b> and camping: <b>+2 pips</b>
Hiking gear (signature)	1	Comfortable boots, warm and durable clothes, mittens, walking stick	Hiking and long marches: <b>+2 pips</b>
Hunting rifle	1	Rifle (typically caliber .250), strap, scope, protective sleeve, 4 reloads, ammunition pouches	Hunting rifle: Ranged Combat, Damage <b>7dX</b> , Loud, <i>Single Shot</i>
Off-road vehicle	1	Four seats, steering wheel, roomy luggage compartment, rear hatch	Road travel Off-road travel: <b>+2 pips</b>
<b>Survival</b> gear	1	Knife, compass, string, matches, flint and steel, tinder, mylar blanket, fishing hook, fishing line, scalpel, water cleaning tablets, and two flares, packed in a watertight box	<b>Survival: +2 pips</b> <b>Survival</b> knife: <b>Melee</b> , Damage <b>4dX</b> , Precise



Looking for adventure

## PLOT HOOKS

## DESCRIPTION

My professional career started in the French Maquis during the war. Those were exciting times: stealing guns from the Germans, blowing up trains and bridges – it's a small miracle I got away. But I learned to do things out of sight of the authorities. I still put those skills to use. There are those that call me a French Robin Hood, and there is some truth to it. Some people call it stealing, smuggling, even larceny, but I never target innocent people or poor people, and I never allow ordinary people to suffer from what I do.

## SKILLS

Agility	65 <input type="checkbox"/>	Melee	45 <input type="checkbox"/>
Alertness	45 <input type="checkbox"/>	Prestidigitation	65 <input type="checkbox"/>
Charm	45 <input type="checkbox"/>	Ranged combat	15 <input type="checkbox"/>
Contacts	15 <input type="checkbox"/>	Red tape	15 <input type="checkbox"/>
Credit	15 <input type="checkbox"/>	Science	15 <input type="checkbox"/>
Electronics	15 <input type="checkbox"/>	Search	65 <input type="checkbox"/>
Endurance	15 <input type="checkbox"/>	Security	75 <input type="checkbox"/>
Engineering	15 <input type="checkbox"/>	Sneak	65 <input type="checkbox"/>
Entertainment	15 <input type="checkbox"/>	Status	15 <input type="checkbox"/>
Humanities	15 <input type="checkbox"/>	Strength	15 <input type="checkbox"/>
Investigation	45 <input type="checkbox"/>	Subterfuge	45 <input type="checkbox"/>
Languages	15 <input type="checkbox"/>	Survival	15 <input type="checkbox"/>
Machinery	15 <input type="checkbox"/>	Vehicles	45 <input type="checkbox"/>
Medicine	15 <input type="checkbox"/>	Willpower	15 <input type="checkbox"/>

## ABILITIES

Lock-picker

Sixth sense

## COMPLICATIONS

Bad reputation

## GEAR KITS

Item	Tag
Binoculars	Spotting at a distance +2 pips
Compact car	Road travel
Disguise kit	Disguises and acting +2 pips
Flashlight	Spotting things in the dark +2 pips

Signature gear kit...

Lockpicks, picking locks +2 pips

## LANGUAGES

French (native),  
English (fluent)

ABILITY: LOCK-PICKER

Not every lock-picker is a thief. Some actually do it as part of their job. For others it is merely a hobby. Either way, this is the specific ability you need to quickly pick a lock.

**Story Points:** Spend 1 Story Point to flip a task check for **Prestidigitation** or **Engineering** when picking a lock or cracking a safe.

ABILITY: SIXTH SENSE

Intuition, sixth sense, eyes in the back of your head – whatever you call it, you have it.

**Story Points:** Spend 1 Story Point to drop the Surprised condition and act as normal.

**Spend 1 Story Point** to flip an **Investigation** task check.

**Spend 2 Story Points** to note something important in a scene. The Director will either notify you of one important thing, or return the **Story Points**.

GEAR KITS

Binoculars	1	Binoculars, strap, carrying case	Spotting at a distance: +2 pips
Compact car	1	Four seats, steering wheel	Road travel
Disguise kit	1	Wig, make-up, lenses, cotton pads	Disguises and acting: +2 pips
Flashlight	1	Flashlight with batteries	Spotting things in the dark: +2 pips
Lockpicks (signature)	1	Lockpicks, case	Picking locks: +2 pips

COMPLICATION: BAD REPUTATION

Your reputation precedes you, and not in a good way. You're the person that everyone talks about, and it will get you into trouble.

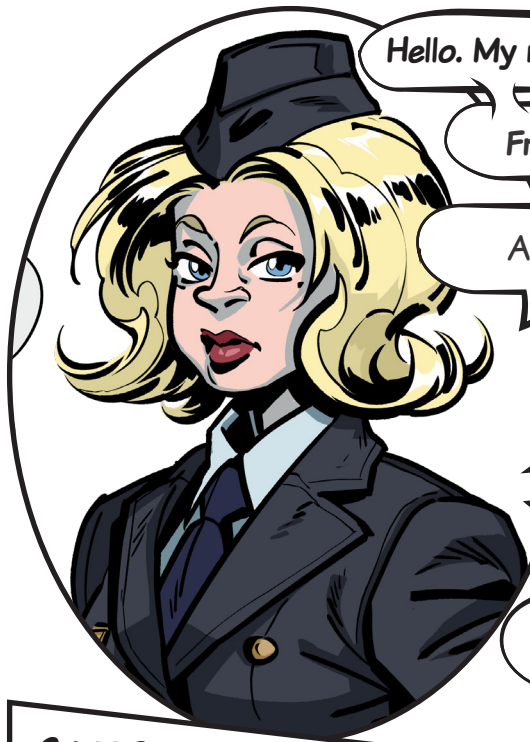
**Story Points:** Gain 3 Story Points to take -2 pips on task checks for **Charm**, **Contacts**, or **Status** in a scene.

**Gain 6 Story Points** to get thrown out of a scene because they don't want your kind around.

PLOT HOOK: LOOKING FOR AN ADVENTURE

A mundane life is not for you. You want to push the boundaries, press into the unknown. You are the type that sails solo around the world, climbs the highest peaks, treks across the wildest wilderness, skis to the poles, whatever isn't part of modern, civilised, boring everyday life.





Hello. My name is...

Frida Bäckström

Air force officer

Secret Service

## PLOT HOOKS

## DESCRIPTION

Captain Bäckström, Swedish Air Force. Please call me Frida. I am an air force pilot, and before I was assigned as liaison to represent Sweden in the EEC and NATO, I used to fly the J-35 Draken interceptor. The assignment has its ups and downs: I miss the flying, and the coffee here is a bit too weak for my taste.

But sometimes missions can be really exciting. My superiors often complain that I get involved in matters not related to my assignment, but I know some people who can make it an official secret mission in hindsight, if you catch my drift.

6

Vitality

4

Story points

## SKILLS

Agility	45 <input type="checkbox"/>	Melee	45 <input type="checkbox"/>
Alertness	65 <input type="checkbox"/>	Prestidigitation	15 <input type="checkbox"/>
Charm	45 <input type="checkbox"/>	Ranged combat	75 <input type="checkbox"/>
Contacts	15 <input type="checkbox"/>	Red tape	45 <input type="checkbox"/>
Credit	15 <input type="checkbox"/>	Science	15 <input type="checkbox"/>
Electronics	15 <input type="checkbox"/>	Search	15 <input type="checkbox"/>
Endurance	65 <input type="checkbox"/>	Security	15 <input type="checkbox"/>
Engineering	15 <input type="checkbox"/>	Sneak	15 <input type="checkbox"/>
Entertainment	15 <input type="checkbox"/>	Status	15 <input type="checkbox"/>
Humanities	15 <input type="checkbox"/>	Strength	45 <input type="checkbox"/>
Investigation	45 <input type="checkbox"/>	Subterfuge	65 <input type="checkbox"/>
Languages	15 <input type="checkbox"/>	Survival	15 <input type="checkbox"/>
Machinery	15 <input type="checkbox"/>	Vehicles	65 <input type="checkbox"/>
Medicine	15 <input type="checkbox"/>	Willpower	15 <input type="checkbox"/>

## ABILITIES

Pilot

Military Rank (Captain)

Fighter Pilot

## COMPLICATIONS

Code of Honour

Patriot

## GEAR KITS

Item	Tag	
Bicycle		Short distance or heavy traffic travel +2 pips
Handgun	5dX	Loud, Short range, Reload (9-0)
Parade uniform		Impression at formal occasions +2 pips
Shortwave radio		Radio communication, long range

Signature gear kit...

Pocket pistol (4dX, short range, concealable)

## LANGUAGES

Swedish (native),  
English, French (fluent)

## ABILITY: PILOT

Gone are the days when anyone could just jump into an airplane and zoom to the sky. These days, you need a licence to legally fly an airplane.

**I can fly:** You know how to fly an airplane and the proper procedures to follow, how to make and file a flight plan, how to communicate with air traffic controllers and so on.

**Story Points:** Spend 1 Story Point to flip a **Status task check** related to being a pilot.

**Spend 1 Story Point** to flip any task checks for social interactions with pilots, air traffic controllers or other airport or airplane personnel.

## ABILITY: MILITARY RANK

You have the rank of Captain in the Swedish Air Force.

**Duty:** If you are an active officer, you may be sent on missions at any time. Your superiors could be used as a Patron.

**Story Points:** Spend 1 Story Point to get any soldier with the rank of private who belongs to the same armed forces as a uniform you are wearing to obey your orders, regardless of whether they are in your chain of command or not.

**Spend 4 Story Points** to get any officer from the same armed forces as your uniform to obey your orders, regardless of whether they are in your chain of command or not.

Note that you could use the ability this way on enemy soldiers if you wear their uniform and speak their language, but the Director may also ask for a **Subterfuge task check**.

## ABILITY: FIGHTER PILOT

Military fighter planes are a different kind of beast than even a small private jet. Only the best can fly them.

**Story Points:** In a dogfight, spend 1 Story Point to flip an Attack check with the fighter plane's weapons.

## GEAR KITS

Bicycle	1	Bicycle, repair kit, pump, basket, lock	Short distance or heavy traffic travel: <b>+2 pips</b>
Handgun	1	Handgun (9 mm Parabellum), holster, 5 extra magazines, bag or pouches for magazines	Handgun: Ranged Combat, Damage <b>5dX</b> , Loud, <i>Short Range</i> (3), <i>Reload</i> (9-0)
Parade uniform Type m/1960	1	Impeccably polished shoes, white blouse, trousers, officer's cap, jacket, coat, navy blue tie, boots, white helmet, belt, gloves and gaiters.	Impression at formal occasions: <b>+2 pips</b>
Pocket pistol (signature)	2	Small pistol (typically caliber .25 ACP), holster, strap, 6 reloads	Pocket pistol: Ranged Combat, Damage <b>4dX</b> , <i>Short Range</i> (1), <i>Reload</i> (7-0), <b>Concealable</b>
Shortwave radio set	1	Transceiver, handset, batteries, antenna, backpack, case	Radio communication, long range

**Spend 2 Story Points** to take your turn in a dogfight now.

## COMPLICATION: CODE OF HONOUR (OFFICER AND GENTLEWOMAN)

There are things that you simply do not do. It's not just a matter of upbringing or politeness, it's a matter of principles, of honour. Yes, it may limit your options, sometimes severely, but if it distinguishes the civilised world from the brutes and barbarians, then so be it.

**Story Points:** Gain 3 Story Points when a villain gets away because of your code of honour.

**Gain 3 Story Points** for taking a **-2 pips** modification on actions that go against your code of honour.

**Gain 6 Story Points** when someone betrays your code of honour.

## COMPLICATION: PATRIOT

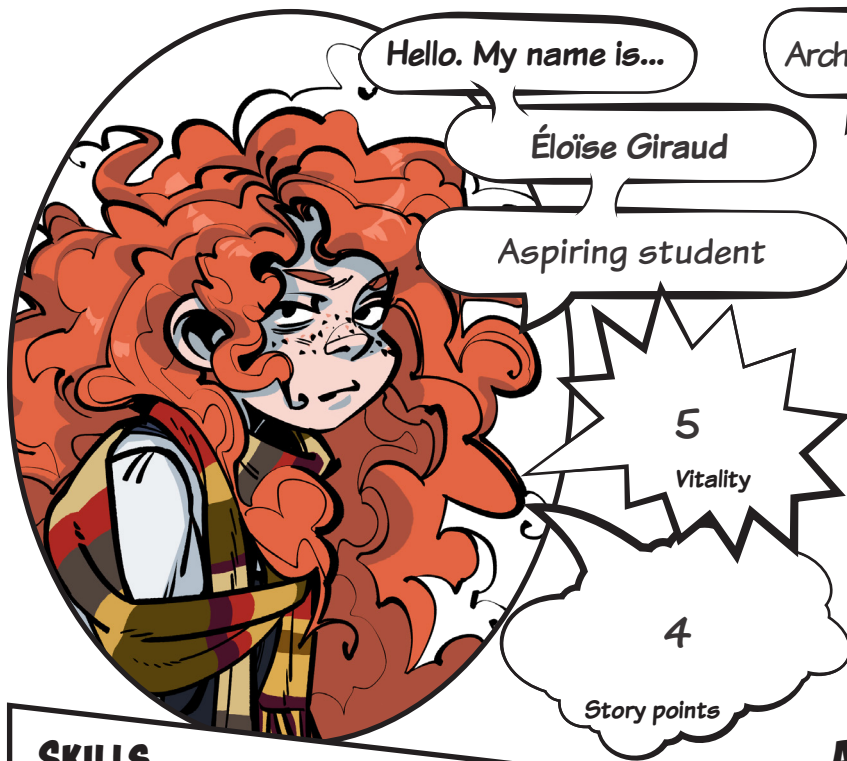
There's nothing wrong with loving your country, but sometimes it can cloud your judgement.

**Story Points:** Gain 3 Story Points for failing a successful **Investigation** or **Subterfuge task check** and coming to the wrong conclusion, if the wrong conclusion is based on your patriotism.

**Gain 6 Story Points** to take a hit for king and country, when an Attack check actually missed or was deflected.

## PLOT HOOK: SECRET SERVICE

Europe is a hotbed for spies. Everyone spies on everybody – including allies like the Americans, the Germans, the British, heck, even the Scandinavians spy. You are an agent in secret government service. Most of the time, you just report and try to recruit people, but sometimes your masters give you other assignments...



Hello. My name is...

Éloïse Giraud

Aspiring student

5

Vitality

4

Story points

Arch-Enemy: Octopus

## PLOT HOOKS

## DESCRIPTION

\*Yawn\* m'rning. I'm Éloïse, and I am a student at St Cathérine's School for Young Ladies, a Catholic boarding school outside Paris. Hence the school uniform. I was put there by my mom so that she could date stupid men without me getting in the way.

Dad disappeared some years ago, but they say that I got my affinity for electronics and science from him. The boarding school is really boring: they barely teach anything of that. But the groundskeeper at least allows me to use the stable as a workshop.

## SKILLS

Agility	15 <input type="checkbox"/>	Melee	45 <input type="checkbox"/>
Alertness	15 <input type="checkbox"/>	Prestidigitation	15 <input type="checkbox"/>
Charm	15 <input type="checkbox"/>	Ranged combat	15 <input type="checkbox"/>
Contacts	45 <input type="checkbox"/>	Red tape	15 <input type="checkbox"/>
Credit	15 <input type="checkbox"/>	Science	65 <input type="checkbox"/>
Electronics	65 <input type="checkbox"/>	Search	65 <input type="checkbox"/>
Endurance	15 <input type="checkbox"/>	Security	45 <input type="checkbox"/>
Engineering	45 <input type="checkbox"/>	Sneak	15 <input type="checkbox"/>
Entertainment	15 <input type="checkbox"/>	Status	15 <input type="checkbox"/>
Humanities	15 <input type="checkbox"/>	Strength	15 <input type="checkbox"/>
Investigation	75 <input type="checkbox"/>	Subterfuge	15 <input type="checkbox"/>
Languages	45 <input type="checkbox"/>	Survival	15 <input type="checkbox"/>
Machinery	15 <input type="checkbox"/>	Vehicles	15 <input type="checkbox"/>
Medicine	65 <input type="checkbox"/>	Willpower	45 <input type="checkbox"/>

## ABILITIES

Tech Wiz

Young

Mad inventor

## COMPLICATIONS

Underage

Sleepy

## GEAR KITS

Item	Tag
Chemistry lab set	Chemical analysis or investigation +2 pips
Moped	Impression +2 pips, city traffic +2 pips
Ski gear	Travel on snow +2 pips
Walkie-talkie	Short range radio communication

Signature gear kit...

Electronics toolbox +2 pips

## LANGUAGES

French, German (native),  
English (fluent)

## ABILITY: TECH WIZ

You're the kind of person who can make a in the basement using lots of TTL chips, a soldering iron, a tech wiz and patience; or short out a security camera with a paper clip.

**MacGyver it:** Jury-rig a gadget in a regular action scene outside a planning scene. After use, the device breaks down. You may have to **spend Story Points** for materials and tools to be at hand, at the Director's discretion.

**Beyond cutting edge:** You can invent spy tech and weird science in downtime periods between sessions, as well as jury-rig devices in a planning scene.

**Story Points:** Spend 1 Story Point to flip a task check for **Electronics, Engineering** or **Machinery**.

**Spend 2 Story Points** to reroll a task check for **Electronics, Engineering** or **Machinery**.

## ABILITY: YOUNG

Not being an adult is a mixed blessing. On one hand, society is usually more lenient towards your transgressions. On the other hand, your age means a certain prejudice against your alleged lack of experience.

**Story Points:** Spend 1 Story Point to be ignored by adults in the scene, unless you do something violent or alarming.

**Spend 4 Story Points** when you take the **Wounded** condition to get a royal scolding from a villain instead. The scolding works exactly as the **Wounded** condition until after the fight scene, when it is dropped.

## ABILITY: MAD INVENTOR

You have the Spark, the gene that allows mad science to become reality. With that ability, you will soon invent a machine that will allow you to claim dominion over the world! ...or make ice cream. Either works.

**Mwahahaha!:** Once per session, and if you have a dangerous-looking device with impressive special effects, you can activate it or wave it around while laughing maniacally, which will scare away **1d6** Mooks.

**Furious inventing!:** One of the downtime periods between sessions counts as two for the purpose of crafting.

## GEAR KITS

**Beyond cutting edge:** You can invent spy tech and weird science in downtime periods between sessions, as well as jury-rig the device in a planning scene.

**Story Points:** Spend 1 Story Point to flip a task check for **Electronics, Engineering** or **Science**.

## COMPLICATION: SLEEPY

You are not really a morning person. Not an evening person either, for that matter, and a mid-day and afternoon nap would be rather nice now that you think of it.

Maybe you're actually a cat?

**Story Points:** Gain 3 Story Points for taking a **-2 pips** modification on an **Alertness, Endurance** or **Initiative** task check due to yawning at a critical moment.

**Gain 6 Story Points** if you miss a scene due to oversleeping or falling asleep prior to the scene.

## COMPLICATION: UNDERAGE

Being young is not always desirable. Sometimes it means that your age keeps you from taking part in certain activities.

**Legal implications:** You cannot buy booze, drive a car, own a firearm, or enter certain premises if you are underage. For a lot of other actions, you need the permission of a parent or legal guardian.

**Story Points:** Gain 3 Story Points for failing a successful **Charm** or **Subterfuge** task check after the fact when your arguments are dismissed because of your age.

**Gain 6 Story Points** for being unable to participate in a scene because your age prevents you from entering wherever it takes place.

## PLOT HOOK: ARCH-ENEMY: THE OCTOPUS

The Octopus strives for control through any means necessary, both directly through nefarious plots or indirectly as a shadow government. Like the octopus, it has arms everywhere, and if you cut off one, there are still plenty more. You have been on their radar for some time.

Electronics toolbox (signature)	2	Soldering iron, solder, solder removal pump, solder wire, multimeter, magnifying glass, clamps, components	Jury-rigging, creating, or repairing electronics: <b>+2 pips</b>
Chemistry lab set	1	Microscope, glass slides, test tubes, erlenmeyer flasks, pipettes, reactants, alcohol burner, alcohol, distilled water, protection mask, cotton swabs and wipes, case.	Chemistry analysis or investigation: <b>+2 pips</b>
Moped	1	Chic moped, helmet, lock	Impression: <b>+2 pips</b> Travel in heavy traffic: <b>+2 pips</b>
Ski gear	1	Skis (downhill or cross-country), ski boots, ski poles	Travel on snow: <b>+2 pips</b>
Walkie-talkie	1	Handset, batteries, microphone, belt strap	Short-range radio communication