

Mists & Memory

CLEANER PLAYBOOK

Name _____

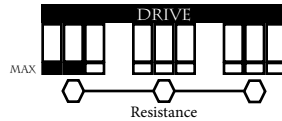
Agency _____

Why did you join the Agency? _____

Species _____

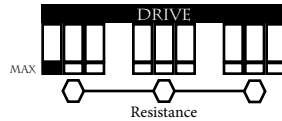
Species Specials _____

NERVE



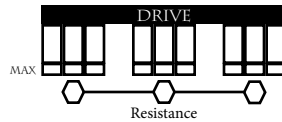
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ● ○ ○ *punch, break, knock down*
- ◇ CONTROL ● ○ ○ *drive, shoot, finesse*

CUNNING



- ◇ SWAY ○ ○ ○ *convince, command, consort*
- ◇ READ ○ ○ ○ *interpret body language, spot lies, gather motives*
- ◆ HIDE ● ● ○ *sneak, distract, sleight of hand*

INTUITION



- ◇ SURVEY ○ ○ ○ *search, track, spot*
- ◇ FOCUS ○ ○ ○ *inspect, analyze, remember*
- ◇ CHANNEL ● ○ ○ *attune, cast, reveal*

Spheres of magic: illusion and mind altering

Burn a resistance to reroll a number of dice equal to your action rating or a consequence.

EQUIPMENT

- lockpicks
- fine weapon
- low-light goggles
- a blade or two
- a pistol
- medium armor ○ ○
- a mask
- a memory crystal
- climbing gear
- a small mirror
- flashlight
- a vial of silence potion (1 use)
- _____

You are a feared operative who knows how to accomplish dirty deeds from the shadows. Your primary drive is Nerve, and your magical abilities are focused on memory manipulation and illusion.

KEYS

Kill Someone ◇ Track a Target ◇ Memory Manipulation

SLINK ABILITIES

- **Evasive Maneuvers:** When you should take a Body mark, you may instead burn 1 Cunning resistance to soak it.
- **Subterfuge:** You know how to blend into any urban environment. Whenever you make a Hide roll, you may spend any drive instead of only Cunning.
- **Expertise:** Three times per case, you may add +1d to an agency member's roll without spending drive by saying how your technical expertise prepared them for this situation.

CLEANER ABILITIES

- **Ashes to Ashes:** One way to dispose of a body is to make it Fade. Make a **Channel** roll to try and destroy any residual memories. On a 4-5, a single memory is destroyed. On a 6, all remaining memories are destroyed. Once no memories remain, the body will fade away.
- **Memory Sculpting:** You have a connection to the Mists that allows you to manipulate memory. You can make a **Channel** roll to change a single existing memory. On a 4-5, spend 2 Intuition to accomplish this. On a 6, spend 1 Intuition. If the target is not willing, this will make them hostile.
- **Cheap Shot:** You know how to fight dirty and exploit any openings. When attacking an enemy, you may roll **Hide** instead of **Strike**. If the target was completely unaware, also add a number of dice equal to your current Cunning resistance.
- **Cloak and Dagger:** On any high-stakes **Sway**, **Read**, or **Hide** roll using a disguise or other form of covert misdirection, you also add a number of dice equal to your current Nerve resistance. When you throw off your disguise, the first attack also gets this bonus.
- **Nothing to See Here:** By utilizing subtle mass memory manipulation, when you roll **Sway** or **Hide**, add a number of dice equal to your current Intuition resistance.
- **Know Your Enemy:** On a successful Survey roll, you may ask the GM about your target's daily patterns. On any Strike or Hide rolls you make using this information, also add a number of dice equal to your current Intuition resistance.

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- _____
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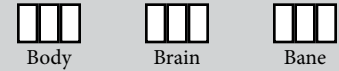
BONUS DICE

• *push yourself (burn 1-6 drive)* • *accept an assist (teammate spends 1 drive)* • *accept a Pact with the Powers*
No more than 6 dice can be rolled at a time

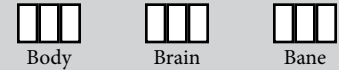
TEAMWORK

• *assist a teammate: pay 1 drive to give +1d* • *group action: everyone who wishes to roll, can*
 • *protect a teammate: take a consequence for them*

MARKS



SCARS



MEMORIES

- ◇ Death _____
- ◇ Family _____
- ◇ Friend _____
- ◇ Mentor _____
- ◇ Name _____

RELATIONSHIPS

- _____
- _____
- _____
- _____
- _____

NOTES

- _____
- _____
- _____
- _____
- _____