

# Mists & Memory

## AGENCY SHEET

Agency Name \_\_\_\_\_

Agency Location \_\_\_\_\_

Members \_\_\_\_\_

Style and Tone \_\_\_\_\_

### INQUIRY QUESTIONS & KEYS

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Ask these Questions at the end of every case. For every “yes,” fill in a point on the Inquiry track.

- Did you satisfy a client?
- Did you provide comfort or support for those affected by a case?
- Did you bring something of importance back for your agency to protect or study?
- Did you contend with issues related to Memory?
- Did you contain or destroy something from the Mist?

Earn 2 Inquiry if some, but not all, players fulfilled a Key during the session. Keys are provided on each character sheet. Earn 4 if every player fulfilled at least one Key during the session. If nobody in the agency fulfilled any of their Keys, take no additional Inquiry.

#### INQUIRY



#### Advancement:

When the Inquiry Tracker is full, your characters advance as below. Clear the track and tick one Agency Tracker box.

#### AGENCY



When the Agency Tracker is full, select one Agency Benefit (right). Then clear the track.

### CHARACTER ADVANCEMENT

*At character advancement, each player can choose one option:*

- Add 1 action point.
- Add 2 drive points.
- Take a new ability.
- Gild an additional action

### AGENCY BENEFITS

*Choose one at character creation and one each time your agency advances.*

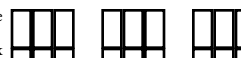
- ◇ **Stamina Training:** Your agency has three gilded dice at the beginning of every assignment that anyone may add as +1d to any roll. Once a die has been rolled, it is expended.
- ◇ **Nobody Left Behind:** When a member of your agency drops incapacitated from taking too many marks, any roll a player makes in the scene to protect them, or get them out of danger, has +1d.
- ◇ **In This Together:** When you spend drive to help an ally on a roll, on a result of 3 or less, you both earn back 1 drive point of your choice.
- ◇ **Interdisciplinary:** When choosing a new ability during character advancement, once per campaign, each character may choose an ability from a character role or specialty outside their own.
- ◇ **Resource Management:** When your agency fills the Inquiry Track, earn an additional 1 Stitch, Refresh, or Train resource.

### AGENCY RESOURCES

In each of the resources below, fill in both sections (top and bottom) equal to one plus the number of agency members. During an assignment, these can be used at any time, but are finite. Resources replenish after each case is complete. When resources are used, only erase the top section.

#### Stitch

Available



Max

#### Refresh

Available



Max

#### Train

Available



Max

### AGENCY GEAR

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