

THE CLEANER

La Société

ALIASES

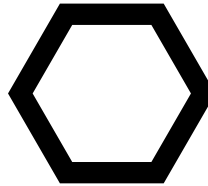
MEANS

CHOOSE ONE:

FIGHT +3, MANIPULATE +2, MANEUVER +1, OBSERVE +2 OR

FIGHT +3, MANIPULATE +1, MANEUVER +2, OBSERVE +2 OR

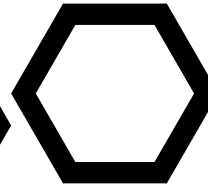
FIGHT +2, MANIPULATE +2, MANEUVER +1, OBSERVE +3



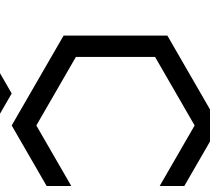
FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
0

CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

DEPLETED

Your refresh drops to zero. Lose half your current fate points, rounded up.

COMPROMISED

Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHAT MAKES YOU THE BEST CLEANER IN PARIS NOUVEAU?

WHY DO YOU KILL SO OFTEN?

WHO IS THE ONE PERSON YOU TRUST?

WHO DO YOU WISH YOU COULD REMOVE FROM PLAY, BUT CAN'T?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **great wealth**. Pick two more. Reduce your refresh by one to pick one more.

- Because I have **great wealth**, equipment that I buy costs 1 point less, to a minimum of 1.
- Because I have **stealth augmentations**, I can spend a fate point to disappear from a scene. I can show up during a later exchange in a different zone.
- Because I have an **information network**, when I create a prep advantage with Manipulate, I tie another boost to it as long as I can access my network of spies.
- Because I **serve my masters**, I can call upon my corporate sponsor to get me out of trouble, once per mission. Their help, however, is never free.
- Because I **kill without hesitation**, when I successfully cause physical harm, I can give the GM 1 blowback to force my opponent to mark an extra condition, provided my intent is to kill.
- Because I'm **slippery**, I get +2 to avoid detection with Maneuver.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- I killed someone without being detected.
- I disposed of evidence of wrongdoing.
- I struck from a position of advantage or hiding.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE BLUEBLOOD

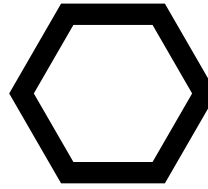
La Société

ALIASES

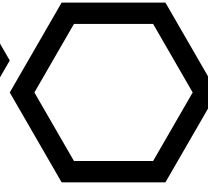
MEANS

CHOOSE ONE:

FIGHT +1 MANIPULATE +3, MANEUVER +2, OBSERVE +2 OR
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FIGHT +1, MANIPULATE +2, MANEUVER +2, OBSERVE +3



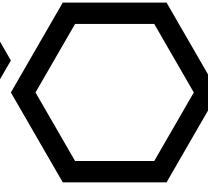
FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

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WOUNDED

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DEPLETED

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COMPROMISED

Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHERE DOES YOUR WEALTH AND PRIVILEGE COME FROM?

WHAT DO YOU WANT, BUT CAN'T BUY?

WHO DO YOU RELY UPON TO GET YOU THE THINGS YOU WANT?

WHO'S LOOKING TO USURP YOUR RIGHTFUL PLACE?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **great wealth**. Pick two more. Reduce your refresh by one to pick one more.

- Because I have **great wealth**, equipment that I buy costs 1 point less, to a minimum of 1.
- Because **money talks**, whenever I buy equipment, I can reduce the cost by 1, to a minimum of 1. If I do, the GM gets 2 blowback.
- Because I **deal in favors**, when I gain the advantage in a social situation, I gain another boost.
- Because **the camera loves me**, I can make a Manipulate or Maneuver prep advantage without spending a prep action, but only if I tell the press something juicy, giving 5 blowback to the GM.
- Because I have **bodyguards**, I can bring them into any conflict, once per mission. If I do, they're an aspect with a tied boost. I'll work with the GM to make sure their inclusion makes sense in the scene.
- Because **words cut**, when I successfully cause harm in a social situation, I can give the GM 1 blowback to force my opponent to mark an extra condition.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I convinced someone to agree with my way of doing things.
- ▶ I used money or influence to solve a problem.
- ▶ I used other people to do my dirty work.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE OFFICER

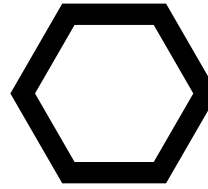
La Société

ALIASES

MEANS

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FIGHT +1, MANIPULATE +2, MANEUVER +2, OBSERVE +3



FIGHT



MANIPULATE



MANEUVER



OBSERVE

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Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHAT MILITANT ORGANIZATION ARE YOU IN CHARGE OF?

WHY DO YOU DESERVE THAT POSITION?

WHAT DO YOU HIDE FROM YOUR SUBORDINATES?

WHO IS YOUR GREATEST ENEMY?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **great wealth**. Pick two more. Reduce your refresh by one to pick one more.

Because I have **great wealth**, equipment that I buy costs 1 point less, to a minimum of 1.

Because I have **authority**, I can have my men accomplish one action for me, without rolling, once per mission. The GM will tell me what consequences I face as a result.

Because I have **clearance**, I can enter a secure area openly, with little trouble. The GM will tell me what consequences I face as a result.

Because I'm a **warrior**, I get +2 to cause harm with Fight in close-quarters combat.

Because I have a **war chest**, I can become <aspect>Depleted</aspect> in order to get equipment with a total cost of 4, without spending fate points. I can do this during a prep scene or even during a mission, provided it makes sense to do so.

Because I **command**, I get +2 to gain the advantage with Fight when I'm engaged in combat with allies or subordinates present.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I issued an order, and it was obeyed without question.
- ▶ I helped create a plan that our group executed.
- ▶ I used violence to solve a problem.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE HACKER

Les Citoyens

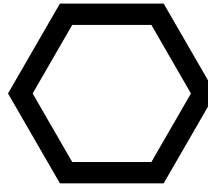


ALIASES

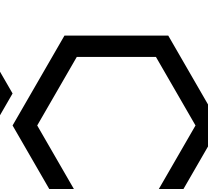
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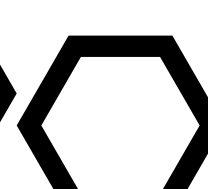
FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
0

CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

COMPROMISED

Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHAT'S YOUR REPUTATION IN THE DATASPHERE?

WHAT HACK DO YOU REALLY WISH YOU HADN'T PULLED?

WHO DO YOU OFTEN RELY UPON FOR MEATSPACE HELP?

WHO DO YOU WANT TO TAKE DOWN A PEG OR TWO?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **just another citizen**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm **just another citizen**, I can ignore the effects of either **COMPROMISED** or **BLACKLISTED** until the end of the scene, once per mission. If I do so, the next time I attempt to clear the condition I ignored, my opposition increases by 2.

Because I can **spoof my markers**, once per mission I can immediately clear my **COMPROMISED** condition by giving the GM 2 blowback.

Because I have **eyes everywhere**, I get +2 to gain the advantage with **Observe**, provided I can access security cameras & the like.

Because I can **spike the A/R**, I can spend a fate point to take out all blanks and agents in one zone without rolling, provided they have active neural casings. The GM gets blowback for each one I take out, though.

Because I can **spoof the A/R**, I can enter any scene disguised as someone else. My disguise is an aspect with a tied boost.

Because I post **screeds on the boards**, whenever I gain the advantage in a way related to mobilizing the hacker underground of Paris Nouveau, I gain another boost. After I roll, I can gain more boosts by giving the GM 2 blowback per extra boost.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I obtained valuable or illicit information.
- ▶ I caused havoc within a computerized system.
- ▶ I solved a problem by clever application of my hacking skills.

During a debrief, if my advancement track is full, I can clear it to advance.



EQUIPMENT & NOTES

THE SOLDIER

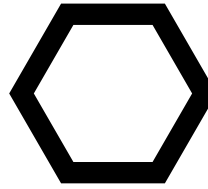
Les Citoyens

ALIASES

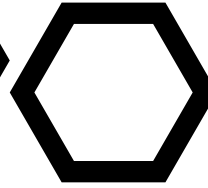
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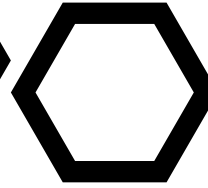
FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
0

CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

COMPROMISED

Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHAT FORM OF VIOLENCE OR BULLYING ARE YOU AN EXPERT AT?

WHOSE POSITION DO YOU COVET?

WHY DON'T YOU RESPECT YOUR SUPERIORS?

WHAT CAUSES YOU TO EMPLOY VIOLENCE THE MOST OFTEN?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **just another citizen**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm **just another citizen**, I can ignore the effects of either **COMPROMISED** or **BLACKLISTED** until the end of the scene, once per mission. If I do so, the next time I attempt to clear the condition I ignored, my opposition increases by 2.

Because I have **combat training**, I get +2 to cause harm with Fight if I intend to kill my target.

Because I have been subjected to **behavioral conditioning**, I get +2 to avoid attempts to gain social or psychological advantages against me.

Because I have **friends on the force**, I can call upon them to gain access to a restricted location without too much trouble. The GM will tell me what it costs me.

Because I have **implanted meta-data readers**, I get +2 to gain the advantage with Observe, provided I'm using the metadata of a person I can see.

Because I have **tactical training**, when I cause harm with Fight and spend boosts, I get +3 instead of +2 for each boost spent.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I obeyed an order without question.
- ▶ I used intimidation or force to solve a problem.
- ▶ I maintained my composure during a chaotic or stressful situation.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE MALCONTENT

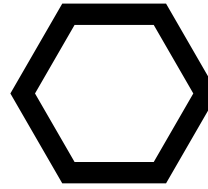
Les Citoyens

ALIASES

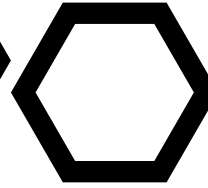
MEANS

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FIGHT +3, MANIPULATE +2, MANEUVER +1, OBSERVE +2 OR
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FIGHT +1, MANIPULATE +3, MANEUVER +2, OBSERVE +2



FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
0

CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

COMPROMISED

Whenever you buy equipment, the GM gains blowback equal to the cost of the equipment.

BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHAT MADE YOU BELIEVE THAT ANARCHY WAS THE ONLY SOLUTION?

WHAT CORPORATION OR ORGANIZATION DO YOU WANT TO TEAR DOWN MORE THAN ANY OTHER?

WHAT'S THE WORST THING YOU'VE EVER DONE IN SERVICE OF YOUR CAUSE?

WHO IS YOUR MOST RELIABLE ALLY?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **just another citizen**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm **just another citizen**, I can ignore the effects of either COMPROMISED or BLACKLISTED until the end of the scene, once per mission. If I do so, the next time I attempt to clear the condition I ignored, my opposition increases by 2.

Because **fortune favors the bold**, I gain a boost whenever I succeed at a reckless or impulsive action.

Because I'm **a charismatic leader**, I gain another boost whenever I gain the advantage with Manipulate, but I must give the boost to someone else.

Because **violence can be used for good**, I get +2 to cause harm with Fight when I firmly believe I'm doing the right thing.

Because I have a **reputation**, when I meet an NPC, I can declare that the NPC has heard of me and respects me, once per mission. This respect is an aspect with three tied boosts.

Because I'm **fighting for a better world**, I can spend a fate point to cause Citizens and Exiles around me to rise up and fight, once per scene. This gives me +2 to cause harm with Manipulate until the end of the scene, but the GM gets 5 blowback.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I killed an agent of the government.
- ▶ I convinced others to rise up and break their shackles.
- ▶ I gave an impassioned speech about overthrowing our corporate overlords.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE EX-CIT

Les Exilés

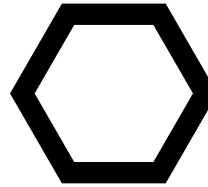


ALIASES

MEANS

CHOOSE ONE:

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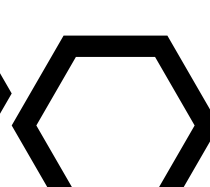
FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
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CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

PERSON OF INTEREST

At the start of every scene, except prep scenes and debriefs, the GM gets 1 blowback.

BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHY WERE YOU STRIPPED OF YOUR CITIZENSHIP?

WHO WERE YOU IN YOUR OLD LIFE?

WHAT DO YOU DO, NOW THAT YOU LIVE IN EXILE?

WHO HELPED YOU FIND SHELTER AFTER YOU WERE EXILED?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **friend of La Résistance**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm a **friend of La Résistance**, when I requisition equipment from La Résistance, I pay 1 point less, to a minimum of 1. I can also requisition equipment with a cost 1 higher than normal.

Because I have **nothing left to lose**, I can mark ANGRY or WOUNDED to get +2 or +4 to a roll, respectively.

Because I'm **self-sufficient**, I get +1 to any rolls I make when I'm handling something alone.

Because sometimes you have to **live to fight another day**, whenever I concede a conflict, I get another fate point at the end of the scene.

Because I **always settle my debts**, whenever I mark a condition because I took harm, I get +2 to cause harm to whoever caused me harm, until the end of the scene.

Because I'm **used to adversity**, I get +2 to gain the advantage with Fight when I'm going up against superior enemies.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I faced down adversity on my own.
- ▶ I won when the odds were against me.
- ▶ I paid kindness back in kind.

During a debrief, if my advancement track is full, I can clear it to advance.



EQUIPMENT & NOTES

THE NATUREL

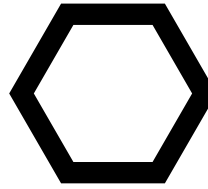
Les Exilés

ALIASES

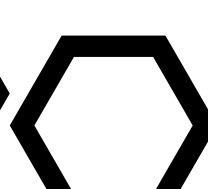
MEANS

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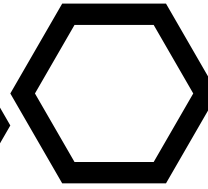
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FIGHT



MANIPULATE



MANEUVER



OBSERVE

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PERSON OF INTEREST

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BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

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ASPECTS

Answer each with a single word or a short phrase.

WHY DOESN'T YOUR COMMUNITY USE IMPLANTS OF ANY KIND?

HOW HAVE YOU LEARNED TO BE SELFSUFFICIENT?

WHO TAUGHT YOU THE SKILLS YOU USE TO SURVIVE?

WHO HAS DECIDED YOU'RE A THREAT?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **friend of La Résistance**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm a **friend of La Résistance**, when I requisition equipment from la Résistance, I pay 1 point less, to a minimum of 1. I can also requisition equipment with a cost 1 higher than normal.

Because I **move unseen**, I get +2 to avoid detection with Maneuver.

Because I'm **off the grid**, get +2 to avoid attempts to gain the advantage over me when that advantage would be gained by metadata or biometric scanning.

Because I **know my environment**, whenever I invoke a situation aspect representing an environmental feature, I get +3 instead of +2.

Because **blood is thicker than water**, whenever I enter a scene in which I can call upon my community, I can choose to gain an aspect with a tied boost. The aspect must represent something I could gain from my community.

Because **people underestimate me**, I get +2 to cause harm with Fight against an opponent who believes himself to be my superior.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I used the environment to my advantage.
- ▶ I supported and cooperated with my allies.
- ▶ I made strides to help my community.

During a debrief, if my advancement track is full, I can clear it to advance.

EQUIPMENT & NOTES

THE ARMIGER

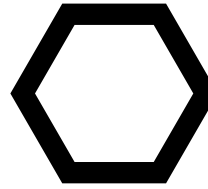
Les Exilés

ALIASES

MEANS

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FIGHT +1, MANIPULATE +3, MANEUVER +2, OBSERVE +2



FIGHT



MANIPULATE



MANEUVER



OBSERVE

REFRESH

2
1
0

CONDITIONS

When successfully attacked, mark one. When successfully attacked with style, mark two.

ANGRY

The person who made you Angry gets a boost against you.

WOUNDED

The GM's Budget increases by 1.

PERSON OF INTEREST

At the start of every scene, except prep scenes and debriefs, the GM gets 1 blowback.

BLACKLISTED

Equipment you buy or requisition costs another fate point.

MARKED FOR DEATH

If the GM takes you out, she can pay 5 blowback to remove you from play permanently. If a PC takes you out, they can spend a fate point to do the same.

ASPECTS

Answer each with a single word or a short phrase.

WHY DO YOU RELY SO HEAVILY UPON AUGMENTATIONS?

WHAT IS YOUR MOST DISTURBING PHYSICAL FEATURE?

WHICH AUGMENTATION IS YOUR FAVORITE?

WHO ACCEPTS YOU DESPITE YOUR INTIMIDATING PRESENCE?

WHY DID YOU JOIN LA RÉSISTANCE?

STUNTS

You start with **friend of La Résistance**. Pick two more. Reduce your refresh by one to pick one more.

Because I'm a **friend of La Résistance**, when I requisition equipment from La Résistance, I pay 1 point less, to a minimum of 1. I can also requisition equipment with a cost 1 higher than normal.

Because I'm covered in **armor plating**, I can spend a fate point to avoid marking a condition caused by physical harm.

Because I'm an **engine of destruction**, I can give the GM 1 blowback to get +2 to a Fight roll. I can do this up to three times on a given roll.

Because I'm **enormous**, I get +2 to cause harm with Fight when my size is a factor.

Because I'm **scary**, I get +2 to gain the advantage with Fight when I'm intimidating someone.

Because I'm a **pariah**, I can spend a fate point to draw the attention of any NPCs in my zone. When I do this, each of my allies gains a boost.

ADVANCEMENT

During a mission, if my advancement track becomes full, I can immediately clear it to gain 5 fate points.

At the end of a mission, I earn one advancement point per true statement:

- ▶ I made someone uncomfortable or afraid.
- ▶ I caused significant property damage.
- ▶ I solved a problem by using my implants.

During a debrief, if my advancement track is full, I can clear it to advance.

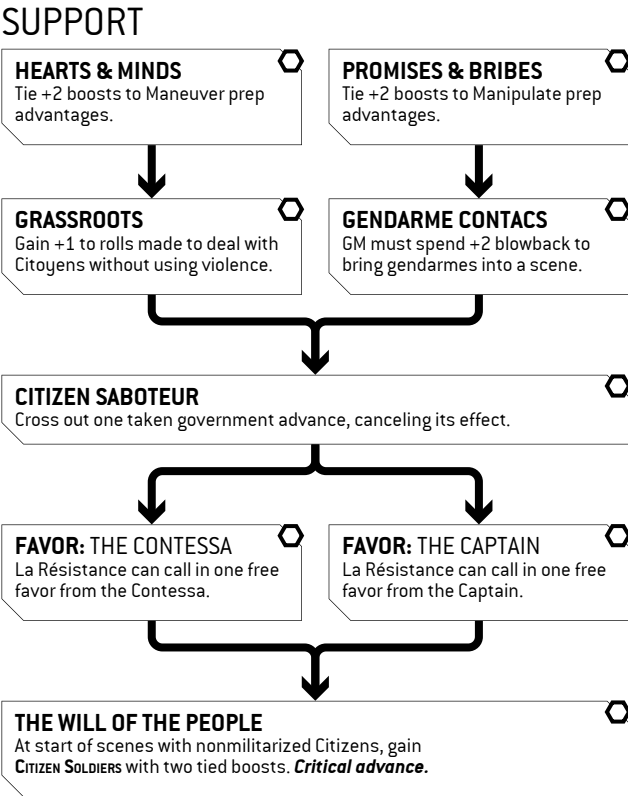
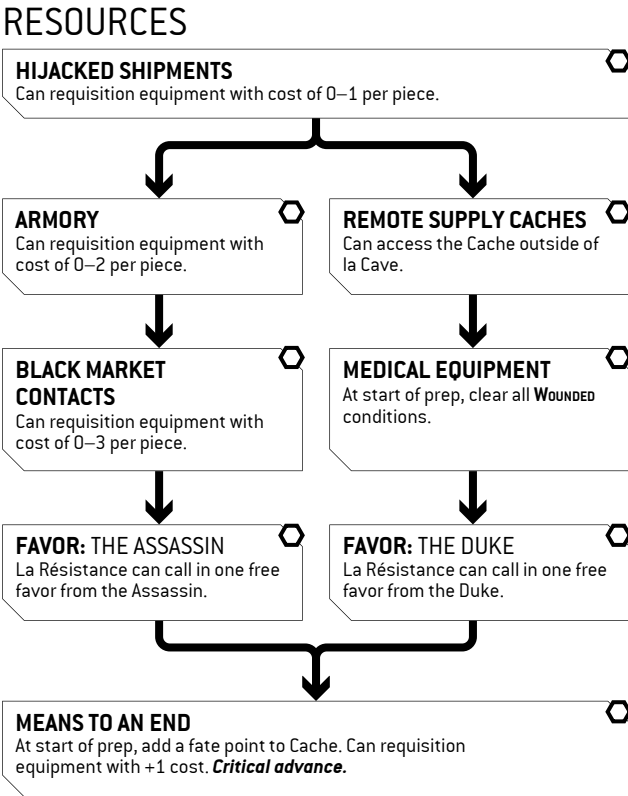
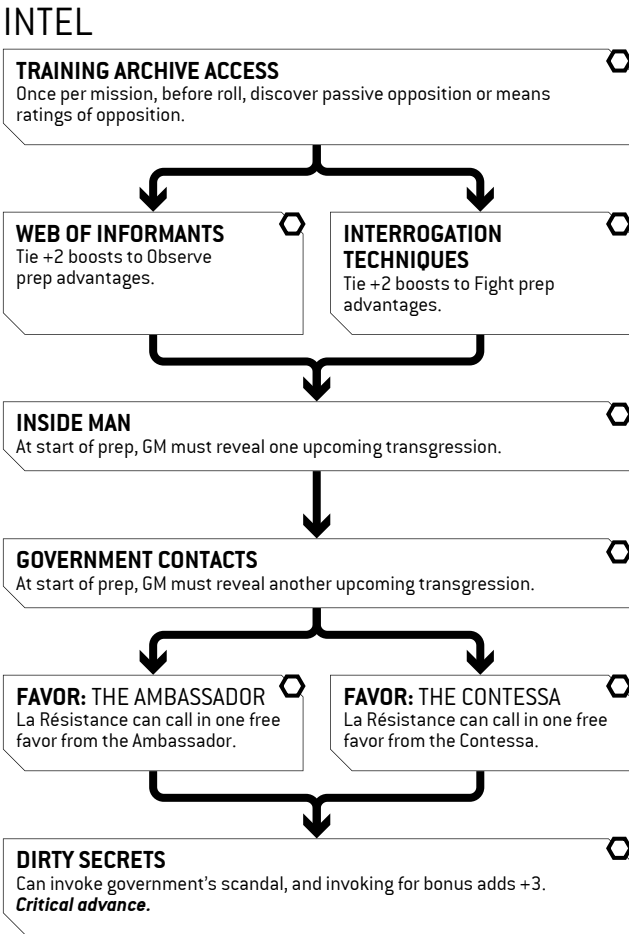
EQUIPMENT & NOTES

MANIFESTO

WEAKNESS

CACHE

ADVANCEMENT ○○○○○○○○○○○○○○



REVOLUTION!

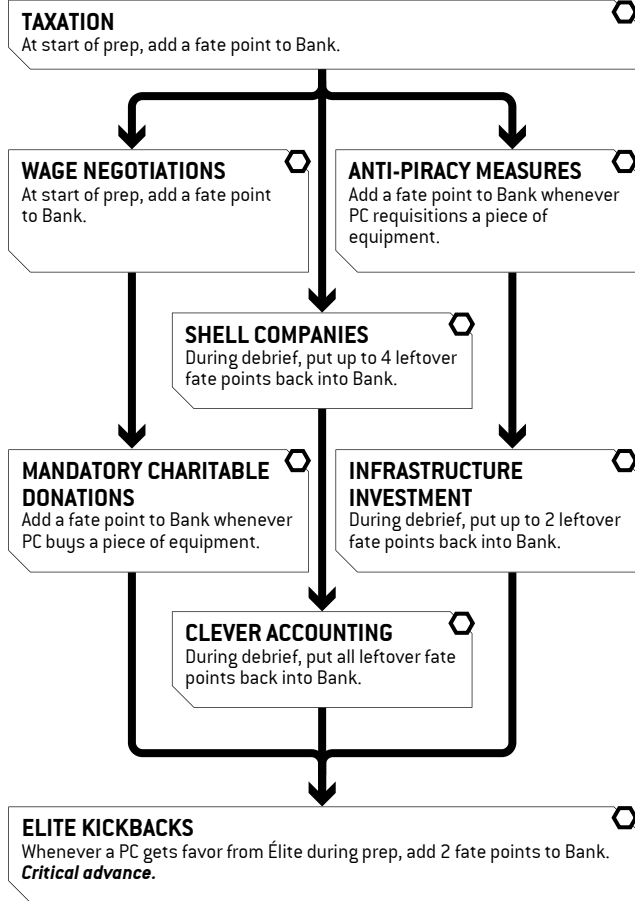
SLOGAN

SECRET

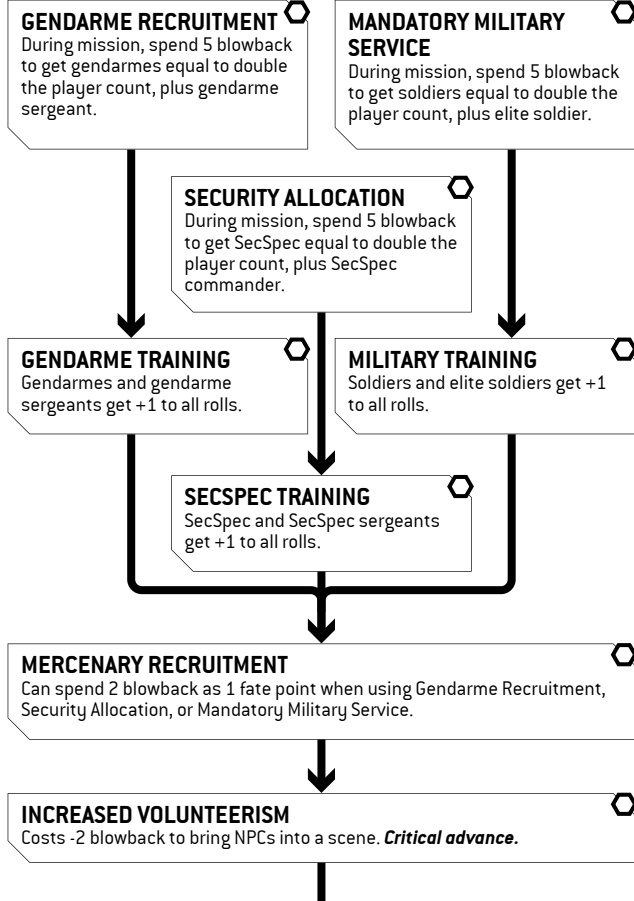
BANK

ADVANCEMENT ○○○○○○○○○○○○

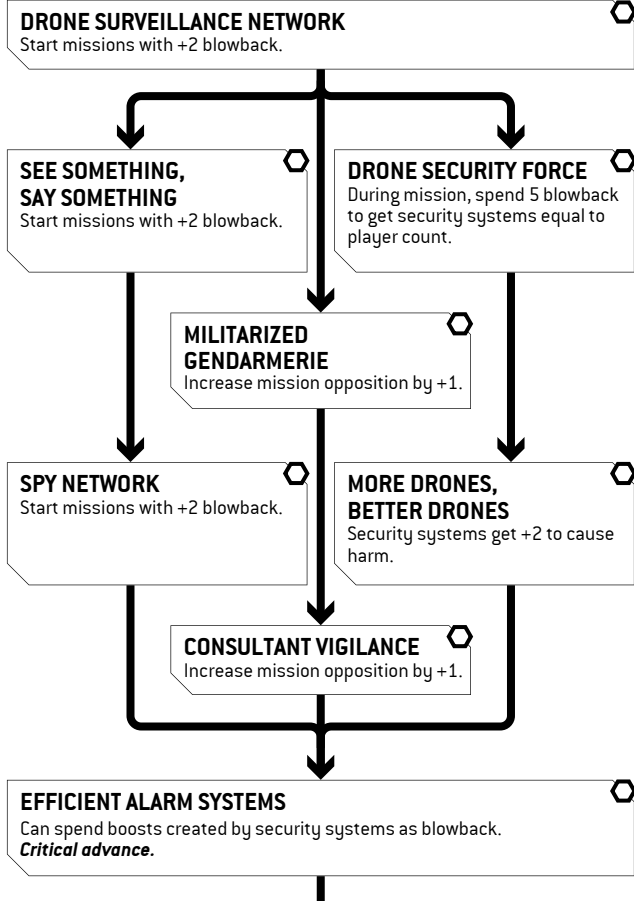
CORPORATE



MILITARY



SECURITY



PURGE!

SECRET CARDS

SECRETS

- Keep your secret hidden from the rest of the group.
- You earn an advancement point every time your **+1 advancement point** text is triggered. Triggers with other numbers work the same way.
- If you **immediately advance**, reveal your secret to the group, then give your secret back to the GM. She'll tell you what consequences you face. You'll get a new secret during the next debrief, if you survive.
- If you have questions about your secret, ask the GM, or pass her a note.

Blackmail



You were a Citizen in good standing until la Résistance blackmailed you into helping them. What do they have on you? What would happen to you if it got out? How far are you willing to go to keep it covered up?

+1 advancement point whenever a Resistance goal is completed.

Immediately advance when you reveal your blackmail to the group, the general public, or both.

Mole Hunter



La Résistance has tasked you with rooting out traitors. How do you feel about that? Why did they choose you?

+1 advancement point whenever you pass la Résistance secret information about your teammates (by passing a note to the GM).

Immediately advance when you correctly accuse someone of being a spy during a debrief. Note: you'll get your new secret during *this* debrief.

Hostage



Your loyalty to la Résistance is constantly tested by the fact that it puts someone close to you—someone who's still a loyal Citizen—in danger. Who is it? Do they know that the government is watching them? What will happen to them if you step out of line? Has the government made threats to that effect?

+1 advancement point when you take someone out without generating blowback for the GM.

Immediately advance when you either convince the hostage to defect to la Résistance, or they turn against you or die.

Secret Attraction



You're drawn to someone else on the team. Who is it? Why can't you let them know? What would you do for them?

+1 advancement point whenever you give the object of your affection a boost, defend them, attack someone who's attacking them, or back them up on a decision.

Immediately advance when you declare your attraction to them, consequences be damned.

Troublemaker



You just want to tear things down and mess things up. Why? Are you following an ideology, or do you just like chaos? What's the worst thing you've ever done? What thing do you most want to do?

+1 advancement point whenever you take an action that gives the GM blowback.

Immediately advance when you do something incredibly stupid and destructive, regardless of the consequences.

Rival



You have an intense rivalry with someone else on the team. Why do you have it in for them? What real or imagined slight are you avenging? What would you do to them, given the chance?

+1 advancement point when you hinder your rival, or call them out publicly.

Immediately advance When you declare your rivalry publicly.

Killer



You have a taste for killing, though it troubles you deeply. What made you this way? How many people have you killed? How many of them didn't deserve it? How does killing make you feel?

+1 advancement point when you kill a named NPC.

Immediately advance when you confess your sins to someone and ask them to help you stop.

SECRET CARDS

<p>Agitator </p> <p><i>You are a spy. Your job is to sow chaos within la Résistance. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?</i></p> <p>+3 advancement points whenever you falsely accuse someone else of being a spy.</p> <p>+1 advancement point whenever the government earns any number of advancement points at once.</p> <p>Immediately advance when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).</p>	<p>Sleeper </p> <p><i>You are a spy. Your job is to lie low, make la Résistance trust you, and strike at an opportune moment. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?</i></p> <p>+1 advancement point whenever a member of la Résistance asks for your help or gives you information in confidence.</p> <p>+1 advancement point whenever the government earns any number of advancement points at once.</p> <p>Immediately advance when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).</p>	<p>Informant </p> <p><i>You are a spy. You've been tasked with feeding information back to the government. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?</i></p> <p>+1 advancement point when you pass sensitive information to the government (by passing a note to the GM).</p> <p>+1 advancement point whenever the government earns any number of advancement points at once.</p> <p>Immediately advance when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).</p>
<p>Saboteur </p> <p><i>You are a spy. You've been told to undermine la Résistance's efforts whenever possible. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?</i></p> <p>+1 advancement point whenever you take an action that gives the GM blowback, or convince someone else to.</p> <p>+1 advancement point whenever the government earns any number of advancement points at once.</p> <p>Immediately advance when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).</p>	<p>Embezzler </p> <p><i>You are a spy. The government would like you to waste la Résistance's resources and funnel money to the corporations. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?</i></p> <p>+1 advancement point whenever you spend a fate point from the Cache, or whenever a fate point goes to the Bank.</p> <p>+1 advancement point whenever the government earns any number of advancement points at once.</p> <p>Immediately advance when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).</p>	