



FREELANCE INFANTRY STRIKE TEAM

ULTRA EDITION

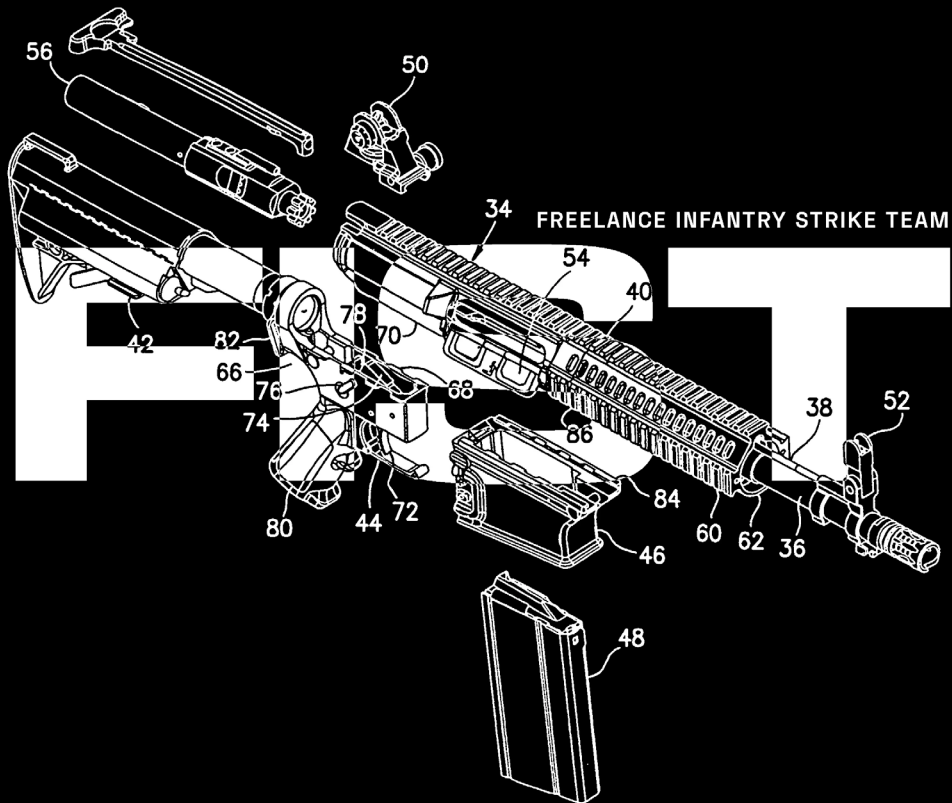
A paranormal mercenary roleplaying game



Now: the second half of the twentieth century. The powers that be are locked in a tense nuclear standoff, and the fate of the world hangs in the balance. Away from the watchful eye of national intelligence, a cadre of exceptional misfits is assembled. These soldiers of fortune are uniquely equipped for covert and unusual operations.

In these uncertain times, the line between science and superstition has been broken, and the new arms race is only beginning. You, or your associates, may be faced with weapons, tactics, and actors unlike any you have ever seen. For a price, those exceptional misfits can help.

When you're all out of options, it's time to call...



GETTING STARTED

Necessary items for play

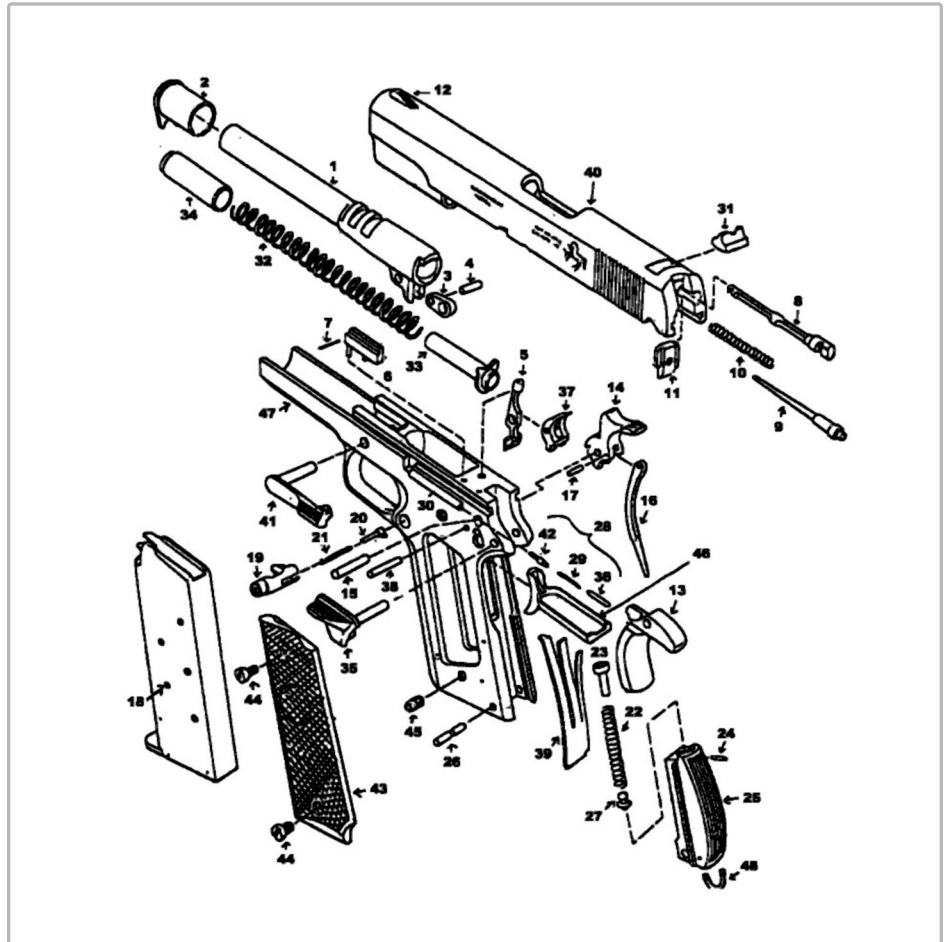
To play FIST, you'll need:

- This rulebook
- Two to six other people you know, like, and trust
- Some six-sided dice (also called "D6")
- Communal copies of the traits and roles indexes, p. 39-69
- Copies of the character sheet for each player, p. 152
- Paper and pencils

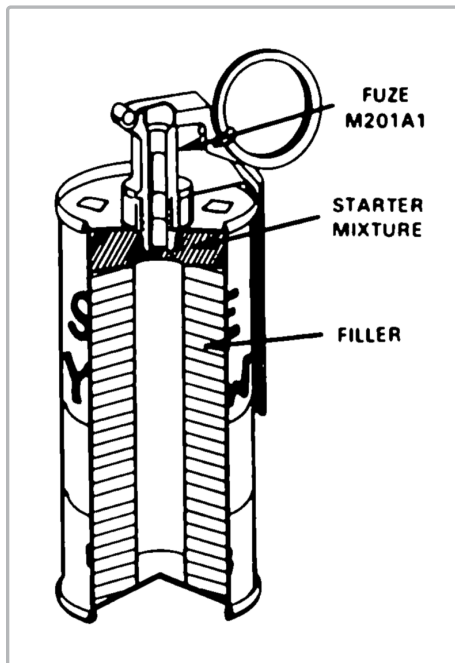
Play as a conversation

FIST functions like a conversation between the players and the referee. The referee narrates the environment, characters, and story the players are interacting with. The players respond by asking the referee for details, talking to characters they encounter, and narrating their own actions in the fictional world. When the outcome of those actions is uncertain, the players roll the dice to find out what happens next.

FIST is light on bookkeeping and number-crunching, and doesn't have formal turns split up into a certain amount of actions. Players will take turns talking amongst each other and to the referee, but mostly in the same way they would in a natural conversation. Sometimes, you'll be in the spotlight describing something cool, complex, or confusing. Other times, you'll step out of the spotlight to let other players do the same.



MAKING MERCs



STANDARD ISSUE ITEMS

Roll 1D6 or choose:

1. Balaclava (hides identity)
2. Flashlight (can be used as a weapon attachment)
3. Knife (1D6 DAMAGE)
4. MRE field rations (+1D6 HP, one use)
5. Pistol (1D6 DAMAGE)
6. Riot shield (1 ARMOR, equip as weapon)

EMERGENCY INSERTION

If your character dies, create a fresh character while play continues. When you're ready to deploy, jump into the fray and roll 2D6:

- **6 OR LESS:** Deployment goes wrong somehow.
- **7-9:** Deploy normally.
- **10 OR ABOVE:** Deploy with an extra standard issue item.
- **DOUBLE SIXES:** As above, and +3 to your first roll.

Creating a character

You belong to a legendary rogue mercenary unit called FIST. You are a soldier of fortune who doesn't fit into mainstream society. You are one of the little guys, caught up in the death and destruction of pointless proxy wars and oppressive establishments. You may also be someone who can turn into a ghost or control bees with your mind. The paranormal secrets of the Cold War are your bread and butter, and you fight for your life to make ends meet alongside others like you.

An explanation of traits

Traits are the building blocks of FIST characters. Each trait grants you three things: a special skill or benefit, an item for your inventory (like a weapon or tool), and a modification to your stats (like your attributes or HP). Picking a handful of traits generates a complete character. When a character **advances**, they may choose to take another trait—it's like adding another block which makes them more complex or powerful.

1. Procure a character sheet (p. 152).

Found on the character sheet are your character's **attributes**: FORCEFUL, TACTICAL, CREATIVE, and REFLEXIVE. An attribute represents a character's skill level when approaching a related challenge. A higher number means a higher chance of success when using that attribute.

2. Choose two traits from the traits index, or roll 2D666 (p. 39-66).

Record your chosen traits on your character sheet. Keep the traits index on hand for reference.

3. Fill out your ATTRIBUTES, INVENTORY, ARMOR, HP, and WAR DICE.

- All of your attributes start at 0. Calculate what they are after picking two traits, and write them all down.
- Fill your inventory with any items your traits gave you. You can always carry as many items as you want, but you can only equip one weapon at a time. Unarmed/non-weapon attacks deal worst-of-2D6 DAMAGE.
- All characters start with 0 ARMOR. You can only wear one body-sized piece of armor at a time, but there's no limit on **accessories** (p. 83).
- All characters start with 6 MAX HP. HP stands for "hit points," and represents how much damage you can take.
- All characters start with 0 WAR DICE. WAR DICE represent grit, spirit, and luck. You can spend a WAR DIE to add +1D6 whenever anyone rolls the dice (including damage rolls, referee rolls, encounters, etc.). WAR DICE are **consumable**—when you use a WAR DIE, it's gone.
- Take 1.) a **standard issue item**, 2.) +1D6 MAX HP, or 3.) +1D6 WAR DICE.

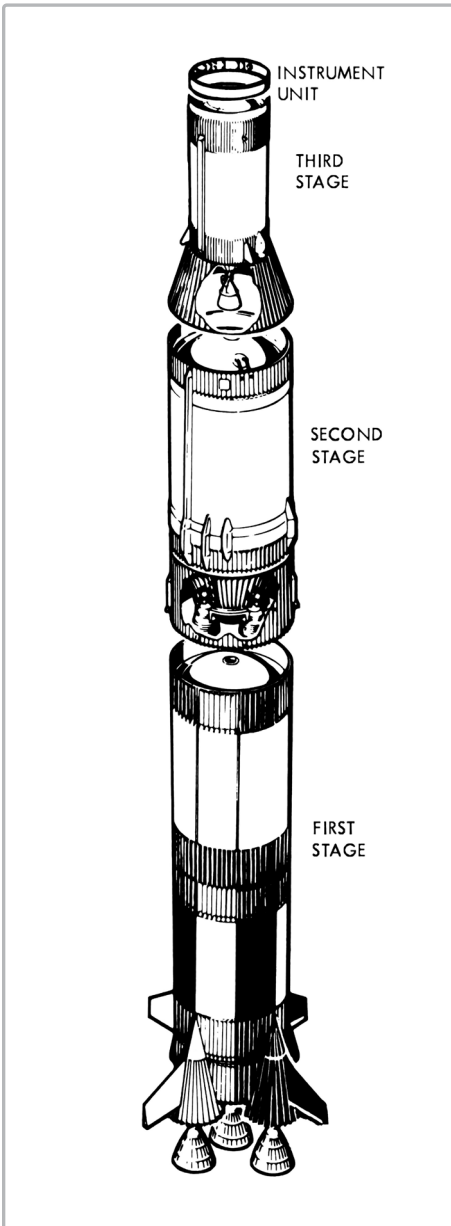
4. Choose a role from the roles index, or roll D66 (p. 67).

Your role is something your character always wants to do, and doing it lets them advance. You can't choose a role someone else already has.

5. Choose a codename.

Pick a codename for yourself that fits who you are and what you do. Also, pick a real name, but don't tell it to anyone—not even the referee—until the perfect dramatic opportunity occurs.

ROLLING THE DICE



ACTIVE COMBAT

FIST defines “active combat” as any situation where two or more parties are aware of each other and actively attempting to harm each other. Failing in dangerous situations which are not active combat doesn’t necessarily incur damage.

Rolling the dice

When you **do something risky**—that is, any action where the outcome is uncertain—you roll the dice to find out what happens. You don’t need to roll the dice when it’s something the character could easily accomplish, and you shouldn’t roll the dice when it’s something completely impossible. When you take risks, try to be prepared for the consequences.

1. Choose an attribute.

The referee will ask you which of your attributes you’re using, or they might decide for you if the answer is unclear. Before you roll, you can ask the referee for some possible outcomes of your action to get an idea of what you’re up against.

- Roll **+FORCEFUL** for displays of strength, like kicking in doors, using clunky, powerful weapons, or intimidating others.
- Roll **+TACTICAL** for applications of logic, like maintaining a disguise, hacking into a database, or operating machinery.
- Roll **+CREATIVE** for expressions of will, like persuasive speeches, off-the-cuff bluffing, or psychic manipulation.
- Roll **+REFLEXIVE** for feats of agility, like dodging bullets, using light, precise weapons, or parrying enemy attacks.

2. Roll the dice.

Roll 2D6, add them together, and add the attribute you’re using. You can also add a WAR DIE to any roll to change the result. The total determines your degree of success. No matter what happens, the referee always narrates how the fictional situation changes. It never stays the same, even when things are going smoothly.

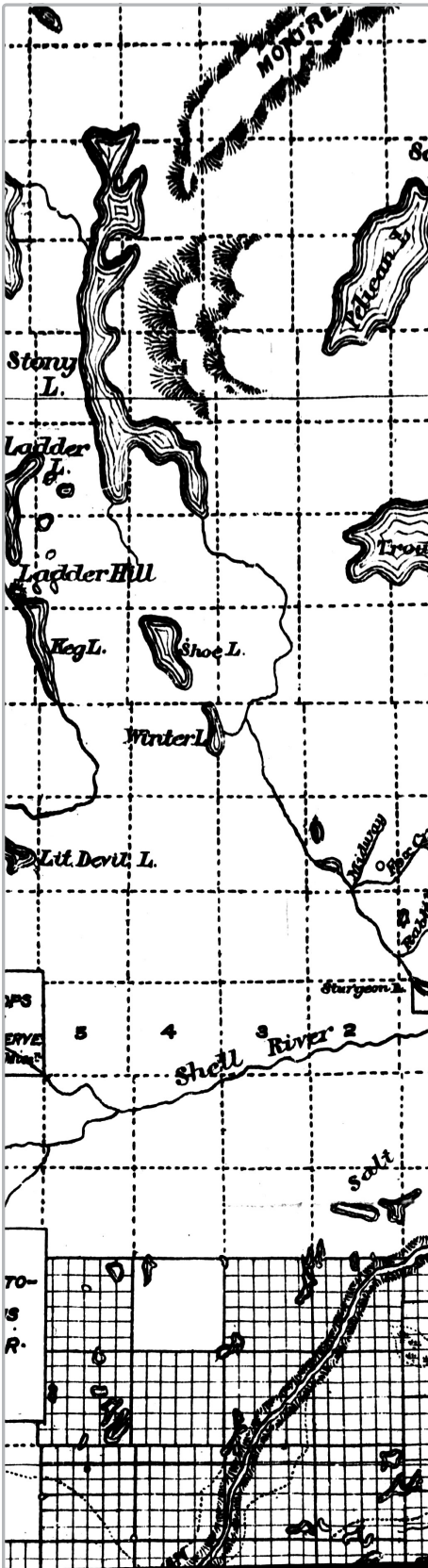
- **6 OR BELOW:** Your roll is a **failure**. You don’t do what you wanted to do, and things go wrong somehow.
- **7 TO 9:** Your roll is a **partial success**. You do what you wanted to, but with a cost, compromise, or complication.
- **10 OR ABOVE:** Your roll is a **success**. You do exactly what you wanted to do, without any additional headaches.
- **DOUBLE SIXES:** Your roll is an **ultra success!** You do exactly what you wanted to do, with some spectacular added bonus.

Referee-controlled characters don’t have to roll the dice to do something risky. The referee simply narrates things that are about to happen, and the players roll the dice to react to them.

Rules of engagement

Combat works the same as doing anything else risky. Roll the dice to attack, and deal the damage listed for your weapon if you succeed. If you’re being attacked, roll the dice to avoid, counter, etc. Rolling a failure in **active combat** always incurs damage. If you take damage, subtract it from your HP. If you take damage while wearing armor, subtract the ARMOR bonus from the damage dealt. HP is precious, so stealth, guerilla warfare, and creative thinking are necessary for survival. If your HP drops to 0, you’re dead—there are no saving throws in war, my friend. Log your death somewhere the whole table can see (a “character graveyard”), then make a new merc and prepare for **emergency insertion**.

SQUAD TACTICS



Emergency insertion

Dying in the middle of a mission doesn't mean you have to sit back and watch everyone else play. While the mission continues, you can create a new operative and describe how they'll be inserted into the mission—perhaps as a plant, through a helicopter airdrop, or by using an experimental teleporter. Wait for the referee to clear you for entry, then roll on the emergency insertion table (p. 2) to jump in. Be aware that you may face complications while attempting to join your team.

Rendezvous signal

Once per mission, the team can agree to send out a **rendezvous signal**. Upon the signal's activation, the referee will describe a nearby rendezvous point (such as a janitor closet or abandoned building) and the obstacles to reaching it. As long as the players remain at the rendezvous point (which is typically out-of-the-way, easily defensible, and stocked with common supplies), they are safe. Each player at the point may choose one of the following bonuses:

- **REST:** Recover 1D6 HP.
- **RESTOCK:** Refill one limited-use item.
- **INTEL:** Receive one useful fact about the mission from the referee.

Tactical infinity

For any reason, at any time, you can try any tactic to solve any problem. The ideas and mechanics which comprise this game are there to provide support and context for what tactics you consider (and which ones will work), but you are not limited by them—this is the beauty of tabletop RPGs, their infinite possibility space. For this reason, much of FIST is written with the assumption that the rules are incomplete; they cannot realistically cover every fictional situation which could occur in the world your table creates. Remember: you can always think outside the box!

Technical jargon

Finally, here are some terms and abbreviations which are likely to come up during play.

- Attributes are sometimes abbreviated like so: **FRC** for FORCEFUL, **TAC** for TACTICAL, **CRE** for CREATIVE, and **RFX** for REFLEXIVE.
- Rolling **D66** (instead of 2D6) or **D666** (instead of 3D6) means rolling multiple six-sided dice in a specific order and using the numbers shown as the digits in your result. For instance, a D66 roll of 2 and 4 would be 24, not 6. A D666 roll of 5, 2, and 1 would be 521.
- Sometimes the likelihood of an event is expressed as **X-in-1D6**. This means you should roll 1D6 and treat the associated information as true if the result is less than or equal to X, and false if it's above X.
- **Best-of-XD6** and **worst-of-XD6** are used as shorthand for rolling XD6 and dropping the lowest die (best-of), or the highest die (worst-of).
- Some items list a number of **uses** (also called **limited-use** items), and others are marked as **consumable**. Items which list a number of uses are unavailable when their uses have been exhausted, but always remain in your inventory. Consumable items can only be used once, after which they are gone forever (or until you find more).
- **PC** and **NPC** stand for "player character" and "non-player character."

A note on high lethality

War is hell, and death is cheap in FIST. While your characters may have ultrahuman skills, abilities, and experience, they are not immune to the business end of a rifle. FIST operatives are typically outnumbered, outgunned, and underfunded, lacking the resources and support of a state agency or private military contractor. You will not be able to win every fight, and active combat is never your only option.

The mercenary mindset

As a player, you are encouraged to **lie, cheat, and steal** as necessary to ensure the success of your mission. This doesn't mean you should antagonize the referee or the other players, but it does mean that the game is unfair, and completing your objectives will require shifting the advantage from the enemy to yourself. Lying, cheating, and stealing are not game mechanics per se, but should be your foremost tools when death is breathing down your neck.

- **Lying** could mean assuming a false identity to bypass a guard post when your HP is low. It could mean tossing a rock against a nearby oil drum to misdirect a robotic search dog, or bluffing to a vampire that you have a vial of holy water up your sleeve. Letting yourself be taken in by a UFO cult under false pretenses so you can study their alien connections from within is a lie. Stealth itself is a lie—for your own gain, you convince the enemy that you “don't exist.”
- **Cheating** could mean sabotaging a vehicle at rest because you know you won't be able to outrun it later, or waltzing through a group of would-be assassins because you can freeze time at will. It could mean asking every other player to spend a WAR DIE on your attack, boosting the damage you just dealt into the stratosphere. More often than not, you are beneath the world's boot, but you can always think outside the box and try to game the system.
- **Stealing** can also be euphemized as “on-site procurement.” You are not limited to standard issue and trait items. If a worker has a tool, a guard has a key, or a soldier has a gun, it can become yours with a little creative thinking. If you carry an item to the end of a mission, it persists into the next. Rend the dust-caked thermal goggles from an undead Navy SEAL and keep them for yourself. Pilfer an experimental Soviet microwave gun and make it your signature weapon. Grab some rags and vodka from a haunted liquor store today—you might find yourself beating back mutant kudzu vines tomorrow.

Strength in numbers

Subterfuge aside, your greatest hope lies in other people. Some referee-controlled characters may offer insider information in exchange for protection, others may join you in battle as powerful allies. Even if a character has nothing to offer you, FIST is a conversation game, and talking is always a free action. Feel free to stop a fight and challenge your enemy's ideology, or take a breather to map out an infiltration strategy with your fellow players. Coordinating with your teammates can give you a tactical edge—more people can cover more bases at once. There's also no rule against making brand new FIST operatives perfectly suited for the challenge at hand. The world is your oyster.

Mission structure

FIST campaigns are framed as a series of missions which usually last a single play session. Sometimes, the missions fall into an overarching plot or grand conspiracy. Other times, they're just one-off jobs. Periodically, the mission might be unpaid and done for personal reasons, like squaring off with an old nemesis, tracking down a useful asset for a future goal, or making amends for past mistakes.

Player characters start each mission at full HP with all limited-use items refilled, and any lost trait-granted or standard-issue items replaced or returned. Any other items carry over between missions, but are lost if left behind. WAR DICE are single-use and don't refill. Paid jobs are just a framing device in FIST, so don't worry too much about supply costs.

Character advancement

Characters advance when they act according to their role. For instance, a CRUSADER advances if they behaved ethically during the course of a mission. If you feel you've reached natural closure for your role, you can choose a new one between missions. If a player advances, they can choose one reward: 1.) a new trait, 2.) +1D6 MAX HP, 3.) +1D6 WAR DICE.

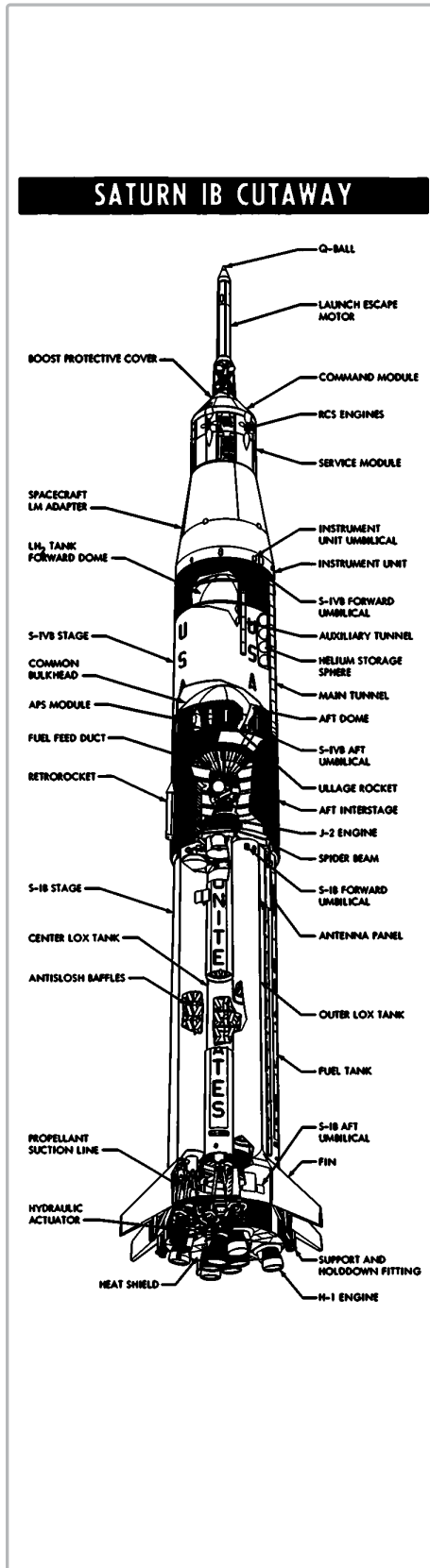
Players who choose new traits are encouraged to narrate how they got them, in order to add some personal flavor. For instance, a player who chose the ILLUSION trait could explain that they used a sensory deprivation tank to activate latent psychic abilities, or that they constructed a swarm of holographic projection drones. Feel free to reskin traits, too—maybe your BARD is actually a warrior-poet, or your PARKOUR gives you a golf club.

Global politics

In FIST, it is the referee's job to maintain a fictional world that responds to your actions. For this reason, it is important to consider your team's place in this world as they move from mission to mission. If civilians witness you assassinating a British politician now, you are likely to be harassed by MI6 in the future (even if you explain that she was a body-snatcher, and that it was an MI6 contact who hired you to whack her in the first place). FIST is not well-liked by the global intelligence community and military-industrial complex, and they are certainly not needed—you are unlikely to be hired directly by a government or large corporation unless they have some ulterior motive or have exhausted their in-house paranormal research and defense options. Rogue ultrahuman actors are an intolerable risk to the status quo, and the system is not your friend.

Anti-canon

There is no one, correct FIST game world, and if there was, it certainly wouldn't be locked up in the back room at CLAYMORE. Many sections in this book state or imply certain things about the setting, but these are provided as tools and seasonings for your game, not hard truths. The world you create at your table through roleplay when you say, "This is worse than the Budapest job," or "You know, I helped JFK slay a vampire," or "My character is from Mars," is more real than anything in this book.



- 111. ACCOUNTANT:** Financial number-crunching is your *raison d'être*. You may identify inconsistencies in ledgers without rolling the dice, and you can always spot a counterfeit bill. Once per mission, you may ask the referee where and how a given entity is spending its money, and receive an honest answer (including offshore accounts, tax write-offs, and employee embezzlement). If you notice and correct an inconsistency in your FIST game, like lost HP that was never marked or a WAR DIE someone forgot they had, gain a WAR DIE.
- Coffee thermos (+1D6 HP, one use), -2 CREATIVE
- 112. ACE:** You can do tricky vehicular maneuvers, like drifting or doing a barrel roll, without rolling the dice. If it's something really difficult, like flying sideways through a small opening or riding a motorcycle across a tightrope, you can do it, but a key component of your vehicle will be destroyed—the referee will tell you what. When you have downtime to repair it, you can use it again.
- Fuzzy dice (gives any vehicle +2 MAX HP), +1 REFLEXIVE
- 113. ACHILLES:** In exchange for great power, you have a terrible weakness to a common substance, such as salt, iron, or silver. It could also be something considered uncommon (like a specific mineral from space), but the referee will make sure it appears often enough to be a problem. If this substance physically touches you, you are completely incapacitated until you have downtime to receive medical care.
- Substance detector (pings on proximity), +6 MAX HP
- 114. AIMBOT:** You can only attack one target at a time. You are unable to engage another until your target has either left your line of sight or died. While attacking your target, partial successes become full ones.
- Hand cannon (1D6+1 DAMAGE), -1 TACTICAL
- 115. AKIMBO:** You can wield any two weapons at once, but your accuracy is decreased: when an attack lands, roll DAMAGE for both weapons, then drop one die from the total.
- Two SMGs (1D6 DAMAGE each), +1 FORCEFUL
- 116. AMATEUR:** You have no formalized military training. Civilians always listen to you and tend to trust you, but you can never pass as a soldier.
- Civilian outfit (0 ARMOR, blend into crowds), -1 FORCEFUL
- 121. ANALYST:** You are trained in the art of war, and your judgment in the field of combat analysis is impeccable. When a fight breaks out, you may always ask the referee for any nearby exits, as well as what tactics your enemies plan to use (e.g. flanking, a bum rush, or picking off the weak), and receive an honest answer.
- Bolt-action rifle (1D6+1 DAMAGE), +2 TACTICAL
- 122. ANIMUS:** Your touch grants sapience. Once per mission, you may touch an object or animal to give it human intelligence, movement and speech. Those you “awaken” in this way are under no obligation to take it well.
- Lighter (your longtime companion), +1 CREATIVE

- 123. AQUATIC:** You're a water-breather—perhaps due to spliced-on fish genes or cybernetic gills—and you may stay submerged indefinitely with no ill effects. When you roll the dice to do something risky underwater, roll 3D6 and take the best two. On land, roll 3D6 and take the worst two.
- Heavy harpoon launcher (1D6+2 DAMAGE), +1 FORCEFUL
- 124. ARMORED:** You are fused with a cumbersome suit of power armor that you cannot remove. Once per mission, you can completely ignore any amount of DAMAGE dealt to you.
- Power armor (2 ARMOR, cannot be unequipped), -2 REFLEXIVE
- 125. ARTIST:** If you have a reasonable amount of time and complete safety, you can create something with your art supplies and it will become real until the end of the mission.
- Art supplies (one use), +2 CREATIVE
- 126. ASSASSINATION:** Once per mission, you may instantly kill up to three weak enemies (3 HP or less) who are completely unaware of your presence, without rolling the dice. If you do not have a way of measuring an enemy's HP, you may have to gauge their condition based upon referee description.
- Wrist blade (3 DAMAGE, does not count as equipped), +1 REFLEXIVE
- 131. ASTRONAUT:** You have been to (or are from) outer space. When you would roll the dice to do something risky which involves aliens, spaceships, airless environments, or irregular gravity, roll 3D6 and take the best two.
- Space suit (1 ARMOR, constant oxygen supply), -1 REFLEXIVE
- 132. ATMOKINESIS:** You can always change the weather within a mile of you. Once per mission, you can make it something particularly severe/dangerous (tornadoes, extreme heat, freezing blizzards, etc.) Once changed, it's difficult to undo.
- Lightning grenade (1D6 DAMAGE, one use), -1 TACTICAL
- 133. AURA:** You can see the auras of yourself and others; their colors are up to your interpretation. You may also regulate and amplify your aura to conduct it between bodies—while doing so, NPCs who are touching you won't CHOKE, and anyone who remains in constant physical contact with you for about ten minutes regains 1D6 HP.
- Psionic grenade (scrambles emotions, one use), +1 FORCEFUL
- 134. BERSERKER:** For you, there are no tactics—only the thrill of battle. If you rush into combat with no precaution or pre-planning, your first attack will deal double DAMAGE.
- Minigun (1D6+2 DAMAGE), -2 TACTICAL
- 135. BOMBER:** If you have a reasonable amount of prep time, you can use your bomb kit and attempt to destroy any structure by rolling +TACTICAL. You may also spend a WAR DIE at any time to create a small, throwable explosive that deals 1D6 DAMAGE.
- Bomb kit (one use), +1 TACTICAL

- 136. BOTTLENECK:** If you put yourself between something you are defending and a large amount of enemies, you deal +1 DAMAGE per 5 enemies attempting to harm you for as long as you hold your position. You may sacrifice yourself to ensure that an oncoming horde does not pass.
- Antique shortsword (1D6+1 DAMAGE), -1 TACTICAL
- 141. BOUNCE:** When you deal damage to an enemy in melee combat, they are tossed 1D6 × 10 feet with enough force to knock them clear through a wall (though this deals no additional DAMAGE).
- Kinetic gauntlet (1D6 DAMAGE), +1 FORCEFUL
- 142. BREAKDOWN:** Your mind is paranormally sensitive to the cacophony of the outside world (or perhaps is a cacophonous world in and of itself). When you take this trait, randomly roll a **CHOKEScore** for your character (**D66, p. 148**)—and roll against it when appropriate, as the ref would with an NPC. If you CHOKE, you must either drop everything you're doing to perform the listed action, or immediately create a psionic shockwave from your skull, ten feet in diameter with the concussive force of a frag grenade. This shockwave deals 1D6+2 DAMAGE to everyone caught inside (including yourself).
- Needle gun (1D6+1 DAMAGE), -1 TACTICAL
- 143. BUDDY:** You and another player who possesses the BUDDY trait are best friends. When you work together, you become an unstoppable force of nature, adding +1 whenever you apply a WAR DIE to your buddy's roll. If your buddy dies, your MAX HP is halved by grief (rounded down) until you dedicate a mission to delivering a special possession, such as their gun, their dog tags, or their favorite book, to a proper final resting place.
- Friendship bracelet (matches another), +2 FORCEFUL
- 144. BUILDER:** Given enough time, the right materials, and relative safety, you can build any common structure (guaranteed to be sound, sturdy, and reliable) without rolling the dice. You build things simple, solid, and square, so special structures and rush jobs will have complications—the referee will tell you what.
- Tool belt (produce any hardware store tool, one use), -1 CREATIVE
- 145. BUM:** Years of homelessness have been harsh on your bones, but you are skilled in the art of survival sans income and shelter. You may roll the dice +CREATIVE to panhandle in the presence of enemies—on a success, at least one enemy will give you something they have, free of charge. Those who ignore poor and homeless people will never notice you, even if you're hiding in plain sight.
- Shabby coat (new Item (p. 85) in pocket each mission), -1 FORCEFUL
- 146. CAMOUFLAGE:** You have an impressive collection of face paints and situationally-appropriate patterned fatigues, and you know how to use them. When you begin a mission, describe your current camo pattern, such as “desert,” “forest,” “jungle,” or “urban.” Take +1 to your roll whenever you roll to avoid detection in the corresponding environment.
- Camouflage fatigues (multiple patterns), +2 REFLEXIVE

TRAITS INDEX

- 151. CANNIBAL:** Your power grows when you feast upon human flesh. When you have privacy, you may dine upon any corpse and gain 1D6 HP. If you imply to someone that you're going to eat them, roll 1D6—if the result is less than or equal to the amount of people you've eaten during this mission, they lose their nerve and capitulate or flee (referee's choice).
- Chainsaw (1D6+1 DAMAGE), -2 CREATIVE
- 152. CENTIPEDE:** You have a worm-like parasite living inside you. You may roll +FORCEFUL to bite someone. On a success, the parasite travels through your mouth and latches on, controlling their body. The parasite may then travel through the secondary body, and so on, creating a "chain" of bodies. For each body you add to the chain, gain their HP and any special abilities they have, but take a cumulative -1 penalty to REFLEXIVE. You may release a body from the end of the chain at any time; they quickly regain control.
- Muzzle (contains the centipede, accessory), +1 FORCEFUL
- 153. CHAMPION:** You live for the righteous thrill of triumph. When you are the only one to survive a fight, immediately gain 2D6 MAX HP and fully heal.
- Spear (1D6+1 DAMAGE), +1 FORCEFUL
- 154. CHARM:** You can always manipulate people into doing what you want without rolling the dice, but you will have to make a significant sacrifice or maintain a difficult lie—the referee will tell you how.
- Combat tuxedo (1 ARMOR), +1 CREATIVE
- 155. CHEF:** You can cook a good meal in almost any situation without rolling the dice. When you need to cook an exquisite meal, roll +CREATIVE and choose one of the following effects on a partial success, or two on a full success: grants +1 to any attribute for one roll, heals 1D6+CRE HP, pacifies and nourishes those who eat it.
- Meat cleaver (1D6 DAMAGE), +1 WAR DIE per mission
- 156. CHEMIST:** If you have a reasonable amount of prep time and complete safety, you can set up your portable lab and synthesize any common chemical, such as isopropyl alcohol, lighter fluid, or chloroform. Synthesizing esoteric or experimental compounds will require special supplies—the referee will tell you what.
- Portable lab (three uses), +1 TACTICAL
- 161. CLASSY:** You are well-versed in the aesthetics, logistics, and mores of high society. Your name always ends up on VIP lists, and rich socialites tend to share gossip with you freely. Lower-class people will never trust you, and you struggle to hide the sticky psychic stench of wealth.
- Diamond jewelry (quietly bribe someone, one use), +1 CREATIVE
- 162. CLIMBER:** You can climb surfaces with hand- and footholds without rolling the dice, and stick to smooth surfaces by rolling +REFLEXIVE. If you do so during a dangerous situation, you must roll +REFLEXIVE again to unstick yourself without falling or getting hurt.
- Grapple gun (50 feet of cable), +1 REFLEXIVE

- 163. COMMANDO:** You're a real life action hero. You deal +1 DAMAGE during any solo fight where you are visibly outmatched, but take a -2 DAMAGE penalty when someone is fighting alongside you.
- Rocket launcher (1D6+2 DAMAGE), +1 FORCEFUL
- 164. CONCEAL:** You can always take weapons and contraband through pat-downs, checkpoints, and metal detectors without rolling the dice. Once per mission, if you have no weapon equipped and no weapons in your inventory, you may reveal a random weapon (roll D66 on the weapons table, p. 83) and say that you had it hidden away the whole time.
- Leather trenchcoat (1 ARMOR), -1 REFLEXIVE
- 165. CONTORTIONIST:** You can always fit through small openings and perform feats of flexibility without rolling the dice. If you contort yourself in a particularly difficult way, you've pulled something—decrease your REFLEXIVE attribute by 2 until the end of the mission.
- Skin-tight suit (1 ARMOR), +1 REFLEXIVE
- 166. CRUEL:** Merely shooting, burning, or stabbing someone is never enough for you—without fail, you always double down and twist the knife. While dealing DAMAGE, you may reroll any dice which show up as 1.
- Micro-blade stiletto (1D6+RFX DAMAGE), +1 DAMAGE vs. fleeing targets
- 211. CUT:** You can easily cut any mundane object (such as a tree, a dumpster, or an oil tanker) into several pieces given enough time. You may also instantly cut something perfectly in half, as long as you identify its unique fracture point by rolling 1D6 and correctly predicting the result. When someone damages you, and you're wielding a cutting weapon, you may roll DAMAGE to counter theirs. On a mismatch, they hurt you as usual and your damage roll means nothing, but on a tie, you are unscathed... and your opponent is revealed to have been cut in half.
- Katana (1D6+1 DAMAGE), +1 REFLEXIVE
- 212. CYBORG:** You have augmented ultrahuman agility. You can reroll one damage die—dealing or receiving—once per fight.
- Cyborg exoskeleton (1 ARMOR), +1 REFLEXIVE
- 213. DEBATEUR:** If you change an NPC's mind or convincingly win an argument against them, you may immediately deal 6 DAMAGE to them (ignoring armor) in a psychic attack.
- Debate notes (use to cite inarguable statistics, one use), +1 TACTICAL
- 214. DEFUSE:** When you would attempt to defuse a bomb or bomb-like device, you may open it up to reveal a mess of wires. Ask the referee to roll 1D6 and choose an amount of wire colors equal to the number rolled (the ref should choose from the following list: red, orange, yellow, green, blue, purple). The referee should secretly decide which wire, when cut, defuses the bomb, assuming that all others will detonate it. You may roll 1D6 to receive a list of that many wire colors which are unsafe to cut. If you roll equal to or over the amount of wire colors, you have no idea.
- Wire cutters (3 DAMAGE), +1 REFLEXIVE

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215. **DETECTIVE:** At the beginning of each mission, the referee will privately tell you a secret, such as the identity of a killer or the truth behind a conspiracy. Every time you do something which produces conclusive, show-stopping evidence towards revealing the secret, gain a WAR DIE.
- Notepad (provides details about someone, three uses), +1 TACTICAL
216. **DETONATOR:** You can explode, once. Doing so kills you, messily, destroys nearby structures, and deals 2D6 DAMAGE to everyone around you.
- Bomb suit (2 ARMOR), +1 FORCEFUL
221. **DIRECTOR:** Once per mission, you may firmly announce, “CUT!” The camera pulls back, revealing a set, and you may give direction to the other characters and NPCs as if they were actors in a movie. When ready to play again, say “ACTION!” and start again from the beginning of the scene or fight (essentially rewinding time, allowing characters to make different decisions and rolls).
- Stupid hat, +1 CREATIVE
222. **DIRTY:** You fight using underhanded and dishonorable methods. When you trick-attack an enemy, roll DAMAGE twice and take the higher result.
- Pocket sand (+1 to attack rolls vs. sand victim, one use), +1 FORCEFUL
223. **DISGUISE:** You can disguise yourself as anyone as long as you have a reasonable amount of prep time; however, your cover will be blown if you either speak, move quickly, or get hurt—the referee decides which.
- Bulletproof vest (1 ARMOR), +1 TACTICAL
224. **DOORS:** When you enter through a door, you may emerge through any other door you have seen. You have a method for pushing through locked/barricaded doors (like lockpicks, bombs, or a heavy boot) that works every time, but always has an inconvenient downside—the referee will tell you what.
- Keyring (3 DAMAGE), +1 FORCEFUL
225. **DRUID:** You are a perceptive lorekeeper who uses your surroundings for divination. When you enter a new area, you may ask the referee one question about the topography or ecosystem’s relevance to the mission, and receive an honest answer.
- Medicinal herb (cures an ailment, one use), +1 TACTICAL
226. **DUELIST:** You deal +1 DAMAGE during a fair fight with a single opponent. You deal another +1 DAMAGE if you attempt to intimidate, taunt, or seduce that opponent.
- Laser katana (1D6+2 DAMAGE), +1 DAMAGE with melee weapons
231. **ECHO:** You can create 1D6 shadow-clones of yourself at will. Doing so stretches you thin, and costs you HP equal to the amount summoned. The clones appear incorporeal, but can physically affect the world as you can. Each clone has MAX HP equal to your MAX HP minus the number of clones, does not think or feel, and behaves roughly as you behave.
- Quantum duplicator (copies any object, one use), +2 MAX HP

- 232. EMPATHY:** You can sense how anyone is feeling without rolling the dice. Whenever you do something risky to prevent needless pain and death, roll 3D6 and take the best two. Any time you do something violent or harmful, roll 3D6 and take the worst two.
- Invisibility cloak (room for two people), -1 FORCEFUL
- 233. EXPERT:** Your encyclopedic knowledge of a scientific discipline exceeds professional and borders on obsessive. When you take this trait, choose an “-ology,” such as sociology, entomology, or cryptozoology. When you roll the dice to do something risky related to your field of expertise, roll 3D6 and take the best two.
- Textbook (answer any field-related question, one use), -1 CREATIVE
- 234. FASHIONABLE:** You may combine multiple pieces of body-sized armor and wear them all at once to gain their cumulative ARMOR score, if you can convincingly explain how they work together as a cohesive outfit.
- Leather jacket (1 ARMOR), -2 REFLEXIVE
- 235. FATALITY:** Once per mission, you may describe the creative and brutal finishing move you perform on an enemy with less than 3 HP (if you do not have a way of measuring an enemy’s HP, you may have to gauge their condition based upon referee description). Once you’ve performed your finisher, the enemy is permanently killed and cannot be revived by any means.
- Kunai chain (1D6 DAMAGE), -1 TACTICAL
- 236. FATE:** You are able to manipulate the threads of chance, perhaps through careful study of reality’s emergent properties or by some connection to the divine. When you would roll a WAR DIE, roll two instead and use either one as your result. If you roll doubles, use both.
- Loaded dice (difficult to detect), -2 TACTICAL
- 241. FIELD:** Once per mission, you may project a bubble of solid psionic force ten feet in diameter which is centered on you and provides anyone inside 3 ARMOR against outside attacks. If you roll the dice +CREATIVE, you may attempt to fashion the field into a different shape. Failing this roll or getting hurt while projecting the field immediately dissipates it.
- Paint gun (clearly marks a surface or area), +2 FORCEFUL
- 242. FIEND:** You utilize amphetamines to enhance your focus. When you have a second free, you can pop some pills and take +2 to your next TACTICAL roll.
- Pill bottle (one use), +1 WAR DIE per mission
- 243. FIGHTER:** Your study of hand-to-hand, the basis of all combat, has made your body itself into a lethal weapon. You may choose to deal 1D6 DAMAGE when attacking with no weapon equipped. Once per mission, you may launch a special, unarmed super attack which deals 1D6+2 DAMAGE and knocks most living things unconscious. When you do, state the name of your super attack.
- Flashy outfit (1 ARMOR), +1 FORCEFUL

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- 244. FIREFIGHTER:** You are professionally trained to fight fires (or you are a seasoned volunteer). Once per mission, you may entirely put out any fire which has spread no further than the confines of a single structure (particularly large or nasty fires may keep you occupied for a while). Add +2 whenever you roll the dice to do something risky while navigating a burning or collapsing environment.
- Hydro-gun with backpack tank (3 DAMAGE, 55 gal.), -1 REFLEXIVE
- 245. FLIGHT:** You have the ability to fly, perhaps using wings, a jetpack, or telekinetic levitation. If you take damage while in the air, you must roll +REFLEXIVE to avoid a dangerous fall or collision with something nearby.
- AR goggles (lets you see enemies' HP), +1 TACTICAL
- 246. FLOW:** You live in the moment and can be like water, moving with the currents of reality. Whenever you roll a failure, mark down a plus sign—you can have up to three. When you do something risky, you can spend any amount of plus signs to add that much to your roll.
- Staff (1D6 DAMAGE, 3-in-1D6 chance to knockout), -2 TACTICAL
- 251. FLURRY:** Once per mission, you may enter a “flurry state” during combat. In your flurry state, you may choose to instantly roll DAMAGE against anyone who hurts you; doing so ends the state. When you leave your flurry state, take 1D6 DAMAGE from overexertion.
- Energy drink (+1D6 HP, one use), +2 REFLEXIVE
- 252. FOCUS:** When you have a moment of utter tranquility to rest and digest the day's events (like a drink at an empty bar or a gorgeous view), gain a WAR DIE. You lose this WAR DIE if you fail to use it during this mission.
- Stress ball (squeeze for +1 to any WAR DIE roll), -1 CREATIVE
- 253. FORAGE:** When you have some prep time, you can ask the referee about the local flora and fauna. If you present a convincing reason why one of these things could work for the ailment you're trying to treat, you may heal yourself or someone else for 1D6 HP.
- Machete (1D6 DAMAGE), +1 TACTICAL
- 254. FREEZE:** Once per mission, you may freeze time for ten minutes and move around freely. You may not harm or otherwise alter any living things (as this would cause a superposition-collapse cascade), but you can do anything else that fits in the span of ten minutes, such as constructing a barricade, moving to a different location, or taking a short rest. To outside observers, you will look like a blur, and your actions will appear to have happened almost instantly. Your stasis grenade creates a zone of frozen time ten feet in diameter which stops anything that enters it.
- Stasis grenade (ten minute duration, one use), -1 TACTICAL
- 255. GADGETS:** You always carry a treasure trove of bulky, delicate electronics. If you have space to work, you can use your electronics kit to create a device (equivalent in function to a trait-granted item of your choice), or a robot (has a trait of your choice, 1 HP, and 1 ARMOR).
- Electronics kit (three uses), -2 REFLEXIVE

256. **GANGSTER:** You are part of an organized crime group such as a mafia syndicate, a yakuza clan, a cartel, or a triad. The referee will always tell you where to find illegal items. You can intimidate enemies without rolling, but cops and law-abiding civilians will always mistrust you.
- Silencer (attach to any gun), +1 FORCEFUL
261. **GENIUS:** You're really smart. You have to make sure everyone else knows it. Whenever you correct someone, especially on something pedantic (and you're actually right), heal 1 HP.
- Glasses (you can't see without them), +2 TACTICAL
262. **GOONS:** You begin each mission accompanied by 1D6 disposable goons. Each goon comes with 3 MAX HP and all standard issue items. You can roll +TACTICAL to command your goons. They tend to misinterpret commands, shoot themselves in the foot (figuratively or literally), and often make bizarre non-sequitur decisions under pressure.
- Walkie-talkie (summons goons to your position), +1 TACTICAL
263. **GROUND:** You know how to cut through the noise, for better or for worse. Once per mission, you may plant yourself firmly and beckon your team to "form up" on you. If they do, mark the occasion with a firm gesture (like pointing forward or reloading your shotgun), and choose a bonus to activate for the next ten minutes: everyone in the area adds +2 to their DAMAGE dealt and adds +2 when rolling to do something risky, or all anomalous abilities and phenomena in the area are nullified.
- Pump-action shotgun (1D6+1 DAMAGE), -1 CREATIVE
264. **GROW:** You may double your size at will, as long as your spatial manipulator belt is intact. Each time you do, increase your MAX HP by 1D6 (and gain that much HP), increase your FORCEFUL score by 1, and decrease your REFLEXIVE score by 1. While enlarged, you may also add your current HP to any unarmed or melee DAMAGE you deal.
- Spatial manipulator belt (accessory), -2 MAX HP
265. **HACKER:** If you have a reasonable amount of prep time and direct access, you can attempt to gain control of any computer or electronic machine by rolling the dice +TACTICAL. If you do not have direct access, you can attempt to hack in from a safe place using your briefcase computer.
- Briefcase computer (remotely access electronics), +1 TACTICAL
266. **HAPPY:** You don't let anything get you down. You have +1 on all rolls to make a person or situation happier (but not necessarily better). If you ask the referee "What does this character enjoy?", they will always answer truthfully.
- Bundle of lollipops (heal 1 HP, three uses), -1 FORCEFUL
311. **HARVEST:** When you would deal a killing blow with a melee weapon, you may roll 1D6 to attempt to harvest an internal organ before death—on a 4 or above, consume it, and choose to a) gain a WAR DIE, or b) heal for 1D6 HP. On a 3 or below, your killing blow doesn't land.
- Bloody axe (1D6 DAMAGE), +1 REFLEXIVE

- 312. HATE:** Something about you just rubs people the wrong way, and you don't mind that at all. When you meet someone, roll +CREATIVE—on anything but a success, they hate or strongly dislike you. When you attack someone because you truly hate them—not just for money, or because they were a threat, but because you hate them, and you can explain why—they will be absolutely obliterated, HP notwithstanding.
- Bubblegum (funny comic included), -1 CREATIVE
- 313. HAZARD:** You are unusually hardy when faced with toxins and pathogens. Once per mission, you may expose yourself to a hazardous substance and either a) suffer no ill effects at all, or b) receive a useful fact from the referee about the substance's effects, nature, or origin.
- Gas mask (ignore breathing-based damage), +1 FORCEFUL
- 314. HEADSPACE:** You walk softly among the myriad glimmering beauties and horrors of the subconscious mind made manifest. Once per mission, you (and anyone physically touching you) may leap into the subconscious of a thinking being and explore it as a physical space, complete with objects, flora, fauna, and in some cases enemies. Even the slightest alteration to this physicalized headspace can have rippling consequences on the gestalt consciousness above, so it is imperative that any psychonaut be deliberate and controlled during their expedition into thought.
- Psycho-recorder (makes a mind backup tape, one use), -2 FORCEFUL
- 315. HEAVYWEIGHT:** You can tear through most inanimate obstacles with ease. If it's something really tough, like solid concrete or metal, it will be more difficult and complicated—the referee will explain how.
- Break-action shotgun (1D6+1 DAMAGE), +1 FORCEFUL
- 316. HENSHIN:** Using your device, you can take on another form. This alternate form has one additional trait and 1D6 HP (reroll each time). If you reach 0 HP while transformed, you're knocked out for a few minutes, revert to normal, and can't transform again until the next mission.
- Mystery device (wearable), -1 to ARMOR in normal form
- 321. HEX:** You can place any being under a hex, depriving them of good luck. For as long as you hold someone in your web of tainted fate, something of your choice always goes wrong—guns always jam, vehicles always fail to start, etc. Until you break the hex, it applies to you as well.
- Ritual dagger (1D6 DAMAGE, double vs. divine beings), +1 CREATIVE
- 322. HIGHLANDER:** When you kill someone important, you may gain a trait, but not the associated stat bonus or item, based on any special abilities they may have. The referee decides who is important.
- Ancient longsword (1D6+1 DAMAGE), +1 FORCEFUL
- 323. HIJACK:** You can take control of any occupied vehicle and toss aside its operator without rolling the dice, as long as the operator is exposed. For closed and/or armored vehicles, the process of hijacking will be more difficult and complicated—the referee will tell you how.
- Hotwiring kit (hotwire any inert vehicle, one use), +1 FORCEFUL

- 324. HOLY:** You may be a god, an angel, a pious believer, or a power-drunk zealot—whatever your relationship is to the divine, choose a conceptual domain to which you belong (such as balance, love, or war). Once per mission, you may trace a holy circle upon the ground (ten feet in diameter), over which all things antithetical to your domain cannot cross. The referee has the final say on which things are truly antithetical, unless you spend one WAR DIE to preach over them.
- Bow of solid light (1D6+CRE DAMAGE), +1 DAMAGE vs. antithetical
- 325. HUNTER:** You can track anything that leaves a trail, as though the ability were instinctual. When you find it, you can roll +TACTICAL to observe it without detection.
- Compound bow (1D6 damage, silent), +1 TACTICAL
- 326. HYBRID:** You are genetically spliced with an animal of your choice. You gain +1 to an attribute that you and the referee agree makes sense for your animal (+1 FORCEFUL for a shark, +1 REFLEXIVE for a hummingbird, etc.). Animals of the same type will always see you as one of their own, and tend towards trusting anyone you're with. Unfortunately, all armor is 1 point less effective due to its incorrect fit.
- Animal feed (+1D6 HP, one use), +1 to chosen attribute
- 331. HYPNOSIS:** You are locked in a permanent state of self-hypnosis which maximizes your efficiency but suppresses your sense of self. Any time you roll the dice to do something risky, you can reroll one die (use the new result even if it's lower). You cannot speak or use facial expressions.
- Nutrient slurry (+2D6 HP, one use), -2 CREATIVE
- 332. ICEBREAKER:** You know how to get the party started. When you land the first strike in a fight, gain a WAR DIE and deal double DAMAGE. Take double DAMAGE whenever you are struck by an unexpected attack.
- Tactical battleaxe (1D6+1 DAMAGE), +2 FORCEFUL
- 333. ILLUSION:** If you have a free hand, you can attempt to manipulate another person into hallucinating anything of your choice by rolling +CREATIVE. Rolling higher creates a more believable illusion, and illusions borne of lower rolls may be influenced by the contents of the victim's psyche.
- Whip (1D6 DAMAGE), +1 CREATIVE
- 334. IMPROVISE:** You can improvise a weapon from two or more common objects to instantly kill a single enemy once per mission. You can always create this makeshift weapon discreetly and quickly, even while restrained or otherwise incapacitated, without rolling the dice.
- Slingshot (3 DAMAGE), +1 CREATIVE
- 335. INJECTION:** You are addicted to an experimental serum that increases your combat ability. During combat, you can inject and deal double damage until the fight is won. Each time you inject, decrease your MAX HP by 3. At the end of a mission, your MAX HP returns to its normal amount.
- Automatic injection suit (2 ARMOR), -1 REFLEXIVE

- 336. INSURANCE:** When you take this trait, write your “will.” Your will may be modified, but only once per mission. If you die permanently, your traits (not including this one), skill modifiers (positive and negative), and items are distributed to other characters according to your will.
- Briefcase full of cash (a small fortune), +1 to chosen attribute
- 341. INTERROGATION:** You can lock an unsuspecting enemy in a chokehold and ask them one question, which they will always answer truthfully before trying to escape.
- Combat knife (1D6 DAMAGE), +1 FORCEFUL
- 342. JANITOR:** You can clean up any mess in minutes and always have the supplies on hand to do so. If someone interrupts your cleaning or makes the mess worse, you have +2 on DAMAGE rolls against them.
- Mop (3 DAMAGE), +1 FORCEFUL
- 343. JINX:** Bad luck has followed you for your entire life. Once per mission, you can say “I feel like something really bad is about to happen” or an equivalent phrase, and it does. It will be bad for you and all nearby characters. The resulting catastrophe completely interrupts the scene and can cancel incoming damage, disorient enemies, etc.
- Mirror (break to reroll any roll and take the lower result), +1D6 MAX HP
- 344. JOKER:** You never take anything too seriously. If you choose to do something risky not because it is right or good, but because it would be funny (and everyone playing agrees), roll 3D6 and take the best two.
- Joke pistol (shoots “BANG!” flag), -2 TACTICAL
- 345. KNIGHT:** You follow a strict code of honor and unquestioningly serve a powerful person or organization of your choice (note that FIST is not a powerful organization). You deal +1 DAMAGE if you have not yet broken your code of honor during a mission. Your role is irrelevant: you can only advance by increasing the wealth, power, or status of those you serve. Should your superiors die, your role becomes WANDERER.
- Medieval helmet (1 ARMOR, accessory), -1 CREATIVE
- 346. LIMBS:** You have many appendages (additional arms, spider-like legs, tentacles, etc.) When you are attempting to catch something or grapple someone, roll twice and take the best result.
- Many knives (1D6+1 DAMAGE), +1 REFLEXIVE
- 351. LIMIT:** When pushed to the brink of your capacity for punishment, you unlock new wells of power. If you have already fulfilled your role during the course of a mission and your HP is equal to 1, you may immediately advance now, instead of when the mission ends.
- Mercury-core executioner’s sword (1D6+FRC DAMAGE), +2 MAX HP
- 352. LINK:** Touching someone’s skin bonds their soul to yours. When you take damage, they take the same amount and vice versa. You may speak telepathically and share each other’s five senses (one at a time).
- Thick gloves (must be removed to establish link), +1 REFLEXIVE

- 353. LISTEN:** You have incredibly sensitive and specific hearing, but a tumultuous relationship with the rest of your senses. You may always perfectly eavesdrop on conversations, listen for tell-tale sounds, and approximate the locations of things you can't see without rolling the dice, but loud noises, bright lights, strong smells, grating textures, and intense tastes all deal 1 DAMAGE when you are first exposed to them.
- Blindfold (helps you focus), +2 REFLEXIVE
- 354. LOVER:** If you and another player both have this trait, you can choose, together, to become lovers. If you rescued your lover from the brink of death during the mission, you both gain 1 WAR DIE at the end. There is no limit to how many lovers you can have, but if a lover of yours dies, your character can no longer gain new traits when advancing.
- Silver handgun (1D6 damage, double vs. undead), +1 ARMOR when protecting others
- 355. LUSH:** You prefer to fight at least half in the bag. When you have some free time, you can tip back your liquor bottle and take +2 to your next FORCEFUL roll.
- Liquor bottle (one use), +1 WAR DIE per mission
- 356. LYCANTHROPE:** At night, you transform and gain the HYBRID trait (but not the associated item). If you have transformed during a mission, your role becomes irrelevant, and you can only advance by fulfilling a specific animal desire—roll 1D6 to let it wash over you (1-2: Challenge yourself as hunter or prey, 3-4: Consume the life force of several human beings, 5-6: Stage a grand sacrifice to the gods of the Moon.)
- Handcuffs (titanium-reinforced), +6 MAX HP in animal form
- 361. MASCOT:** You are the beautifully fragile glue which bolsters the team's spirit and binds them together. Your MAX HP is irrelevant—for the purposes of play, it is always equal to 1. As long as you are alive, your remaining MAX HP is divided as evenly as possible and added onto the MAX HP of every other player (e.g. a 6 MAX HP MASCOT in a four-player team grants 1, 2, and 2 MAX HP to the other three players).
- Extravagant costume (draws enemy fire), -2 FORCEFUL
- 362. MECHANIC:** With a reasonable amount of prep time, you can use your toolbox to repair any machine for 1D6+TACTICAL HP.
- Toolbox (repair 1D6+TAC HP, three uses), +1 TACTICAL
- 363. MEDIC:** With a reasonable amount of prep time, you can use your medkit to heal any living thing for 1D6+TACTICAL HP.
- First aid kit (heal 1D6+TAC HP, three uses), +1 TACTICAL
- 364. MERCY:** When you would deal a killing blow to a non-player character, you may choose to instead approach them, help them up, and show them mercy. Characters who have been shown your mercy can never take DAMAGE again, and will always treat you (but not necessarily anyone else) as a trustworthy and reliable friend.
- Halo (make someone change their ways, one use), -1 FORCEFUL

- 365. MIMIC:** You can shapeshift, but only into inanimate objects. Once per mission, you may transform into a single item no larger than a car. If you transform into a tool, machine, etc., you are fully functional and may be used as such by others.
- Varnish (+1D6 HP while mimic, one use), +2 MAX HP
- 366. MINDREADER:** You can read anyone's thoughts and general state of mind without rolling. You may roll +CREATIVE to scan for specific information, such as names, passwords, memories, and images. Unfortunately, you are particularly susceptible to interference, and the thoughts of others often cloud your psyche. Your mindreading ability is neutralized in the presence of another mindreader, and vice versa.
- X-ray specs (see through walls), -1 CREATIVE
- 411. MOBILITY:** Your customized mobility aid (e.g. titanium cane with spring-loaded feet or a wheelchair with adaptive tank treads) is tricked out with additional gadgets and features. Choose one of the following add-ons, active when you're using the aid: 1) +1 to an attribute of your choice, 2) an always-concealable weapon that deals 1D6 DAMAGE, or 3) +1 to your ARMOR. If you roll the dice to do something risky that would normally involve your mobility aid, but you don't have access to it, roll 3D6 and take the worst two. When you advance, you can get another add-on instead of taking one of the usual advancement rewards.
- Mobility aid (comes with an add-on), +1 REFLEXIVE
- 412. MOMENTUM:** You are able to enter a state of cumulative momentum at will, harnessing inertia to your advantage. Each time you succeed on a REFLEXIVE roll, gain +1 REFLEXIVE. This bonus accumulates until you stop moving, at which point your REFLEXIVE attribute reverts back to normal. Rolling a failure with a cumulative bonus from this trait will incur DAMAGE equal to the bonus, and cause you to stop moving.
- Rail-grinding boots (grind on any edge), +1 REFLEXIVE
- 413. MONOLOGUE:** When you give an impassioned ethical, political, or philosophical speech, roll +CREATIVE. On a partial success, you engage your target in the melodramatic speech temporarily, distracting them. On a full success, they see your line of reasoning and make an effort to join your school of thought.
- Yorick's skull prop (very realistic), +2 CREATIVE
- 414. MONSTERS:** Once per mission, you may use your computerized monster index to summon and command a monster from the barcode of any real-life object you have with you. Arrange the numbers in the barcode from lowest to highest and derive your monster's stats as follows: DAMAGE equal to 1D6 + the lowest number, HP equal to the highest number, and ARMOR equal to the middle number (if there are two, split the difference and round down). State and record the monster's appearance and name, and work out a special power with the referee that reflects the origin object (e.g. belches of flame from a bottle of hot sauce or answering any one question from a library card).
- Monster index (hold aloft with both hands to summon), -1 REFLEXIVE

415. **MORBID:** You have some kind of relationship with death. Describe how, and what form death takes. If you or another character dies, you can call death to your side. Death will give you some task or challenge and a time limit, then the dead character is healed by 1D6. If you don't complete the task within the time limit, death takes you both.
- Gifted scythe (2D6 DAMAGE), -2 MAX HP
416. **MURDER:** You're followed by a heckling murder of crows that spout various ominous phrases (some helpful). The crows circle when someone is soon to die, foreshadowing danger. You may command the crows to circle around an enemy, who takes +1 DAMAGE from all sources until the crows get bored and leave.
- Birdseed (guarantee a helpful omen, one use), +1 TACTICAL
421. **MUTANT:** You are a picture of evolution in microcosm, always changing form as your unstable genome shifts. At the beginning of each mission, roll 1D6. On a 4+, drop any one trait you already have (except MUTANT), and permanently replace it with another, recalculating your attributes.
- Toxic grenade (1D6+2 damage, one use), -1 TACTICAL
422. **NEUROMANCER:** Given a few hours in a quiet place, you can remove brains from their bodies and put them in new ones. Body transplantation is not a perfect science, and those who have undergone the process may not always come back the same.
- Brain jar (keeps one brain alive), +1 CREATIVE
423. **NINJA:** Due to your training in the dark arts of subterfuge, any acrobatic or athletic action you take will always be completely silent, even when you roll failures. You may choose your current ninja weapon at the beginning of each mission: shuriken (1D6 DAMAGE), kunai (3 DAMAGE, usable for climbing), or smoke bomb (temporarily disorient 1D6 targets).
- Ninja weapon (six uses), +1 REFLEXIVE
424. **NOIR:** You're from the old days, when crime ran the streets, the cigarettes were plentiful, and hard work meant something. You gain +1 on rolls you provide an appropriate monologue for.
- Trench coat (1 ARMOR), +1 FORCEFUL
425. **NUMBERS:** All numbers have meaning. At the beginning of each mission, roll 1D6. Once per mission, you may replace any number with the number rolled. This can be another roll (such as damage) or a number-based fact spoken by the referee (five enemies, ten days, six stars, etc.).
- Sudoku workbook (keep someone occupied, one use), +1 TACTICAL
426. **OBJECTS:** You may attack with any non-weapon object within reach—if you describe a unique, creative way of causing harm with this object, it functions as a weapon which deals 1D6 DAMAGE. Subsequent objects you attack with add a cumulative +1 DAMAGE bonus per new object; this cumulative bonus resets to 0 when you roll a failure, reuse an attack description, or switch to a conventional weapon.
- Leather belt (3 DAMAGE), +1 CREATIVE

431. **OOZE:** You can transform into a gelatinous substance at will. While in your gelatinous form, you have -2 REFLEXIVE and -2 FORCEFUL, but you can squeeze through grates, fit inside containers, and split into pieces.
- Bucket (5 gallon), +1 REFLEXIVE
432. **PAINLESS:** You cannot feel pain, and being hurt will never cause you to flinch or stop what you're doing. At the beginning of each mission, the referee will roll 1D6 and keep the result hidden from you. The first time you reach 0 HP during the mission, you will regain HP equal to the result.
- Wrist and ankle weights (1 ARMOR, accessory), -2 REFLEXIVE
433. **PARKOUR:** You can easily swing, jump, and free-run across rooftops and rafters without rolling the dice. If it's something really precarious, like barrels floating in toxic waste or a rope bridge full of people shooting at you, you can still do it, but you'll drop one of your items in an inconvenient spot—the referee decides what, and where.
- Baseball bat (1D6 DAMAGE), +1 REFLEXIVE
434. **PATHETIC:** You are entirely unintimidating and almost universally pitied. Enemies often underestimate you. Once per mission, before you take damage, you may look into an enemy's eyes and nullify it.
- Box of tissues (hides a pistol inside, 1D6 DAMAGE), -1 FORCEFUL
435. **PET:** You have a small pet (1-3 HP, referee's choice) which you always keep on your person—perhaps in a shirt pocket, on your shoulder, or leashed to your belt. Describe your pet and choose a bonus for them: 1) grants 1 ARMOR and functions as an accessory, 2) grants +1 to an attribute of your choice for a single roll when fed a treat, 3) deals 3 DAMAGE to an enemy when fed a treat. If your pet dies, you can start the next mission with a new one, but not with the same bonus as before.
- Pet treats (three uses), -1 REFLEXIVE
436. **PHONE:** You may make telepathic "calls" to anyone regardless of time, distance, or interdimensional status—these calls may be routed through local telephones and radios, or may simply appear as a disembodied voice. Those you call are not guaranteed to answer. Sometimes, you'll receive calls you'd prefer not to.
- Rolodex (3 strange and important people are listed), +1 CREATIVE
441. **PIRATE:** You're a free spirit who prefers a life of spontaneous adventure on the high seas. Whenever you roll the dice to do something risky involving the ocean, stealing, or taking over a crewed vessel, roll 3D6 and take the best two.
- Illegally modified LMG (1D6+2 DAMAGE), -1 TACTICAL
442. **POCKET:** You can fit pretty much anything into your personal pocket dimension (and retrieve it at will) as long as you have free appendages with which do so. Your pocket-space might be accessed through a bottomless bag, a door that follows you between rooms, or a wormhole you can summon with a wish.
- Refrigerator (well-stocked), -1 REFLEXIVE

- 443. POLYGLOT:** You can understand and communicate in any mundane language, written or verbal. You can also roll +TACTICAL to understand languages which are supernatural in origin.
- Universal phrasebook (can teach anyone one phrase), +1 CREATIVE
- 444. PRECOGNITION:** Once per mission, before you roll the dice to do something risky, you may declare a state of precognition—have everyone mark down where they are, their HP and items, and any other useful notes to capture the current situation. Roll the dice and continue play as normal. Next time you're prompted to roll the dice, decide if what's happened was your destined path, or in fact a mere possible future—if so, rewind the story using everyone's notes, keeping in mind that small distortions in reality are a normal consequence of precognitive radiation.
- Stopwatch (waterproof), -2 TACTICAL
- 445. PREPPER:** You are perpetually awaiting the moment when the world goes to shit. When each mission starts, choose a specific survival skill you've been practicing (e.g. knot-tying, finding water, or securing shelter). Add +2 whenever you roll the dice to do something risky involving your current survival skill, and gain an additional +1 HP whenever you heal from eating MREs or other non-perishables.
- Hatchet (3 DAMAGE), +1 TACTICAL
- 446. PROJECTION:** You can project your spirit from your body to view any faraway place remotely, as long as your physical body is safe. You can also cheat death and keep 1 HP once per mission by abandoning your body, but you will be stuck in spirit form until it gets medical attention.
- Flowing garment (1 ARMOR), +1 CREATIVE
- 451. PROSTHETIC:** One of your limbs is replaced with any weapon you own, and you can equip another weapon to use. When you roll the maximum damage possible with an equipped weapon, you can roll damage again with your limb-weapon for an extra powerful combo attack.
- Light machine gun (1D6+1 DAMAGE), -1 REFLEXIVE
- 452. PSYCHOMETRY:** Once per mission, you can ask any inanimate object you are touching a psychic question. Objects will answer truthfully, but are limited by their experience—a photograph cannot comprehend the passage of time, and a gun can only think in terms of killing.
- Scrapbook (contains one mission-relevant photo), +1 CREATIVE
- 453. PUNCTUAL:** You always know what time it is, down to the second. When you need to get to a time-sensitive event, appointment, or meeting, you will always get there in the nick of time. If arriving on time is particularly unlikely, the referee will tell you in what way you are unprepared for it when you get there.
- Gold stopwatch (always works), +1 REFLEXIVE
- 454. PUPPETMASTER:** You can implant a command in someone's brain by rolling the dice +FORCEFUL. If you succeed, they are forced to comply.
- Strappy leather harness (1 ARMOR), +1 FORCEFUL

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455. **PYROMANIAC:** If there is something flammable nearby, you can always ignite it, but the fire will uncontrollably spread somewhere inconvenient—the referee will tell you where.
- Flamethrower (1D6+2 DAMAGE), +2 FORCEFUL
456. **QUANTUM:** If another player's character dies, you may rewind time to shortly before their death and permanently swap characters with them, giving you a second chance to save their life. Swapping back into a body you've inhabited before kills the one you're leaving.
- Quantum stabilizer suit (2 ARMOR), +1 CREATIVE
461. **QUILLS:** You are covered in quills, spines, or thorns. When an enemy deals damage to you in melee combat, they take 1 DAMAGE in return. In addition, you may shoot the spines out of your body for 1D6 DAMAGE to everyone in the area, though you'll need a day to grow them back.
- Ripped jacket (1 ARMOR), +2 MAX HP
462. **RADIOACTIVE:** When you aren't wearing your treated bandages, radiation bursts forth from your body and deals 2D6 DAMAGE to anyone near you. When this occurs, you may attempt to direct the attack at a single target by rolling +FORCEFUL. After the damage is dealt, the radiation temporarily dissipates, but you will quickly waste away and die if your treated bandages are not reapplied.
- Treated bandages (accessory), -2 FORCEFUL
463. **RAGE:** Whenever you do something risky that's loud, bloody, and violent, roll 3D6 and take the best two. Any other time you do something risky, roll 3D6 and take the worst two. Enemies who you hurt have a 1 in 6 chance of immediately attempting to flee the scene.
- Ultra-shotgun (2D6 DAMAGE), -1 CREATIVE
464. **RECRUIT:** If you bring an unconscious enemy back to base with you at the end of a mission, you may take them with you on future missions as another character you control. Recruits retain their currently equipped weapon and armor and may have up to one trait, decided by the referee. Recruits start with 1D6 MAX HP and gain 3 MAX HP for each mission they complete alongside you.
- Tranq pistol (0 DAMAGE, 3-in-1D6 chance to knockout), +1 CREATIVE
465. **RELOAD:** When you're about to attack with a ranged weapon, you can choose to dig in your heels, slam in another mag, and unload a whole clip. You will deal double DAMAGE, but any damage you take until finding cover will also be doubled.
- Grenade (1D6 DAMAGE, one use), +1 REFLEXIVE
466. **RETREAT:** You have a place in your head (a cozy cabin, a crystal palace, a concrete cell, etc.) that you can manifest physically. Once per mission, you may roll +CREATIVE to transport yourself and up to four other people there. The specifics of the retreat may be changed at will, resting there heals 1D6 HP, and you or your guests may leave at any time.
- Polaroid camera (for memories), +1 CREATIVE

- 511. RIVAL:** Choose any other player to be your rival. Each time you spectacularly one-up or humiliate your rival, heal 1D6 HP. If your rival thoroughly one-ups you, you lose any WAR DICE you have. When you take this trait, you gain a new aesthetic quirk, like a streak of dyed hair, an eyepatch, or a cool scar.
- Carbine (1D6 DAMAGE), +1 damage when showing off
- 512. ROBOT:** You are a man-made automaton bound by your rigid programming. When you take this trait, select another player to be your programmer (or allow all of the players to program you democratically). When a mission begins, your programmer(s) should define a three-word core directive for you to follow, such as “ELIMINATE ALL HOSTILES,” “SEARCH NEW AREAS,” or “PROTECT THE TEAM.” Your programmer(s) should also select a broad concept which “does not compute,” such as love, music, or peace. When you roll the dice to do something risky while acting on your core directive, roll 3D6 and take the best two. When you are exposed to something which does not compute, drop what you’re doing and shut down for ten minutes, or take 1D6 DAMAGE.
- Laser rifle (1D6+1 DAMAGE), -1 CREATIVE
- 513. RUNNER:** You possess ultrahuman speed. Once per mission, you may outpace someone or something. If it’s something really fast, like a hunting cheetah or a flying bullet, there will be a complication from over-exertion—the referee will tell you what.
- Experimental sneakers (indestructible), +1 REFLEXIVE
- 514. SAWBONES:** You’re a doctor, but you don’t have a medical license. Once per mission, when a player character dies, you can roll +CREATIVE to perform surgery and resurrect them with full health. You must swap out one of their traits for a new one as part of your experimental surgery, and explain why your operation changed their trait.
- Bone saw (1D6+1 DAMAGE), -2 MAX HP
- 515. SCAVENGER:** You understand that everything can be repurposed and that nothing need go to waste. If the referee narrates that you’ve run out of a finite resource (like ammo, medicine, or food), you may spend a WAR DIE and roll it to negate the referee and reveal your backup reserves, equal to the result rolled (e.g. 2 clips of ammo, 4 doses of antivenom, or 6 MREs).
- Semi-automatic rifle (1D6+1 DAMAGE), +1 TACTICAL
- 516. SCOUT:** You always get the lay of the land before starting a mission. You can find a good vantage point or hiding place anywhere, any time. The referee will always tell you about ambushes and hidden traps.
- Ghillie suit (disguise self as plant), +1 TACTICAL
- 521. SEAL:** You are a living lock for the cage of something horrible (you don’t know what). You have complex tattoos and carvings across your entire body. If you die before the appointed time (also unknown), you release whatever you’re holding back into the world.
- Wards and charms (accessory), +1 REFLEXIVE

- 522. SECURITY:** If you have a reasonable amount of prep time and the coast is clear, you can use your anti-security kit and attempt to breach any lock or crack any safe by rolling +REFLEXIVE. You may also disarm traps you know about and can physically reach by rolling +TACTICAL.
- Anti-security kit (three uses), +1 REFLEXIVE
- 523. SEDUCE:** When someone wants to get with you, you can fade to black and get with them too. After you return from a nearby private retreat, roll +CREATIVE and choose one result on a partial success, or two on a full success: they want to help you, they trust you with their secrets, or they want to get with you again. On a failure, you're old news, and they'll dislike your company from now on.
- Little black dress (0 ARMOR, stand out anywhere), +1 CREATIVE
- 524. SEER:** When you have a moment of peace and quiet, you may read your divination tool (perhaps a deck of playing cards or a set of polyhedral dice) and roll +CREATIVE. If you succeed, the referee will answer one question about the current mission honestly. If it's a partial success, they'll answer vaguely. A failure brings a grim and terrible omen.
- Divination tool, +1 CREATIVE
- 525. SEXY:** You're so hot, and everyone knows it, you most of all. When you're wearing your fetching outfit, you can stun another person with your beauty without rolling the dice. If you take damage in the outfit, you have to stay out of the fight until it's over to attend to chipped nails, untucked shirts, and messed up hairdos.
- Fetching outfit (0 ARMOR), -1 REFLEXIVE
- 526. SHARPSHOOTER:** If you name a specific body part, possession, or component of something you're attacking with a ranged weapon, you will always hit it, temporarily disabling that part but dealing 0 DAMAGE.
- Revolver (1D6+1 DAMAGE), +1 REFLEXIVE
- 531. SHIELD:** You can use any shield as a weapon which bashes enemies for 1D6 DAMAGE plus the shield's ARMOR bonus. If you throw the shield as a ranged weapon, you can roll +REFLEXIVE to ricochet it back to you.
- Combat shield (0 ARMOR, accessory), +1 FORCEFUL
- 532. SHOW:** Your performance art (perhaps music, dance, acrobatics, or comedy) has inexplicable mind-altering effects on those who view it. While performing, choose one of the following: your allies have +1 to an attribute of your choice, enemies are dazed (they deal -1 DAMAGE), or one enemy gives in to fun. You take -1 to any rolls made while performing.
- Performing accoutrement (e.g. instrument, baton, mic), +1 CREATIVE
- 533. SHRINK:** Your unique atomic structure allows you to compress yourself down to a millimeter tall without rolling the dice. If you go smaller, you must roll +TACTICAL to avoid slipping through a hole in the quantum foam. Those who slip through the foam suffer mind-bending consequences, like becoming marooned or losing their sense of time (referee's call).
- Stainless steel syringe (contains a miniature submarine), +2 MAX HP

- 534. SKELETON:** You have no flesh—explain why. You have 2 ARMOR against weapons that pierce or slash, and take +1 DAMAGE from weapons that bludgeon. If you reach 0 HP but all your bones are intact, you may rise with 1 HP after someone else completely reassembles you.
- Ownerless femur (1D6 DAMAGE), -2 FORCEFUL
- 535. SLACKER:** You abide by the universe in all things and appreciate simple pleasures. In addition to the single rendezvous point all player characters can use, you may always access an additional, second rendezvous point which is typically easy to reach and additionally contains snacks, substances, a hammock, or similar amenities.
- Shabby clothes (0 ARMOR, always unthreatening), -1 TACTICAL
- 536. SLEEPER:** Your personality is but a programmed front to hide the dormant sleeper agent beneath (or maybe it's the other way around). When you take this trait, everyone at the table but you should come to a consensus on what your activation phrase is (like “the woman in white walks backwards through Prague,” or “Epsilon orange Manila seventeen”). Once it's decided, write it down, and create a new, second FIST character who shares none of your traits—this is your sleeper persona (if you have already advanced, advance the persona an equal number of times, but do not choose the same advancement options). Any time you hear your activation phrase, you swap between personas, but the items in your inventory do not change to match your traits until you start a new mission.
- Tape recorder (plays activation phrase), -1 CREATIVE
- 541. SLOW-MO:** You may slow time to a crawl (at a 1-to-1 seconds-to-minutes ratio) at will, turning volleys of gunfire into glittering armadas of hot lead ships. Doing so costs you 1 HP for every second of time you slow. Slow-time affects your actions and physical processes but does not change the speed of your thoughts, giving you lightning-fast cognition relative to those around you. During slowed time, your REFLEXIVE score is increased by 4.
- Machine pistol (1D6 DAMAGE), -2 REFLEXIVE
- 542. SMASH:** You break things. You deal +1 DAMAGE against any man-made construct, and another +1 DAMAGE against anything that is grossly expensive or has exquisitely fragile components.
- Sledgehammer (1D6+1 DAMAGE), +1 FORCEFUL
- 543. SMITH:** You may deploy your portable workbench once per mission to add a new effect to an existing weapon (you can choose a premade weapon tag or negotiate a custom effect with the referee). The effect will be successfully added if you leave the weapon at the workbench, acquire three integral but difficult-to-reach components, and return to combine the components and weapon. The referee will tell you what and where the components are; they are usually scattered throughout the mission area. You may also employ a similar process of deploying your workbench and collecting materials to forge new pieces of armor.
- Portable workbench (one use), +1 TACTICAL

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- 544. SMOKER:** You are addicted to nicotine. When you have some downtime, you can calm your nerves with a cigarette and take +2 to your next REFLEXIVE roll.
- Cigarette case (one use), +1 WAR DIE per mission
- 545. SNATCHER:** You are an alien poorly puppeteering a technically dead human body, with a killing touch. If you do not consume one human brain without anyone finding out once per mission, you will melt into a puddle and die.
- Poison fingertips (2D6 damage, don't count as equipped), -2 CREATIVE
- 546. SNEAK:** If you hold still in a good hiding spot, no one will see you until you make your presence known. You can also easily fit into small containers like barrels and cardboard boxes.
- Sneaking suit (1 ARMOR), +1 REFLEXIVE
- 551. SNIPER:** If you have prep time, the enemy is unaware of your presence, and you remain stationary, you can roll 3D6 to attack and use the best two dice. If you succeed, you deal the maximum possible DAMAGE for your weapon.
- Sniper rifle (1D6+2 DAMAGE), +1 DAMAGE with ranged weapons
- 552. SOAK:** You know how to grin and bear it. When you take damage, you may roll a WAR DIE and subtract that much from the DAMAGE taken. You may also apply this effect to anyone standing immediately behind you.
- Kinetic shock shield (2 ARMOR, equip as weapon), -2 REFLEXIVE
- 553. SOCIAL:** You have a likable personality and a familiar face. Take +1 to your roll whenever you do something risky that involves a social interaction.
- Cyanide pill (one use), +1 CREATIVE
- 554. SPY:** You are a dashing and clever international person of mystery. Major antagonists tend to behave in contrived and theatrical ways around you. If you are captured, you may ask the referee to give you an easy opportunity to escape and they will give it to you.
- Laser watch (3 DAMAGE, can cut any restraints), +1 TACTICAL
- 555. STAND:** You command a flamboyant spirit with its own trait, tangible only to you but able to affect the corporeal world. Roll a random trait for your stand (D666) and choose a hyper-specific additional bonus, like "can be used twice per mission if my blood is removed and replaced" or "deals double DAMAGE if the target is left-handed." Everyone else at the table should democratically decide on a hyper-specific condition or downside, such as "can only be used when Mercury is in retrograde" or "causes a random bone in the user's body to break when used."
- Stand (immortal and invisible), +1 FORCEFUL
- 556. STATIC:** You can enter and travel between electronic screens of any kind as long as the screen isn't too "busy" (plain backgrounds and static work best).
- Chaff grenade (disables electronics, one use), +1 REFLEXIVE

- 561. STATUESQUE:** You're made of something hard (stone, metal, gems, etc.) Once per mission, you can reflect any projectile back at the attacker. If you are also wearing armor, decrease your REFLEXIVE score by 2.
- Tough exterior (2 ARMOR, doesn't count as equipped), +1 FORCEFUL
- 562. STICKY:** You can secrete a sticky substance from your hands which dries in seconds and is comparable in strength to the most powerful mundane adhesives. It can only be dissolved with a common substance of your choice (water, alcohol, blood, etc.).
- Flask of dissolving fluid (8 ounces), -1 REFLEXIVE
- 563. STONER:** You function much better while high. When you have the time, you can enjoy your favorite strain using any method of your choice. State the name of the strain (e.g. "Green Giant" or "Nuclear Winter"), and choose a bonus: +1D6 HP, or +2 to your next roll.
- Personal stash (one use), +1 WAR DIE per mission
- 564. STRETCH:** You can stretch any of your limbs to a length of ten feet × your MAX HP by rolling the dice +REFLEXIVE. Stretched out limbs can be pushed even further, but will incur 1 DAMAGE for every additional ten feet of stretch. You take +1 DAMAGE when enemies specifically target stretched-out limbs.
- Elastic bodysuit (0 ARMOR, up to 1000 sq. ft. of fabric), -1 FORCEFUL
- 565. STUBBORN:** You're one tough son of a bitch, and not even God can keep you down for long. When you roll a failure and the referee narrates what happens next, you can spend a WAR DIE and declare that it doesn't, forcing the referee to narrate an entirely different failure outcome instead.
- Special cigar (+1D6 HP, one use), -2 CREATIVE
- 566. SUMMONER:** You know the deepest, truest names of two phantasmagoric entities (demons, elementals, Platonic ideals, etc.) and their domains of power (such as grief, fire, or logic). You can summon them via fire-circle with ten minutes of unbroken ritual, or instantly by spending a WAR DIE. Each of these spirits will carry out a single magical command related to their domain of power before vanishing, and tend towards bad-faith or misguided interpretations of vaguely worded instructions. Magical attacks from summoned spirits deal 2D6 DAMAGE, and double DAMAGE if their domain is well-suited to the attack (like fire against ice, or silver against werewolves). When you advance, you may add another spirit to your roster instead of taking one of the usual advancement rewards.
- Box of tea lights (one circle's worth, one use), +1 CREATIVE
- 611. SUNDER:** Using your psionic powers, you may sunder the mind of anyone you presently perceive, dealing 1D6 DAMAGE which ignores ARMOR. You may roll additional six-sided dice and add them to the total DAMAGE at will. Opening a psionic channel strains your body (perhaps causing nosebleeds, shaking, or confusion), and you will always take DAMAGE equal to half of what you deal, rounded down.
- Grippy socks (prevent you from slipping), -2 FORCEFUL

- 612. SUPPLY:** You know secret frequencies and can use your radio to get any item delivered in a pinch; however, there will be a catch, like an inconvenient pickup spot or a fault with the item—the referee decides.
- Supply radio (three uses), +1 TACTICAL
- 613. SURVEILLANCE:** You can install your camera drone somewhere stationary and surveil without detection. You can also keep it mobile and control it at will, but it will be exposed to enemy attacks.
- Camera drone (1 HP, one use), +1 TACTICAL
- 614. SYMBIOTE:** You're bonded to a violent symbiotic lifeform with whom you share a tumultuous and intimate relationship. The constant commentary by a chorus of alien voices makes it difficult to hold on to your thoughts or focus on tasks. Your role is irrelevant—you can only advance by following the whims of the creature (roll D6, 1-2: Trust no one, not even for a moment, 3-4: Destroy something important, 5-6: Backstab a teammate before they backstab you).
- In-vivo symbiote (+2 ARMOR vs. attacks from behind), -1 TACTICAL
- 615. SYNTHETIC:** You are a human-like android. Your positronic brain can make thousands of calculations per second, and you never have to roll the dice for tasks like solving equations and calculating trajectories. You take 1D6 DAMAGE when your innards are exposed to water.
- Infantry-scale railgun (1D6+2 DAMAGE), +1 TACTICAL
- 616. TACTICIAN:** If you explain an elaborate plan of action to the team, all partial success rolls count as total success rolls while the plan is being executed—until someone rolls a failure, at which point the plan falls apart catastrophically.
- Night vision goggles (can see at night), +2 TACTICAL
- 621. TEACHER:** You are a wise mentor who fosters an inquisitive and confident attitude in your pupils. You can take on any player as a pupil—they can ask the referee for one useful fact of any type, once per mission. When you complete a mission, lose 1D6 MAX HP if you did not have a teachable moment with every pupil.
- Pins and medals (command respect), +2 TACTICAL
- 622. TECHNIQUE:** Your special technique targets a series of critical pressure points. When you would deal DAMAGE, you can choose to roll 2D6 and execute your technique instead—on a 9 or below, you deal no damage. If you roll 10 or more, the victim instantly dies.
- Tattered gi (1 ARMOR), -1 FORCEFUL
- 623. TELEKINETIC:** You have telekinetic control over a single substance of your choice—it could be something simple like water or metal, or something more esoteric like blood or flies. You have a unique talisman, such as a mask or a pendant, through which you channel your power. If this psychic amplifier is damaged or lost, you are no longer telekinetic until you repair or replace it.
- Psychic amplifier (accessory), +1 CREATIVE

- 624. TELEPORT:** You can teleport yourself (and any items you are wearing or holding) to a safe location within your line of sight at will. If you want to teleport under fire or to somewhere you can't see, roll +TACTICAL to avoid accidents.
- Flare gun (1D6 DAMAGE), +2 REFLEXIVE
- 625. THEATRICALS:** You command attention. When you enter a room, everyone inside is guaranteed to look at you. When you're trying to cause a distraction, partial successes count as full successes.
- Sweeping cape (1 ARMOR, accessory), +1 CREATIVE
- 626. THIEF:** You may roll +REFLEXIVE to teleport an object you can see into your hands. On a failure, you take something else as well—the referee will tell you what.
- Smoke grenade (one use), +1 REFLEXIVE
- 631. THRALL:** You are bound to an anomalous artifact, a weapon which drives you to commit evil. When you start a mission, roll 1D6 to receive its command (1-2: Make a good person suffer. 3-4: Spread chaos and permanent destruction. 5-6: Sabotage your teammates.) Your role is irrelevant—you can only advance if you have completed this task. All damage dealt with your anomalous weapon is increased +1D6.
- Anomalous weapon (choose any), +1 FORCEFUL
- 632. TRAPS:** You are an expert in the art of trapping and misdirection. Whenever you create or set a trap (e.g. covering a hole with leaves or wiring a grenade to a doorknob), you may declare that one passing enemy who is completely unaware of you becomes hurt or ensnared.
- Claymore mine (2D6 DAMAGE, one use), -1 FORCEFUL
- 633. TRIPPER:** You are a psychedelics enthusiast. When you have some time to relax, you can drop a tab to expand your consciousness and take +2 to your next CREATIVE roll.
- Acid tab (one use), +1 WAR DIE per mission
- 634. TRUTH:** Through rigorous meditation and study of the natural world, you have determined that your reality is merely a consensus illusion enjoyed by beings from a "realer" reality as a leisurely game. Once per session, if you have a completely serene moment to achieve lucidity, you may speak through your "player" and contact the "referee" with requests for assistance (such as HP, items, or the sudden death of your enemies). Keep in mind that even if you are able to appeal to the referee's guilt or curiosity to get what you want, overuse of this power may see you branded "broken," "gimmicky," or "unfair" by the higher beings, spelling the end of your existence as a playable character.
- Copy of *FIST: Ultra Edition*, +2 CREATIVE
- 635. TURNCOAT:** At one point, you belonged to an enemy faction of your choice. You no longer serve them. When you run up against this faction, the referee will tell you something tactically important about them.
- Enemy uniform (1 ARMOR, blend in with faction), +1 TACTICAL

- 636. TURRET:** You have a portable mini-turret which can be deployed on any flat surface without rolling the dice. If it's somewhere difficult like a ceiling or dangerous outcropping, placing it will be more difficult and arduous—the referee will tell you how. Your mini-turret begins with 3 MAX HP and 1 ARMOR, but you may increase its HP by 1D6 or its ARMOR by 1 as an alternative reward when you advance. Whenever you or one of your allies successfully deal DAMAGE, you may command the turret to deal DAMAGE as well to any target within its line of sight.
- Mini-turret (1D6+TAC DAMAGE), +1 TACTICAL
- 641. UNARMED:** You are skilled in general unarmed self-defense, as well as one or more styles of martial art. You can silently knock any enemy unconscious, but they might make noise on the way down, or wake up at an inconvenient time—the referee will tell you the downside.
- Hand wraps (3 DAMAGE), +1 FORCEFUL
- 642. UNDEAD:** That which should kill you only makes your rotting flesh weaker. When you would die, lower all of your attributes by 1 and revive next mission with full health. Each time this happens, you gain a new aesthetic quirk, like bolts in your neck or stitched-together skin. You may still die voluntarily.
- Full-body bandages (1 ARMOR), -2 CREATIVE
- 643. UNFEELING:** You experience no emotional interoception, and must rely on some other rationale to motivate your decisions under pressure. When you would roll CREATIVE to deal with something emotional, you may describe how you're using a different attribute and roll using that instead, adding your inverted CREATIVE score on top (e.g. +1 if you have -1 CRE, or -2 if you have +2 CRE).
- Brain teaser puzzle (e.g. Rubik's cube), -1 CREATIVE
- 644. VAMPIRE:** You are pale and shadowy, starved for blood. If you have recently fed on a new victim, your next roll will be one degree of success higher. If you are currently exposed to sunlight, all your rolls will be one degree of success lower.
- Gothic amulet (used to turn into a bat and back), -2 FORCEFUL
- 645. VEHICLE:** You have a customized civilian vehicle of your choice. It could be a common vehicle like a motorcycle or pickup truck; it could be something unique like a snowmobile or horse. You can permanently mount any of your weapons on the vehicle, for yourself and for secondary gunners. You can also permanently scrap any armor you have and add it to your vehicle's armor rating. At 0 HP, the vehicle is unusable, but you can repair 1D6 HP between missions.
- Signature vehicle (player's choice of type), +1 TACTICAL
- 646. VENOMOUS:** You can excrete a substance (perhaps as spit, or from your skin) that corrodes most materials and is fatal if ingested. Doing so is unpleasant and strenuous, and pushing out large amounts (i.e. more than a few drops, or a thin coating on a surface) will cost you 3 HP.
- Indestructible vial (easily concealed), -1 FORCEFUL

- 651. VETERAN:** You've seen war, plenty of it, and you know in your gut where to start looking when there's a target on your head. Whenever you enter a new area, you can ask the referee if there is a hidden danger and get an honest answer.
- Assault rifle (1D6+1 DAMAGE), +1 ARMOR at all times
- 652. VOLATILE:** Your menagerie of ultrahuman abilities is virtually infinite in scope, but which powers manifest themselves (and when) is completely unpredictable. At the beginning of each mission, roll a trait (D666). That trait replaces this trait (VOLATILE) until the end of the mission (although you also retain VOLATILE's containment armor and -2 TACTICAL penalty). Reroll your trait when you rest, use a WAR DIE, or take 6+ DAMAGE.
- Containment armor (2 ARMOR), -2 TACTICAL
- 653. WALLBANG:** You can shoot any form of ammunition through solid matter as though it were air. When you do so, there is a 3-in-1D6 chance that the shot will ricochet and harm someone else (possibly yourself) instead.
- Laser sight (attach to weapon for +1 on attack rolls), +1 REFLEXIVE
- 654. WEAPONMASTER:** At the beginning of each mission, declare a specific type of weapon which you are currently training yourself to defend against. It shouldn't be too vague; pick something like "bolt-action rifles" or "two-handed swords." If an enemy attacks you with the weapon type you chose, their DAMAGE is cut in half, rounded down. You cannot choose the same weapon type twice in a row.
- Arms handbook (see enemies' DAMAGE), +1 TACTICAL
- 655. WEB:** Your web-shooters spray pressurized jets of sticky, artificial fiber with high tensile strength and a slow-dissolving chemical makeup. You may roll +REFLEXIVE to incapacitate anyone by wrapping them in webs, and you may always deftly hang or swing from your webs without rolling the dice.
- Web-shooters (accessory), +1 REFLEXIVE
- 656. WEIGHTLIFTER:** You can always easily lift things close to your own weight. If it's something really heavy, like a huge tank or part of a crumbling building, there will be a complication from over-exertion—the referee will tell you what.
- Heavy riot shield (2 ARMOR, equip as weapon) +1 FORCEFUL
- 661. WHISPERER:** You can understand the thoughts of animals, and ask them for information or favors. They are not obligated to comply, and may not always have the necessary context to communicate with you effectively.
- Fur cloak (pacifies nearby animals, accessory), +1 CREATIVE
- 662. WINNER:** You can always win low-stakes contests of skill, mettle, or chance without rolling the dice. If it's a high-stakes game (like five-finger fillet, Russian roulette, or an all-in poker hand), you can push yourself to win automatically at the cost of 1D6 MAX HP.
- Platinum chip (extremely valuable), +1 when you roll WAR DICE

TRAITS INDEX

- 663. WITCH:** You are a cunning practitioner of ancient magic who can cast spells at will. Magic spells may change any single situational detail which only you perceive at the moment of casting (such as making a shoe untied or causing a highway exit to be missed), but may not outright break the laws of physics. Words of magic burn the tongue, and each spell you cast costs 1 HP. Your odd charm never returns upon use, but you may choose to gain a new one as an advancement reward.
- Odd charm (ignore death and fully heal, consumable), +1 CREATIVE
- 664. WITTY:** If you deliver a clever (or cheesy) one-liner that makes the other players laugh, groan, or cheer after overcoming a particularly difficult challenge, your HP is refilled to maximum.
- Old sunglasses (see through disguises), +1 CREATIVE
- 665. WIZARD:** You are an arrogant meddler in the arcane otherworld, and many mischievous sorceries have taken up residence in your head. Once per mission, you may roll 1D6, gesture wildly, and unleash a torrent of magic upon any target:
1. Caster becomes a small animal for 30 minutes.
 2. Target gains magical armor which negates an attack, then shatters.
 3. Misaimed fireball which deals 2D6 DAMAGE to anyone in the way.
 4. Target completely heals.
 5. Target enters cadaverous but reversible sleep.
 6. Target and caster both disintegrate.
- You may spend one WAR DIE to reroll the result, and spend more to reroll as many times as you like. If you advance, you can replace one of the 1D6 results with a new spell you and the ref agree upon, instead of taking the usual advancement reward. The azure bolts from your magic missile launcher are ontologically guaranteed to always hit someone—though not necessarily the intended target.
- Magic missile launcher (1D6 DAMAGE), +2 CREATIVE
- 666. XENO:** You do not look, think, or act like a human. You are clearly an alien, and cannot blend into groups of humans without a very good disguise. Describe what type of alien you are—other aliens of the same type will never be hostile to you.
- Plasma pistol (1D6 DAMAGE, or charge up for 1D6+1), +1 CREATIVE

111. ACCOUNTANT	151. CANNIBAL	231. ECHO	311. HARVEST	351. LIMIT	431. OOZE	511. RIVAL	551. SNIPER	631. THRALL
112. ACE	152. CENTIPEDE	232. EMPATHY	312. HATE	352. LINK	432. PAINLESS	512. ROBOT	552. SOAK	632. TRAPS
113. ACHILLES	153. CHAMPION	233. EXPERT	313. HAZARD	353. LISTEN	433. PARKOUR	513. RUNNER	553. SOCIAL	633. TRIPPER
114. AIMBOT	154. CHARM	234. FASHIONABLE	314. HEADSPACE	354. LOVER	434. PATHETIC	514. SAWBONES	554. SPY	634. TRUTH
115. AKIMBO	155. CHEF	235. FATALITY	315. HEAVYWEIGHT	355. LUSH	435. PET	515. SCAVENGER	555. STAND	635. TURNCOAT
116. AMATEUR	156. CHEMIST	236. FATE	316. HENSHIN	356. LYCANTHROPE	436. PHONE	516. SCOUT	556. STATIC	636. TURRET
121. ANALYST	161. CLASSY	241. FIELD	321. HEX	361. MASCOT	441. PIRATE	521. SEAL	561. STATUESQUE	641. UNARMED
122. ANIMUS	162. CLIMBER	242. FIEND	322. HIGHLANDER	362. MECHANIC	442. POCKET	522. SECURITY	562. STICKY	642. UNDEAD
123. AQUATIC	163. COMMANDO	243. FIGHTER	323. HIJACK	363. MEDIC	443. POLYGOT	523. SEDUCE	563. STONER	643. UNFEELING
124. ARMORED	164. CONCEAL	244. FIREFIGHTER	324. HOLY	364. MERCY	444. PRECOGNITION	524. SEER	564. STRETCH	644. VAMPIRE
125. ARTIST	165. CONTORTIONIST	245. FLIGHT	325. HUNTER	365. MIMIC	445. PREPPER	525. SEXY	565. STUBBORN	645. VEHICLE
126. ASSASSINATION	166. CRUEL	246. FLOW	326. HYBRID	366. MINDREADER	446. PROJECTION	526. SHARPSHOOTER	566. SUMMONER	646. VENOMIOUS
131. ASTRONAUT	211. CUT	251. FLURRY	331. HYPNOSIS	411. MOBILITY	451. PROSTHETIC	531. SHIELD	611. SUNDER	651. VETERAN
132. ATMOKINESIS	212. CYBORG	252. FOCUS	332. ICEBREAKER	412. MOMENTUM	452. PSYCHOMETRY	532. SHOW	612. SUPPLY	652. VOLATILE
133. AURA	213. DEBATEUR	253. FORAGE	333. ILLUSION	413. MONOLOGUE	453. PUNCTUAL	533. SHRINK	613. SURVEILLANCE	653. WALLBANG
134. BERSERKER	214. DEFUSE	254. FREEZE	334. IMPROVISE	414. MONSTERS	454. PUPPETMASTER	534. SKELETON	614. SYMBIOTE	654. WEAPONMASTER
135. BOMBER	215. DETECTIVE	255. GADGETS	335. INJECTION	415. MORBID	455. PYROMANIAC	535. SLACKER	615. SYNTHETIC	655. WEB
136. BOTTLENECK	216. DETONATOR	256. GANGSTER	336. INSURANCE	416. MURDER	456. QUANTUM	536. SLEEPER	616. TACTICIAN	656. WEIGHTLIFTER
141. BOUNCE	221. DIRECTOR	261. GENIUS	341. INTERROGATION	421. MUTANT	461. QUILLS	541. SLOWMO	621. TEACHER	661. WHISPERER
142. BREAKDOWN	222. DIRTY	262. GOONS	342. JANITOR	422. NEUROMANCER	462. RADIOACTIVE	542. SMASH	622. TECHNIQUE	662. WINNER
143. BUDDY	223. DISGUISE	263. GROUND	343. JINX	423. NINJA	463. RAGE	543. SMITH	623. TELEKINETIC	663. WITCH
144. BUILDER	224. DOORS	264. GROW	344. JOKER	424. NOIR	464. RECRUIT	544. SMOKER	624. TELEPORT	664. WITTY
145. BUM	225. DRUID	265. HACKER	345. KNIGHT	425. NUMBERS	465. RELOAD	545. SNATCHER	625. THEATRICALS	665. WIZARD
146. CAMOUFLAGE	226. DUELIST	266. HAPPY	346. LIMBS	426. OBJECTS	466. RETREAT	546. SNEAK	626. THIEF	666. XENO

11. **ABANDONED:** Describe the war-torn country where you learned to live on nothing and fight to survive as a child. Advance if you adequately contributed your part to the mission without anybody else's help.
12. **AMNESIAC:** Describe the most recent event you remember (like waking up in a vat a week ago, or learning your name from the unfamiliar wallet in your coat). Advance if your understanding of yourself or the world changes dramatically over the course of the mission.
13. **AVENGER:** Describe someone who wronged you, and what they did. Advance if something you did brought you closer to exacting your revenge, or decisively stopped a similar injustice.
14. **CHESSMASTER:** Describe what you plan to do with absolute power. Advance if something you did brought you closer, on a long-term scale, to holding a position of extreme power over a large group of people.
15. **CLEANUP:** Describe a far-reaching and complex catastrophe which you are responsible for. Advance if you meaningfully healed some piece of its aftermath, or the aftermath of a similar catastrophe.
16. **CRUSADER:** Describe an ethical ideal you hold dear that is difficult to achieve. Advance if something you did aligned with that ethical ideal, even though sticking to your scruples made your life harder.
21. **CULTIST:** Describe the esoteric religious sect to which you belong, and the chilling prophecy in which you believe. Advance if you drafted someone of significant importance or power into your cult, or if you turned the cosmic clock closer to your hallowed day of reckoning.
22. **DEALMAKER:** Describe the foolproof strategy you have devised to close any deal. Advance if you end the mission with significantly more wealth, influence, or capital than you had coming in.
23. **DIPLOMAT:** Describe the types of relationships you like to form. Advance if you forged a brand new one or kept a relationship in jeopardy intact, and it changed the course of the mission.
24. **ENEMY:** Describe the front of plausible deniability which you maintain in order to keep working for FIST. Advance if you completed the mission objective relayed to you by CYCLOPS (divulged to you by the referee in secret when the mission begins) without outing yourself to the team.
25. **FIREBRAND:** Describe your hot-blooded hopes for the future. Advance if an event during the mission was a key moment in your coming-of-age, or if you proved your competence to a more experienced teammate.
26. **FLUX:** Describe why your motivations and worldview are in a constant state of flux. When each mission begins, roll a random role (D66), answer the "describe" section as succinctly as possible, and play as though that role were yours for the duration of the mission.

31. **FUGITIVE:** Describe a high-caliber crime: one that you did commit, or one that you actually *didn't* commit (and if so, who framed you). Advance if something you did made significant progress towards clearing your name, or if you fought off the long arm of the law.
32. **GLADIATOR:** Describe an honorable, legendary warrior whom you admire and aspire to emulate. Advance if you fought and bested a powerful enemy using their combat philosophy.
33. **HEALER:** Describe your medical philosophy, and tell the table the story of your teacher, a renowned and unconventional practitioner of medicine. Advance if none of your teammates died under your watch.
34. **ICON:** Describe how you want to go down in history. Advance if something you did brought you closer to becoming a legend, or ensured a group of people would never forget your name.
35. **MASK:** Describe your vice as you would for the WILDCARD trait, and describe why you pretend to be eccentric and unpredictable. Advance if you took off the mask to protect someone in your path of chaos, without giving your true nature away to your enemies.
36. **MAVERICK:** Describe the moment you lost your faith in everyone else. Advance if you did something during a mission that no one else did, in a way that no one will ever forget.
41. **MERCENARY:** Describe how you ended up working with the rest of these bleeding-heart weirdos. Advance if you completed the mission according to its original parameters—no funny business—and made sure to collect your pay.
42. **MUDDLER:** Describe a piece of simple, common knowledge which is in fact wrong, and attempt to describe the infinitely more complex correct answer. Advance if you made things more complicated in a major way, or catastrophically obfuscated the truth about something important.
43. **NIHILIST:** Describe how you arrived at the ultimate conclusion—nothing truly matters. Advance if you showed no fear of death and no self-preservation instinct at any point during the mission.
44. **PARTISAN:** Describe your experiences with the creation, mistreatment, or erasure of ultrahuman beings. Advance if you proved that ultrahumans can and should stand on their own, or if you created a new ultrahuman.
45. **PEACEMAKER:** Describe your vision for a world without war, and your opinion on the use of violence. Advance if you prevented, stopped, or eased a violent geopolitical conflict.
46. **PUNK:** Describe a long-standing oppressive establishment that hurt you. Advance if something you did weakened that establishment, or meaningfully helped people who are also being oppressed by it.

51. **PROVIDER:** Describe the person or entity which cannot survive without you and your work. Advance if you found something that would make them deeply happy and brought it to the end of the mission.
52. **REPENTANT:** Describe a shameful and horrible decision from your past. Advance if something you did atoned for your sins in a meaningful way, or completely changed the context in which you view your past deeds.
53. **REPRESENTATIVE:** Describe your vision for a world where the ultrahuman condition has been publicized and normalized. Advance if you created empathy and understanding between ultrahumans and the world.
54. **RETURN:** Describe the faraway place or time from which you hail, and the improbable circumstances that found you stranded here. Advance if you made progress in your quest to go home, or if you made contact with someone from the place-before.
55. **RETIRED:** Describe your past exploits, your retirement, how you ended up back in action, and why you can't go home just yet. Advance if you made significant progress toward returning home, or if you showed how an old dog can still learn new tricks.
56. **ROOKIE:** Describe your ideal "first mission" experience. Advance (and choose a new role) if a mission goes exactly how you'd always hoped it would. If it doesn't, advance (and keep this role) if your teammates stepped in at the last moment to save you from certain death.
61. **SCHOLAR:** Describe the esoteric and obscure subject you are most curious about. Advance if something you learned brought you closer to unlocking the ultimate secrets of that subject, or if you brought a prize specimen to the end of the mission.
62. **SKEPTIC:** Describe your rational and meticulously vetted worldview. Advance if you venture a real, reasonable explanation for something paranormal and unfamiliar you encounter (and you're proven right).
63. **UNKNOWN:** Describe how difficult it is to find a cause, a purpose, or something to fight for. Advance if you overcame a challenge or secured a valuable item far beyond your expected level of ability.
64. **WANDERER:** Describe the event which sent you drifting from place to place. Advance if you have left behind no lasting trace of your presence by the end of a mission, or if someone you met will always miss you.
65. **WILDCARD:** Describe your primary vice or source of pleasure, such as money, romance, thrills, or pain. Advance if you got your fix during a mission in a way nobody, including yourself, expected.
66. **WRETCH:** Describe the uniquely horrible misfortune which has befallen you. Advance if something happens to you which makes your suffering poetically worse, or if you give your misery some company.

INTELLIGENCE MATRIX

GEAR: Weapons and armor

Weapons and armor are the two best friends of any merc in the business. You can use these tables to randomly generate the gear that players find on the enemies they encounter (or in their unguarded armories). These are the general weapon guidelines:

- **Holdout weapons** (like shivs and slingshots) deal 3 DAMAGE and are easily concealable.
- **Light weapons** (such as pistols and knives) deal 1D6 DAMAGE and are sometimes concealable.
- **Medium weapons** (such as rifles, shotguns, and swords) deal 1D6+1 DAMAGE.
- **Heavy weapons** (such as RPGs, miniguns, and sniper rifles) deal 1D6+2 DAMAGE.
- **Anomalous weapons** (such as those which are enchanted, alien, or divine) deal 2D6 DAMAGE.

- **Accessories** that protect the user (e.g. helmets, small shields, magic capes) can be **shattered** at will to ignore damage once, destroying them in the process. Any number of accessories can be equipped alongside your weapon and armor. ARMOR-granting items which cover all or most of the torso are not considered accessories.
- **Large shields** (e.g. riot and tower shields) provide 1 or 2 points of ARMOR depending on material. A large shield must be equipped as a weapon; switching to a weapon costs precious time.
- **Clothing** (e.g. a civilian outfit, a costume) provides 0 points of ARMOR.
- **Light armor** (e.g. full tactical gear or a bulletproof vest) provides 1 point of ARMOR.
- **Heavy armor** (e.g. ballistic plating or a mechanized suit) provides 2 points of ARMOR.

Weapon tags are special game mechanics which can be attached to any weapon, broadening its functions and giving its handling a distinct “feel.” No tag is required for a weapon to have special effects—for instance, the villain in your campaign may have a “gravity cannon (1D6+2 DAMAGE, 1-in-1D6 chance to crush the target into a marble)” —but these 36 modifications are meant to cover some of the more commonly thought-of special abilities as a random table. You might use them as advancement rewards, as the inventory of a gunsmith NPC, or to generate memorable lackeys and loot for a mission.

WEAPONS (D66)

11.	Small blunt (baton, cane, etc.).....	3 DAMAGE
12.	Large blunt (bat, crowbar, etc.).....	1D6 DAMAGE
13.	Small blade (pocketknife, hatchet, etc.)	3 DAMAGE
14.	Large blade (combat knife, axe, etc.)	1D6 DAMAGE
15.	Light hand (wraps, thick gloves, etc.)	3 DAMAGE
16.	Heavy hand (knuckle dusters, etc.)	1D6 DAMAGE
21.	Small ranged (slingshot, BB gun, etc.)	3 DAMAGE
22.	Whip	1D6 DAMAGE
23.	Bow	1D6 DAMAGE
24.	Pistol.....	1D6 DAMAGE
25.	Machine pistol	1D6 DAMAGE
26.	Submachine gun.....	1D6 DAMAGE
31.	Carbine	1D6 DAMAGE
32.	Hand cannon.....	1D6+1 DAMAGE
33.	Bolt-action rifle	1D6+1 DAMAGE
34.	Semi-automatic rifle.....	1D6+1 DAMAGE
35.	Assault rifle	1D6+1 DAMAGE
36.	Break-action shotgun.....	1D6+1 DAMAGE
41.	Pump-action shotgun	1D6+1 DAMAGE
42.	Light machine gun.....	1D6+1 DAMAGE
43.	Sword.....	1D6+1 DAMAGE
44.	Spear	1D6+1 DAMAGE
45.	Large axe.....	1D6+1 DAMAGE
46.	Large hammer.....	1D6+1 DAMAGE
51.	Sniper rifle.....	1D6+2 DAMAGE
52.	Rocket launcher.....	1D6+2 DAMAGE
53.	Heavy machine gun	1D6+2 DAMAGE
54.	Heavy misc. (e.g. railgun, laser)	1D6+2 DAMAGE
55.	Energy blade (e.g. beam, magic)	1D6+2 DAMAGE
56.	Concussion grenade.....	1D6 DAMAGE
61.	Frag grenade.....	1D6+1 DAMAGE
62.	Small bomb (e.g. landmine, pipe) ...	1D6+2 DAMAGE
63.	Large bomb (e.g. C4 setup)	2D6 DAMAGE
64.	Anomalous weapon	2D6 DAMAGE
65.	Ultra-shotgun	2D6 DAMAGE
66.	FUBAR blaster	3D6 DAMAGE

ARMOR (2D6)

2.	Combat shield.....	0 ARMOR (accessory)
3.	Riot shield.....	1 ARMOR (equip as weapon)
4.	Heavy riot shield	2 ARMOR (equip as weapon)
5.	Helmet	1 ARMOR (accessory)
6.	Civilian clothing	0 ARMOR
7.	Standard fatigues.....	0 ARMOR
8.	Tactical clothing	1 ARMOR
9.	Bulletproof vest	1 ARMOR
10.	Exoskeleton frame.....	1 ARMOR
11.	Ceramic plate	2 ARMOR
12.	Power armor	2 ARMOR

INTELLIGENCE MATRIX

GEAR: Weapon tags

WEAPON TAGS (D66)

11. **ACCURATE:** Scoped, sighted, or well-balanced; this weapon grants one automatic success when attacking per mission.
12. **ANTI-MATERIEL:** Deals double DAMAGE to vehicles and structures; cumbersome to carry around.
13. **ALT-FIRE:** This weapon has a secondary component or form which also deals damage, (e.g. bayonet, launcher attachment, sword that becomes a whip).
14. **ARMOR-PIERCING:** Attacks with this weapon ignore ARMOR bonuses granted by physical means.
15. **BANE:** Forged from (or fires) a magically useful material of your choice (silver, salt, etc.) Deals double DAMAGE to those affected.
16. **COLLAPSIBLE:** Easily concealed, no matter the size; will never be detected during pat-downs.
21. **CURSED:** Requires powerful magic to remove once equipped. The wielder may permanently spend 1D6 MAX HP to guarantee a successful attack.
22. **CUSTOMIZED:** Deals an additional 1 DAMAGE and has a **weapon skin** (p. 141); coveted by enemies.
23. **DUMMY:** Appears to be a weapon, but is actually another mundane item of your choice (e.g. gun lighter, fake sword with a hidden compartment).
24. **ELECTRIFIED:** Deals double DAMAGE to robots and other complex machines. Shorts out running electronics and briefly electrifies bodies of water.
25. **EXPERIMENTAL:** When each mission begins, roll D66 on this table for the weapon's effect (if you get EXPERIMENTAL, create a new one with the ref).
26. **FLASHY:** If you describe a unique and bombastic attack with this weapon, you can roll +CREATIVE to hit.
31. **GRIP:** Custom materials and ergonomic design; the referee can never state that you drop this weapon.
32. **HEAVY:** This thing is too big to be called a weapon. Once per mission, take +3 on a FORCEFUL roll that involves this weapon.
33. **HUD:** Scans hostiles. When you kill something new, the referee will tell you a useful fact about it.
34. **ICE:** Makes surfaces slick and deals double DAMAGE to anything that requires warmth to function.
35. **INCENDIARY:** When damage is dealt, this weapon also deals 2 DAMAGE to anything within fire-spreading range. Deals double DAMAGE to plants.
36. **INDESTRUCTIBLE:** Impervious to everything; can withstand any amount of pressure or corrosion.
41. **LIGHT:** Weighs almost nothing. Grants +1 on REFLEXIVE rolls that involve this weapon.
42. **LOUD:** Attacks with this weapon draw the undivided attention of enemies within earshot (and instantly reveal your position).
43. **LUCKY:** Rolling an ultra success while attacking with this weapon grants the user one WAR DIE.
44. **MEDICAL:** Once per mission, you may use this weapon to deal negative DAMAGE, healing the target.
45. **MESSY:** Enemies explode into gore/goo/scrap etc. on ultra successes (in addition to the usual bonus). No identifiers will remain—not even teeth.
46. **MENACING:** Enemies who see a comrade slain by this weapon have a 1-in-1D6 chance to flee.
51. **NON-LETHAL:** Does not deal DAMAGE; has a 3-in-1D6 chance to knock unconscious on a success.
52. **POISONED:** When you would roll for damage for this weapon, wait and mark your target as poisoned instead. Next time they're hurt, roll your DAMAGE and add it to the total amount they take.
53. **PROTOTYPE:** Wielding this next-generation weapon grants +1 TACTICAL; roll +TAC to attack with it.
54. **QUICK-DRAW:** Attacks that target enemies drawing their weapons will always succeed.
55. **REMOTE:** Projectiles (or the weapon itself) can be remotely steered through chutes and around walls.
56. **RITUAL:** Shatters to protect you from death once, negating lethal damage. Disintegrates afterward.
61. **SAPIENT:** Communicates with its wielder by thought; roll 1D6 for disposition: bloodthirsty, caring, craven, excitable, morose, stoic.
62. **SHREDDER:** Deals double DAMAGE to exposed flesh. On critical hits, decreases the target's ARMOR by 1.
63. **STUN:** Those damaged by this weapon cannot move or act until their current HP changes.
64. **TRANQUILIZER:** As NON-LETHAL, but chance is increased to 5-in-1D6 if a vulnerable area is specifically targeted (e.g. head, neck, exposed membrane, etc.)
65. **UNSTABLE:** Can be set to overload to deal triple DAMAGE once; explodes for 3D6 damage to everyone nearby seconds later.
66. **VALUABLE:** Utterly unique in history or make. Can be used as a bargaining chip in almost any situation.

INTELLIGENCE MATRIX

GEAR: Items

FIST mercs should never underestimate the utility of everyday **items**. There are times when a spoonful of laxative or a wad of chewed-up gum are more useful allies than a specialized cutting-edge spy gadget could ever hope to be. This table can be used to populate a location with common items.

The referee doesn't always have to describe every object in an area for a given object to exist—if a player wants to grab a stapler from a room described as a “normal corporate office,” the referee should generally allow this, even if they didn't specifically narrate a stapler in the room. For items which may be present but are less plentiful (in an office, examples might include a tape recorder or a bagged lunch), the referee should roll a die of fate (p. 73) and interpret the answer.

Typically, items which could be easily replenished between missions (like a thermos full of coffee or a mass-produced medication) have a number of **uses**, whereas unique items which cannot be replaced (like a dose of an experimental serum or a piece of alien fruit) are marked as **consumable**. Items stored in the inventory carry over between missions, but are lost if left behind. Trait-granted or standard-issue items are replaced between missions if lost.

CYCLOPS gadgets (also reskinable as generic spy gadgets) are top-tier tools and items. Due to CYCLOPS' bottomless well of funding and research connections, CYCLOPS gear tends to be higher-tech, more powerful, and more broadly useful than anything FIST has access to. CYCLOPS gadgets can be sourced in small amounts from the bodies or unattended bags of CYCLOPS operatives, or stolen in bulk from fastidiously secure CYCLOPS facilities.

All CYCLOPS gadgets are outfitted with microscopic geo-tracking transmitters. If the players begin a mission in possession of CYCLOPS gadgets, the ref should roll 1D6—if the result is equal to or less than the total amount of CYCLOPS gadgets possessed by the players, CYCLOPS Command will dispatch up to three of the following to the mission area (p. 126): 1) 2D6 CYCLOPS GOONS and a CYCLOPS SPECIALIST, 2) 1D6 CYCLOPS HEAVY TROOPERS and a CYCLOPS SPECIALIST, 3) 1D6 CROs (p. 80).

COMMON ITEMS (D66)

11. 1D6 **crates**
12. 10 foot chain
13. 5 gallon bucket
14. 50 foot rope
15. Analgesic
16. Bag of chips
21. Ballpoint pen
22. Beer bottle
23. Can of soda
24. Car keys
25. Cassette player
26. **Cassette tape (p. 145)**
31. Chewing gum
32. Cigarettes
33. Cigars
34. Cosmetics kit
35. Coupon book
36. Crowbar
41. Duffel bag
42. Fertilizer
43. Flashlight
44. Flip lighter
45. Gas can
46. Glass pipe
51. Hand mirror
52. Handbag
53. House keys
54. ID card
55. Keychain
56. Laxative
61. Metal file
62. Superglue
63. Thermos
64. Wallet (1D6 × \$10 inside)
65. Wristwatch
66. Zip ties

CRATE CONTENTS (2D6)

2. Artifacts (1D6 pieces, roll on **Artifacts, p. 119**)
3. Chemicals (1D6 types, e.g. tear gas, cleaner, etc.)
4. Armor (1D6 pieces, roll on **Armor, p. 83**)
5. Uniforms (Standard, or **1-in-1D6: High-ranking**)
6. Rations (2D6 MREs, +1D6 HP)
7. Ammunition (1D6 types, e.g. bullets, rockets, etc.)
8. Medical supplies (1D6 medkits, +1D6+TAC HP)
9. Weapons (1D6 weapons, roll on **Weapons, p. 83**)
10. Machine parts (2D6 usable parts)
11. Explosives (2D6 small or 1D6 large, **p. 83**)
12. Documents (classified, answer 1D6 questions)

INTELLIGENCE MATRIX

GEAR: Vehicles

Vehicles are represented in FIST as special items with their own HP, ARMOR, and DAMAGE. These items cannot be added to a character's inventory unless they have the right trait (like VEHICLE, or HENSHIN into VEHICLE) or engage in mechanical tomfoolery (e.g. storing a vehicle in a POCKET dimension, then offloading it inside a RETREAT). Thus, vehicles may be found and used during missions, but do not persist between missions. Enormous mechs draw attention, getaway cars need to be dumped, and infil/exfil helicopter pilots need days off. FIST may be granted vehicles as necessary by the referee for missions which require them—you can't broker a deal with pirates if you can't go meet their boat—but these vehicles are temporary and relegated to that mission only.

This changes if FIST has a base (p. 88). Bases can be used to store vehicles which FIST takes away from completed missions, and these vehicles can be deployed on new missions at will. Particularly large, unusual, or valuable vehicles may be difficult or risky to store without one or more STORAGE upgrades for the base. As a rough rule, storing one large vehicle requires one STORAGE upgrade, which should probably be flavored as a hangar. Kaiju-fight sized robots, nuclear icebreaker ships, etc. are usually not storable with a single STORAGE upgrade.

Crashing a vehicle into something deals 3, 1D6, 2D6, or 3D6 DAMAGE, depending on the vehicle's size, to the target and to itself. Crashes may also similarly endanger the vehicle's occupants if they roll poorly while attempting to deal with the crash. **Our loose rule of thumb for vehicle explosions is: when a vehicle that uses fuel is destroyed, there is an X-in-1D6 chance that it will engulf the area in an explosion that deals XD6 DAMAGE** (with both instances of X being equal to its ARMOR score, e.g. a tank has a 4-in-1D6 chance of exploding for 4D6 DAMAGE).

Rare and powerful vehicles may be equipped with **vehicle weapons**. Some of these weapons can be equipped by the passengers and used as they would their own weapons, others may be independent attacks which can be activated while using the vehicle (like integrated weapons systems or extending side blades).

VEHICLES (D66)

11.	Bike	3 HP, 0 ARMOR
12.	Hang glider.....	3 HP, 0 ARMOR
13.	Jet ski	3 HP, 1 ARMOR
14.	ATV/snowmobile	3 HP, 2 ARMOR
15.	Small boat (e.g. fishing, patrol)	6 HP, 1 ARMOR
16.	Motorcycle.....	6 HP, 1 ARMOR
21.	Dirtbike	6 HP, 2 ARMOR
22.	Sandrail.....	8 HP, 0 ARMOR
23.	Civilian car	8 HP, 1 ARMOR
24.	Civilian truck/technical	8 HP, 2 ARMOR
25.	Armored car	8 HP, 3 ARMOR
26.	Race car (e.g. sports, stock)	10 HP, 0 ARMOR
31.	Civilian plane.....	10 HP, 0 ARMOR
32.	Civilian van.....	10 HP, 1 ARMOR
33.	Covered truck.....	10 HP, 2 ARMOR
34.	Amphibious vehicle	10 HP, 2 ARMOR
35.	Light util. vehicle (e.g. Jeep, UAZ)...	12 HP, 1 ARMOR
36.	Civilian carrier (e.g. semi, bus)	12 HP, 1 ARMOR
41.	Gun truck	12 HP, 3 ARMOR
42.	Fighter aircraft.....	12 HP, 1 ARMOR
43.	Helicopter	16 HP, 1 ARMOR
44.	Work vehicle (e.g. tractor, crane)...	16 HP, 2 ARMOR
45.	Large boat (e.g. barge, yacht).....	16 HP, 2 ARMOR
46.	Self-propelled artillery.....	16 HP, 3 ARMOR
51.	Heavy aircraft.....	18 HP, 2 ARMOR
52.	Mech frame	18 HP, 2 ARMOR
53.	Starfighter	18 HP, 2 ARMOR
54.	Submarine	18 HP, 3 ARMOR
55.	Aircraft carrier.....	18 HP, 3 ARMOR
56.	Airship (balloon, zeppelin, etc.)	20 HP, 0 ARMOR
61.	Commercial jet.....	20 HP, 2 ARMOR
62.	Tank.....	20 HP, 4 ARMOR
63.	Battleship.....	30 HP, 3 ARMOR
64.	Nuclear icebreaker	30 HP, 4 ARMOR
65.	Spaceship.....	40 HP, 3 ARMOR
66.	Battle mech.....	40 HP, 4 ARMOR

VEHICLE WEAPONS (2D6)

2.	Auto-targeting prototype cannon.....	2D6 DAMAGE
3.	Side hazards (e.g. spikes, laser jets)	3 DAMAGE
4.	Homing missiles.....	1D6+2 DAMAGE, 1D6 missiles
5.	Mounted gun	1D6+1 DAMAGE
6.	Gunner seats.....	0 DAMAGE, 1D6 seats
7.	Front-mounted ram.....	No crash self-damage
8.	Mounted heavy weapon.....	1D6+2 DAMAGE
9.	Integrated weapons	1D6 DAMAGE, 1D6 weapons
10.	Mounted grenade launcher.....	1D6 DAMAGE
11.	Mine dropper.....	2D6 DAMAGE, 1D6 mines
12.	Chemical weapon system.....	2D6 DAMAGE to area

INTELLIGENCE MATRIX

GEAR: Bases

Bases are generally unnecessary for one-shots and globe-trotting campaigns, but may come into play if FIST considers settling down. To establish a base, players simply need to gain control of a structure. How they go about this is entirely up to them—mission rewards, legal purchases, squatting, theft, you name it—and they only need to declare the structure (or general area) as a base to begin upgrading it. The table could also decide that FIST starts with one or more bases if the premise of the planned campaign would call for it.

Once a base is established, FIST may put it to use in a variety of ways, like stashing away small items or interrogating targets in shady rooms. FIST may also establish multiple bases in different parts of the world for ease-of-access, but this will attract more CYCLOPS attention. Players should draw a map of their base and keep it up to date as upgrades are installed, to be used in case of base invasions.

Base upgrades can be applied to bases between missions and may be stacked indefinitely (i.e. taking an upgrade doesn't mean you can't take it again). Upgrades can be acquired as mission rewards or as part of specific story beats, like blackmailing a construction firm or kidnapping a researcher. If players wish to buy upgrades, exchange rates are as follows for one upgrade, before negotiations:

- 10 items (no trait or standard-issue items)
- 3 character advancements (players may pool their advancements, in lieu of the other advancement rewards)
- 1 FIST character (who may become a base NPC or die in the process of securing the upgrade)

Invasions become more likely as FIST accumulates more bases. Before each mission, the referee should roll 1D6—if the result is equal to or lower than the amount of bases FIST has, the planned mission is cancelled and the players must fend off a CYCLOPS invasion instead. CYCLOPS raids generally involve at least one CRO team and several lesser CYCLOPS operatives. CYCLOPS will first focus on destroying, undermining, or capturing FIST's base upgrades, before pivoting to wiping out the player characters themselves. If all players die during a base invasion, the base is considered lost or destroyed.

BASE UPGRADES (1D6)

1. **BACKUP:** FIST gets a backup squad of mercenaries who can be sent on missions in lieu of the players. This **squad** (p. 106) has a collective score of 0 in FRC, TAC, CRE, and RFX. This upgrade can be taken again to increase any squad attribute by 1, or to add a new squad. Squads can also be brought along on player missions as referee-controlled NPCs. When the players send a backup squad on a mission, the referee should choose an attribute score to represent the mission (e.g. FRC for wiping out an enemy group, RFX for stealth infiltration) and roll for the squad's performance:
 - TWO 1s:** The squad dies or **(1-in-1D6)** defects.
 - FAILURE:** The mission consequence plays out.
 - PARTIAL:** Mission complete, but no reward.
 - SUCCESS:** As above, but players get the reward.
 - TWO 6s:** As above, plus +1 to any squad attribute.
2. **DEFENSE:** FIST installs new security measures, such as squads of guards, hazards, or traps. For each DEFENSE upgrade installed, FIST may instantly kill one enemy near the upgrade during base invasions.
3. **EXPERT:** FIST hires an on-site expert who can provide the team with additional items before the mission begins. Experts in different fields offer different items: a weaponsmith may present the team with weapon tags, a scientist may create new chemical compounds, and a doctor may provide medical supplies. FIST can get one randomized item per expert per mission, or request a specific item and wait until the next mission begins to receive it.
4. **OFFENSE:** FIST acquires a weapon of mass destruction which can be used against a chosen target once per mission. Various weapon types are possible, but it should be something dangerous, like a bomber plane, orbital laser, or powerful ancient relic. FIST is also subject to this weapon and so must clear the area before its use, or risk being hurt as well. The weapon deals 3D6 DAMAGE by default, and taking OFFENSE again increases the DAMAGE by 1D6.
5. **STORAGE:** FIST builds a warehouse or hangar which can be used to safely store vehicles, hide fugitives, and contain anomalies without being detected.
6. **SUPPORT:** FIST gains a "man-in-the-chair" style support agent who can contact them throughout their missions via radio. This support agent will reveal information the players would not usually be able to access when asked, according to their area of expertise: a weapons expert can divulge enemy DAMAGE ratings, a tactician can describe boss moves before they happen, etc. Support agents can answer 1D6 questions per mission.