

Character Name	Pronouns
Claire McVeigh	She/Her
<hr/>	
Agency Title	
Associate	
<hr/>	
Agency Standing	
Good Standing	
<hr/>	

A	Anomaly
	Manifold
<hr/>	
R	Reality
	Backbone
<hr/>	
C	Competency
	Clown
<hr/>	

 _____ **Commendations**

 _____ **Demerits**

 _____ **Additional Burnout**

► Reality Trigger

Your GM may trigger this at any time.

The GM can use Reality Trigger to have one of your Organization's members approach you with a need at any time. If you ignore it or delegate your responsibility four times, your Successor takes your place, and you must choose a new Reality.

► Burnout Release

Check this to see if you can cancel your burnout.

When you are doing something that will increase a Constituent's admiration of you, ignore all Burnout.

► Prime Directive

Receive 1 Demerit if you:

Talk about feelings

► Sanctioned Behaviors

Receive 1 Commendation when you do one of these:

▷ Put on a show

▷ Expose an embarrassing truth

▷ Demand a smile

If you do all 3 in a single mission, receive 3 bonus commendations.

Quality Assurances



MAX 1 **Attentiveness**

▽▽▽▽▽▽▽▽

MAX 0 **Duplicity**

▽▽▽▽▽▽▽▽

MAX 3 **Dynamism**

▽▽▽▽▽▽▽▽

MAX 0 **Empathy**

▽▽▽▽▽▽▽▽

MAX 2 **Initiative**

▽▽▽▽▽▽▽▽

MAX 3 **Persistence**

▽▽▽▽▽▽▽▽

MAX 0 **Presence**

▽▽▽▽▽▽▽▽

MAX 3 **Professionalism**

▽▽▽▽▽▽▽▽

MAX 0 **Subtlety**

▽▽▽▽▽▽▽▽

ABILITY	TRIGGER	QUALITY
I Know a Shortcut	Say "I know a shortcut!"	Initiative
<p>On a success, your directions are correct, no matter how impossible, for you. The shortcut disappears after you use it.</p> <p>For each additional 3, an additional person may use the shortcut before it disappears.</p>	<p>On a failure, your shortcut leads somewhere terribly inconvenient instead of the desired location, and sticks around.</p>	<p>Q: The world is: PRACTICED? <input type="checkbox"/></p> <p>PAGE # _____</p> <p>A: As I see it. → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F9</p> <p>A: As I make it. → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> S16</p>

ABILITY	TRIGGER	QUALITY
Just Keep Walking...	None	Persistence
<p>On a success, the target is trapped in an endless maze or hallway until you make your next roll.</p> <p>For each additional 3, they remain trapped for an additional roll</p>	<p>On a failure, they speed immediately to their original destination.</p>	<p>Q: I spend time with people: PRACTICED? <input type="checkbox"/></p> <p>PAGE # _____</p> <p>A: Who I want to understand → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A2</p> <p>A: Who are already like me → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> M9</p>

ABILITY	TRIGGER	QUALITY
Gyre the Gimbal	None	Professionalism
<p>On a success, change the direction of gravity up to 90 degrees. Effects up to 30 yards in each direction.</p> <p>For each additional 3, Choose one:</p> <ul style="list-style-type: none"> one target is unaffected the range is infinite for one target The rotation is higher than 90 degrees for one target 	<p>On a failure, you become unmoored. For 1 hour your body acts as if it is in a zero-g environment.</p>	<p>Q: When in a crisis, I: PRACTICED? <input type="checkbox"/></p> <p>PAGE # _____</p> <p>A: Fly → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> P6</p> <p>A: Fight → <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> S18</p>

Relationships

Character Name Claire McVeigh



Networked Relationships



Reality Backbone

Name	Played by
Odai Aboushanab	
Description My successor and student	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ● ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Name	Played by
Grace Channing	
Description Local choir director; my org's rival	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ● ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Name	Played by
Edna Cavanaugh	
Description The Cavanaugh Center's patron	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ● ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Name	Played by
Description 	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ○ ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Name	Played by
Description 	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ○ ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Name	Played by
Description 	
0 1 2 3 4 5 6 7 8 9 ▶ ○ ○ ○ ○ ○ ○ ○ ○ ○ NETWORKED ▲	
Connection Bonus <div></div> <div></div> <div>Active</div>	

Welcome, Agent!

Please answer the following questions as truthfully as possible so the Agency and your coworkers can learn more about you.

1 How did you come in contact with your Anomaly?

I reached into a hot kiln - stupid, I know - but my hand touched something cool and strong. After I pulled it out, I started noticing my powers.

2 How did the Agency find you?

I was using my power to cut down on my commute. One day, instead of arriving at the office, I showed up at Agency HQ. They let me know I had a new job now!

3 Do your powers have a unique visual manifestation?

I have a tattoo of a ferret on my forearm that dances and moves whenever I'm using my powers.

4 How do you take your coffee?

I prefer green tea, when it's available.

5 Please describe your prior work experience.




Before this, I taught art at the local community college. I still run a ceramics class at the community center run by my great-aunt -- unless the choir is using the room

6 What is your level of familiarity with Adobe, Excel, and Google Suite?

What is this, 2012? I know how to open a PDF.

7 What do you bring to the table in a collaborative work environment?

I always focus on the positive!



Name
Claire McVeigh

Pronouns
She/Her

TRIANGLE AGENCY

Emergency Contact

Edna Cavanaugh

Relationship

Great-Aunt

Initial Requisition: The Fool's Cap

Once per mission, you may don this cap. For one minute, anything you do inspires laughter and enjoyment. After that minute, your actions are remembered fondly.