

# Mission Report

## Chaos Tracker



Current	Total

Final Mission Grade

For GM Use Only

### Anomaly Analysis

Alias:	
Modus Operandi:	
Strengths:	
Weaknesses:	
Focus:	
Domain:	

A complete and accurate Anomaly Analysis chart earns the team 3 forgiven Loose Ends.

This report certified correct by the Following Agents:




### Final Anomaly Status

Circle one:

Neutralized (as with Ripple Gun)

No effect on performance metrics.

Captured (as with Normal Briefcase)

+3 Commendations per Agent

Escaped

+3 Demerits per Agent

Other: \_\_\_\_\_

### Optional Objectives

Objective	Reward	By Agent

Name: \_\_\_\_\_

Appearance: \_\_\_\_\_

 \_\_\_\_\_

Anomaly: \_\_\_\_\_

Manifestation: \_\_\_\_\_

 \_\_\_\_\_

Reality: \_\_\_\_\_

Lifestyle: \_\_\_\_\_

 \_\_\_\_\_

Competency: \_\_\_\_\_

Coffee: \_\_\_\_\_

 \_\_\_\_\_

Communication

Duplicity

Flexibility

Attentiveness

Leadership

Persistence



Empathy

Dynamism

Initiative

Subtlety

Presence

Professionalism

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Relationship: \_\_\_\_\_

Played By: \_\_\_\_\_



Relationship: \_\_\_\_\_

Played By: \_\_\_\_\_



Relationship: \_\_\_\_\_

Played By: \_\_\_\_\_



Name:

Appearance:

Manifestation:

Lifestyle:

Coffee:

Communication

Duplicity

Flexibility

Attentiveness

Leadership

Persistence

Empathy

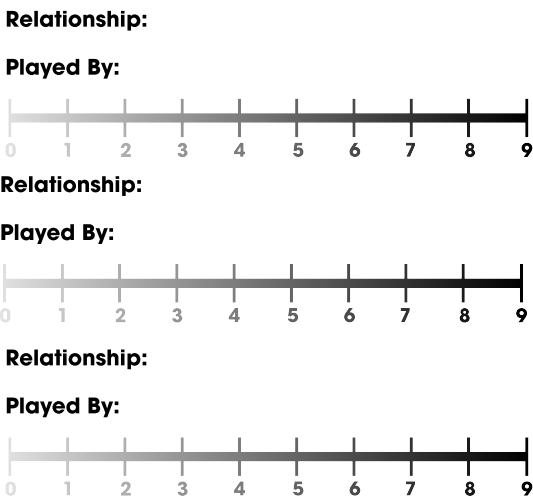
Dynamism

Initiative

Subtlety

Presence

Professionalism



Name:

Appearance:

Manifestation:

Lifestyle:

Coffee:

Communication

Duplicity

Flexibility

Attentiveness

Leadership

Persistence

Empathy

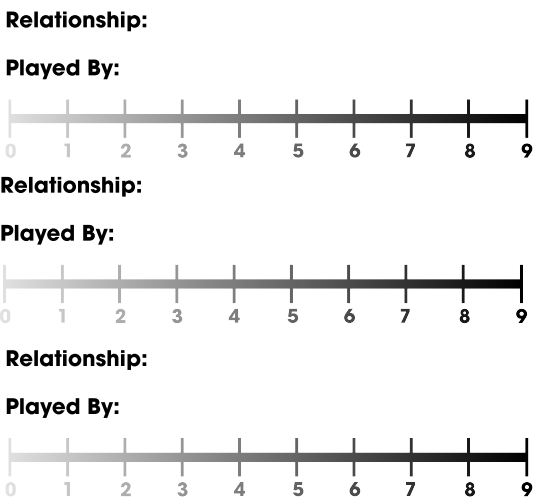
Dynamism

Initiative

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Name:

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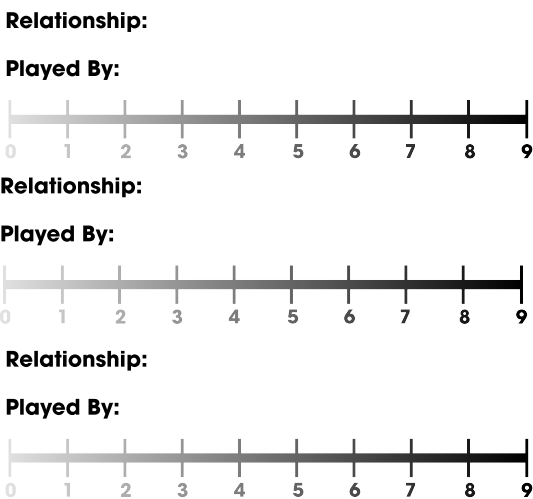
Dynamism

Initiative

Subtlety




Presence

Professionalism



# Team Information Tracker

Agents:

Anomaly: \_\_\_\_\_

Reality: \_\_\_\_\_

Competency: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_




Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

Anomaly: \_\_\_\_\_

Reality: \_\_\_\_\_

Competency: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_




Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

Anomaly: \_\_\_\_\_

Reality: \_\_\_\_\_

Competency: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

**Relationship:** \_\_\_\_\_

Description: \_\_\_\_\_

Played By: \_\_\_\_\_

# GM Information Tracker

Agents:

\_\_\_\_\_

Competency Notes:

 \_\_\_\_\_

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Reality Trigger:

\_\_\_\_\_

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Character Notes:

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# CERTIFICATE OF MOST VALUE

*Presented to:*

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*For performing at a level not below  
that of your teammates*

**TRIANGLE  
AGENCY**

---

*Date*

---

*General Manager*

# NOTICE OF PROBATION

*Presented to:*

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*For reckless, chaotic, and anti-Agency  
behavior unbecoming of an employee*

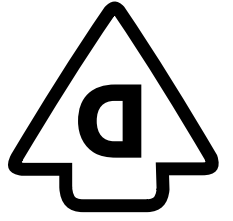


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*Date*

---

*General Manager*



**Each time you do the  
same thing twice,**  
receive 1 Demerit.

# R&D

## Agent:

- Uncover what someone really needs
- Reinvent the wheel
- Change someone's life. Permanently.

## Agent:

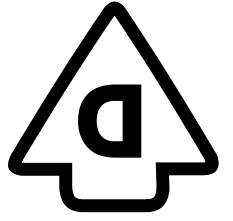
# R&D



**Each time you do the  
same thing twice,**  
receive 1 Demerit.

- Uncover what someone really needs
- Reinvent the wheel
- Change someone's life. Permanently.





**Each time you lie,**  
receive 1 Demerit.

**PR**

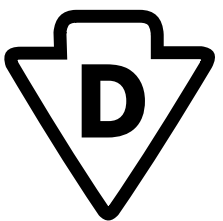
**Agent:**

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**Agent:**

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**PR**



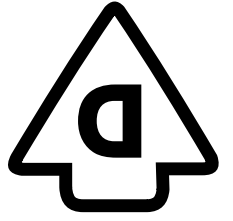
**Each time you lie,**  
receive 1 Demerit.

**(c)** Create a distraction

**(c)** Give a great excuse

**(c)** Ensure they will never  
speak of this again




- (c)** Create a distraction
- (c)** Give a great excuse
- (c)** Ensure they will never  
speak of this again



**Each time you  
take an order,**  
receive 1 Demerit.

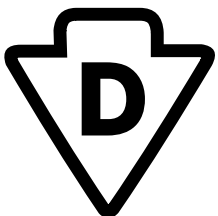
# CEO

## Agent:



-  Make someone do what you want
-  Enjoy one of the finer things in life
-  Make a necessary sacrifice

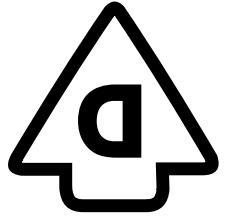
## Agent:

# CEO



**Each time you  
take an order,**  
receive 1 Demerit.

-  Make someone do what you want
-  Enjoy one of the finer things in life
-  Make a necessary sacrifice



Each time you sit down,  
receive 1 Demerit.

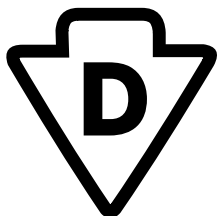
# Reception

Agent:

- Interrogate someone
- Commandeer belongings
- Close a door forever

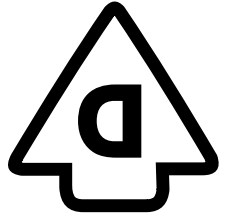
Agent:

# Reception



Each time you sit down,  
receive 1 Demerit.

- Interrogate someone
- Commandeer belongings
- Close a door forever



**Each time you deny a request, receive 1 Demerit.**

# Intern

**Agent:** \_\_\_\_\_

- (C)** Confidently Fail
- (C)** Embarrass yourself for others' benefit
- (C)** Bring something, screeching, to a halt

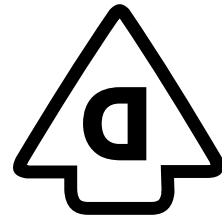
**Agent:** \_\_\_\_\_

# Intern



**Each time you deny a request, receive 1 Demerit.**

- (C)** Confidently Fail
- (C)** Embarrass yourself for others' benefit
- (C)** Bring something, screeching, to a halt



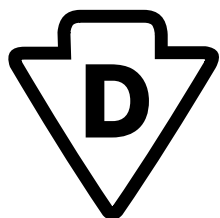
**Each time you say  
someone's real name,  
receive 1 Demerit.**

# Barista

**Agent:** \_\_\_\_\_

**Agent:** \_\_\_\_\_

# Barista



**Each time you say  
someone's real name,  
receive 1 Demerit.**



Get someone's  
blood flowing



Show off your  
specialized knowledge



Make someone  
feel welcome



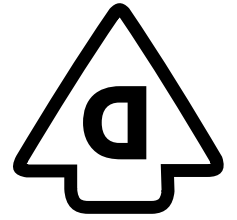
Make someone  
feel welcome



Show off your  
specialized knowledge






Get someone's  
blood flowing



**Each time you  
deliver bad news,**  
receive 1 Demerit.

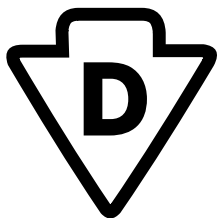
# Hotline

**Agent:** \_\_\_\_\_

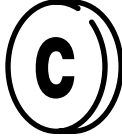
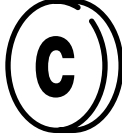

-  Connect someone to an unexpected fate
-  Take the blame
-  Help someone unburden themselves

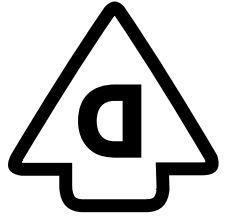
**Agent:** \_\_\_\_\_

# Hotline






**Each time you  
deliver bad news,**  
receive 1 Demerit.

-  Help someone unburden themselves
-  Take the blame
-  Connect someone to an unexpected fate



Each time you touch  
something living,  
receive 1 Demerit.

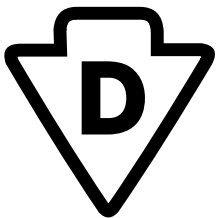
# Gravedigger

-  Bury a problem
-  Clean up a mess
-  Dig up some dirt




Agent:

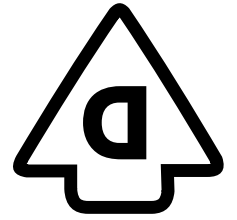
Agent:

# Gravedigger



Each time you touch  
something living,  
receive 1 Demerit.

-  Dig up some dirt
-  Clean up a mess
-  Bury a problem



Each time you  
talk about feelings,  
receive 1 Demerit.

# Clown

Agent:

- (C) Put on a show
- (C) Expose an embarrassing truth
- (C) Demand a smile

Agent:

# Clown



Each time you  
talk about feelings,  
receive 1 Demerit.

- (C) Put on a show
- (C) Expose an embarrassing truth
- (C) Demand a smile