

# 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

 \_\_\_\_\_

© \_\_\_\_\_

© \_\_\_\_\_

© \_\_\_\_\_

## Communication

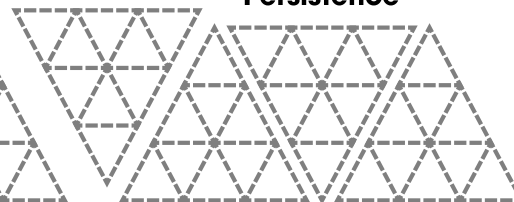
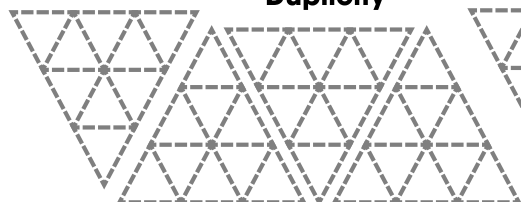
## Duplicity

## 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:

Relationship:

Played By:

Relationship:

Played By:

Relationship:

Played By:

Communication

Duplicity

Flexibility

Attentiveness

Leadership

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Empathy

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Relationship:

Played By:

Communication

Duplicity

Flexibility

Attentiveness

Leadership

Persistence

Empathy

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**

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*Date*

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*General Manager*

# NOTICE OF PROBATION

*Presented to:*

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

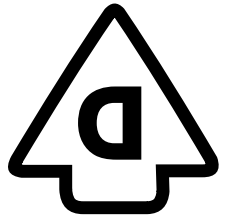


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*Date*

---

*General Manager*



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

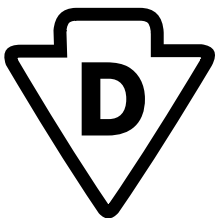
# R&D

## Agent:

- ③ Uncover what someone really needs
- ③ Reinvent the wheel
- ③ Change someone's life. Permanently.

## Agent:

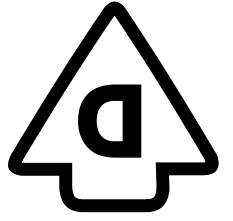
# R&D



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

- ③ Uncover what someone really needs
- ③ Reinvent the wheel
- ③ Change someone's life. Permanently.





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

**PR**

**Agent:**



Ensure they will never  
speak of this again



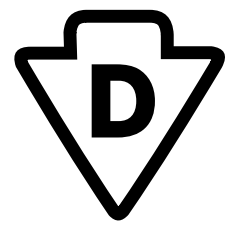
Give a great  
excuse



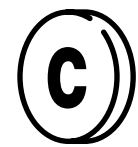
Create a distraction

**Agent:**

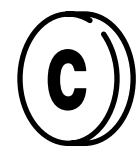
**PR**



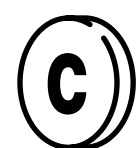
**Each time you lie,**  
receive 1 Demerit.



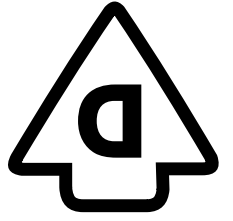
Create a distraction



Give a great excuse



Ensure they will never  
speak of this again



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

# CEO

## Agent:



Make a necessary  
sacrifice



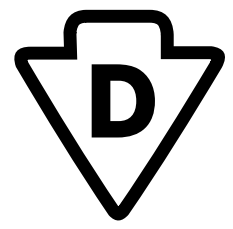
Enjoy one of the  
finer things in life



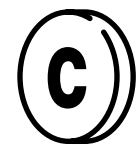
Make someone do  
what you want

## Agent:

# CEO



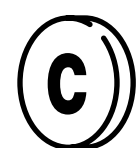
**Each time you  
take an order,**  
receive 1 Demerit.



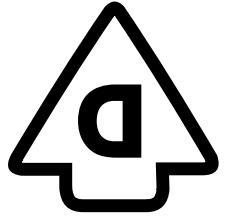
Make someone do  
what you want



Enjoy one of the  
finer things in life



Make a necessary  
sacrifice



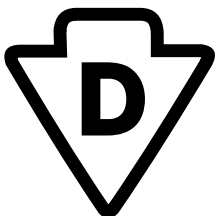
Each time you sit down,  
receive 1 Demerit.

# Reception

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

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

# Reception



Each time you sit down,  
receive 1 Demerit.



Interrogate  
someone



Commandeer  
belongings



Close a door  
forever



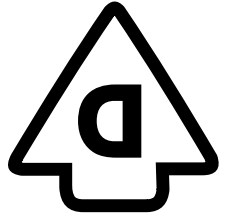
Close a door  
forever



Commandeer  
belongings



Interrogate  
someone



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

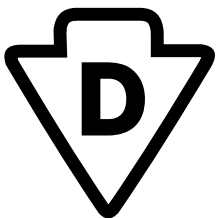
# Intern

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

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

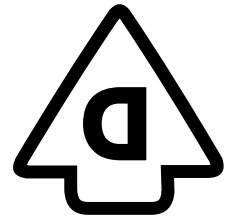
**Agent:** \_\_\_\_\_

# 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



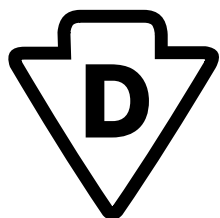
**Each time you say  
someone's real name,  
receive 1 Demerit.**

# 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



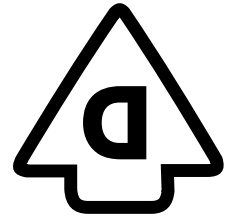
Make someone  
feel welcome



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



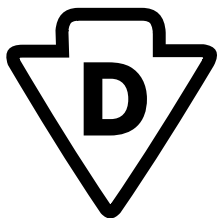
Take the blame



Help someone  
unburden themselves

Agent:

# Hotline



Each time you  
deliver bad news,  
receive 1 Demerit.



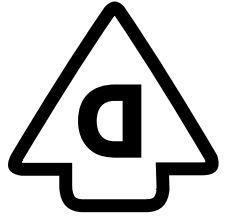
Help someone  
unburden themselves



Take the blame






Connect someone to  
an unexpected fate



Each time you touch  
something living,  
receive 1 Demerit.

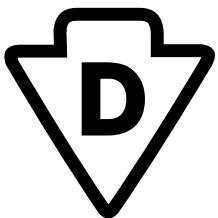
# Gravedigger

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




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

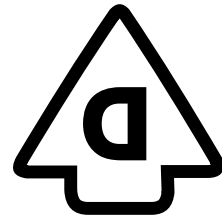
Agent: \_\_\_\_\_

# 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:

Put on a show



Expose an embarrassing  
truth



Demand a smile

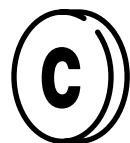


Agent:

# Clown



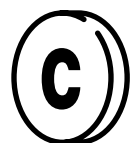
Each time you  
talk about feelings,  
receive 1 Demerit.



Put on a show



Expose an  
embarrassing truth



Demand a smile