

The Diligent Severed Employee

First Name

Outie Last Name

Innie Name

Age:

	Fight	Flight	Brains	Brawn	Grit	Charm
Outie						
Innie						

Perks: Pick two

Do you have Kind Eyes?

Weaknesses

- | | | |
|--|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> Absent-Minded | <input type="checkbox"/> Insecure | <input type="checkbox"/> Rude |
| <input type="checkbox"/> Arrogant | <input type="checkbox"/> Neurotic | <input type="checkbox"/> Self-Pitying |
| <input type="checkbox"/> Clumsy | <input type="checkbox"/> Obnoxious | <input type="checkbox"/> Slovenly |
| <input type="checkbox"/> Conceited | <input type="checkbox"/> Patronizing | <input type="checkbox"/> Skeptical |
| <input type="checkbox"/> Cowardly | <input type="checkbox"/> Resentful | <input type="checkbox"/> Greedy |

The Tempers

Each Innies starts in balance, but failing checks can slide you up or down at the gm's discretion.

Outies cannot benefit from the four Tempers.

Tempers	Lacking	In Balance	Excess
Woe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Frolic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dread	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Malice	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Benevolence	Add +3 to rolls when defending one of your friends.
Cheer	Spend 2 Adversity Tokens to resist having one of your humors shifted up or down track
Humility	Each of the Adversity Tokens you spend to help your friends gives them a +2 instead of a +1
Luck(not approved by Lumon industries)	May spend 2 Adversity Tokens to reroll a stat check.
Nimbleness	May spend 2 Adversity Tokens to not be seen, within reason (GM's discretion).
Probity	May spend 2 Adversity Tokens to just happen to have one commonplace item with you (GM's discretion).
Rebellious(not approved by Lumon industries)	Add +4 to rolls when persuading or resisting persuasion from fellow severed employees. Add +2D6 to rolls when resisting persuasion or intimidation from Management.
Resourcefulness(not approved by Lumon industries)	May spend 1 Adversity Token to find a useful item in your surroundings.
Verve	You do not need the GM's permission to spend Adversity Tokens to ignore fears.
Vision	Gain 2 Adversity Tokens when you fail, instead of 1.
Wiles	May spend 1 Adversity Token to take half of your die's value instead of rolling on a Snap Decision.
Wit	May spend 1 Adversity Token to ignore a penalty resulting in an imbalance of your humors.

Tempers	Lacking	In Balance	In Excess
Woe	+1d4 to brains checks -1d4 to flight checks	+1d8 to brains and charm	+3d4 to flight checks -1d4 to grit and brains checks
Frolic	+1d4 to fight checks -1d4 to charm checks	+1d8 to charm and flight	+3d4 to charm checks -1d4 to fight and brains checks
Dread	+1d4 to fight checks -1d4 to flight checks	+1d8 to grit and Brawn	+3d4 to grit checks -1d4 to charm and brains checks
Malice	+1d4 to charm checks -1d4 to fight checks	+1d8 to fight and brawn checks	+3d4 to fight checks -1d4 to charm and brains checks

