

THE DEVIL ON YOUR SHOULDER

6 NEW CAREERS FOR ANTIHEROES BY ANTHONY JENNINGS

You've rationalized your choices to yourself a million different ways, but the sleepless nights are worth it. You're making a difference. The extra credits you make laundering drug money for the Dragons Cartel is paying your children's private school tuition. The attacks on government buildings are finally drawing attention to the plight of the impoverished on Zeta Yulian VI. Climbing sheer glass buildings to practice your art is worth the risk of jail or falling to your death.

The following careers represent new options in WOIN for players looking to bend a few rules and break a few laws. Be warned: no matter how good your intentions are, the governments and corporations of the galaxy are not going to think twice about throwing you behind bars or making an example out of you just because you thought you were doing the right thing.

Criminal careers can be very lucrative; however they all risk the



chance of prison time. Remember, when you take a criminal career, you normally need to roll to see if your next career is Prisoner (a roll of 1 on 1d6). When using this article in your game, you may optionally choose the Criminal Informant career rather than Prisoner.

Anarchist [1d6 years]

BURN IT ALL DOWN! You aren't a revolutionary; that would entail wanting to rebuild another system just as corrupt as this one. Governments, businesses, and social structures are hierarchies that exist in opposition to the natural laws of the universe. You are going to tear them apart, and if some people die in the process, then that's the cost that had to be paid. You may favor a variety of methods to annihilate the current hierarchies including: nonviolent protest or throwing a Molotov cocktail at every limousine that passes.

Prerequisites: none

Attributes: AGI +1, WIL +1, CHA +1, REP +1

Skill Choices: [social], philosophy, demolitions/explosives, [combat]

Media Matters. The press lies. Everyone knows that, but you know how to read between the lines and find out what's really happening. By simply consuming popular media, you are able to dig up information that governments and corporations want to stay hidden. If you succeed on a *Challenging* [13] REP check, you can find additional information on a person, company, or government agency.

Molotov Cocktail. You are able to use your surroundings to create an improvised thrown explosive. The location must have some kinds of chemicals available, such as a bar, a kitchen, a bathroom, and the process takes 1 minute. This creates a thrown weapon with a range increment of 3, which does 2d6 fire damage in a burst of 5'. The item is not sellable and has no value.

No Fear. You are immune to the Fear states track.

Not the Boss of Me! You don't take orders well, and are far from a team player. When you roll INITIATIVE, you take a penalty of -1 to your score for each ally also rolling INITIATIVE. You gain +2 MENTAL DEFENSE.

Paradoxical Loyalties. Your allies do well not to trust you. By harming an ally, you are able to heal yourself. For every 2 points of damage you do to an ally, you gain 1 point of HEALTH.

Rhetoric of Violence. You can incite a group of people to act violently against any authority (governments, police, corporations, religion). Make an opposed check using your CHA vs. your target organisation's REP. If you succeed in the attempt, the mob will turn on the nearest symbol of that power.

You must be speaking publicly, and you need several minutes to build the group up into a furore. Note that success does not mean that you gain control of a crowd. The crowd acts of its own accord and may turn on you.

Watch the World Burn (requires Not the Boss of Me). Chaos is your only loyalty. Money does not motivate you. Power is merely a means to an end. You cannot be intimidated, bribed, or reasoned with. This gives you an additional +4 to your MENTAL DEFENSE.

Criminal Informant [1d6 years]

You are a low-down, dirty, lying, stinking rat. But, hey, it's a living! You've weaseled your way into the confidences of criminals, police officers, and others with only a single goal in mind. You will not go back to jail. Most of the time, you snitch on the various gangs and mafias to whatever law enforcement agency is paying. Sometimes, you'll trade that information to other criminal groups as well. You really don't have much of a conscience, and if you can sell the same information three or four times, that just means a few more credits in your account.

Prerequisite: any criminal career

Attributes: INT +1, LOG +1, CHA +1, REP +1

Skill Choices: bluffing, carousing, computers, law, thievery

Friends on Every Planet. You know the right person to talk to get information, and if you don't know the right person, you know her best friend, her lover, or someone she grew up with. Regardless of which planet you're on or what city you're in, you may spend 1d6 hours and make a *Difficult* [16] INT check to track

down a lead on just about anyone. This exploit may not lead you to the person you're searching for, but it will give you the information to find someone who knows your target.

Risky Payout. Being a snitch can be lucrative. You gain 1,000cr. Roll 1d6; on a roll of 6 you were caught and punished by the criminal organisation you ratted on. They let you live, but they took the 1,000cr from you and marked you with a visible and unpleasant facial injury which gives you +1 REP but -2 CHA.

Slip Through the Cracks. Rats and criminal informants aren't known for their courage. Your survival depends on knowing when to put a fight and when to run like hell. When you are actively fleeing an opponent, you receive a +2 SPEED bonus.

Supergrass. You committed the cardinal sin - you testified. You have gained the permanent enmity of one criminal organization. You gain +2 REP.

Witness Protection (requires Supergrass). With the help of the government, you got a new identity. Your REP score drops to 0, and you lose any rank or social position you may have had. You gain a clean slate with 1,000cr.

You Need Me Out There. If—or more likely when—you are arrested, you know just the right person with whom to talk, and they can get you back on the street in less than a day. You will need to succeed on a *Challenging* [13] CHA (*bluffing*) attribute to check to grease the wheels. Most likely, you'll end up owing at least a

favor to the officer who helped you of this jam, but it's better than being in jail.

Forger [2d6 years]

Creating false documents and counterfeiting currency are as much an art as a science. You know how to create the perfect counterfeit passport for a Venusian citizen who needs to quietly travel to Mars and back, but it's more than the document. It's the little imperfections in the ink that the Earth authorities use and the smell of Venusian paper that you need to replicate as well. You also know how to infiltrate computer systems so that the passport is not just picture perfect but that when the Martian authorities scan that passport, it's in their system.

Prerequisite: [academic], con artist, gambler

Attributes: INT +1, LOG +1, WIL +1, REP +1

Skill Choices: *linguistics, perception, cryptology, forgery, computers, appraisal*

A Perfect Copy (requires Forgery Kit).

So long as you have an existing version of a document or file to work from, along with your forgery kit, you can make a single exact copy of it within 1d6 hours.

A Whole New Life (requires A Perfect Copy). Forgery is more than just creating a new passport or starship license. You have the skills to create an entire life to give further believability to a new identity through the use of social media, hacking databases at governments,



universities, and high schools. You can spend 1d6 days to create an identity to go with that document.

Dodgy Mortgage. When attempting to mortgage a starship, your REP check (and the REP checks of your co-mortgagees) count as exploding dice pools. You may add your *forgery* skill to your own check.

Forgery Kit. You gain a forgery kit and 1d6x100cr.

Improved Credit Rating. You gain +2 REP. You may take this exploit multiple times.

Making Money (requires Forgery Kit). You've learned how to print money, scam credits, or just create currency by manipulating data. Choose one of the following options:

Traditional Currencies. This is the method used when you need physical currencies including paper currency, ingots, or coins. Even in the distant future, some governments still use paper currencies or coins. You may make a LOG (*forgery*) check to create the intended counterfeit currency.

Electronic Currencies. This is the method used when you want to create digital currencies, including manipulating bank account balances, stock transactions, etc. You may make a LOG (*computers*) check to create the intended counterfeit currency.

You gain an amount of money equal to 50cr times your attribute check.

Money Launderer [1d6+2 years]

Criminals run into a serious problem as soon as they become more successful, they have too much money and no idea what to do with it. Your job is to take the fortunes earned from illegal smuggling, drug sales, and various other illegitimate enterprises and make that money appear to have a legitimate source.

Prerequisite: *accounting*

Attributes: LOG +1, CHA +1, REP +1, LUC +1

Skill Choices: *accounting, computers, economics, insight*

Canny Investment (requires Financial Wizard). You know how to make money earn money. You can invest any amount of money of 1,000cr or higher and make a LOG (*accounting*) check. For every point above 10 that you score, you make back 1% on top of your investment; if you roll lower than 10, you lose 1% for each point below 10 that you roll. This takes one week. If you are taking this exploit as part of your starting character, you may apply the percentage to your starting wealth.

Do You Know Who I Work For? You work for some of the most ruthless and dangerous pirates, smugglers, and drug lords in the galaxy, and you are the only one who knows where their money is and how to get it back. These murderous beings need you a living and will do just about anything to make sure they get you and their money back. If you succeed on

a *Challenging* [13] REP attribute check, you are able to convince someone threatening you just how important you are. It might be enough to keep you alive.

Financial Wizard. Once per week, you can make a LOG (*accounting*) check to make money. You make an amount of credits equal to ten times your check. You cannot use this exploit during downtime. You gain 500cr when you first take this exploit.

More Money, More Problems. You are adept at moving currencies around, exchanging them, and creating holding companies to explain where the vast sums of money that criminal enterprises generate came from. With a LOG (*accounting*) check you can help hide the sources of income from an illicit business. The difficulty of this check is equal to the amount of money divided by 1,000cr. You can typically charge 10% for this service.

Skimming Off the Top. Your clients trust you because you do a great job. Sometimes they trust you a little too much. At any time you may make a LOG (*accounting*) check to steal 100cr times your check from your employers. Maybe they'll never find out, but if they do, you and all your friends will pay the price for your greed. Roll 1d6; on a roll of 6 or more, your clients find out what you did. Each time beyond the first you do this, add a cumulative +1 to the roll.

If you are caught, you gain no money, and you must thereafter roll 1d6 every time you arrive on a new planet or space station. On a roll of 6, your previous clients are waiting for you. You can only

end this by paying back ten times the amount you attempted to steal.

Psionic Interrogator [1d6+3 years]

When a government agency or corporation has someone who won't talk and they need an answer, they call you. It's your job to tear apart a person's mind, rip out their thoughts, and discern whether they have the information that you need or not. Your husband believes you're a typical psi-cop, helping the government with your special skills, and it's better for him that he believes that lie. He doesn't need to know you torture people.

Prerequisite: telepathy, law

Attributes: INT +1, CHA +1, PSI +1, REP +1

Skill Choices: bluffing, intimidate, telepathy, clairsentience, insight

Blunt Instrument. Mind reading is an art, and only through careful application of their talents can psionic individuals read a mind without damaging it. You aren't worried about the damage. You can use telepathic powers aggressively. The powers take one minute rather than one action to use, and cause psychic damage to your target equal to half the PP used to power them, but you gain +1d6 to the attack roll. You cannot use this exploit with psionic powers which already cause damage.

Enhanced Interrogation. When using the interrogation rules (*NEW* pg 137), the

task complexity counts as one stage less to a minimum of quick. This effectively reduces the time it takes to gain information.

Extreme Interrogation (requires Enhanced Interrogation). You learn more intrusive psionic interrogation techniques. Every time you successfully get the answer to a question, the task complexity is reduced by one stage (to a minimum of quick). These techniques are generally considered illegal.

Living Lie Detector. You automatically sense verbal lies directed specifically at you.

Psionic Intuition. Your empathic skill enables you to use your understandings of a target's emotional state to improve your chances of getting useful information from them. You may substitute your PSI attribute for any opposed checks involving interrogation, lies, deceit, or subterfuge.

Vandal (1d6/2d6+6 years)*

You prefer the term "street artist," but according to the Martian Penal Code you are a "trespasser" and "public nuisance." Whatever the label, everyone knows your tag. They've seen your stencils on public buses, on the sides of buildings, and even on the towering smoke stacks in the manufacturing district. You can get into anywhere and put your tag on it.

Prerequisite: None

Attributes: AGI +1, INT +1, CHA +1, REP +1

Skill Choices: *[artistic skill], perception, climbing, running, stealth, thievery*

Break Stuff. You are really good at breaking things. Against inanimate objects, you do +1d6 damage.

Difficult to Reach Places. You are adept at painting graffiti in difficult to reach places. You take no attribute check penalties (in combat or otherwise) while climbing.

Leave Your Mark. You paint graffiti and other signs in a specific urban location. Choose a city or other urban place - your mark has been left all over there. You gain +2 REP.

Spray Paint Assailant. You can use a spray can as a mini-flamethrower. It has a 5' range (one adjacent target) and does 2d6 damage. You may use your artistic skill with this attack.

Street Signs. Using graffiti and other signs as your guide, you are able to navigate any city or other urban location with ease, and locate hidden places such as gang headquarters or police safe houses.

Unknown Artist (requires Leave Your Mark). Your graffiti is worth money! You create a masterpiece, which is sold by the owner of the building you decorated, and who cuts you in on the deal. You gain 1,000cr.

**Can be taken as an origin for 2d6+6 years. 1d6 years as a regular career.*