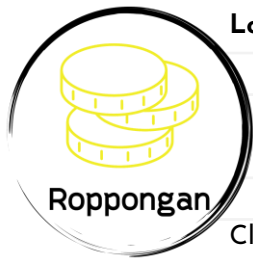


Name



Look

Height

Weight

Skin

Eyes

Gender

Clothes

Circle one from each category:

My hometown is...

- Stadium Ikebukuro
- Port Yokohama Ueno
- Farmland Shinjuku
- Ginza Akihabara
- Ebisu Roppongi
- Asakusa

I became a Roppongan because...

- ...I needed protection
- ...of my debts
- ...of my family
- ...I'm an outcast
- ...better rates

I kick back with...

- ...repetition
- ...seclusion
- ...risky behavior
- ...meditation
- ...indulgence
- ...intimacy

I owe...

...owes me

Rep Level 0 1 2 3 4 5 6

Nobody Warm Body Recognized Remembered Noteworthy Heroic Legend

FEATS (Choose 1 Feat)

Roppongans fight for 1 Dmg. **Flashback:** 2 Stress. **Reroll:** 2 Stress. 2 Saved Spells per +1 Arcane

Side Hustle: +2 to all downtime Rep rolls

Nose Knows: +1 to detect magic, quality, or knowledge about object, item or location.

Sweet Talk: +2 to cajole, ask a favor, or borrow. Target thinks it was their idea for up to 1 hour.

Magic Fingers: +2 to sleight of hand, steal, or rig game.

Dirty Fighting: +1 Dmg, +1 Fight, Cost 1 stress.

Trap Master: +2 to Notice, Set, or disarm trap, lock or security.

Provoke: With a successful Sneak roll, mark Anger, or Discouraged on target. PC's roll to save v Notice.

Homie Hookup: Spend one upcoming downtime action for specific help or favor.

STATS Add +3 to your Stats. Start w/ no more than +2 to any one Stats (max 4): **Roll 2d6** 2-6 | fail 7-9 | limited success 10+ | success

Notice



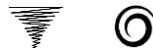
...perceive



Cajole



...convince



Agile



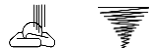
...be nimble



Sneak



...deceive



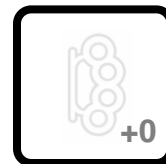
Grit



...be strong



Fight



...combat



Arcane



...cast spells



Make



...build or brew



Pilot



...drive or ride



STRESS When you Fill your stress pool, take 1 Trauma then clear stress **Cast Spell:** 2 Stress

Progression track for Grit: [] [] [] Grit +1 [] Grit +2 [] Grit +3

Experience Fill your experience track, add 1 Stat or 1 Feat

Experience track: Failed Roll [] Rep Your Guild [] [] [] [] [] []

TRAUMA Circle one when taking Trauma. -1 to the relevant stats.

Discouraged | Angry | Dazed | Limping | Impaired | Broken



COOL BREWS

Pepper Spray: 2 Dmg, Force a Save, (Notice)

Acid: 4 Dmg

Knockout Gas: Force a Save (Grit), 2 Turns

Spider Web: -1 Grit, Small Area, 5 Turns, Sticky

Dark Smoke: -1 Notice, Force a Save (Notice), 5 Turns,

Grenade: 4 Dmg, Medium Area



EXAMPLE VEHICLES

Climbing Arms: Climbing, Strong, No Armor

Zeppelin: Flying, Fast, Tough, Delicate

Bulletproof Ride: Very Tough, Fast, Strong, Uncomfortable.

GADGETS

Binocs / Listening Device: +2 Notice, Medium Range, Distracting

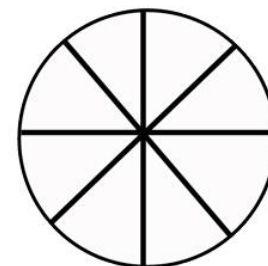
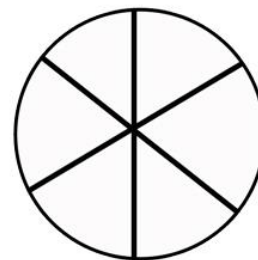
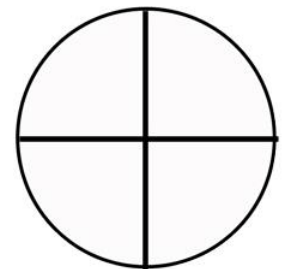
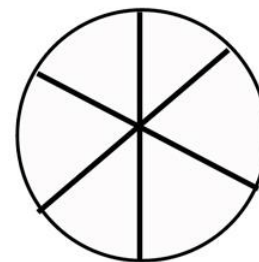
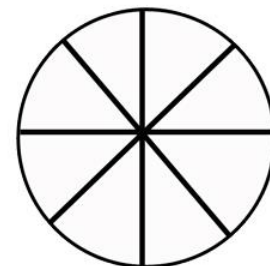
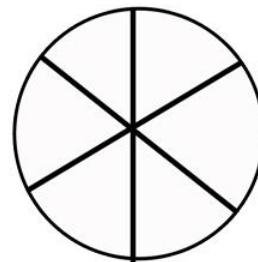
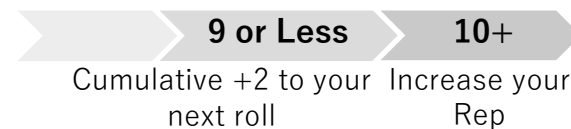
Disguise Kit: +2 Sneak, Discreet, 6 Charges

Downtime Activities (Choose 2)

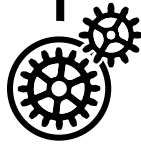
- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)



SAMPLE TINK GADGETS



Flamethrower: 2 Damage, Short Range, Not Safe

Battle Armor: 2 Armor

Mecha Arm: 2 Dmg, 1 Armor, Short Range, +1 Make, Loud.

Targeting Drone: +1 Notice, +1 Fight, Medium Range

Battle Gloves, +2 Dmg, 2 Armor,
Slug Thrower, 4 Dmg, medium range 6 shots

Wall Grenade, 8 Def wall, lasts 1 minute

Smoke Grenade, -2 notice, small area, 3 turns



SAMPLE TINK VEHICLES

Jet Pack: Flying, No armor

4 Legged Crawler: Climbing, Fast

Zeppelin: Flying, Fast, Strong

8 Legged Crawler: Climbing, Fast, Guns

Combat Car: Fast, Tough, Trick
“Come and get us”

Downtime Activities (Choose 2)

- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

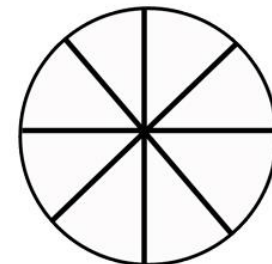
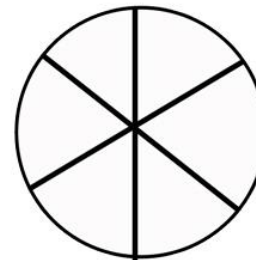
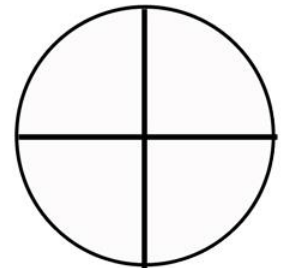
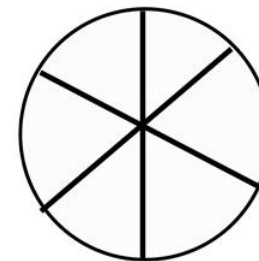
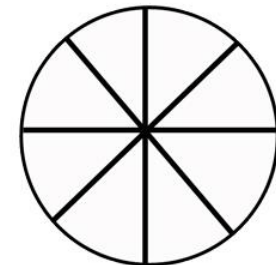
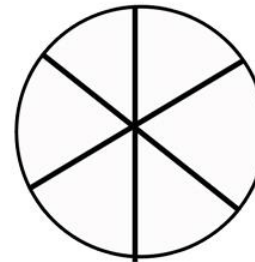
AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)

9 or Less

10+

Cumulative +2 to your next roll Increase your Rep



EXAMPLE ENCHANTED ITEMS



Fire Ring: 2 Dmg, Small Area

Lightning Cloak: 2 Dmg, Short Range

Fire Field Ring: 2 Armor, 2 Dmg,
Small Area, 2 Turns

Force Bracer: Average Strength, Short
Range

Rainbow Shield: 2Def, -2 Notice,
Lasts 2 Turns

Hat of Obscurement : -1 Notice, -1
Grit, Small Area, 2 Turns

Dragon Cloak: Flight, lasts 5 Turns

Snake Charm Lipstick: +2 Cajole

Hound Sauce: +2 Notice (Sight)

Rabbit Ears: +2 Notice (hearing)

Sleeping Fan: -1 Grit, Save v Grit, 5
turns.

Hypnotic Pendant: -1 Arcane, Save v
Arcane, 5 Turns

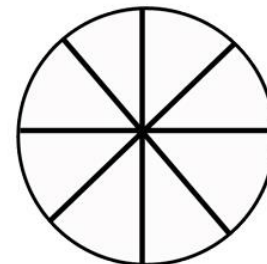
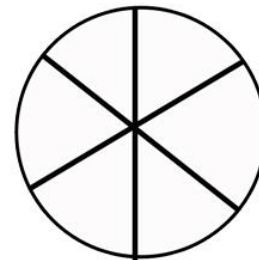
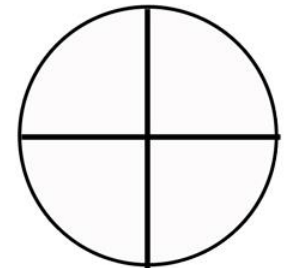
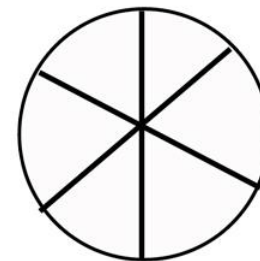
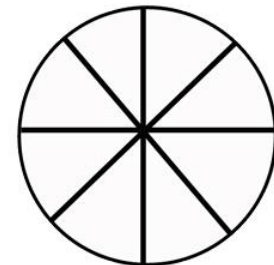
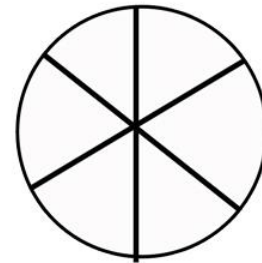
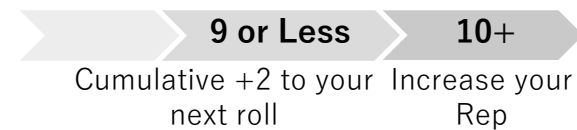
Telescopic Glasses: +2 Notice,
Medium Range

Downtime Activities (Choose 2)

- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)





SAMPLE VEHICLES

Jet Boots: Flying No Armor

Basic Mecha: Tough, Strong

Nice Car: Fast, Pretty

Bosozuku: Very Fast, Very Pretty,
Uncomfortable

Zepplin: Flying, Fast, Storage,
Weak spot

Battle Mobile: Fast, tough, Guns,
Not Safe

Hot Rod: Very Fast, Pretty, Tough,
Trick: "Rescue"



SAMPLE ENCHANTED ITEMS

Force Bracer: Average Strength,
Short Range

Rainbow Shield: 2Def, -2 Notice,
Lasts 2 Turns

Hat of Obscurement : -1 Notice, -
1 Grit, Small Area, 2 Turns

Dragon Cloak: Flight, lasts 5 Turns

Snake Charm Lipstick: +2 Cajole

Downtime Activities (Choose 2)

- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

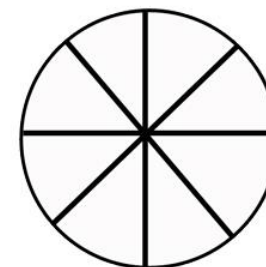
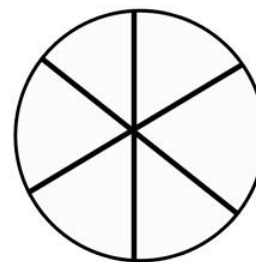
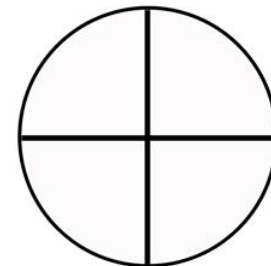
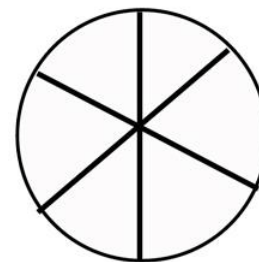
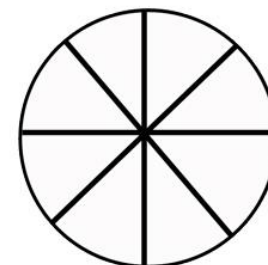
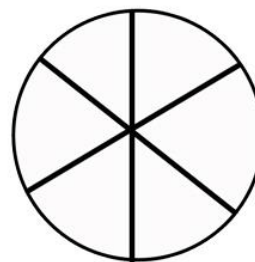
AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)

9 or Less

10+

Cumulative +2 to your next roll Increase your Rep



Name _____


Look _____

Height _____ Weight _____

Skin _____ Eyes _____

Gender _____

Clothes _____



Circle one from each category:

My hometown is...

Stadium Ikebukuro
Port Yokohama Ueno
Farmland Shinjuku
Ginza Akihabara
Ebisu Roppongi
Asakusa

I became a Roppongan because...

...I needed protection
...of my debts
...of my family
...I'm an outcast
...better rates

I kick back with...

...repetition
...seclusion
...risky behavior
...meditation
...indulgence
...intimacy

I owe...

...owes me

Rep Level 0 1 2 3 4 5 6

Nobody Warm Body Recognized Remembered Noteworthy Heroic Legend

FEATS (Choose 1) Warriors fight for 2 Dmg. **Flashback:** 2 Stress. **Reroll:** 2 Stress. 2 Saved Spells per +1 Arcane

Arrest: On Grit Success, entangle an opponent. Opponent needs to make a Grit-2 to escape.

Subdue a Crowd: Attack and defend against multiple attackers with no penalty. On Fight Success, do damage to 2 targets.

Bind Wounds: On Make Success, recover one Trauma per day per target. Cost 1 Stress.

Arcane Weapon: Summon an Arcane weapon +1 to hit and +2 damage hand to hand or at short range.

Find Weakness: On a Notice Roll Success, notice flaws in an opponent's style and armor. 2x damage for the duration of the fight.

Combat Spells: Cast Combat spells for 1 stress.

Tactics: On Cajole Success, companions gain +1 to a skill roll. Downtime recovery.

Blind Fighter: No Minus to fighting blind or in the dark. +2 Notice when attacked from behind.

STATS Add +2 to your Moves. (max 4): **Roll 2d6** 2-6 | fail 7-9 | limited success 10+ | success

Notice	Cajole	Agile	Sneak	Grit	Fight	Arcane	Make	Pilot
+0	+0	+0	+0	+0	+0	+0	+0	+0
...perceive	...convince	...be nimble	...deceive	...be strong	...combat	...cast spells	...build or brew	...drive or ride

STRESS When you Fill your stress pool, take 1 Trauma then clear stress **Cast Spell:** 2 Stress

			Grit +1	Grit +2	Grit +3
--	--	--	---------	---------	---------

Experience Fill your experience track, add 1 Stat or 1 Feat

Failed Roll			Rep Guild		

TRAUMA Circle one when taking Trauma. -1 to the relevant stats.

Discouraged |
 Angry |
 Dazed |
 Limping |
 Impaired |
 Broken



SAMPLE WEAPONS

Good Sword: 2 Damage, +1 Fight

Power Helm: 1 Armor, +1 Notice

Mecha Arm (Defender): 2 Armor, Very Strong, not safe

Mecha Arm (Attacker): Very Strong, 2 Dmg, Short Range, Loud

Awesome Sword: 4 Dmg, 1 Armor, +1 Fight, Unweildly

Rifle w Laser Scope: 4 Dmg, Medium Range, Distracting

Battle Gloves: +2 Dmg, 2 Armor, mechanical

COMBAT SPELLS

Chi Shield – 5 Armor 1 turn (-2 Arc choose one: 10 def, 2 Turns, Half Dome) (-4 Arc choose one: 15 def, 5 Turns, Full Dome)

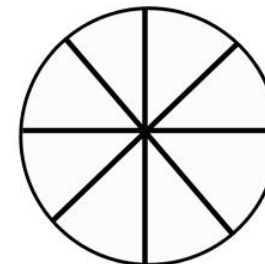
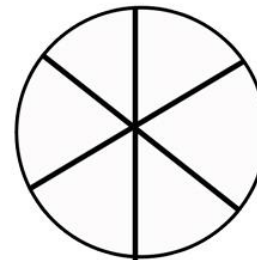
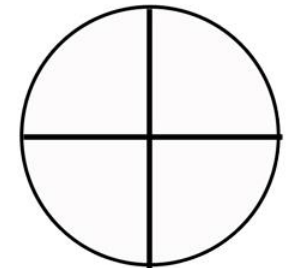
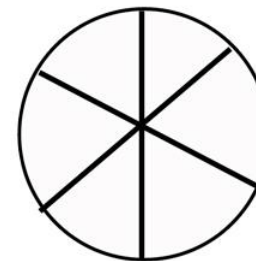
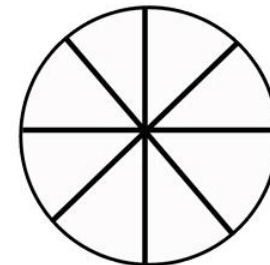
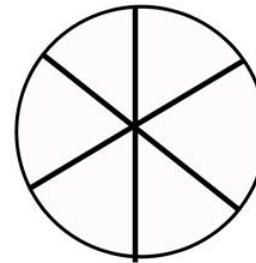
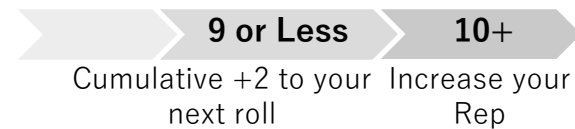
Chi Punch – 2 Dmg, Small Area. (-2 Arc choose one: 4 Dmg, Med Area, short range) (-4 Arc choose one: 6 Dmg, Large area, Med Range.)

Downtime Activities (Choose 2)

- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)



Name _____


Look _____

Height _____ **Weight** _____

Skin _____ **Eyes** _____

Gender _____

Clothes _____



Rep Level **0** **1** **2** **3** **4** **5** **6**

Nobody Warm Body Recognized Remembered Noteworthy Heroic Legend

Circle one from each category:

My hometown is...

Stadium	Ikebukuro
Port Yokohama	Ueno
Farmland	Shinjuku
Ginza	Akihabara
Ebisu	Roppongi
Asakusa	

I became a Roppongan because...

...I needed protection
...of my debts
...of my family
...I'm an outcast
...better rates

I kick back with...

...repetition
...seclusion
...risky behavior
...meditation
...indulgence
...intimacy

I owe...

...owes me

FEATS (Choose 1)

Monks fight for 2 Dmg. **Flashback:** 2 Stress. **Reroll:** 2 Stress. 2 Saved Spells per +1 Arcane

Meditation: Characters meditating with you gain a kickback roll outside of Downtime. Once per day.

Demagogue: On Cajole Success, entrance a crowd, compel them to do a small favor. Lasts 1 hour.

Bless/Curse: For 1 Stress, +1 or -1 to one Stat roll for six hours. Affects others. Once per day. Not cumulative.

Healing: On Arcane Success, Remove 1 Level of Harm. 1 Healing per day. Take 5 minutes.

Arcane Fist: Imbue your hands, melee weapons, or tools with arcane energy. +1 Fight +1 Dmg

Tough as Nails: Minus 1 dmg from harm.

Not to be Trifled With: +1 Stress. +1 to Fight multiple opponents.

Defender: +2 to Defend another character. +2 Armor when Defending.

STATS Add +1 to your Moves. (max 4):

Roll 2d6

2-6 | fail

7-9 | limited success

10+ | success

Notice



...perceive



Cajole



...convince



Agile



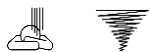
...be nimble



Sneak



...deceive



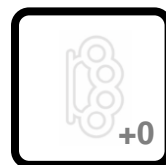
Grit



...be strong



Fight



...combat



Arcane



...cast spells



Make



...build or brew



Pilot



...drive or ride



STRESS: When you Fill your stress pool, take 1 Trauma then clear stress **Cast Spell:** 1 Stress

			Grit +1	Grit +2	Grit +3
--	--	--	---------	---------	---------

Experience Fill your experience track, add 1 Stat or 1 Feat

Failed Roll			Rep Guild		

TRAUMA Circle one when taking Trauma. -1 to the relevant stats.



Discouraged



Angry



Dazed



Limping



Impaired



Broken



City Connections

Monks don't like stuff. Add 2 more hometowns. Like your hometown, if you're there you get +1 to Rep Rolls, A Crash Pad, and a contact NPC.

A Crash Pad is a place you can hide, rest or keep things safe. +2 to Sneak or Rep rolls with your Crash Pad. (This Includes the +1 for Hometown.)

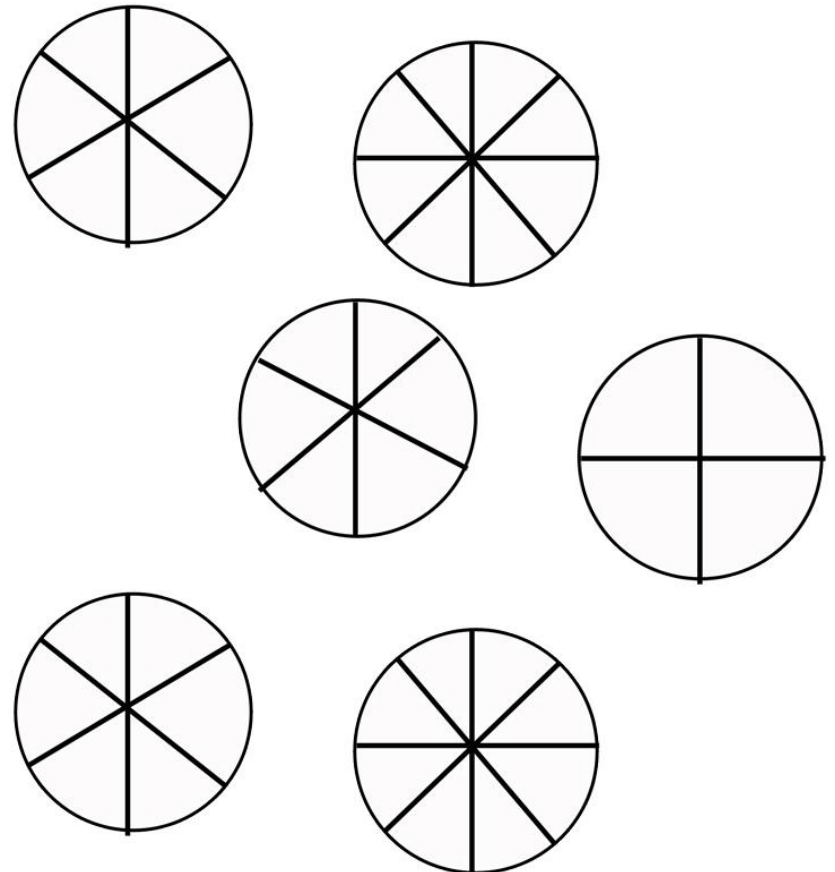
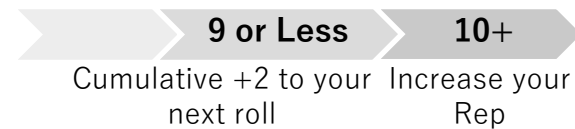
Contacts are people who know you and may or may not be helpful. Contacts can spy, help, distract or otherwise do 1 action for a PC. You can use a contact once and they recharge during downtime. Rep Roll +2 with Contacts to determine success. (This Includes the +1 for Hometown.)

Downtime Activities (Choose 2)


- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)



Name _____



Look _____

Height _____	Weight _____
Skin _____	Eyes _____
Gender _____	
Clothes _____	

Brewer

Circle one from each category:

My hometown is...	Stadium	Ikebukuro	I became a Roppongan because...	...I needed protection	I kick back with...	...repetition
	Port Yokohama	Ueno		...of my debts		...seclusion
	Farmland	Shinjuku		...of my family		...risky behavior
	Ginza	Akihabara		...I'm an outcast		...meditation
	Ebisu	Roppongi		...indulgence		...intimacy
	Asakusa			...better rates		

I owe...
...owes me

Rep Level 0 1 2 3 4 5 6

Nobody Warm Body Recognized Remembered Noteworthy Heroic Legend

FEATS (Choose 1) Brewers fight for 1 Dmg. **Flashback:** 1 Stress. **Reroll:** 2 Stress. 2 Saved Spells per +1 Arcane

Comfort Food: For 1 stress a character can make a kickback roll outside of Downtime.

Bartender Know: +1 Notice rolls to detect lies. People just feel compelled to tell the truth.

Command Animal: If you feed an animal you get +2 to Cajole or Pilot that animal.

Forensics: +1 to Notice Rolls for sleuthing and gaining information.




























Sage Advice: +1 Cajole to provoke someone to do something they're not against doing

Set Bones: On a Make success, a character can recover 2 Trauma. Takes between 10 minutes and 1 hour. (1D6)

Chemist Cuts: +2 Defense when dealing with hot items, chemicals, poison, smoke damage, and flash.

Kitchen Ninja: +1 to fight with kitchen utensils and potware

Stats Add +2 to your Moves. (max 4): Roll 2d6 2-6 | fail 7-9 | limited success 10+ | success

Notice	Cajole	Agile	Sneak	Grit	Fight	Arcane	Make	Pilot
								
+0	+0	+0	+0	+0	+0	+0	+0	+0
...perceive	...convince	...be nimble	...deceive	...be strong	...combat	...cast spells	...build or brew	...drive or ride
 	 	 	 	 	 	 	 	 

Stress When you Fill your stress pool, take 1 Trauma then clear stress **Cast Spell:** 2 Stress

Grit +1

Grit +2

Grit +3

Experience Fill your experience track, add 1 Stat or 1 Feat

Failed Roll	Rep Guild

TRAUMA Circle one when taking Trauma. -1 to the relevant stats.

 Discouraged	 Angry	 Dazed	 Limping	 Impaired	 Broken
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Sample Field Chemist Brews

Hard Cured Crab Armor: 2 Armor, Smelly

Spider Web: -2 Grit, Normal Strength, Small Area

Grenade: 4 Dmg, Medium Area X Charges

Sample Cook Brews

Spider Roll: -2 Grit, 5 turns “Diarrhea”

Comfort Food: Heal 1 Trauma, 5 minute delay

Sample Bartender Brews

Sleeping Pill: -2 Grit, 5 Turns “Sleeping Sauce”

Loosen Lips: -2 Cajole, 5 Turns “Truth Serum”

Caffeinate: +1 Arcane +1 Notice, 5 Turns

Sample Physician Brews

Combat Pills: +1 Fight +1 Grit

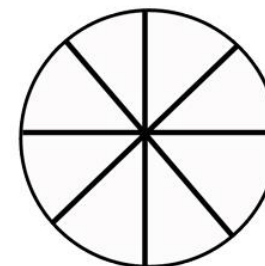
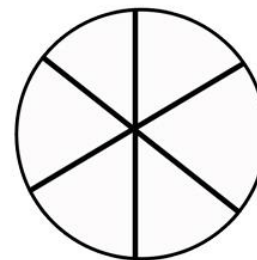
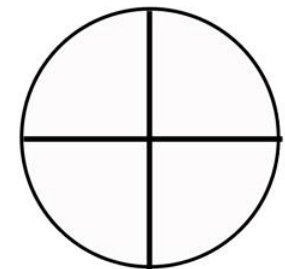
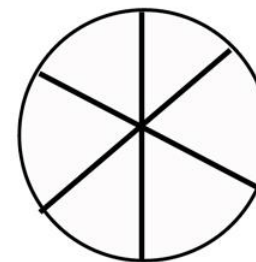
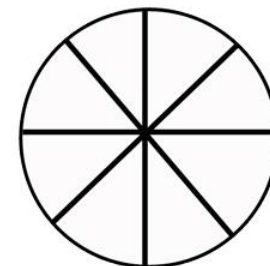
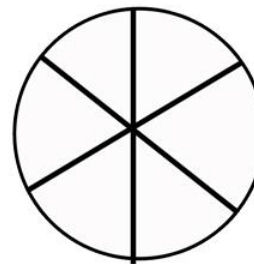
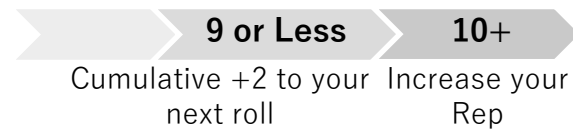
Cure: +2 Grit, Normal Strength, Force a Save

Downtime Activities (Choose 2)

- Kickback (Recover Stress)
- Heal (Rep Roll Success , Cumulative +'s)
- Repair Stuff
- Coordinate Followers
- Train (Rep Success Up to Rep 3)
- Craft a Project / Arcane

AND

- Roll to increase Rep when you fill your Experience Track. (Rep Roll -6 +Adventure mods)



Shibuya Layout & Transportation

Shibuya is a vast city state full of smaller city areas. Each area has a specialty, a culture or theme that drives its vibe and culture. So if you go to Akihabara, everyone is building things; bots, flying pods, explosives, munitions etc.

To get around Shibuya, you can walk, ride a horse, bicycle or elephant, but most people just hop on a zeppelin. Zeppelins will take you just about everywhere. They are always on time but there are local and express Zeps, so it could take from 30 minutes to a couple hours to get anywhere. Any adventurer worth his or her salt, has a pod, a bot or some sort of vehicle to get them around town.



Parts of Shibuya

Roppongi

Roppongi is the party spot. It's no secret that most of the drinking establishments, romance bars, restaurants, musical venues and fighting pits are run by the Roppongans. It's also no secret this district is specifically designed to separate you from your money. Legally or illegally.

Akihabara

Akihabara is a wild and exciting place to visit. Tinkerers are building flying, climbing and driving contraptions. And periodically, things explode. Sometimes on purpose. It's best to be on your toes in Akihabara.

Ueno

Ueno is a lovely area with lakes, cherry blossom trees and shrines where people can pray for their ancestors. Designed to be a nature preserve inside the wall, now it's under control of the Monks. Some say, 'over run.'

Ikebukuro

Ikebukuro is home to the Samurai Training ground. It's also where you go to get all things Samurai; armor, katanas, training equipment, equipment repair and Samurai work. Looking for a place to train, learn to fight and smell smelly fitness? Ikebukuro is the place.

Asakusa

Asakusa is where the Mages Guild is. It is off the beaten path from the rest of Shibuya and everyone likes it that way. No one likes a Mage who's just getting started. They're dangerous.

Port Yokohama

Port Yokohama is the Southeastern corner of Shibuya. It is the docks for fishing boats and ships that trade with outposts, towns and Osaka.

Ebisu

If food is your thing, Ebisu is the most wonderful part of the city to visit. The area around the Brewers Guild is overflowing with great food, great drink and great mind-altering substances.

Shinjuku

Shinjuku is both known as 'the legal' center of Shibuya and headquarters for the Constables, the police force of Shibuya. It's where the prison is.

The Farmlands

The Farmlands to the West are not the most exciting part of Shibuya. But if you're looking for domesticated animals, you're in the right place. Horses, oxen, elephants, cows, goats, alpaca and other work beast can be found in the Farmlands. There are also fields of grain, vegetables, fruit trees and Mt Odate.

Ginza

Don't have money? Don't go to Ginza. The finest clothes, the most beautiful jewelry, the most luxurious goods and the tightest security. Browsing and window shopping are not allowed. It costs to just shop in Ginza

The Stadium

Edogawa Stadium is where Shibuya gets together to see feats of strength, speed, agility and magic. There are weekly Samurai battles, obstacle course races, feats of magical power and magnificence and battle bot fights.



PC Moves

NOTICE

A Notice Roll is to perceive. Make a Notice Roll to see through deception, discern something not obvious, or pick up on a pattern. A notice roll might be made for the five senses or remembering.

CAJOLE

A Cajole Roll is to convince. Make a Cajole Roll to talk your way into or out of something, barter, seduce, threaten or communicate in an unusual way. A Cajole roll might also be for a gesture, or something flirtatious.

AGILE

An Agile Roll is to be nimble. Make an Agile roll to climb a building, walk a tightrope, land without injury, dance, throw, catch, or anything dexterous. An Agile Roll might also be made for being graceful and looking good while you do it.

SNEAK

A Sneak Roll is to deceive. Make a Sneak Roll to hide, move without detection, disguise, lie, misdirect, trick, cheat, or confused. A Sneak Roll might also be made to cover up a smell or sound.

GRIT

A Grit Roll is to be strong. Make a Grit Roll to hold something or someone, escape being held, endure a poison, do a feat of strength, endure, resist, or otherwise be strong. A Grit Roll might also be made to have a poker face.

FIGHT

A Fight Roll is to do battle. Make a Fight Roll to kick, punch, use a weapon, shoot, tackle, wrestle or otherwise fight. Use a Fight Roll for weapon skill if an Agile Roll isn't more appropriate.

ARCANE

An Arcane Role is to use or activate magic. Make an Arcane Roll to cast a spell, activate a magical item, read or discern from magic or otherwise do something magical. Use an Arcane Roll as a defend roll if it's better than a Fight Defend Roll.

MAKE

A Make Roll is to build or brew. Make a Make Roll to fix, break, cook, mix, dose or pick a lock. Use a Make Roll to figure out how to use a new device or solution.

PILOT

A Pilot Roll is to drive, maneuver or ride. Make a Pilot Roll to escape, run over, overtake, keep up with, dogfight or 'do crazy stuff'. Use a Pilot Roll to turn figure out other features of a vehicle or steed anima

ASSIST

An Assist Roll is to help another character succeed at a roll. An Assist Roll will be rolled on a Stat that makes sense, or Rep Roll, depending on how Character A attempts to help Character B.

On a Fail, Character A doesn't help, but will suffer the consequences with Character B. On a Complicated Success, Character A helps with a +1 to Character B's Roll, but A will share any consequences. On a Success, Character A helps with a +2 to Character B's roll, and if it goes South, Character A is not implicated.

REP

A Rep Roll is how to get favors. Shibuya runs on money, but favors are worth more. The more successful, and useful you are, the more stuff you can get, assistance people will give in Shibuya.

Flashback

Make a Flashback Roll when you realize you should have done or brought something handy, you never mentioned bringing. A GM can veto a flashback if it's too egregious. To make a Flashback Roll, pay one Stress and make a Rep Roll.

On a Fail, you pay the stress and wish you did but actually, you didn't. On a Complicated Success, You did the thing and you pay the stress. On a Success, You did and you don't pay the stress.

