## The Winter Mission: a Break system gamebook © 2024, 2025 by Derek Schraner

## **BREAK** The Winter Mission Sheet

Name:					
Date In:			Date Out:		
<u> </u>					
Progress: (AM)	(NOON)			(PM)	
01:::101010					
Reputation Points (RP):					
REFER: Crew Hires (○)					
○ "Lana Banal" the Insider, a Generalist, useful for LEVEL & NOON.	○ "Rotor" the Cypher, a Specialist, useful for NOON.				the Fixer, a Generalist, useful for NOON & ROTATOR.
Code:	Code:				Code:
□ "Bob" the Enforcer, a Specialist, useful for LEVEL. Code:	NOTE: each Generalist needs 2 RP per attempt and adds 2 RP per end; each Specialist needs 3 RP per attempt and adds 1 RP per end.			nd ds	○ "Ana" the Charmer, a Specialist, useful for ROTATOR. Code:
the Watcher, a Generalist, useful for RACECAR & LEVEL.		usefu RACE	ecialist,		○ "Renner" the Smuggler, a Generalist, useful for ROTATOR & RACECAR.
useful for LEVEL & NOON.  Code:  "Bob" the Enforcer, a Specialist, useful for LEVEL.  Code:  "Lil" the Watcher, a Generalist, useful for RACECAR &	NO eac 2 Rl add eac 3 Rl add	usefu NOOI de: TE: h Genera P per att s 2 RP p h Specia P per att s 1 RP p the D a Spe usefu RACE	alist need empt are per end.	ds nd ds	useful for NOON & ROTATOR.  Code:  "Ana" the Charm a Specialis useful for ROTATOR.  Code:  "Renner" the Smugg a Generalis useful for ROTATOR.