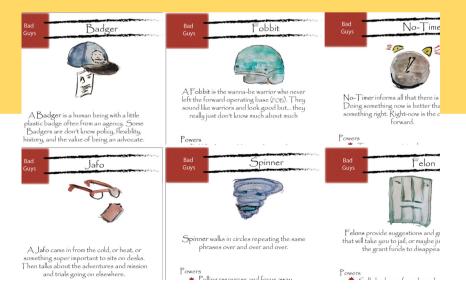
# SERIES: HOW TO MANAGE DISASTER RELIEF FUNDS

# Bad Guy Guide

Key Grant Management Team Roles in FEMA Quest

Teamwork is the ability to work together toward a common vision. The ability to direct individual accomplishments toward organizational objectives. It is the fuel that allows common people to attain uncommon results."

--Andrew Carnegie



No-Timer



No-Timer informs all that there is no time. Doing something now is better than doing something right. Right-now is the only way forward.

Powers

Turns process into chaos

#### The Characters

FEMA QUEST (C) Storm Petrel LLC

Bad Guys

Jafo



A Jafo came in from the cold, or heat, or something super important to sits on desks. Then talks about the adventures and mission and trials going on elsewhere.

Powers

\* Indoors ain't real work

### The Characters

Bad Guys Spinner



Spinner walks in circles repeating the same phrases over and over and over.

Powers

\* Pulling resources and focus away

#### The Characters

FEMA QUEST

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Bad Guys Badger



A Badger is a human being with a little plastic badge often from an agency. Some Badgers are don't know policy, flexiblity, history, and the value of being an advocate.

Powers

\* Spawns confusion

## The Characters

FEMA QUEST

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Felon

Bad Guys Fobbit



Felons provide suggestions and guidance that will take you to jail, or maybe just cause the grant funds to disappear.

A Fobbit is the wanna-be warrior who never left the forward operating base (FOB). They sound like warriors and look good but... they really just don't know much about much

Powers

\* Sells bad as safe and good

Powers

\* Who knows? Untested, untried

The Characters

THE Characters

(C) Storm Petrel LLC

The Characters

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