

ANTIQUARIAN

You are an expert in rare things. You're never happier than when you're searching through a forgotten antique shop or browsing the back rooms of an estate sale. The past, and your bank account, come alive in the objects you collect and sell. You have a particular interest in things that are strange and mysterious. Intelligence is an important attribute for you.



Name (choose one)

Lawrence Haven, Josephine Wells, Wayland Shore, Shahir El-Afta

Look (choose one from each line)

Thick eyebrows, striking blue eyes, glass eye, monocle

Clean shaven and bald, handlebar mustache, cheek mole

Balding on top, long shaggy hair, hair pulled back in a bun, bob cut

Wealth 2+INT=

Passion (choose one)

I am a fanatical collector of one type of antique (like watches, weapons, etc)

Antiques should be used the way they were intended, not just sit on a shelf

I can only enjoy an antique if I possess it myself

Equipment

Small magnifying glass.

Reference books on antiques and history (5 uses)

Choose one antique: jewelry, comb, pocket watch (Value 3 each).

Choose one: dated business suit, ruffled Victorian dress, tweed jacket.

Choose one: fancy pipe, fashionable lady's hat, bowler, top hat, scarf

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I must help _____ appreciate the past.

_____ has something I want to add to my collection.

_____ rescued me and I owe him/her.

Antiquarian Starting Moves

Expert on Old Things

When you Consult Knowledge about an old man-made item and roll a 7+, you may ask the GM two of the following questions in addition to the move's usual effects. You may only use this ability once for a given object.

- Where was it made?
- When was it made?
- What was it used for?
- How many are there like this?
- How much is it worth?

The Antique Trade

Once per session, when you're looking for an old man-made item, you can discover information or an NPC connection that will lead you in the right direction. Tell the GM how you came across this information or how you know the NPC.

Antiquarian Profession Moves

Antique Shop

You own and run a small antique shop that you purchased years ago or inherited from its previous owner. Many of the items have been on the shelves since before that time, and you occasionally discover things you didn't know you had. Once per session, when you search through your store, you may pull a useful item from the shelves. The GM decides what the item is, but you are free to let her know what you're looking for.

Collector Sense

When you Detect Truth in a conversation regarding old, man-made items, you may use your Intelligence instead of your empathy. When you roll a 7-9, you may ask two questions instead of one.

Dangerous Books

You are an expert on how to take care of and study old occult books. When you study a frightening or dangerous book, you always gain at least one piece of information, regardless of what you roll on any resulting move.

Horrors of the Past

From your studies, you are familiar with some terrible things in humanity's past. When you acquire a mental disorder because of exposure to a terrible thing that happened in the distant past, reduce the degree of the disorder by one. Explain why it's not as frightening for you.

Old Stories

Once per session, when you hear about an old, man-made object, the GM will tell you a story you've heard about it. Tell the GM where you heard that story.

Old Weapon

You own an old weapon with a special power. When you acquire this move, describe the weapon, what it does, and where you got it.

Some suggested powers are as follows:

- You're always able to find it after you throw it
- It injures a type of being normally immune to weapons
- It's required for an ancient summoning ritual
- It provides an eerie blue light when rubbed with blood.

ARCHEOLOGIST

You dig up the past. Whether you're exploring ancient tombs beneath the sands of Egypt, uncovering lost Viking ships in the bogs of Europe, or studying strange artifacts discovered on the plateaus of Antarctica, your job is to bring the past to life. Intelligence is an important attribute for you.

Name

Spade Marachic, Archer Hane,
Dr. Karen Loran, Professor Shale

Look (choose one from each line)

Bulging eyes, bloodshot eyes, eye patch, thick glasses
Weathered face, hawk nose, saggy jowls, thin mustache
Wild red hair, very short dark hair, thick black curls

Wealth

1+INT=

Passion (choose one)

I need to make one memorable discovery, like King Tut's tomb
Artifacts must be carefully measured before excavation
Archeology is all about the money

Equipment

Compass, Detailed maps (5 uses)
Reference books on ancient civilizations (cumbersome, 5 uses)
Sturdy pair of hiking boots
Choose one: overalls, wool pants and suspenders, leather jacket,
aviator breeches and boots
Choose one: fedora, boater hat, turban, dark sunglasses, ornate cane



Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

_____ doesn't realize that I know his/her secret.

I want to help _____ see more of the world.

I could learn a thing or two from _____.

Archeologist Starting Moves

Ancient Languages

You are fluent in two old or ancient languages of your choice. Some possible choices are Latin, Ancient Egyptian, Assyrian, Mayan, Sanskrit, or Arabic.

Fascination with the Past

When you encounter a frightening situation or creature of ancient origin and you roll a 10+ on a Consult Knowledge move regarding it, you may approach the situation or creature and avoid any Overcome Fear move it might cause.

Archeologist Profession Moves

Been There, Done That

When someone else Consults Knowledge about an ancient civilization or foreign land and shares their knowledge, you may interrupt them and provide an additional interesting fact about that land or civilization. The GM will provide the interesting fact, and you should tell the GM how you happen to know it.

Graduate Students

You teach a small group of graduate students at a local university. *Once per session, when you call upon your small group of students, they show up and help with archeology-related tasks like researching, digging, or cleaning and cataloging artifacts. The GM may ask you to describe the students.*

Roughing It

You have endured extreme conditions at archeological sites. *When you would normally have to resist the effects of the natural environment, you may avoid any Defy Danger move if you explain how your past experience helps you. You may choose to make the Defy Danger move anyway, and if you roll a 10+, you come up with some device or technique that allows your allies to avoid the danger. Describe the device or technique.*

Subterranean Dangers

You've spent a lot of time in dangerous dig sites and caves. *When you face underground traps or natural underground dangers, you may avoid a Defy Danger move if you explain where you saw a similar danger in the past. You may instead choose to make the Defy Danger move, and if you roll a 10+, you come up with some device or technique that allows your allies to avoid the move. Describe the device or technique.*

Tenure

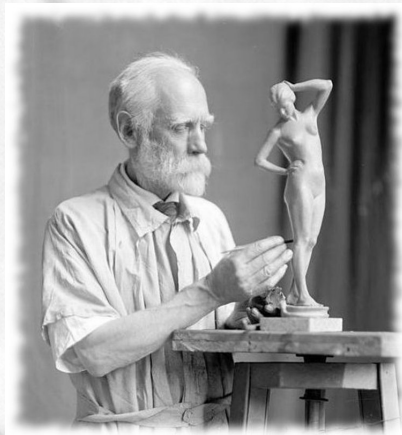
You have a secure position at a university. *When people find your behavior strange or you come up with controversial theories, your job and Wealth are not in jeopardy. When you acquire this move, increase your Wealth by 1.*

They're Digging in the Wrong Place

When you roll a 7 or higher on a Search for Something move while digging for buried items or exploring an underground site, you find one additional useful item or piece of information.

ARTIST

You are a painter, a sculptor, or perhaps a political cartoonist. You reflect reality through your art, sometimes conveying depth and understanding that evades the photographer's camera or the writer's pen. Empathy is an important attribute for you.



Name (choose one)

Anatoly Krukich, Selena Shae,
Sebastian DeLune, Wilhelmina Shore

Look (choose one from each line)

Bright blue eyes, Sparkling glasses on a chain, permanent scowl
Hair in a tight bun or ponytail, long dark hair, curly blonde hair
Goatee, high cheekbones, overbite, full beard

Wealth

1+WIL=

Passion (choose one)

The stranger the situation, the more it needs to be immortalized in art
If my art isn't making me money, I'm doing it wrong
Forgery is the sincerest form of flattery

Equipment

Messenger bag with basic art supplies (10 uses)
3 decent works of art (Value 3 each)

Choose one: opera glasses, small pen knife, portable stool

Choose one: fashionable dress and parasol, wool jacket and beret,
clean white shirt with tweed pants

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I'm fascinated by _____'s appearance.

I will get _____ to appreciate art.

_____ saved me from myself.

Artist Starting Moves

Art Expert

When you Consult Knowledge about a work of art and roll a 7+, you may ask the GM two of the following questions in addition to the move's usual effects. You may only use this ability once for a given object.

- Where was it made?
- When was it made?
- Who made it?
- Are there more like this?
- What materials were used to make it?
- How much is it worth?

The Devil's in the Details

You have a keen eye for details, even in the worst situations. When you Overcome Fear and roll a 10+, you discern one useful piece of information about the frightening creature, item or situation.

Artist Profession Moves

Art Therapy

Your art can restore your mental health. Once per session, when you take a few hours to create a work of art based on a frightening event that gave you a mental disorder, you may reduce the level of that temporary disorder by one. This work or art is frightening, with a threat level one less than the event it depicts.

Forger

You are a skilled forger of art, currency and signatures. When you try to pass off one of your forgeries as the original, roll+EMP. •On a 10+, you succeed. •On a 7-9, experts who take a close look at the work will be able to detect that it isn't the original.

Gallery

You have a relationship with a gallery that displays and sells your work. This has two effects. When you are interested in a particular work of art, your gallery contacts point you in the right direction. Also, once per session, when you have a showing of your work, roll+EMP. •On a 10+, you may check off a money box of Value 4 or less. Describe the work you sold. •On a 7-9, you may check off a money box of Value 3 or less, but your work gets panned in reviews and you can't do a showing during the next session.

Portrait Artist

You are a skilled portrait artist and you are sometimes commissioned to paint important people. Once per session, when you are interacting with an important person, you may declare that they know your portrait work and take 1 hold. Spend 1 hold during this session or the following session to meet with and paint a portrait of the important person, then check off a money box of Value 3 or less.

Studio

You own or rent an art studio where you can make your art in peace, study, hire models, and store all of your previous work and reference material. When you create art in your studio, assume you have all of the necessary supplies. Once per session, when you spend a day creating art in your studio, you trigger a rest move.

Well Known

You have created some fairly popular or public works of art. When you acquire this move, increase your Wealth by 1. When you try to Convince someone who appreciates art, you may use promises of private viewings, lectures, or commissioned work as leverage.

AUTHOR

You write paperback novels, or poetry, or popular books on the occult. Every new thing you encounter is potentially inspiration for your next work, and every minute of downtime is a chance to create and revise. You enjoy a bit of fame in certain circles, and your way with words can come in handy in other aspects of life. Empathy is an important attribute for you.



Name (choose one)

Francis Moran, Mildred Senate, Bernard Freiberg, Loraine Einrichs, Raymond Holbrook Jr.

Look (choose one from each line)

Rheumy eyes, horn-rimmed glasses, drawn-on eyebrows
Bob cut hair, long frizzy hair, bald spot, head scarf, top hat
Bulbous nose, hollow cheeks, petite mustache, long beard

Wealth

1+INT=

Passion (choose one)

Great novels come from real suffering and real experiences
Success in writing is all about finding the right connections
I want to write the most frightening novel ever written

Equipment

Notebook and writing instruments, typewriter
Choose one: macabre reference books (5 uses), bicycle, library membership
Choose one: unfashionable suit and tie, house dress, jacket and bowtie, small ladies hat and lacy dress

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I know _____ would love reading my books.

I want to base a character in my next novel on

_____.

Author Starting Moves

Just Like my Heroine/Hero

You are occasionally inspired to take brave or rash actions, just like the heroes in your stories. *Once per session, when one of your moves requires a MGT or SPD roll, and it will save someone else from physical harm, you may describe the character you're emulating and substitute your EMP for the attribute. If you roll a 7-9 on a resulting move, treat it as a 10+ and take a minor injury in addition to the usual results.*

Keen Observer

When you spend time observing or conversing with other people, you may ask one of the questions associated with the Detect Truth move without triggering the move. The GM must answer this question truthfully.

Author Profession Moves

Bestseller

You have written a bestseller. *When you acquire this move, increase your Wealth by 1. When you try to Convince someone who appreciates your work, you may use promises of signed copies, public readings, or a character based on them in your next novel as leverage.*

Salon

You meet regularly with a group of very smart fellow writers to critique each other's work and discuss a wide range of topics. *When you Consult Knowledge about a topic in discussion with your group, you may add your EMP instead of your INT to your roll. On a 7+, the GM will tell you one additional useful piece of information. Describe something about the group member who gave you the information.*

That was in one of my Stories

You've researched thousands of people and places for your stories. *When you hear about a location or historical person, you can ask the GM to tell you something interesting about that place or person that you came across in your research. Tell the GM about the story you were researching.*

Weird Fiction

You have contacts at a magazine that publishes weird fiction. *When you spend a few days writing a story based on an event that caused you to make an Overcome Fear move, you create a story of Value 4. Anyone reading the story that knows it is based on true events must also Overcome Fear with a threat level one less than the events you describe.*

Wild Theories

When you spend time analyzing a collection of clues and information and come up with a supernatural or unbelievable explanation, roll+EMP. •On a 10+, the GM will confirm or deny your explanation. •On a 7-9, the GM will confirm or deny one part of your explanation, or give you more information you can use to refine your theory, but your theory brings you unwanted attention.

Writer's Retreat

You have a secret location you go to for peace and quiet. *Once per session, when you spend at least a day at your writer's retreat, you trigger a Rest move, and anyone following you loses track of you.*

CLERGY

You're a priest, or a nun, or a pastor, or preacher, or a rabbi. You provide spiritual support to a congregation, or contemplate in peace at an isolated shrine or monastery. The supernatural is part of your everyday existence, and your faith gives you strength to face the challenges of the world. Empathy is an important attribute for you.



Name (choose one)

Father James MacDill, Sister Mary Rose,
Constance Hays, Jeremiah Winslow

Look (choose one from each line)

Nun's scarf, short hair, bald spot, tight hair bun
Bright green eyes, bushy eyebrows, sleepy eyes, thick glasses
Clean shaven, double chin, full beard, long sideburns

Wealth

1+EMP=

Passion

The church should not abandon the faithless
Life only has value if we serve others
The devil is real, and has to be stopped

Equipment

Symbol of faith, Bible or other holy book
Choose one: Small kit with religious ritual materials (10 uses), oil and matches, religious reference books (5 uses)
Choose one: ceremonial outfit, altar furnishings (Value 5), heavy cane
Choose one: dark suit and clerical collar, nun's habit, high-necked dress, monk's robe.

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

1	2	3	4	5	6	7	8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Connections

_____ obviously has something to confess.
I'll show _____ the value of spirituality.
_____ has a good heart. He/she just needs a little guidance.

Clergy Starting Moves

Abiding Faith

You can turn to your faith when you face a frightening situation. *When you Overcome Fear and roll a 7-9, you may ignore the normal results and instead stand or kneel in prayer or meditation for a moment.*

Clerical Privilege

Your position grants you respect, even among criminals and the non-religious. *When you try to Convince an NPC to grant you access to someplace or something, you may use your clerical position as leverage. Explain how you do this.*

Clergy Profession Moves

Confessor

People trust you with their dark side. *When you Detect Truth while in private conversation with an NPC and roll a 10+, the NPC will confide in you and tell you one regret or something he is sorry he did, in addition to the usual results of the move.*

Exhortation

Just the sound of your voice can steel the hearts of your allies in a crisis. *When you roll 10+ to Overcome Fear, you may make an inspirational speech and choose two companions. They can then avoid making an Overcome Fear roll for the same encounter. You cannot change the fate of an ally who has already made their roll.*

Language of the faith

You are fluent in two of the following languages: Arabic, Latin, Greek, Hebrew, Coptic, or Sanskrit. Choose them when you acquire this move.

Latin Rites

You specialize in the Latin rituals of Exorcism and Istud Vas. You know these rituals and have the proper materials to perform them (5 uses). *When you perform these rituals, reduce their threat level by one. This does not make you fluent in Latin.*

Collection Plate

Once per session, when you explain a virtuous goal to your congregation or religions community and take up a collection, roll+EMP. •On a 10+ you collect cash of Value 4. •On a 7-9 you collect cash of Value 3 and choose one of the following:

- A member becomes suspicious of your motives
- Some money is forged or can be traced to criminal activity
- The largest donor expects something in return
- You draw the attention of your superiors

Vow of Poverty

Your Wealth can never be higher than 1, and you may never have a checked money box higher than Value 2, but your church will always provide your basic needs for food and shelter. You may never take out loans or make investments. *When you must Defy Danger to resist temptation and spend some time meditating or praying, you may treat a roll of 7-9 as a 10+.*

CRIMINAL

You might be a petty mobster, or the leader of a crime family, or a bootlegger, or a bank robber. You have nerve, and are probably handy with weapons. You know how to avoid the law or bribe them to leave you alone. Speed is an important attribute for you.



Name (choose one)

Clara Finch, Russell Shade,
Christos Abbranna, Bonnie Coalfire

Look (choose one from each line)

Beady eyes, bulging eyes, thick brow, wire-rimmed glasses,
eye patch

Short bob cut, thick graying hair, bald, braids and pony tail,
thick sideburns

Large tattoo, styled mustache, facial scar, harelip, gold tooth

Wealth

2+INT=

Passion (choose one)

There must be honor among thieves

People who let themselves get swindled deserve what they get

Money is all that matters

Equipment

Stash of thieving supplies (5 uses)

Choose one: .38 revolver, unreliable Ford Model T, brass knuckles

Choose one: aging suit and Panama hat, flapper dress and cloche hat,
t-shirt with overalls and heavy boots.

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

_____ has wronged me and I will get revenge.

I'm going to make a criminal out of _____ yet.

_____ pulled me out of a tough situation.

Criminal Starting Moves

Fence

You are able to buy and sell Illegal items and services through your criminal network. *When you buy or sell an illegal item, you avoid getting into trouble with the police.*

Petty Theft

You are skilled at basic street thievery. *When you have a reasonable opportunity to steal a small item, pick a simple lock, or pick someone's pocket, you can do it without making a Defy Danger move. Explain how you did it.*

Criminal Profession Moves

Cheater

You are practiced at slight of hand, cheating at games, and simple deceptions. *When you participate in a contest involving manipulating small objects, roll+SPD.* •On a 10+, you smoothly tip the odds more in your favor. Explain how you did it. •On a 7-9, you tip the odds a bit in your favor, but choose one of the following:

- Someone becomes suspicious
- You gain is less than expected or it comes with a catch
- You sacrifice resources in the process
- You succeed, but put yourself or your friends in danger

Gunman

You're handy with firearms. *When you Attack at a Distance and roll 10+, you can declare where you hit the target, increase your threat level by one, and if you're using an automatic weapon, you can expend ammunition to force anyone in the same general direction as your target to take cover.*

Illegal Stash

You have a stash of valuable stolen goods. *Once per session, when you pull an item from the stash to sell, roll+SPD.* •On a 10+, you successfully sell an item of Value 4 to one of your contacts. Describe the item, where you got it, and who you sold it to. •On a 7-9, you successfully sell an item, but choose two of the following:

- You could only sell the item at Value 2
- The police gain a clue to the location of your stash
- You end up in a dangerous situation because of the sale
- Your stash is unavailable during the next session

Informants

You hear secrets about people from your network of informants. *Once per session, when you question your informants for information about an NPC, the GM will tell you embarrassing or incriminating information about them. Explain who told you and how they found out. If the target NPC is squeaky clean, the GM will tell you that.*

Mob Support

You are part of a criminal mob or gang. *Once per session, when you get into trouble and request help from your criminal organization, roll+INT.* •On a 10+, NPCs from your organization step in and fix things for you. •On a 7-9, they fix things, but choose two:

- It's not a complete fix; you're left with some residual effect
- You can't make a Mob Support move during the next session
- Compensate them with a Value 3 payment
- Someone significant finds out you have criminal connections

Wheel Man

You drive the getaway car. *Once per session, when you are driving a car and being chased or are chasing another car, you may either avoid one Defy Danger move or force the other driver into a dangerous situation without endangering yourself. When you gain this move, you acquire a Ford Model T. If you already have a car, you can trade it in for a Bentley 3 Racer or a Rolls Royce Phantom.*

DETECTIVE

Whether you work for the police, the Bureau of Investigation, or as a private eye, your job is to see clues that others miss and connect them in ways others can't. You may be assigned to find missing objects, to keep an eye on suspicious people, or to find out who committed a crime. Intelligence is an important attribute for you.



Name (choose one)

Eliot Thorn, Lillian Lace, Raymond Cross, Lady Phyllis Herron

Look (choose one from each line)

Baggy eyes, round sunglasses, prominent eyebrows, eyeglasses

Dark hair parted in the middle, curly red hair, bald spot

Long nose, red lipstick, cigarette holder, pipe, thick mustache

Wealth

1+INT=

Passion (choose one)

I love the challenge of a good mystery

It's about making the guilty pay for their crimes

I'm fascinated by the criminal mind

Equipment

Flashlight, magnifying glass

Multiple newspaper subscriptions (5 uses)

Choose one: .38 revolver, portable camera, unreliable Ford Model T

Choose one: jacket and tie, sweater and bowtie, women's pant suit, overcoat and deerstalker hat, sensible dress and stockings.

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I think _____ is a mystery.

_____ is sloppy and could learn from my techniques.

I have to protect _____ because no one else will.

Detective Starting Moves

Eye for Detail

You notice things others don't. *When you Search for Something and roll a 7+, even in an area that has been thoroughly searched by others, you receive one additional piece of information that everyone else missed.*

Tailing

You are very adept at following others without being noticed. *When you secretly follow someone on foot for a while, they don't notice you and you can choose to trigger a Detect Truth move with them as your subject.*

Detective Profession Moves

Forensic Science

You have a small lab where you can compare fingerprints, examine evidence under a microscope, and do simple chemical tests on materials. *When you analyze a piece of physical evidence in your lab, roll+INT.* •On a 10+, you gain useful information. •On a 7-9, you gain useful information and choose two of the following:

- You use up a valuable resource
- You destroy the evidence in the process
- While concentrating, you miss something important
- Having the evidence puts you or your allies in danger

Friend of Law Enforcement

You support the police from time to time, and in exchange, they provide you with information. Describe the person who is your main contact. *When you need information that's available to the police, you can visit or call your contact instead of making a Search for Something move. Your contact may ask for information or a favor in return*

Paid Informants

You have a network of informants that work for pay. *When you contact an informant to help you locate an item or person, and you either give the informant an item or cash worth Value 1 or higher, the GM will give you information that gets you closer to whatever you're looking for. Tell the GM who your informant is and how you know them.*

Private Investigator Office

You have a small office with a telephone. *Once per session, when you don't have a client and spend at least a day at your office, Roll+EMP.* •On a 10+, you gain an interesting client, like someone wrongly accused of a crime. You receive a Value 4 payment if you solve the case. •On a 7-9, you gain an uninteresting client, perhaps one who needs you to spy on a cheating spouse or find a lost pet. You get a Value 3 payment if you succeed. Clients also cover some expenses. *When you uncheck a money box as a direct expense of a case, you may check your Value 1 money box.*

Prominent Client

You once solved a case for an important client, like a famous person, a wealthy industrialist, or a powerful politician. *Once per session, when you call on this client for help, you can do one of the following:*

- Provide protection for an endangered client
- Use them as leverage in a Convince move to get you out of trouble
- Get introduced to another important person.

Street Smart

You know every street and back alley in your city. *Whenever you follow someone through the streets or study a crime scene in the streets, you gain one extra piece of information.*

DOCTOR

You diagnose and heal the physical ailments of your patients. You might be a general doctor, a nurse, a surgeon, or a field medic back from the Great War. You are respected in the community because of what you do. Intelligence is an important attribute for you.

Name (choose one)

Adrian Pierce M.D., Dr. Martha Stiles,
Florence Miller, Jack Hart

Look (choose one from each line)

Bright green eyes, bushy eyebrows, sleepy eyes, thick glasses
Short hair, bald spot, tight hair bun, long wavy hair
Clean shaven, double chin, pug nose, full beard, long sideburns

Wealth

2+Int=

Passion

All human lives are worth saving
I need to find a cure for a loved one's strange disease
Life can be prolonged forever, and I have to find the way

Equipment

Stethoscope, medical bag (5 uses)
Choose one: medical books (5 uses), ambulance, painkillers (10 uses)
Choose one: tweed suit and tie, white lab coat and suspenders,
white dress and cap



Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

1	2	3	4	5	6	7	8
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Connections

_____ has restored my faith in humanity.

I've lost something important, and I think _____ stole it.

I think _____ needs my care or he/she won't survive.

Doctor Starting Moves

Diagnose

When you carefully examine a patient, roll+INT. •On a 10+, the GM will tell you one physical problem (injury, disease, poison) that ails the patient, and you may ask two of the questions below. •On a 7-9, the GM will not tell you what specifically ails the patient, but you may still ask one of the following questions:

- What here is the most immediate medical threat to life?
- Could this condition spread to others?
- What is the best course of treatment?
- What tests could produce more information?

Treat Injuries

When someone gets a few days of rest and you treat their injuries, roll+INT. •On a 10+, you reduce the level of one temporary injury by one. •On a 7-9, you reduce the level of one temporary injury by one, but choose two of the following:

- It costs you resources and takes longer than expected
- You cause a moderate physical injury
- The patient is immobilized for 3 days (does not trigger Rest)
- You put yourself or your friends in danger
- You lose confidence and cannot Treat Injuries this session

Doctor Profession Moves

Coroner

You know how to draw clues from dead bodies. *When you examine a dead body, roll+INT,* •On a 10+, ask three of the following questions. •On a 7-9, ask one question and either put yourself in danger or discover something disturbing.

- How did the deceased die?
- Where did the deceased die?
- When did the deceased die?
- Was there someone else with the deceased when they died?
- What will help identify the deceased?

Eye for Weakness

Your knowledge of anatomy allows you to strike in the most vulnerable places. *When you make an Attack up Close move and roll a 10+,* you can increase the injury level you inflict on the enemy without taking an injury yourself.

Pathologist

You are an expert on infection and disease. *When you spend at least a few hours taking care of a patient who has not begun to recover from the symptoms of their disease, roll+INT.* •On a 10+, reduce the maximum symptoms the patient will suffer to one level below the normal maximum. •On a 7-9, reduce the maximum symptoms as above, and choose one of the following:

- The patient is incapacitated for 3 days (does not trigger Rest)
- Someone else contracts the disease (GM chooses)

Specialist

You specialize in a narrow branch of medicine, like broken bones, or a specific class of disease, or head injuries. Tell the GM what your specialty is and how you developed it. *When you make a move regarding your specialty and roll a 7+,* treat the result as a 10+, and the GM may tell you one piece of additional information that a non-specialist probably wouldn't notice.

Surgeon

Some injuries require surgery to heal, but it's a risky choice. Fortunately, you're trained with a scalpel. *When you gain this move, you receive surgeon's tools and anesthetics (5 uses).* *When you operate on a patient to correct a permanent physical injury, roll+INT or +SPD.* •On a 10+, you reduce the level of the permanent injury by one. •On a 7-9, you reduce the level of the permanent injury by one, but that particular injury can no longer be treated with surgery, and choose one of the following:

- The patient is incapacitated for 3 days (does not trigger Rest)
- You inflict a permanent minor injury on yourself or the patient
- The patient gains a moderate mental disorder due to trauma

Toxicologist

You are an expert in all types of poison and their treatment. *When you treat someone suffering from poison, roll +INT.* •On a 10+, reduce the maximum symptoms the patient will suffer to one level below the normal maximum. •On a 7-9, reduce the maximum symptoms as above, and choose one of the following:

- The patient is incapacitated for 1 day
- You expend one use of a first aid kit or survival kit
- The minor symptoms of the poison will be permanent

ENTERTAINER

You earn your living making music, or singing, or dancing, or perhaps as a comedian. Income is sporadic, but the fans make it all worthwhile. Your time on stage has brought you confidence when dealing with people. Empathy is an important attribute for you.



Name (choose one)

Virginia Slim, Artie Chang, Irene Dunn,
Donald Kayhill

Look (choose one from each line)

Light blue eyes, large nose and cheeks, bulging eyes
Blonde curly hair, straight bangs, short dark hair, curly red hair
Thin mustache and beard, sunglasses, long earrings, cheek mole

Wealth

1+EMP=

Passion (choose one)

Performance is an art form and should be taken seriously
It's all about the fame and applause
Life is about manipulating other people

Equipment

Stage Makeup kit (10 uses)

Choose one: jewelry, Ford Model T, share in small theater (Value 7 each)

Choose one: Vaudeville dress, back tux with top hat,
plaid suit and straw hat, cowboy outfit and raccoon hat

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

12345678

Connections

I will get _____ to appreciate my work.

What success I have is because of _____

I detest _____, but I am fascinated by him/her.

Entertainer Starting Moves

Performance

When you give a performance to impress an audience, roll+EMP or +SPD. •On a 10+, they are impressed and you either check off a money box of Value 3 or lower, or you take 1 hold. Spend hold to ask a favor of someone in the audience at some point during the current session or the following session. •On a 7-9, you may check off a money box of Value 2 or lower and must choose one of the following:

- You cannot make Performance moves any more this session
- Your performance offended someone significant
- You are no longer welcome in that venue

The Show Must Go On

You know how to push yourself to complete a task. *Once per session, when you can't do some task because of your physical or mental condition, say "The show must go on!" and the GM will allow you to find a way to make it happen.*

Entertainer Profession Moves

Acting

You are a skilled actor or actress. *When you tell a convincing lie or deceive someone through your actions, you don't need to Defy Danger.*

Celebrity

You are a well-known entertainer. *When you acquire this move, explain your big break and increase your Wealth by 1. When you try to Convince someone who knows and appreciates your work, you can use your celebrity as leverage by promising them an autograph or tickets to one of your shows.*

Disguise

You are skilled at changing your appearance so that you're not recognized. *When you take time to don a disguise, you can remain in an area without being recognized by casual acquaintances. People who know you very well will see through your disguise after a few minutes.*

Languages of the Arts

You are fluent in two of the following languages: French, German, or Italian.

Mimic

When you mimic the voice of anyone of your gender that speaks a language in which you are fluent, only close acquaintances have a chance to detect the deception.

Swordplay

Through your theatrical training, you have become skilled with swords. *When you make an Attack up Close move when armed with a sword, cane, or similar weapon and roll a 10+, you may do one of the following in addition to the usual results:*

- Disarm your opponent
- Force your opponent back a few steps
- Knock your opponent down
- Move to an advantageous position

ENTITLED

You were born with a clear and secure path ahead of you. You've had every advantage growing up, a good education, and family connections to get you a good job. You may not have any particular skills, but what does that matter when you have money? Willpower is an important attribute for you.



Name

Elizabeth Rothschild, Gerald Pelgrave, Josephine Carmichael, Leonard Wellington

Look (choose one from each line)

Pale skin, wild red hair, dark wavy hair, balding
Bloodshot eyes, sleepy eyes, striking blue eyes, wire-rimmed glasses
Long mustache, freckles, sideburns, upturned nose, firm chin

Wealth

3+WIL

Passion (choose one)

I have to prove myself to my father/mother
Success is all about finding the right match
I have to find my own life, away from my family

Equipment

Large family home
Choose one: Bentley 3 Racer, Rolls Royce Phantom
Choose one: gold wristwatch, silver cigarette case, pearl necklace, ruby ring (Value 6 each)
Choose one: polo shirt with white pants, tuxedo with bow tie, sack dress with wide hat and parasol, flared jacket and hobble skirt
Choose one: wide rimmed floral hat, top hat, jeweled headband, cigar, cigarette holder

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

1	2	3	4	5	6	7	8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Connections

My family told me to stay away from _____.

I admire _____'s carefree approach to life.

I've used _____ as an alibi with my parents.

Entitled Starting Moves

Trust Fund

Once per session, when you draw from your trust fund, you may check off your Value 4 money box or any lower box.

High Society

You're comfortable in the company of the wealthy and powerful. When you Detect Truth among members of high society and roll a 7+, the GM will give you one additional piece of information that might only be apparent to other members of high society.

Entitled Advanced Moves

Family Business

Your family runs a specific business, like a law firm, automobile dealership, firearms factory, or construction firm. When you acquire this move, describe your family business. Once per session, when you request an item or service provided by your family business, you get it for free if it is of Value 5 or less, or purchase it at one less than its Value.

Family Connections

Your family roots run deep among influential members of society. When you use your family connections to make contact with a powerful, rich, or important person, roll+EMP. •On a 10+, a family member connects you with the person and they are inclined to help you. •On a 7-9, you manage to contact the person through your family, but choose one of the following:

- The person you contact is skeptical of your motives
- You irritate a family member
- You miss an important event while making the connection
- The meeting place is inconvenient or dangerous

Financier

You have grown up around money and know how to find it when you need it. When you take out a loan, your lender does not require collateral.

Loyal Servant

You have a loyal family servant that has watched over you since you were young. Tell the GM your servant's name and a little bit about him or her. When you give your servant a simple task that is not beyond his or her capabilities, roll+WIL. •On a 10+, your servant completes the task successfully. •On a 7-9, your servant completes the task, but choose two of the following:

- Your servant misinterpreted your instructions
- The task took longer than expected
- You end up in a dangerous or compromising situation
- Your servant is unavailable for the rest of the session.

Modern Languages

You are fluent in two of the following languages: Spanish, French, German, Italian, Russian, Japanese, or Mandarin.

Secret Society

In college, you joined a secret society, and many of your fellow members have become rich and powerful. When you acquire this move, describe your secret society. When you make contact with members of your secret society to help you covertly manipulate events, Roll+WIL. •On a 10+, someone from your secret society comes through with a very helpful act or piece of information. •On a 7-9, someone from your secret society comes through with a somewhat helpful act or piece of information, and the GM takes 1 hold. The GM can spend hold to have your society approach you for a favor, and you risk expulsion if you refuse.

FARMER

You've spent most of your life working a farm, and maybe you still do. You know the seasons, how to care for animals, and the secrets of the land. You're no stranger to a hard day of work or disappointing turns of fate, and you face danger with stoic silence. Might and Empathy are important attributes for you.



Name

Jedadiah Jones, Carmen Spring, Albert Wren, Helen Wheeler

Look (choose one from each line)

Weathered skin, braided pony tail, short curly hair, mostly bald, white hair

Narrow eyes, bloodshot eyes, eye patch

Full beard, stubble, facial scar, red cheeks, scarf, corn cob pipe

Wealth

1+WIL=

Passion (choose one)

I must do what I can to heal this twisted modern society

Technology will be humanity's downfall

I want to see the world

Equipment

Farmhouse and small farm (Value 9)

Farm implements

Choose one: 8 cows, 12 sheep

Choose one: unreliable gasoline tractor, silo full of grain (Value 5),

Choose one: overalls, blue jeans and button shirt, housedress, old suit and tie

Choose one: straw hat, scarf, cowboy hat, bandana, neck towel

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

_____ 's priorities are messed up and need straitening.

_____ is family. And family is family.

I don't trust the way _____ smiles and jokes about things.

Farmer Starting Moves

Animal Empathy

You have a special understanding of animal behavior. *When you try to control the behavior of a single animal, or a group of animals, Roll+EMP.* •On a 10+, gain 2 hold. •On a 7-9, gain 1 hold and, after your spend you hold, the animals may put you and your friends in danger. Spend 1 hold to do one of the following:

- Calm enraged or fearful animals
- Convince the animals to move away
- Touch, examine, harness or mount one animal

Stoicism

You are used to physical difficulty. *Once per session, When you tough your way through hardship without complaining, you may do one of the following:*

- Withstand cold or hot conditions that might otherwise harm you
- Reduce the level of a physical injury by one when you receive it
- Change a 6 or less result on a MGT roll to a 7 and take a minor injury
- Skip one night of sleep without negative effect

Farmer Advanced Moves

Country Charm

You are a novelty for people in the city. *When you mingle with city folk and try to distract them with your rugged charms, roll+MGT.* •ON a 10+, you draw their attention away from the activities of your allies. •ON a 7-9, you draw the attention of your audience, but choose one of the following:

- You make a fool of yourself in the process
- One or two members of the audience lose interest
- An audience member threatens violence or plots against you

Dangerous Weather Sense

You read coming danger in the signs around you. *Once per session, when you think a dangerous or inconvenient event is approaching, roll+EMP.* On a 10+, the GM will tell you the nature of the approaching danger and the time of its arrival. •On a 7-9, the GM will tell you the nature of the approaching danger and the time of its arrival, but one of these two pieces of information will be wrong.

Healthy Lifestyle

Once per session, when you and any of your allies spend one day relaxing or working in the country, you may each trigger a Rest move. Each player should explain how they spent the time.

Heavy Machinery

You are familiar with repair and operation of machinery like gears and pulleys and gasoline engines. *When you try to repair or operate heavy machinery, Roll+INT.* •On a 10+, it works just like you thought and you succeed. Take 2 hold •On a 7-9, you manage to get the machinery going or operate it for a short while and take 1 hold, but as soon as you spend the hold, you make a dangerous mistake or the machinery fails. Spend hold to make the machinery do something beyond normal expectations.

Shotgun Justice

You've come to rely on a shotgun to drive predators and unwanted visitors off of your land. *When you acquire this move, you get a shotgun and ammunition (3 uses).* *When you use a shotgun to scare off a person or creature that can experience fright, Roll+MGT.* On a 10+, you drive the target away without harming it. •On a 7-9, your display frightens away the target, but choose two of the following:

- The target returns after a few minutes
- You lose resources, possibly ammunition
- You frighten away an NPC ally
- A nearby player must Overcome Fear at a moderate level
- You accidentally inflict a minor injury on a player or NPC ally

Simple Wisdom

Your simple wisdom and quaint sense of humor can lighten heavy situations. *When you make a pithy joke or observation about a frightening situation, reduce its threat level for mental disorders by one level for you and one of your allies, but any physical danger then focuses on you.*

JOURNALIST

You'll do whatever it takes to get the story and get it to your editor on time. You can sense when things just aren't right, and you have a network of contacts that can help you find out what's really going on. You might work for a big city newspaper, or one of the local tabloids published in every town big enough to have any news. Empathy is an important attribute for you.



Name (choose one)

Sid "Scoop" Johnson, Hazel Harris,
Stanley Wright, Clara Green

Look (choose one from each line)

Short curly hair, straight black hair, short hair with receding hairline
black-rimmed glasses, long eyelashes, thick eyebrows, heavy mascara
Pencil behind the ear, thin mustache, thin lips, large teeth

Wealth

1+WIL=

Passion (choose one)

I must expose lies and corruption, whatever the risks
One day, I'll win a Pulitzer
My job is to tell the stories no one else will

Equipment

Typewriter, Pad and pen

Choose one: portable camera, newspaper subscriptions (10 uses), bicycle

Choose one: suit and tie, bowtie and vest, lady's jacket and pencil skirt,
drop-waist dress

Choose one: pork pie hat, beret, headband with bow, elaborate hairpin

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

_____ has secrets, and I'm going to uncover them.

I once wrote an embarrassing article about _____.

_____ has given me important leads in the past.

Journalist Starting Moves

Just the Facts

When you encounter an interesting situation involving one or more people and take time to jot down notes, take 2 hold. Spend hold to make a Detect Truth or Search for Something move later on, as if you were still in the situation where you took the notes.

Persistence

You don't take "no" for an answer. *Once per session, when you make a move associated with a story or investigation and roll a 6 or less, describe how you persisted and resolve the move as if you rolled a 7.*

Journalist Profession Moves

Press Pass

You can obtain a press pass that will get you access to a location others can't visit. *When you request a press pass to a private location or event that's important to a story you're writing, you are issued a press pass good for 1 day, or the duration of the special event.*

The Pen is Mightier

You can be very persuasive in your writing. *When you write a letter or publish an article to persuade a person or group to change an opinion, change behavior, or take action, roll+EMP. •On a 10+, they see your point and take it into account in their decisions and actions. •On a 7-9, your writing only persuades some members of the group, and others are upset by it.*

Darkroom

You have access to a darkroom where you can develop your own photos quickly and in private. *When you spend a few hours developing photographs in your darkroom, the GM will tell you an interesting detail you notice on them.*

Expense Account

Your employer funds legitimate expenses for your stories. *When you complete a story for which you made at least one purchase, check off a money box of the Value of one of the purchases, but no higher than Value 3. Legitimate expenses could include travel costs, buying dinner, or even bribes.*

Inside Source

You occasionally get tips from a source inside city government, or the police department, or a local mob family. *When you acquire this move, describe your source, how you make contact with them, and what motivates them to give you leads. Once per session, when you make secret contact with your inside source, roll+INT. •On a 10+, the GM will give you lead on a significant story. •On a 7-9, the GM will give you a lead on a mediocre story, and choose two of the following:*

- Your source is unavailable during the next session
- You put yourself in danger
- You expend resources of Value 2 to make contact
- Making contact takes too long and you miss a deadline
- A rival reporter somehow gets the same lead

What They're Not Saying

You've done so many interviews that you can read a lot from a subject's body language. *When you Detect Truth and roll a 7 or higher, the GM will tell you something your subject is hiding from you or is reluctant to reveal. This is in addition to the other information you gather from the Detect Truth move.*

POLICE

Your job is to protect and serve. You walk your beat every day and you know many of the people along it. You have the authority of the law behind you and can make arrests and call for backup. In most situations, your uniform should grant you a degree of respect. Speed is an important attribute for you.

Name

Andy Malone, Frank Payne,
Sally Miller, Sean O'Brien

Look (choose one from each line)

Very short hair, white hair, curled brown hair, redhead
Puffy eyes, dark eyes, prominent ears
Curled mustache, double chin, boney face, dimples

Wealth

1+INT=

Passion (choose one)

No one is above the law, no matter how rich or powerful
Someday this neighborhood will be safe again
I don't get paid enough, so I must find other sources of revenue

Equipment

Badge, .38 revolver

Choose one: stolen goods (Value 4), nightstick, shotgun, handcuffs

Choose one: police uniform and hat, suit and tie with fedora



Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I ignored _____'s crime after I heard his/her story.
_____ has no respect for the law; I'm watching him/her.
_____ knows a secret about me but hasn't revealed it.

Police Starting Moves

Arrest Authority

When you restrain and question a suspected criminal, you are within your legal rights. You can also use the threat of arrest as leverage in a Convince move.

Call for Backup

You can call for help from your fellow police. When you contact a law enforcement agency with a request for immediate help, they will respond as effectively as possible.

Police Profession Moves

Beat Cop

You have a regular area that you patrol, and you know it well. When you Search for Something on your beat or Consult Knowledge about people or places on your beat and roll a 7+, someone will come forward and give you information in addition to what you discover with the move. Describe the person and the GM will tell you what they know.

Nightstick Tricks

You are able to use your nightstick for remarkable feats. When you use your nightstick in an Attack at a Distance or Attack up Close move and roll a 10+, you may either choose the location of your opponent's injury, or choose any of the following effects instead of injuring your opponent:

- Disarm them
- Trip them
- Damage an item they're carrying

On the Take

You get regular payments from the local mob for staying out of their business. When you acquire this move, describe your mob contact and how you get the payment. When you End a Session during which you caused no trouble for the local mob and accept a bribe from your contact, roll+INT. •On a 10+, your contact gives you cash of Value 4. •On a 7-9, your contact gives you cash of Value 3, and choose one of the following.

- Business isn't so good, so you will get no bribe next session
- Your contact asks you to perform a dangerous task
- One of the Bureau's "untouchable" agents suspects you're on the take
- Instead of cash, your contact gives you illegal items of Value 3

Police Car

You have a fast police cruiser available when you need it. When you use your police siren, law-abiding drivers and pedestrians will clear a path for you and criminals will know you're coming.

Police Records

You have access to police records of past crimes and current investigations. When you Consult Knowledge about local events or Search for Something associated with a crime and roll a 7+, the GM will tell you about a past crime that may provide helpful insights or information.

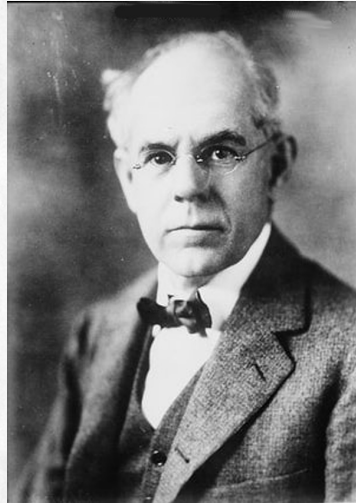
Special Weapons

You have access to powerful weapons if you need them for your job. Once per session, when you request heavy weapons from your agency, you may take one of the following items. Weapons and unused explosives must be returned at the end of the day.

- Tommy Gun
- 5 sticks of Dynamite
- 2 Hand grenades

PSYCHOLOGIST

You're a practitioner of the quickly developing fields of psychology and psychoanalysis, following the work of contemporaries like Sigmund Freud and Carl Jung. You believe there is hope for people with psychological disorders, not just a future locked up in an asylum. Empathy is an important attribute for you.



Name (choose one)

Thomas Hook, Jean Gerst,
Eugene Baasch, Marjorie South

Look (choose one from each line)

Wild hair, receding hairline, long curly blonde hair, wavy brunette hair
Bushy eyebrows, heavy eye makeup, wide eyes, baggy eyes
Prominent cheekbones, long sideburns, facial burn marks, rosy cheeks

Wealth

2+EMP

Passion (choose one)

I will become an expert on the criminal mind
I will prove that telepathy and other mental powers really exist
Even the most mentally ill person can be rehabilitated and cured

Equipment

Notepad and pen, anesthetic (5 uses)
Choose one: psychology journals (5 uses), straight jacket
Choose one: suit and tie, jacket and skirt, sweater and bowtie, floral dress
Choose one: large glasses, monocle, pocket watch, diploma in silver frame

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

1	2	3	4	5	6	7	8
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Connections

_____ seems unstable and may need treatment.
_____ has a relative I could treat but they won't allow it.
I know five people worth listening to. _____ is one of them.

Psychologist Starting Moves

Treat Mental Disorder

You can help patients recover from mental disorders caused by traumatic events. *When someone gets a few days of rest during which you provide counseling*, roll+EMP. •On a 10+, you reduce the level of one temporary mental disorder by one. •On a 7-9, you reduce the level of one temporary mental disorder by one, but the GM gets 2 hold. The GM can spend hold for any of the following during this session or the next:

- Make the patient Overcome Fear when reminded of their trauma
- Give you symptoms of a moderate mental disorder for a short time
- Increase the threat level by one when the patient encounters a familiar trauma

Predict Behavior

You understand what motivates people. *When you make a Detect Truth move and roll a 7+*, choose one target NPC and take 1 hold in addition to the move's other effects. Spend the hold at any time to ask the question "What are they likely to do next?"

Psychologist Profession Moves

Criminal Minds

When you first examine the scene of a crime or detailed records of a crime, you gain one additional piece of information which could help determine when and where the person who did it might commit another crime.

Electroshock Therapy

You can sometimes cure permanent mental disorders, or reduce their symptoms, through shock treatments. *When you acquire this move*, you get a shock treatment device. *When you administer daily electroshock therapy over a few days to treat a permanent mental disorder*, roll +INT. •On a 10+, you reduce the level of the permanent mental disorder by one. •On a 7-9, you reduce the level of the permanent mental disorder by one, but that particular injury can no longer be treated with shock therapy, and choose two of the following:

- The patient loses memory of an important event
- The patient is incapacitated for 3 days (does not trigger a Rest move)
- You inflict a permanent minor injury on the patient
- The patient gains a different moderate mental disorder

Hypnosis

You can use hypnosis to heighten a patient's concentration and make them open to suggestion. *When you hypnotize a willing patient*, roll+EMP. •On a 10+, you may reduce the symptoms of one mental disorder (temporary or permanent) by one level for this session and the following session.

Alternatively, you may implant one suggestion, changing the way the patient reacts to a person or situation for this session and the following session. •On a 7-9, you may reduce mental disorder symptoms for the current session, or implant a suggestion for the remainder of the current session, and you choose one of the following:

- You implant an additional suggestion chosen secretly by the GM
- You uncover new trauma, causing a moderate mental disorder
- You force the patient to change one of their connections
- You must Overcome Fear one level less than the threat level of the subject's worst mental disorder

Manipulation

You can read other people to discover their psychological weak points. *When you Detect Truth and roll a 10+*, choose one person you observed. The GM will tell you what you discovered about the subject that you can use as leverage in a Convince move targeting that person.

Personal Theory

You have written books and papers on your specific theory of behavior or mental disorders, which is known by your last name, followed by -ism. For example, Baaschism. *When you acquire this move*, describe your theory and check off one of your money boxes of Value 7 or less. *When you make a Detect Truth or Treat Mental Disorder move and roll 10+*, you gain further evidence of your theory and take 1 hold. Spend hold before making a Detect Truth or Treat Mental Disorder move to adjust the result as if someone made a successful Aid or Interfere move to help you.

Private Practice

You have a small office where you treat patients. *Once per session, when you spend a day at your office treating NPC patients*, you can check off a money box of Value 3 or less, or take 1 hold. You spend hold to call upon one of your patients who may be able to help you with information or a simple task. Describe the patient and their mental disorder.

SCIENTIST

You might be a college science professor, or a researcher in a secret government laboratory. You understand many of the frontiers of modern science – marvels like electricity, radio waves, genetics, and microbiology. New scientific discoveries are being made every day, so why not by you? Intelligence is an important attribute for you.



Name (choose one)

Kathleen Glover, Julio Barka, Mamie Fletcher, William Lawrence

Look (choose one from each line)

Crazy white hair, balding, pony tail, dark hair parted down the center

Wire-rimmed glasses, rheumy eyes, light blue eyes, eye patch

Full beard and mustache, prominent chin, scarf, missing teeth

Wealth

1+INT=

Passion (choose one)

Everything has a rational explanation

The frontiers of science are the path to personal power

I have to make just one great discovery

Equipment

Notebook and pencils, Scientific Supplies (5 uses)

Choose one: microscope, radio, chemistry kit, telescope, big chalkboard

Choose one: plain black dress, jacket and tie, sweater and bow tie, lab coat

Choose one: bowler, safety glasses, rubber apron, cane

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

_____ is one of the most rational people I know.

I'm fascinated by how _____ can accept things on faith.

_____ took me in when I had nowhere else to go.

Scientist Starting Moves

Specialty

Choose a scientific specialty, like physics, biology, or anthropology. *When you Consult Knowledge on a topic within your specialty and roll a 10+, gain 1 hold. Spend 1 hold at any time to recall something useful within your scientific specialty.*

Experimentation

You can design experiments to discover new information or confirm theories. *When you spend a day carrying out an experiment to test a creature, item or material, roll+INT.* •On a 10+, you learn two useful pieces of information. •ON a 7-9, you learn one piece of information, and choose one of the following.

- Your experiment angers the subject or endangers it.
- You must expend 2 uses of scientific supplies.
- Your experiment takes much longer than expected.

Scientist Profession Moves

Advanced Mathematics

You are a mathematical genius, able to encode the behavior of multiple dimensions in mathematical symbols. *When you use mathematics to understand creatures or events that are alien or from other dimensions, roll+INT.* •On a 10+, you devise a formula to explain things and take 2 hold. •On a 7-9, you devise a basic theory and take 1 hold, but your calculations attract dangerous attention. Spend 1 hold to do one of the following:

- delay the appearance of a creature or event
- predict the next appearance of the creature or event
- Stop the creature or event with an Invention or Prototypes move
- ignore an Overcome Fear move involving the creature or event

Invention

You can cobble together an assortment of scientific parts or materials to modify their function or make them do something completely new. You couldn't modify a ray gun to help you fly, but you might be able to change its frequency to jam a radio signal. *When you cobble together scientific components to serve a new function, roll+INT.* On a 10+, the device works for 3 uses. •On a 7-9, the device works for 1 use and choose one of the following.

- It has unintended, dangerous side effects chosen by the GM
- It costs you 3 scientific supplies

Laboratory

You have a laboratory where you examine specimens and perform experiments. *When you study an item or creature for an hour in your lab, you trigger an Experimentation move. In addition, you may forgo one discovered piece of information and instead ask one of the following questions about the item you are studying, and the GM must answer truthfully.*

- Where did it come from?
- What is its weakness
- What is dangerous about it?
- What is useful about it?
- Are there more?

Prototypes

You work for a large research organization that is developing lots of interesting new devices. *Once per session, when you need help with a specific task, you may borrow an experimental device that may help you. State the task you need help with and the GM will tell you about the device. All such devices are unreliable and must be returned by the end of the following session.*

Pseudo-science

You have good instincts about advanced scientific devices. *When you try to operate an alien or supernatural device that seems to work on scientific principles, roll+EMP.* •ON a 10+, you successfully activate the device and have some idea how to control it. •On a 7-9, you activate the device, but choose one of the following:

- You can't fully control it, putting yourself or others in danger
- The device works for a short time, then stops working for good
- The device has an inconvenient side effect
- Your operation of the device attracts unwanted attention

There Must be an Explanation

You have complete faith that science can explain anything. *When you are confronted by something frightening and roll a 7-9 on an Overcome Fear move, you may move closer to whatever frightened you instead of choosing one of the other results. When you do this, you gain one minor mental disorder and learn one interesting piece of information.*