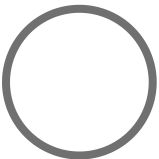


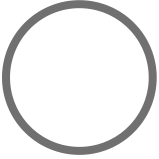
The Scholar

You’ve studied ancient civilizations, religions, languages, and cultures for your whole professional career. You were made for first contact situations, and you can understand ruins, artifacts, and customs more quickly than anybody.



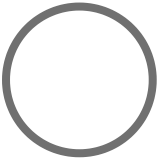
Charm

Manipulate Someone



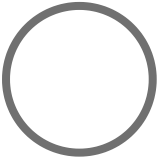
Cool

Act Under Pressure, Help Out



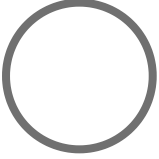
Sharp

Investigate, Read a Bad Situation



Tough

Kick Some Ass, Protect Someone



Technobabble

Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

☐☐☐☐☐☐☐

Harm

When you reach 4 or more harm, mark Unstable.

☐☐☐☐☐☐☐

☐ Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

☐☐☐☐☐

Moves

You get all the basic moves, plus three Scholar moves.

Pick three of these:

☐

Polyglot: You speak dozens of languages, and you can learn new ones quickly (+1 investigate when studying alien writings)

☐

This seems familiar: Your knowledge of mythology and religion helps you understand aliens masquerading as gods (+1 investigate, read a bad situation)

☐

Anthropologist: You can deduce a lot about a society from its ruins (automatic 10 on investigate rolls in ruins)

☐

Archaeologist: You can determine the purpose and meaning of artifacts with a bit of study (+1 investigate on tools and artifacts)

☐

Interpreter: You can communicate with people that don’t speak your language (+1 on all rolls when dealing with a language barrier)

☐

Capable: Your work has taken you to some seedy underbellies, and you can handle yourself (+1 kick some ass, protect someone)

☐

Puzzle solver: Your knowledge, combined with problem solving skills lets you figure out riddles, puzzles, and tests more easily than most (+1 act under pressure)

☐

☐

Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

☐

Ceremonial dagger (1 harm, hand, innocuous, valuable)

☐

Bull whip (2 harm, close, useful)

☐

Stun gun (1 harm, close, stun)

☐

Hammer and chisel (1 harm, hand, useful)

☐

Shovel (2 harm, close, useful)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Sonar system** (find ruins/artifacts buried underground or underwater)
- ☐ **Codex** (cross reference languages, myths, and religious texts quickly)
- ☐ **Magnifying glass** (get a better look at clues, +1 investigate)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Scholar by name and look, and tell the group what they know about you.

History

- Go around the group again. When it’s your turn, pick one of each for the other explorers.
- You taught one of this explorer’s classes in college
 - You were on the faculty of a university with this explorer
 - This explorer thinks you’re useless for these kinds of missions
 - This explorer zones out when you talk for too long
 - This explorer unintentionally destroys priceless artifacts whenever they visit your office
 - This explorer speaks another language that you know
 - This explorer recommended you for this job
 - This explorer is a mentor to you
 - This explorer saved your life

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you’ve marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Sharp (max +3)
- ☐ Get +1 Charm (max +2)
- ☐ Get +1 Tough (max +2)
- ☐ Get +1 Technobabble (max +2)
- ☐ Take another Scholar move
- ☐ Take another Scholar move
- ☐ Gain an ally
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

- Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.
- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer