

# THE PLAYBOOKS

## THE SCIENTIST

Tests Things

A woman dressed in brown overalls with unkempt hair and large goggles shrieks in delight as the strange piece of technology she's holding sparks with an arc of electricity up to her goggles. "I've almost got it! I'm certain this one won't blow up!"

**A Scientist can either be a ghost's best friend or their worst enemy. Beware their strange machines! We recommend taking time to observe to see if they will work with you or against you.**  
- **Handbook of the Recently Deceased, Chapter 8**

### Vibe

**Choose one (or more) or make up your own:** tidy, disheveled, professional, dated, frazzled, calm, excitable, moody



NAME \_\_\_\_\_

PRONOUNS \_\_\_\_\_

SCIENCE

WITS

VIGOUR

INTUITION

### Moves

**Choose 2 of the following options:**

- ☐ **Experimental Technology:** You have a piece of untested technology in your Backpack. Name it, describe what it does, and add it to your Backpack.

When you attempt to use the experimental technology, roll +Science.

**On a 10+,** the technology works flawlessly. Do not mark off the equipment in your Backpack. You may use it again.

**On a 7-9,** the technology works once and then fizzles out. Mark the equipment in your Backpack as usual. You may repair this item between mysteries.

- ☐ **On a miss,** the technology breaks. To repair, you will need to find special equipment. You can only repair it between mysteries.

- ☐ **A New Hypothesis:** Once per mystery, when you miss on a Theorize Move, you may suggest a new theory. If the other players agree, you may attempt the Theorize roll a second time without searching for new Clues.

- ☐ **Ghostbuster:** Ghosts are terrified of you and your machines. Once per mystery, when you do the Discovery Move in the presence of a ghost, you may find an additional Clue, even on a miss.

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## Backpack

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## Conditions

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## Personal Hauntings

When you mark a Personal Haunting, do so in any order you wish, then do as instructed.

- ☐ **Failed Experiment.** You gain the condition “fear of failure.” It cannot be removed.
- ☐ **Obsessed with Science.** Narrate a flashback that shows how you first became interested in scientifically proving or disproving ghosts’ existence.
- ☐ **Sell-out.** Narrate a flashback where a major corporation wooed you. What did they offer you, and what did you have to give up to get it? Gain the condition “untrustworthy.”
- ☐ **Lab Rats.** Narrate a Scene when you used another Investigator as a test subject against their knowledge.
- ☐ **Scrap Parts.** Your interest in your inventions never lasts long. Narrate a Scene when you disassembled something for parts. Then, remove one item from your Backpack.