

THE PLAYBOOKS

THE SKEPTIC

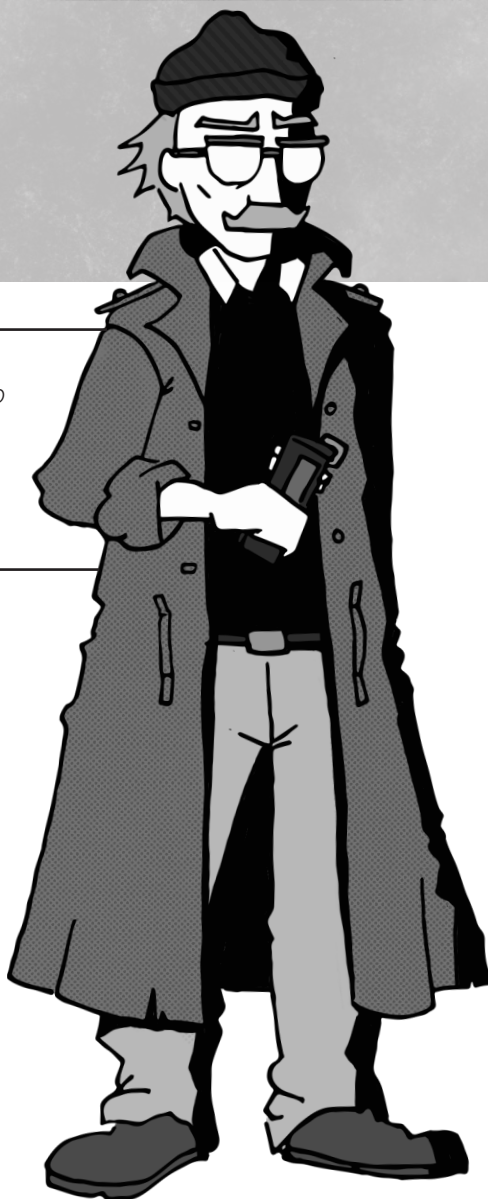
Doubts Things

A casual man in a beanie fiddles with a tape recorder while talking to his colleagues. "I'm telling you, there is absolutely a logical explanation for what we just heard. Let me play it back for you..."

If you are looking for some fun, we recommend finding a Skeptic to haunt. Throw some items around a room and watch them struggle to explain how it couldn't possibly be a ghost!
- Handbook of the Recently Deceased, Chapter 3

Vibe

Choose one (or more) or make up your own: put-together, sloppy, passionate, highly caffeinated, know-it-all, fearful, disorganized, steady



NAME _____

PRONOUNS _____

SCIENCE

WITS

VIGOUR

INTUITION

Moves

Choose 2 of the following options:

- ☐ **Reason in the Face of Danger:** When a Paranormal Event would give you a condition, narrate a reasonable explanation for how it could not possibly be true. If the other players agree, you avoid the condition.
- ☐ **Seeing Isn't Believing:** Everything you do is rooted in science. Real science, not that weird stuff the Scientist does. When you use this Move, describe how science grounds you when confronted with something unexplainable. Then, unmark your Personal Hauntings equal to your Science +1. You may only ever use this Move once per mystery.
- ☐ **Documentarian:** You have a piece of technology that you always carry with you to document what is happening, like a video camera or a tape recorder. Add this item to your Backpack. Once per mystery, when an Investigator misses on a roll, you can choose to playback what you recorded to review what happened. That Investigator's roll becomes a 12. Narrate what actually happened according to your recording.

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Backpack

Conditions

Personal Hauntings

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

- ☐ **Long Lost.** Someone close to you died when you were young. When the ghosts returned to earth, your loved one didn't. Narrate a flashback of a time when you tried to communicate with your loved one and it didn't work.
- ☐ **Delusional.** It doesn't matter what happens; you refuse to believe that paranormal things are real, despite evidence to the contrary. You gain the condition "head in the sand."
- ☐ **Suspicious.** Narrate a time you were suspicious of another investigator's motives. How did your suspicion put them in harm's way? Reduce your Wits by 1.
- ☐ **A Question of Faith.** Narrate a time that reason didn't give you answers. What token do you keep on you to remind you of that time? Add that item to your Backpack.
- ☐ **The 5 Senses.** Narrate a time that you doubted your own senses. What about that experience still lingers with you?