

THE SCIENTIST

The Scientist explores the unknown in the hope of finding answers to the questions of life and the universe. Her research often leads to dangerous experiments, where the fabric between our dimension and others is temporarily blown aside. In psychology, medicine, physics, chemistry, and various parasciences, these experiments often lead to terrible consequences. They might call her mad, but she knows this is because they refuse to see the Truth.



OCCUPATION

Doctor, Psychologist, Surgeon, Inventor, Engineer, Technician, Chemist, Therapist, Physicist.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Mental Illness
- ◆ Responsible for Medical Experiments
- ◆ Returned from the Other Side
- ◆ Victim of Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Bad Reputation
- ◆ Experiment Gone Wrong
- ◆ Fanatic
- ◆ Mental Compulsion
- ◆ Repressed Memories
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Battlefield Medicine (Reason)
- ◆ Inventor (Reason)
- ◆ Scientist (Reason)
- ◆ Enhanced Awareness (Soul)
- ◆ Genius (Soul)
- ◆ Implanted Messages (Soul)
- ◆ Arcane Researcher (–)
- ◆ Workaholic (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

NAME

Come up with a name according to your background and setting:

LOOKS

Select or come up with your own distinguishing features for your character. Some suggestions:

Clothes: Suit, worn and dirty, casual, practical, coat and hat, peculiar, lab coat, stained, neat, or durable clothes.

Face: Worn, square, scarred, bony, round and sweaty, pronounced, exhausted, ravaged, or serious face.

Eyes: Calculating, dead, squinting, burning, mad, confused, or commanding eyes.

Body: Frail, angular, stocky, overweight, emaciated, skinny, slender, tall, hunched, or strange body.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

- ◆ One of the characters received help from you. They take **+1 Relation** with you.
- ◆ One of the characters assisted you with an experiment, which went terribly wrong.
- ◆ One of the characters knows details of your dreams.
- ◆ One of the characters volunteered for one of your experiments. Take **+1 Relation** with them.
- ◆ One of the characters is involved in your research.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

ATTRIBUTES



RELATIONS

STABILITY

| | |
|-------------------------------------|------------------------------------|
| <input type="checkbox"/> Composed | |
| <input type="checkbox"/> Uneasy | −1 to Disadvantage rolls |
| <input type="checkbox"/> Unfocused | |
| <input type="checkbox"/> Shaken | −1 <i>Keep it Together</i> |
| <input type="checkbox"/> Distressed | −2 to Disadvantage rolls |
| <input type="checkbox"/> Neurotic | |
| <input type="checkbox"/> Anxious | −2 <i>Keep it Together</i> |
| <input type="checkbox"/> Irrational | −3 to Disadvantage rolls |
| <input type="checkbox"/> Unhinged | +1 <i>See Through the Illusion</i> |
| <input type="checkbox"/> Broken | GM makes a Move |

WOUNDS

| | |
|-----------------------------|--------------------------|
| Serious Wounds (−1 ongoing) | Stabilized |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| Critical Wound (−1 ongoing) | Stabilized |
| | <input type="checkbox"/> |

GEAR

- ☐ USB stick with results from a classified research.
- ☐ Keys to a hidden lab at an abandoned block's basement.
- ☐
- ☐
- ☐
- ☐

DARK SECRET

& Personal Drives

DRAMATIC HOOKS

ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +3) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +3) ☐☐
- Increase any one Attribute +1 (max +4) ☐
- Select a new Advantage from your Archetype ☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +4) ☐☐
- Select a new Advantage from any Aware archetype ☐☐
- End your character's story arc as you see fit, and create a new Aware character, who starts with 2 Advancements. ☐
- Change Archetype to another Aware Archetype and erase one of your starting advantages. ☐

After 10 Advancements You May Also Choose:

- Advance your character to an Enlightened Archetype. ☐

ADVANCES

□ : Yld ʻd E] \d f]

O`] f] n] j`gmklYZahr] Yf`af bn]] \h] jkgf ikō gmf \kS] n] f`ācgmī
\gf il~ Yn] Y[] kklg'e] \d Yd] i nāhe] f l\$gdZFYUgb2

(15+) Choose two options.

(10-14) Choose one option. However, you must also choose one complication:

- ◆ You leave cosmetic scars or defects (the patient loses Stability (-2)).
- ◆ There are lingering side effects (-1 to all rolls the wound could feasibly affect until it's fully healed).
- ◆ The patient remains knocked out until the GM determines that they awoken.

(-9) You stabilize the wound, but there are also unexpected and potentially dangerous consequences, such as infections, healing deformities, or other serious side effects. The GM makes a Move.

Options:

- ◆ Improvisation: You stabilize one Wound without access to medical equipment.
- ◆ Effective: You stabilize two Wounds instead of one.
- ◆ Careful: The wound stabilizes and will heal much faster than normal.

□ Arcane Researcher

Whenever you venture into alternate planes of existence or meet entities from other dimensions, you may declare that you have read about this dimension or creature before. Ask the GM what you learned from your past studies.

□ Workaholic

Whenever you create something or carry out an experiment, gain **Stability (+1)**.

□ Scientist

Whenever you Investigate an object or entity using the proper equipment, you may choose from these following questions, in addition to those acquired through investigation:

- ◆ What is its purpose?
- ◆ What properties does this have? (take +1 to any rolls against entities or objects of a similar type next time you encounter it).
- ◆ How do I make use of this? (take +1 to any rolls associated with using the object).

□ Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, roll **+Soul**. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10-14) You get some basic impressions regarding the location.

(-9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality.

□ Genius

Whenever you find yourself in a life-threatening situation, roll **+Soul** to see if you can discover a way out: On 15+ choose up to 3 Edges, on 10-14 choose up to 2. On 9- choose 1 Edge but you attract unwanted attention. The GM makes a move.

Edges:

- ◆ Logical: You realize an effective way to dispose of the threat. Deal **+1 Harm** whenever you exploit it.
- ◆ Quick thinker: You realize how to protect yourself from Harm. Treat it as if you'd rolled a (15+) on *Avoid Harm* whenever you exploit it.
- ◆ Rational: You realize how to save yourself by sacrificing someone else. Pick the person you utilize to escape the threat.

□ Implanted Messages

Whenever you experiment on a human, you may implant an order into them. Roll **+Soul**:

(15+) You hold 2 Power over them.

(10-14) You hold 1 Power over them.

(-9) Something goes wrong, such as they get hurt in the process or the order's outcome is different than what you imagined. The GM makes a Move.

For as long as you retain Power over them, they take 1 **Serious Wound** should they refuse or attempt to go against your order, but this loosens your grip over them by 1 Power. If they fulfill your order, all your remaining Power over them is removed.

□ Inventor

Whenever you are about to create or repair something, explain what you are about to do. The GM will tell you what you need to succeed, and once you have collected these materials, you may roll **+Reason**:

(15+) The construction is successful and you may pick two options from below.

(10-14) The construction has minor flaws. You may choose one option from below.

(-9) The construction has significant flaws, some of which are hidden. The GM makes a Move.

Options:

- ◆ Durable: The construction can be used multiple times and doesn't break easily.
- ◆ Effective: The construction confers +1 on rolls where it is used for its intended purpose.
- ◆ Lethal: The construction causes +1 Harm.
- ◆ Protective: The construction confers +1 armor.

DISADVANTAGES

□ Bad Reputation

For some reason, you have attracted the public's disapproval – even animosity. Perhaps you've been spotlighted in the tabloids as a pedophile or murderer, falsely or otherwise. In the first game session and whenever you attract the public's attention, roll +0:

(15+) You blend in. Nobody is out to get you.

(10–14) You have been recognized. The GM takes 1 Hold.

(–9) Several people have recognized you. Anger and fear control their actions. The GM takes 3 Hold.

The GM can spend Hold to make a Move representing how your bad reputation sticks to you. For example, people might react with fear and suspicion towards you, a lynch mob forms to bring you to justice, your property is vandalized, your allies turn against you, and you can lose your job, agreements, and relationships.

□ Experiment gone Wrong

You have carried out a scientific experiment, which went horribly awry. The experiment gave rise to something unnatural, which escaped and disappeared without a trace. Recently, the 'results' of your experiment tracked you down, reappearing in your life, and forcing you to either escape or confront it. In the first session and whenever things seem in control, roll +0:

(15+) Your experiment leaves you alone.

(10–14) Your experiment is close on your heels. The GM takes 1 Hold.

(–9) Your experiment is in your vicinity and acts against you. The GM takes 3 Hold.

The GM can spend Hold to make Moves on the experiment's behalf. For example, the experiment gives you a lead on the Truth, sabotages or otherwise disrupts your research, demands something from you under threat of retribution, or kidnaps someone you care for – possibly returning them dead or transformed.

□ Fanatic

You are a fervent adherent of an ideology. You interpret the whole world in accordance with your ideology, which must not be questioned. Whenever someone questions your ideology, roll +0:

(15+) You can keep your emotions in check.

(10–14) You become angry, confused, or frustrated. You take –1 to your next roll.

(–9) You are forced to choose between taking steps to changing the person or situation to adhere to your ideology, or reduce **Stability** (–2).

□ Mental Compulsion

You are fixated on a particular idea or action, to the point of it strongly impacting your life. Choose a compulsion when you take this Disadvantage. In situations where you could be distracted by your compulsion, roll +0:

(15+) You control your compulsions and can focus on things.

(10–14) You become distracted and take –1 ongoing to all rolls until you have removed yourself from the situation or succumbed to your compulsion, taking any actions it demands of you.

(–9) You become completely obsessed with your compulsion. If you focus on anything else, reduce **Stability** (–2)

Compulsions:

- | | |
|-------------------|------------------------|
| ◆ Cleaning | ◆ Kleptomania |
| ◆ Counting | ◆ Cursing |
| ◆ Triple-checking | ◆ Confessing your sins |
| ◆ Showering | ◆ Eating |
| ◆ Memorizing | ◆ Hypochondria |

□ Repressed Memories

You have repressed an unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, based on your Dark Secrets. In situations associated with your repressed memories, roll +0 to determine if the memories resurface:

(15+) You continue to suppress the memories.

(10–14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must **Keep it Together**.

(–9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability** (–2).

□ Wanted

You are wanted by the authorities – local, state, or federal – for crimes you have committed. Whenever you attract attention to yourself or forget to keep your head down, roll +0 to see if you've been discovered:

(15+) You are safe for now.

(10–14) You have made a mistake. The GM takes 1 Hold.

(–9) All eyes are on you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for the authorities. For example, your mugshot appears on the TV news and in newspapers, law enforcement officers attempt to trap and catch you, or the authorities detain and interrogate someone you care about, confiscate your possessions, or turn your friends/family against you.