

THE ACADEMIC

The Academic studies the world from her desk. Everything is interconnected via logical rules of causality, yet she suspects something must be wrong. Pieces refuse to fall into the safe, predictable patterns of common scientific models. Worse, shadowy forces silence new and alternative fields of research. Those who question the scientific establishment and its rational worldview risk disgrace and the destruction of their research, reputation, and revenue. Does she dare to look for the truth?



OCCUPATION

Professor, Student, Ph.D. candidate, Teacher, Public servant, Advisor, Politician, Author, Researcher, Psychologist, Archaeologist, Dilettante, Antiquarian.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Strange Disappearance

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Nightmares
- ◆ Obsession
- ◆ Phobia
- ◆ Repressed Memories
- ◆ Rationalist
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Academic Network (Charisma)
- ◆ Authority (Charisma)
- ◆ Elite Education (Charisma)
- ◆ Collector (Reason)
- ◆ Data Retrieval (Reason)
- ◆ Expert (Reason)
- ◆ Occult Studies (Reason)
- ◆ Elite Sport (–)

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: Tweed, carefree, ill-fitting, mottled, proper, suit, casual, nerdy, or old-fashioned clothes.

Face: Childish, round, ravaged, tired, pale, square, disproportionate, narrow, beaky, ugly, handsome, aged, or bearded face.

Eyes: Skeptical, arrogant, analytical, disinterested, curious, shy, intelligent, distracted, authoritarian, glasses-framed, or tired eyes.

Body: Thin, chubby, tall, wispy, bent, weak, athletic, out of shape, slow, angular, rigid, impaired, large bellied, fat, short, compact, or hairy body.

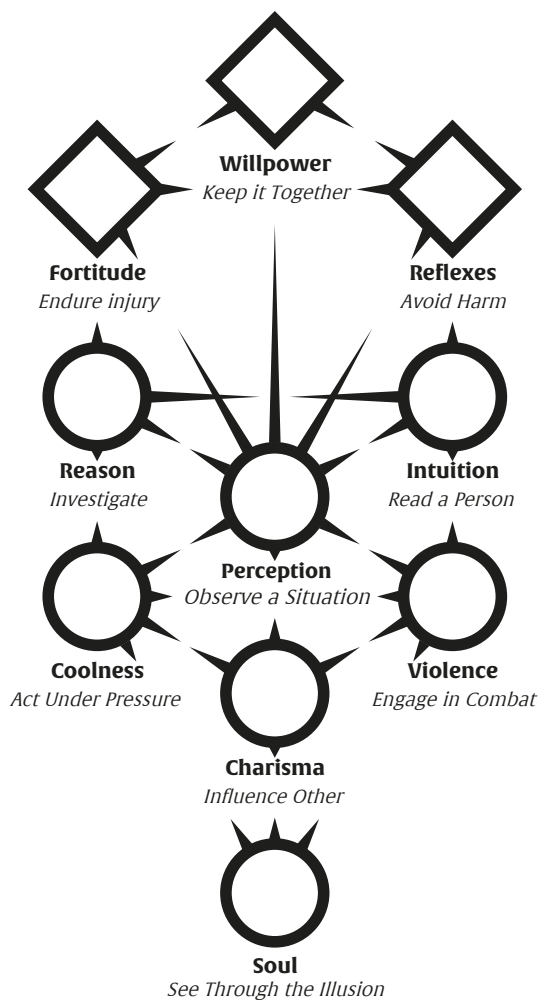
RELATIONS

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 studied at the same campus as you, and you became good friends. Take **+1 Relation** with each other.
- ◆ One of the characters is your relative.
- ◆ One of the characters met you at a seminar.
- ◆ You hired one of the characters as an assistant for a research project.
- ◆ One of the characters is your lover. Take **Relation +1** or **+2** with them.

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

- ☐ An idol from a lost civilization.
- ☐ A collector handgun.
- ☐
- ☐
- ☐
- ☐

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. ☐

ADVANTAGES

Academic Network

You have contacts at universities around the world. *When it would be useful to know someone at a university*, provide the person's name, field of study, and how you got to know one another, roll **+Charisma**.

(15+) The person is a friend (**Relation +1**).

(10-14) The person is an acquaintance (**Relation +0**).

(-9) You know one another, but there is an old enmity between the two of you (**Relation +0**).

Authority

You're an academic authority and a well-known name in debate shows and scientific journals. At the beginning of each game session, roll **+Charisma**:

(15+) During this game session, choose up to three options.

(10-14) During this game session, choose up to two options.

(-9) During this game session you may choose one option, but you also attract unwanted attention like stalkers, professional adversaries, competitors, or hostile forces. The GM makes a Move for them at some point during the session.

Options:

- ◆ **Influence** someone who has heard of your authority in your academic field, as if you had rolled a (15+).
- ◆ Gain access to a university's resources, such as their facilities, researchers, or scientific archives.
- ◆ Make a statement about something or someone in mass media.
- ◆ Gain access to people or places under the pretense of engaging in your research or studies.

Elite Education

You have attended one of the world's most prestigious institutes of learning and acquired contacts with influence.

When you ask them for a favor, roll **+Charisma**:

(15+) Choose up to three options.

(10-14) Choose up to two options.

(-9) Choose one option, but you've become indebted to someone. The debt can be called in whenever the GM chooses.

Options:

- ◆ Gain a favor from a country's administration (released from jail, help with customs check, etc)
- ◆ Gain access to a location unavailable to the public. Locate or track a hiding or missing person.
- ◆ Receive both the means to escape and a hiding spot.

Collector

Whenever you search for an unusual or rare item, roll **+Reason**:

(15+) You know exactly where the item is, how to acquire it, and how to minimize obstacles, and/or costs.

(10-14) You know roughly where it is and what obstacles, and/or costs are associated with acquiring it.

(-9) You know roughly where to start searching for it, but not the obstacles or costs involved in acquiring it.

Data Retrieval

Whenever you look for information on a subject in a library, research archive, or on the Internet, roll **+Reason**. In response to the inquiries you make, the GM will tell you what you uncover, in as much detail as can be expected from the source:

(15+) Ask one question.

(10-14) Ask two questions.

(-9) Ask one questions, but you discover something unexpected. The GM makes a move.

Questions:

- ◆ What is its origin?
- ◆ What do I have to watch out for?
- ◆ What is it meant for?
- ◆ How can I destroy it?
- ◆ How does it work?

Expert

You are an expert in certain fields of knowledge. Whenever you Investigate something associated with one of your fields, ask one additional question, regardless of the outcome, and may ask any question you want. Choose 2 fields:

- ◆ Archeology
- ◆ Comparative
- ◆ Theology
- ◆ Economics
- ◆ Literature Psychology
- ◆ Physics
- ◆ History
- ◆ Sociology
- ◆ Other (specify)

Occult Studies

You are a student of the occult. Upon coming in contact with a magical knowledge, entity or phenomenon for the first time, roll **+Reason**: On **10-14** you know something about it (ask the GM what it is and take +1 ongoing when acting on the answer) or know where to find more information. On **15+**, both. On **9-** you have only a hazy memory (ask the GM what it is).

Elite Sport

You've competed professionally in a sport, through which you have received stipends to fund your studies. Choose a sport:

- ◆ Fencing: you start game with a rapier at home, and can make the following attack: Riposte, 3, Distance Arm, Attack immediately after parrying.
- ◆ Baseball/Cricket/Football/Soccer/Tennis: Take +1 ongoing while running, throwing or catching objects.
- ◆ Ice Hockey: Take +1 to endure injury against melee attacks.

DISADVANTAGES

□ Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. During any scene when you sleep, roll **+0**:

(15+) You sleep in peace.

(10–14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (–1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (Keep it Together) when you wake up.

(–9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

□ Obsession

You have discovered a conspiracy or supernatural phenomenon, and you can't stop yourself from getting to the bottom of it. At the first game session and whenever you encounter something associated with your obsession, roll **+0**:

(15+) You overcome your obsession for the moment.

(10–14) Your obsession influences your behavior. The GM takes 1 Hold.

(–9) Your obsession takes over completely. The GM takes 3 Hold.

The GM can spend Hold to let your obsession creep into your daily life. You may be forced to choose between either engaging in your obsession or losing **Stability**. You may forget about important tasks, miss meetings or neglect your interpersonal relationships to solely focus on your obsession. Your obsession may even influence your dreams, giving you visions and revelations. In turn, the object of your obsession may also take note of you and try to stop your investigations.

□ Phobia

You harbor an overpowering fear of something. Choose the stimulus that frightens you. Whenever you're confronted by the object of your phobia, you must **Keep it Together**.

□ 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).

□ Rationalist

You refuse to believe in anything not confirmed as fact by modern science, even when it is right in front of you. In addition to the standard effects, whenever you **See Through the Illusion** and whenever the Illusion shatters, the GM may choose one option:

- ◆ Your presence nurtures the Illusion, making it more powerful and impenetrable.
- ◆ Your bewildered psyche starts creating mirror images of familiar places and people in the Illusion.
- ◆ You attract extradimensional entities.
- ◆ You consciously deny what you see, even to your own detriment.

□ Stalker

You are hunted by a faceless enemy. Anyone you meet could be one of their minions – or even the stalker themselves. No one can be trusted. You must constantly change your address and be vigilant at all times to avoid leaving any tracks they can follow. In the first game session and whenever you expose your current location, roll **+0**:

(15+) You are safe for now.

(10–14) Your enemies are on to you. The GM takes 1 Hold.

(–9) Your enemies have caught up to you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for your pursuers. For example, a trusted associate has been paid off by them, one of your loved ones or allies disappears, something you are trying to do is undermined by your enemies, or they try to actively hurt you.