

## DESCRIPTORS

### CHARACTER DESCRIPTORS

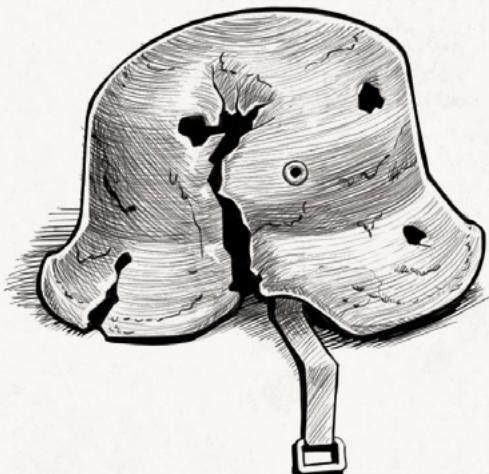
Bold	Fastidious	Muscular	Scholarly
Brave	Fearless	Nervous	Smart
Caring	Ferocious	No-Nonsense	Sturdy
Cautious	Hopeful	Obsessive	Superstitious
Cheerful	Inquisitive	Pretentious	Suspicious
Cynical	Intimidating	Quick	Tech-Savvy
Enigmatic	Likeable	Ruthless	

Choose one of the descriptors in this chapter for your character. You can pick any descriptor you wish regardless of your type.

Your descriptor helps define your character—it influences everything you do. The differences between a Cautious Protector and a Fearless Protector are considerable. A descriptor may sway the way those characters face each new challenge. Your descriptor helps provide motivation. It is the adjective of the sentence “I am an *adjective noun* who *verbs*. ”

Descriptors offer a one-time package of characteristics, which usually includes one skill and a boost to one of your *stat Pools*.

Your descriptor matters most when you’re a beginning character. The benefits that come from your descriptor will eventually be overshadowed by the growing importance of your type and focus. However, the influence of your descriptor will remain at least somewhat important throughout your character’s life.



### BOLD

You’re self-assertive, confident in your abilities, and energetic. Some call you brash. Whatever; you don’t give a stuff what anyone thinks, unless they’re your friends. Even then, you argue that waiting around to learn more about the situation before acting is certain to cede the initiative to someone else.

You gain the following characteristics:

**Energetic:** +2 to your Speed Pool.

**Skill:** You’re trained in initiative.

**Suggested Second Skill:** Intellect defense or endurance.

**Suggested Inability:** You were never good at studying or retaining facts. You have an inability in researching.

*Stat Pools, page 10*

### BRAVE

For you, bravery is a conscious choice, a mindset that allows you to confront your fears head-on, regardless of the situation. You’re not naturally fearless; you just choose to confront your dread rather than run from it. Because you’ve had to develop bravery in yourself over time, you’re sometimes able to instill the same in others with the right words and actions.

You gain the following characteristics:

**Resolve:** +2 to your Intellect Pool.

**Skill:** You’re trained in persuasion.

**Suggested Second Skill:** Stealth or Might defense.

**Suggested Inability:** You’re brave, but you have to talk yourself into it. You have an inability in initiative.

## CARING

Helping others is your calling. It's why you're here. Others delight in your outgoing and charitable nature, and you delight in their happiness. You're at your best when you're aiding others, whether by treating their injuries, helping them with a task, or putting the best face on a bad situation for the sake of morale.

You gain the following characteristics:

**Helpful:** +2 to your Intellect Pool.

**Skill:** You're trained in [healing](#).

**Suggested Second Skill:** Persuasion or psychology.

**Suggested Inability:** You're a little too much of a people person to dissemble well. You have an inability in deception.

*Healing, page 135*

## CAUTIOUS

You don't charge into new situations without due consideration. You're afraid of what will happen if you don't carefully study the particulars of a new job, opportunity, or investigation. Those burdened with less vigilance than you might call you timid, but you suspect bravery is just another word for foolhardiness.

You gain the following characteristics:

**Cognizant:** +2 to your Intellect Pool.

**Skill:** You're trained in perception.

**Suggested Second Skill:** Researching or initiative.

**Suggested Inability:** Sometimes your caution leads to doubt. You have an inability in discerning motive.

## CHEERFUL

You're jovial and outgoing. You put others at ease with a smile and a wink, and maybe a joke at your own expense. Lightly ribbing your companions who can take it also spreads cheer (if not overdone). Others accuse you of never taking anything seriously. Untrue; you just prefer to meet each new challenge with a grin.

You gain the following characteristics:

**Witty:** +2 to your Intellect Pool.

**Skill:** You're trained in persuasion.

**Suggested Second Skill:** Performance or healing.

**Suggested Inability:** You're lighthearted but not fast. You have an inability in Speed defense.

## CYNICAL

You can't help but question claims taken for granted by others. You're not necessarily a "doubting Thomas" (a skeptic who refuses to believe anything without direct personal experience), but you've often benefited from questioning the statements, opinions, and received knowledge presented to you by others.

You gain the following characteristics:

**Skeptical:** +2 to your Intellect Pool.

**Skill:** You're trained in discerning motive.

**Suggested Second Skill:** Any scientific area of knowledge such as physics or astronomy.

**Suggested Inability:** Sometimes you're so absorbed in figuring out what's really going on, you're slow to react. You have an inability in Speed defense.





## ENIGMATIC

The dark figure lurking silently in the corner? That's you. No one really knows where you came from or what your motives are—you play things close to the vest. Your manner perplexes and confounds others, but that doesn't make you a poor friend or ally. You're just good at keeping things to yourself.

You gain the following characteristics:

**Skill:** You're trained in stealth.

**Skill:** You're trained in Intellect defense.

**Suggested Second Skill:** Deception or occultism.

**Suggested Inability:** You have almost as much trouble reading others as they do you. You have an inability in discerning motive.

## FASTIDIOUS

You're a stickler for accuracy and detail. You can't stand a mess, whether it's your home or office, or a conceptual mess stemming from a failure to plan. Your stuff is neatly catalogued and perfectly ordered, so you never have to dig around looking for something. Meticulousness, you believe, is never wrong.

You gain the following characteristics:

**Careful:** +2 to your Intellect Pool.

**Skill:** You're trained in forensics.

**Suggested Second Skill:** Researching or identifying.

**Suggested Inability:** You can't stand disruptions, especially to your concentration. You have an inability in Intellect defense.

## FEARLESS

You've heard of the "fight, flight, or freeze" response to danger, but you've never experienced anything other than the urge to fight when facing peril. You're a true thrill-seeker. Sure, your heart begins to thunder when a crisis arises. But you revel in that feeling; for you, the sensation is pure excitement.

You gain the following characteristics:

**Dauntless:** +2 to your Might Pool.

**Skill:** You're trained in Intellect defense.

**Suggested Second Skill:** Endurance or initiative.

**Suggested Inability:** Your fearlessness makes you impatient. You have an inability in stealth.

## FEROCIOUS

You try to hide what's inside, fold it into yourself when everything in you screams to let go, make them pay, make them hurt, and make them bleed. Sometimes you succeed at hiding this for the sake of your friends—smiling and laughing when they do, and sometimes honestly so. But your ferocity is always underneath, and when it's bad, you can hardly keep it on a leash.

You gain the following characteristics:

**Brutish:** +2 to your Might Pool.

**Skill:** You're trained in tracking.

**Suggested Second Skill:** Instead of an extra skill, Ferocious characters can choose the following characteristic:

*Bloodthirsty:* Once you begin fighting, you see only red. The first attack you make in any given combat is eased.

**Suggested Inability:** You're easily provoked. You have an inability in Intellect defense.

## HOPEFUL

You treat setbacks as stepping stones to something better. Your optimism means you're generally happier than others, both in the moment and over the long term because hope helps you bounce back from adversity. You're not blindly hopeful; your faith in a better tomorrow is partially born from your empathy, which grants you a glimpse of others' inner battles.

You gain the following characteristics:

**Resilient:** +2 to your Might Pool.

**Skill:** You're trained in discerning motive.

**Suggested Second Skill:** Persuasion or performance.

**Suggested Inability:** You always hope for the best, even when you should be preparing. You have an inability in researching.

## INQUISITIVE

You seek to learn the mysteries, wonders, and occult secrets of the world. Your inquiries are often made by examining what lurks in the archives of organizations dedicated to researching the astonishing, the esoteric, and the weird. Learning something new is its own reward, even when it's sometimes unsettling.

You gain the following characteristics:

**Curious:** +2 to your Intellect Pool.

**Skill:** You're trained in researching.

**Suggested Second Skill:** Any knowledge skill like astronomy, geography, or history.

**Suggested Inability:** When you see something interesting, you hesitate as you take in all the details. You have an inability in initiative tasks.

### INTIMIDATING

You are imposing in manner, stature, or both. People's eyes often grow wide as you enter a room. There's a touch of danger around you, and most people can sense it. It's off-putting and unnerving, but you can use it to your advantage.

You gain the following characteristics:

**Threatening:** +2 to your Might Pool, or +2 to your Intellect Pool, or +1 to both Pools.

**Skill:** You're trained in intimidation.

**Suggested Second Skill:** Gunsmithing or deception.

**Suggested Inability:** You're threatening but not a quick study. Tasks related to lore and knowledge are hindered.

### LIKEABLE

You're charming and charismatic. You've got that "special something" that draws others to you. You often know just the right thing to say to make someone laugh, put them at ease, or spur them to action. People like you, want to help you, and want to be your friend.

You gain the following characteristics:

**Charismatic:** +2 to your Intellect Pool.

**Skill:** You're trained in persuasion.

**Suggested Second Skill:** Instead of an extra skill, Likeable characters can choose the following characteristic:

*Contact:* You have an important contact who is in an influential position, such as a minor celebrity, a police captain, or the editor of a news organization. You and the GM should work out the details together.

**Suggested Inability:** Your willpower is not one of your strong points. You have an inability in Intellect defense.

### MUSCULAR

You're strong. You complete physical challenges with ease. You enjoy the feeling of power and endurance that comes with your strength. That, in turn, lends you self-assuredness; you know you have the might to handle nearly everything the world throws at you and, if need be, break it.

You gain the following characteristics:

**Strong:** +2 to your Might Pool.

**Skill:** You're trained in endurance.

**Suggested Second Skill:** Instead of an extra skill, Muscular characters can choose the following characteristic:

*Breaking:* Your tasks to smash physical objects—doors, containers, and other inanimate objects—are eased.

**Suggested Inability:** You're strong but not quick. You have an inability in initiative.

### NERVOUS

The world is full of unsettling things; you're not just imagining it. Though the constant unease you feel at this realization is sometimes challenging, you've come to appreciate how this nervous energy grants you a certain spring in your step, especially if something you're nervous about makes a sudden appearance. You expected it all along.

You gain the following characteristics:

**Jumpy:** +2 to your Speed Pool.

**Skill:** You're trained in initiative.

**Suggested Second Skill:** Instead of an extra skill, Nervous characters can choose the following characteristic:

*High-Strung:* You gain an *asset* to your initiative tasks if you use your first action in an encounter to move a short distance away from whatever danger threatens you.

**Suggested Inability:** You'll never convincingly make ultimatums. You have an inability in intimidation.

*Asset, page 119*

## NO-NONSENSE

You hate frills, chitchat, gossip, and anything else that obscures what's important. You prize straight talk and focusing on the facts. You recognize that sometimes your severe manner can hurt other people's feelings. So you moderate it for your friends. But not so much that you compromise your goals with unnecessary distractions.

You gain the following characteristics:

**Austere:** +2 to your Might Pool.

**Skill:** You're trained in researching.

**Suggested Second Skill:** Instead of an extra skill, No-Nonsense characters can choose the following characteristic:

**Resilient:** You ignore the first 3 points of Stress you would otherwise take in a day from shock, such as Stress gained by experiencing something supernatural. Once this threshold is surpassed, you suffer Stress normally until after your next ten-hour **recovery roll**, which resets the threshold.

**Suggested Inability:** People react negatively to your humorless ways. You have an inability in persuasion.

## OBSESSIVE

Some formative experience in your life drives you. Maybe you lost a loved one and need to find out why or what happened to them. Maybe you were judged wanting in the past and need to prove yourself. Whatever drives you, you don't let misfortune and setbacks prevent you from continuing to pursue your goal.

You gain the following characteristics:

**Dogged:** +2 to your Might Pool.

**Skill:** You're trained in identifying.

**Suggested Second Skill:** Any craft-related skill such as carpentry, cooking, leatherworking, metalworking, or sewing.

**Suggested Inability:** Sometimes you come across as so single-minded that you put people off. You have an inability in persuasion.

*Recovery rolls, page 136*

*Unlike other descriptors, Quick, Smart, and Sturdy offer no initial skill, but rather a larger stat Pool bonus.*

## PRETENTIOUS

You're confident you know the best way to handle whatever situation arises. You try not to be rude or dismissive, but sometimes you marvel at others' shortcomings, whether in their skill or in a belief they hold that you deem ridiculous. Few can talk you into anything or change your mind when you don't want it changed.

You gain the following characteristics:

**Willful:** +2 to your Intellect Pool.

**Skill:** You're trained in Intellect defense rolls.

**Suggested Second Skill:** Any technical expertise skill like programming, publishing, or researching.

**Suggested Inability:** Pomposity doesn't lend itself to likeability. You have an inability in persuasion.

## QUICK

You're in the right place at the right time, or even more often, you avoid the wrong place at the wrong time. You're no stranger to unfortunate events, but you're swift enough that you haven't sustained lasting harm. Some say you're lucky, but you know it's all down to your ability to get out of the way of bad things.

You gain the following characteristics:

**Swift:** +4 to your Speed Pool.

**Suggested Skill:** Endurance or gymnastics.

**Suggested Inability:** You're quick but not quick-witted when it comes to falsehoods. You have an inability in deception.



## RUTHLESS

You're effective at what you do, partly because you harden your heart to the misfortunes and suffering of others that might otherwise distract you from your goal. You understand the ends justify the means if the issue at hand is large enough. What others call cruelty, you call unflinching pragmatism.

You gain the following characteristics:

**Hard:** +2 to your Might Pool.

**Skill:** You're trained in deception.

**Suggested Second Skill:** Intimidation or stealth.

**Suggested Inability:** You have a hard time connecting with others, understanding their motives, or sharing their feelings. You have an inability in discerning motive.

## SCHOLARLY

You studied, either on your own or with an instructor. You know many things and are an expert on a couple of them, such as history, geography, occultism, nature, or any other area of study. Scholarly characters typically carry a few books around with them and spend their spare time reading.

You gain the following characteristics:

**Skill:** You're trained in one knowledge skill like philosophy, geography, or history.

**Skill:** You're trained in another knowledge skill like astronomy, biology, or geology, as long as it's different than the other knowledge skill you gain from this descriptor.

**Suggested Second Skill:** Identifying or researching.

**Suggested Inability:** You spend too much time in your scholarly pursuits to trust your empathy. You have an inability in discerning motive.

## SMART

You're quite smart. Your memory is sharp, and you easily grasp concepts that others might struggle with. This aptitude doesn't necessarily mean that you've had years of formal education; you pick things up quickly and retain a lot of it over your lifetime.

You gain the following characteristics:

**Brainy:** +4 to your Intellect Pool.

**Suggested Skill:** Instead of an extra skill, Smart characters can choose the following characteristic:

*Eidetic:* You remember and can memorize things you experience directly. For example, instead of being good at recalling details of geography that you read about in a book, you can remember a path through a set of tunnels that you've explored before. If a roll is required to test your memory against something particularly challenging, your roll is eased.

**Suggested Inability:** You're good at absorbing information, but not at hiding what you know. You have an inability in deception.

## STURDY

You're tough and can take a lot of physical punishment. It's not that you don't feel pain—you just don't let it affect you. Being resilient and unyielding in the face of adversity means you can endure hardships that compel people less sturdy than you to give up.

You gain the following characteristics:

**Rugged:** +4 to your Might Pool.

**Suggested Skill:** Instead of an extra skill, Sturdy characters can choose the following characteristic:

*Resilient:* You ignore the first 3 points of Stress you would otherwise take in a day from physical sources, such as Stress gained through minor wounds. Once this threshold is surpassed, you suffer Stress normally until after your next ten-hour recovery roll, which resets the threshold.

**Inability:** You're brawny but not mentally flexible. You have an inability in Intellect defense.

*Unlike other descriptors, Scholarly offers no initial stat Pool bonus, but instead another skill.*

## SUPERSTITIOUS

You're attuned to the subtle energies and connections that run through the world. You see patterns others overlook. Even if those patterns ultimately lead nowhere, your sense of wonder allows you to experience magic in everyday life. If you apply yourself, you're certain that the deepest truths that have so far eluded you will finally come into focus.

You gain the following characteristics:

**Folkwise:** +2 to your Intellect Pool.

**Skill:** You're trained in discerning motive.

**Suggested Second Skill:** Instead of an extra skill, Superstitious characters can choose the following characteristic:

*Throw Salt:* When something that is unquestionably supernatural potentially affects you in an adverse way, you can reroll your defense roll against it. You can do this once in any given encounter.

**Suggested Inability:** You're willing to believe a lot. You have an inability in discerning motive.

## SUSPICIOUS

You understand that the world isn't always a safe place, nor made up entirely of people who have your best interests at heart. Sure, lots of people are completely harmless, and some are actually benevolent. It's the few bad apples

you're on the lookout for. Being vigilant offers you a sense of security and informs your decision-making for the better.

You gain the following characteristics:

**Guarded:** +2 to your Might Pool.

**Skill:** You're trained in discerning motive.

**Suggested Second Skill:** Initiative or perception.

**Suggested Inability:** Sometimes you're too suspicious and put people off. You have an inability in persuasion.

## TECH-SAVVY

You've always loved playing around with devices, especially computers and smartphones. The long hours you've spent tinkering, coding, or designing circuits means you can pick up a new device and use it like a pro in no time or, if need be, crack it open and find out what secrets it hides.

You gain the following characteristics:

**Technical:** +2 to your Intellect Pool.

**Skill:** You're trained in programming or electronics.

**Suggested Second Skill:** Any other technical skill, like electrical repair or engineering.

**Suggested Inability:** You're better with tech than with people. You have an inability in discerning motive.

