

ANTIQUARIAN

You are an expert in rare things. You're never happier than when you're searching through a forgotten antique shop or browsing the back rooms of an estate sale. The past, and your bank account, come alive in the objects you collect and sell. You have a particular interest in things that are strange and mysterious. Intelligence is an important attribute for you.



Name (choose one)

Lawrence Haven, Josephine Wells, Wayland Shore, Shahir El-Afta

Look (choose one from each line)

Thick eyebrows, striking blue eyes, glass eye, monocle

Clean shaven and bald, handlebar mustache, cheek mole

Balding on top, long shaggy hair, hair pulled back in a bun, bob cut

Wealth $2 + \text{INT} =$

Passion (choose one)

I am a fanatical collector of one type of antique (like watches, weapons, etc)

Antiques should be used the way they were intended, not just sit on a shelf

I can only enjoy an antique if I possess it myself

Equipment

Small magnifying glass.

Reference books on antiques and history (5 uses)

Choose one antique: jewelry, comb, pocket watch (Value 3 each).

Choose one: dated business suit, ruffled Victorian dress, tweed jacket.

Choose one: fancy pipe, fashionable lady's hat, bowler, top hat, scarf

Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence

INT

Empathy

EMP

Willpower

WIL

Might

MGT

Speed

SPD

Injury, Poison, and Disease

Minor

Moderate

Serious

Critical

Mental Disorders

Minor

Moderate

Serious

Critical

Experience

XP

Money

1

2

3

4

5

6

7

8

Connections

I must help _____ appreciate the past.

_____ has something I want to add to my collection.

_____ rescued me and I owe him/her.

Antiquarian Starting Moves

Expert on Old Things

When you Consult Knowledge about an old man-made item and roll a 7+, you may ask the GM two of the following questions in addition to the move's usual effects. You may only use this ability once for a given object.

- Where was it made?
- When was it made?
- What was it used for?
- How many are there like this?
- How much is it worth?

The Antique Trade

Once per session, when you're looking for an old man-made item, you can discover information or an NPC connection that will lead you in the right direction. Tell the GM how you came across this information or how you know the NPC.

Antiquarian Profession Moves

Antique Shop

You own and run a small antique shop that you purchased years ago or inherited from its previous owner. Many of the items have been on the shelves since before that time, and you occasionally discover things you didn't know you had. Once per session, when you search through your store, you may pull a useful item from the shelves. The GM decides what the item is, but you are free to let her know what you're looking for.

Collector Sense

When you Detect Truth in a conversation regarding old, man-made items, you may use your Intelligence instead of your empathy. When you roll a 7-9, you may ask two questions instead of one.

Dangerous Books

You are an expert on how to take care of and study old occult books. When you study a frightening or dangerous book, you always gain at least one piece of information, regardless of what you roll on any resulting move.

Horrors of the Past

From your studies, you are familiar with some terrible things in humanity's past. When you acquire a mental disorder because of exposure to a terrible thing that happened in the distant past, reduce the degree of the disorder by one. Explain why it's not as frightening for you.

Old Stories

Once per session, when you hear about an old, man-made object, the GM will tell you a story you've heard about it. Tell the GM where you heard that story.

Old Weapon

You own an old weapon with a special power. When you acquire this move, describe the weapon, what it does, and where you got it.

Some suggested powers are as follows:

- You're always able to find it after you throw it
- It injures a type of being normally immune to weapons
- It's required for an ancient summoning ritual
- It provides an eerie blue light when rubbed with blood.

ARCHEOLOGIST

You dig up the past. Whether you're exploring ancient tombs beneath the sands of Egypt, uncovering lost Viking ships in the bogs of Europe, or studying strange artifacts discovered on the plateaus of Antarctica, your job is to bring the past to life. Intelligence is an important attribute for you.

Name

Spade Marachic, Archer Hane,
Dr. Karen Loran, Professor Shale

Look (choose one from each line)

Bulging eyes, bloodshot eyes, eye patch, thick glasses
Weathered face, hawk nose, saggy jowls, thin mustache
Wild red hair, very short dark hair, thick black curls

Wealth

1+INT=

Passion (choose one)

I need to make one memorable discovery, like King Tut's tomb
Artifacts must be carefully measured before excavation
Archeology is all about the money

Equipment

Compass, Detailed maps (5 uses)
Reference books on ancient civilizations (cumbersome, 5 uses)
Sturdy pair of hiking boots
Choose one: overalls, wool pants and suspenders, leather jacket,
aviator breeches and boots
Choose one: fedora, boater hat, turban, dark sunglasses, ornate cane



Attribute Bonuses (-1, +0, +1, +1, +2)

Intelligence	Empathy	Willpower	Might	Speed
INT	EMP	WIL	MGT	SPD

Injury, Poison, and Disease

Minor
Moderate
Serious
Critical

Mental Disorders

Minor
Moderate
Serious
Critical

Experience

XP

Money

1	2	3	4	5	6	7	8

Connections

_____ doesn't realize that I know his/her secret.
I want to help _____ see more of the world.
I could learn a thing or two from _____.

Archeologist Starting Moves

Ancient Languages

You are fluent in two old or ancient languages of your choice. Some possible choices are Latin, Ancient Egyptian, Assyrian, Mayan, Sanskrit, or Arabic.

Fascination with the Past

When you encounter a frightening situation or creature of ancient origin and you roll a 10+ on a Consult Knowledge move regarding it, you may approach the situation or creature and avoid any Overcome Fear move it might cause.

Archeologist Profession Moves

Been There, Done That

When someone else Consults Knowledge about an ancient civilization or foreign land and shares their knowledge, you may interrupt them and provide an additional interesting fact about that land or civilization. The GM will provide the interesting fact, and you should tell the GM how you happen to know it.

Graduate Students

You teach a small group of graduate students at a local university. *Once per session, when you call upon your small group of students, they show up and help with archeology-related tasks like researching, digging, or cleaning and cataloging artifacts. The GM may ask you to describe the students.*

Roughing It

You have endured extreme conditions at archeological sites. *When you would normally have to resist the effects of the natural environment, you may avoid any Defy Danger move if you explain how your past experience helps you. You may choose to make the Defy Danger move anyway, and if you roll a 10+, you come up with some device or technique that allows your allies to avoid the danger. Describe the device or technique.*

Subterranean Dangers

You've spent a lot of time in dangerous dig sites and caves. *When you face underground traps or natural underground dangers, you may avoid a Defy Danger move if you explain where you saw a similar danger in the past. You may instead choose to make the Defy Danger move, and if you roll a 10+, you come up with some device or technique that allows your allies to avoid the move. Describe the device or technique.*

Tenure

You have a secure position at a university. *When people find your behavior strange or you come up with controversial theories, your job and Wealth are not in jeopardy. When you acquire this move, increase your Wealth by 1.*

They're Digging in the Wrong Place

When you roll a 7 or higher on a Search for Something move while digging for buried items or exploring an underground site, you find one additional useful item or piece of information.