

# THE SEARCHER

☐ CHARM

- *Manipulate Someone*

☐ COOL

- *Act Under Pressure*
- *Help Out*

☐ SHARP

- *Investigate a Mystery*
- *Read a Bad Situation*

☐ TOUGH

- *Kick Some Ass*
- *Protect Someone*

☐ WEIRD

- *Use Magic*

## LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay ☐☐☐☐☐☐ Doomed

**Searcher Special:** When you spend a point of Luck, your first encounter comes up in play. It could be a flashback, new occurrence, or related event.

## HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐ ☐☐☐ Dying

Unstable: ☐

*(Unstable injuries will worsen as time passes)*

## EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

## MOVES

You get all of the basic moves, plus three Searcher moves. You get this one:

- ☒ **First Encounter:** One strange event started you down this path, sparking your need to discover the truth behind the unexplained. Decide what that event was: pick a category below and take the associated move. Then tell everyone what happened to you (or someone close to you).
- ☐ **Cryptid Sighting:** You take note of any reports of strange creatures. Whenever you first see a new type of creature, you may immediately ask one of the **investigate a mystery** questions.
- ☐ **Zone of Strangeness:** Things are not fixed. You never need **act under pressure** when supernatural forces alter the environment around you, and you get 2-armour against harm from sudden changes to the laws of physics.
- ☐ **Psychic Event:** Your mind is awakened. You may **act under pressure** to use the **sensitive** weird move, or—if **sensitive** is your weird move—**empath**. See page 21 of *Tome of Mysteries*.
- ☐ **Higher power:** Something looks out for you. You start with an extra Luck.
- ☐ **Strange Dangers:** You are always watching for hazards. When you have no armour, you still count as having 1-armour.
- ☐ **Abduction:** They taught you hidden knowledge. Gain +1 to any move when you research strange or ancient secrets to do it.
- ☐ **Cosmic Insight:** You have encompassed the soul of the universe. You never need to **act under pressure** due to feelings of fear, despair, or isolation.

Then pick two of these:

- ☐ **Prepared to Defend:** Even truth seekers need to fight some times. Whenever you suffer harm when you **kick some ass** or **protect someone**, you suffer 1-harm less.
- ☐ **Fellow Believer:** People understand you've also known strangeness. Bystanders will talk to you about weird things they would not trust another hunter (or a mundane official) to believe.
- ☐ **Guardian:** You have a mystical ally (perhaps a spirit, alien, or cryptid) who helps and defends you. Define them, and their powers, with the Keeper's agreement. Their look is one of: invisible, an intangible spirit thing, a weird creature, disguised as an animal, or disguised as a person.
- ☐ **Just Another Day:** When you have to **act under pressure** due to a monster, phenomenon, or mystical effect, you may roll +Weird instead of +Cool.
- ☐ **Network:** You may gain an ally group of others who had experiences similar to your first encounter—perhaps they're a support group or hobbyist club. Detail up to five members with useful skills related to what happened to them (none are up for fighting monsters).
- ☐ **Ockham's Broadsword:** When you first encounter something strange, you may ask the Keeper what sort of thing it is. They will tell you if it (or the cause) is: natural, an unnatural creature, a weird phenomenon, or a person. You gain +1 forward dealing with it.
- ☐ **The Things I've Seen:** When you encounter a creature or phenomenon, you may declare that you have seen it before. The Keeper may ask you some questions about that encounter, and will then tell you one useful fact you learned and one danger you need to watch out for (maybe right now).

## GETTING STARTED

To make your Searcher, first pick a name. Then follow the instructions below to decide your look, ratings, first encounter, moves, and gear. Finally, introduce yourself and pick history.

**PRONOUNS:** \_\_\_\_\_

### LOOK, PICK ONE FROM EACH LIST:

- Friendly face, haunted face, thoughtful face, lined face, curious face, \_\_\_\_\_ face.
- Normal clothes, casual clothes, nerdy clothes, tweedy clothes, outdoor wear, \_\_\_\_\_ clothes.

### RATINGS, PICK ONE LINE:

- ☐ Charm=0, Cool+1, Sharp+1, Tough-1, Weird+2
- ☐ Charm+1, Cool-1, Sharp+1, Tough=0, Weird+2
- ☐ Charm=0, Cool-1, Sharp+2, Tough=0, Weird+2
- ☐ Charm=0, Cool+1, Sharp+2, Tough-1, Weird+1
- ☐ Charm+1, Cool=0, Sharp+2, Tough-1, Weird+1

## GEAR

You get a laptop, a car or motorcycle, a camera, binoculars, two sets of investigation tools, and one self-defence weapon.

### Investigation tools, pick two:

- |  |   |
|--|---|
| <input type="checkbox"/> A bag of cameras & microphones. | <input type="checkbox"/> Historical documents and witness reports of strange events.    |
| <input type="checkbox"/> Forensic tools.                 |   |
| <input type="checkbox"/> Ghost hunting tools.            |   |
| <input type="checkbox"/> Scientific measuring tools.     | <input type="checkbox"/> Maps, blueprints, and building reports for significant places. |
| <input type="checkbox"/> Cryptid hunting gear.           |   |

### Self-defence weapons, pick one:

- ☐ Walking stick (1-harm hand innocuous).
- ☐ Small handgun (2-harm close reload loud).
- ☐ Small knife (1-harm hand messy).
- ☐ Martial arts training (1-harm hand innocuous).
- ☐ Incapacitating spray (0-harm hand irritating).
- ☐ Heavy flashlight (1-harm hand innocuous).

## INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Searcher by name and look, and tell the group what they know about you.

## HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- In your researches, you found accounts (and pictures) of someone matching their description perfectly, but long before they were born. Tell them if you have mentioned this.
- A relative. Decide between you how close.
- They were involved in a supernatural event similar to your first encounter. Perhaps it was the same event, or perhaps you investigated their event later. Ask them how the event affected them.
- You figured out a supernatural or weird secret they keep. Ask them what it is.
- You met when you were each investigating separate mysteries. Tell them what trick you used to protect them from weirdness and ask them how they saved you from a danger.
- You're both veterans of a therapy or support group or a treatment program. Work out the details between you.
- Some creature or force is stalking them. Ask them what it is. Then decide if you've told them about it or if they are still happily unaware.
- You found their pet when it went missing. Where had it gone?

*"There's still so much to be discovered and explained, even now. Perhaps only one event in a thousand is true weirdness—but I'll investigate them all to find it."*



## LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

### IMPROVEMENTS

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 Sharp, max +3       | <input type="checkbox"/> Gain an ally.   |
| <input type="checkbox"/> Get +1 Weird, max +3       | <input type="checkbox"/> Take a second <b>first encounter</b> move, based on a recent mystery. |
| <input type="checkbox"/> Get +1 Charm, max +2       | <input type="checkbox"/> Take a move from another playbook                                     |
| <input type="checkbox"/> Get +1 Cool, max +2        | <input type="checkbox"/> Take a move from another playbook.                                    |
| <input type="checkbox"/> Take another Searcher move |  |
| <input type="checkbox"/> Take another Searcher move |  |

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

### ADVANCED IMPROVEMENTS

- |   |   |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3.  | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type.  | <input type="checkbox"/> Erase a used Luck mark from your playbook.       |
| <input type="checkbox"/> Create a second hunter to play as well as this one.  | <input type="checkbox"/> Erase a used Luck mark from your playbook.       |
| <input type="checkbox"/> Retire this hunter to safety.  |   |
| <input type="checkbox"/> Mark two of the basic moves as advanced.   |   |
| <input type="checkbox"/> Resolve your first encounter. The Keeper makes the next mystery about this event, and should try to answer all remaining questions about it during the mystery (although there are sure to be new threads to investigate after...) |   |