

THE ANAESTHETE

You don't want these ghosts. Take the greatest advantage of your singular beautiful life that you can, and do your best to keep the dead out of your mind.

- 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

Sordid Past: When you spend Luck, you discover a connection to something that happened to you years ago.

HARM

When you reach 4 or more, mark unstable.

Okay Dying

Unstable:

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 the basic moves, and 3 Anaesthete moves. You get this one:

■ **Shady Connections:** If you need to buy something, sell something, or hire someone for a job, roll +Charm. On a 10+ you know just the person who will be interested. On a 7-9, you know someone who can do it, but there's a complication. Pick one:

- You owe them.
- They screwed you over.
- You screwed them over.

On a miss, the only person who can help is someone who absolutely hates you.

Then pick two of these:

- Watch Your Back:** You pay close attention to what's happening around you. Take +1 armor (max 2 armor) on top of whatever you get from your gear.
- Sneak Thief:** When you break into a secure location, roll +Sharp. On a 10+ pick three, on a 7-9 pick two:
 - you get in undetected
 - you get out undetected
 - you don't leave a mess
 - you find what you were after
- Nobody Left Behind:** In combat, when you help another party member escape, roll +Sharp. On a 10+ you get them out clean. On a 7-9, you can either get them out or suffer no harm, you choose. On a miss, you fail to get them out and you've attracted hostile attention.
- I Can't Keep Doing This:** In combat, you may choose to protect someone without rolling, as if you had rolled a 10+, but you may not choose to "suffer little harm."
- Gearhead:** You have +1 ongoing while driving, plus you can hotwire anything (the older it is, the fewer tools you need to do it). You own a truck and a motorcycle, and you have an additional +1 ongoing while driving your own vehicles (+2 in total).

GEAR

Practical weapons, pick three:

- .38 revolver (2 harm, close, reload, loud)
- 9mm (2 harm, close, loud)
- Hunting rifle (2 harm, far, loud)
- Shotgun (3 harm, close, messy, loud)

- Big knife (1 harm, hand)
- Brass knuckles (1 harm, hand, stealthy)
- Assault rifle (3 harm, close, area, loud, reload)

RATINGS, PICK ONE LINE:

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

DRAGON CHASER

Substance use helps to block out the supernatural. Whenever you're under the influence, take a -2 penalty to all +Weird rolls. If you abstain for more than a day, gain +2 to all +Weird rolls, but take -1 ongoing to all your other stats.

(Yes, this combined with the Gearhead skill means that it is, mechanically, a good option for you to drive under the influence as much as physically possible. I'm sure this is a good idea.)