

# THE ANCHOR

*You don't hunt ghosts; ghosts hunt you. You're a great big gravity well for paranormal activity. Better make the most of it while you can!*

## 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

**Can't Run Forever:** Whenever you spend a Luck point, remember something better forgotten.

## 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 Anchor moves. You get this one:

- **Canary In A Coal Mine:** You are extremely sensitive to the supernatural. When you sense magic, roll +Sharp. On a 10+ you can tell the exact nature of the magic. On a 7-9, choose: either you can understand the magic but it notices you too, or else you may remain unnoticed but sense only a vague impression. Below a 7, you do not pick up any information and feel sick from the exposure.

Then pick two of these:

- The Power Of Friendship:** When fighting a monster (or in another active danger scenario), you do not need to roll +Cool in order to help any person who considers you a friend or close ally. Instead, you automatically succeed the check as if you had rolled a 10.
- Good Neighbor:** You make a point of taking care of the people around you. When you're **around people who know you**, you can always find people who will help you with a minor favor, no questions asked.
- Deep Purse:** When you **need something unusual or useful**, roll +Sharp. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere real bad.
- Sweet Talk:** When you speak to someone for a few seconds in a quiet voice, you can **calm them down**, blocking any panic, anger, or other negative emotions they have. This works even if the thing that freaked them out is still present, as long as your voice can be heard clearly. If you are soothing a party member, the effect will remain even after you have stopped speaking. If you are soothing a non-party member, you must be actively talking to them for the effect to be present.

## GEAR

Concealed weapons, pick one:

- Throwing knives (1 harm, close, many)
- Holdout pistol (2 harm, close, loud, reload)
- Brass knuckles (1 harm, hand)
- Pocket knife or multitool (1 harm, hand, useful, small)
- Nunchuks (2 harm, hand, area)

Obvious weapons, pick one:

- Fire axe (3 harm, hand, messy)
- Improvised Explosives (4 harm, close, area, messy, loud)
- Sword (3 harm, hand, messy, heavy)
- Flamethrower (3 harm, close, fire, heavy, volatile)

## RATINGS, PICK ONE LINE:

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

## APPREHENSIVE

If you believe that another member of the party is in **imminent danger of harm**, take an additional -1 ongoing to all +Cool rolls, either until you have circumvented the harm or until you have met up with that party member face-to-face.