

THE BONESAW

Cut it open. Inch by agonizing inch, you will dissect the universe into something that you can fit in the palm of your hand, even if it kills you. Especially if it kills you.

- 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

Commanded By Voices: Once you have spent 3 luck, every additional luck point causes symptoms to manifest.

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 Bonesaw moves. You get these two:

Med School Dropout: You have a full first aid kit and the training to use it. When you perform emergency first aid, roll +Sharp. On a 10+, the patient is stabilized and healed of 1 harm. On a 7-9, you can either heal 1 harm or stabilize an unstable injury. On a miss, you do not heal the patient.

DIY Surgeon: When you perform quick-and-dirty surgery on a party member who has suffered a serious injury (including yourself), roll +Sharp. On a 10+ the patient will be stabilized and healed of 2 harm. On a 7-9, it counts as normal first aid, plus one of the following effects:

1. The injury is stabilized, but the patient takes -1 on their next roll.
2. The injury is stabilized and 1 harm is healed, but it will return as 2 harm in the future.
3. The injury is stabilized and 1 harm is healed, but the patient takes -1 ongoing until it's fixed properly. On a miss, the patient will take 1 additional harm instead. If you are in a safe environment with more than one hour of free time, you may perform more meticulous surgery on another party member or yourself. You will automatically succeed the check as if you had rolled a 10.

Then pick one of these:

- Ready For Anything:** At the beginning of each mystery, roll +Sharp. On a 10+, hold 2, on a 7-9 hold 1. Spend the hold to be where you need to be, prepared and ready. On a miss, the Keeper holds 1 that they can spend to put you in the worst place, unprepared and unready.
- Anatomy Lesson:** You're good at picking out weak points. If you spend one hour observing a target, attacks you make against it will do +1 Harm.
- Keep It Moving:** Whenever you Act Under Pressure, you may choose to take up to +3 bonus points for future rolls. For each point that you choose to spend, the Keeper will hold 1 against you. This hold may be spent later — one-to-one — to give you -1 on any move other than Act Under Pressure.

GEAR

You get:

Scalpel (1 harm, hand, small)

Small weapons, pick two:

- Hunting knife (1 harm, hand)
- Garrote (3 harm, intimate)
- Whip (3-harm hand area messy)
- Butterfly knife (1 harm, hand, innocuous)

RATINGS, PICK ONE LINE:

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

OPERATING ROOM

You have a preferred place to conduct your research. Select two of the following traits for your study:

- Reference Library:** When you look through your collection of books, take +1 forward to investigate the mystery (as long as the knowledge gained would be appropriate).
- Infirmary:** You have the space for one or two people to recuperate without your active monitoring. The Keeper will tell you how long any patient's recovery is likely to take, and how involved you need to be in the process.
- Ghost Laboratory:** Your study of the supernatural has taught you how to tame it. You have all kinds of ingredients and tools useful for spell casting.
- Dissection Chamber:** Full of animals that you've cut open. Monsters are repelled; they might be able to enter, but not easily.