

THE CLAIRVOYANT

Don't you hear them whispering to you? Don't you want to listen? You hear the voices of the dead, and they hear you too. How beautiful, how strange.

- 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

Open Mind: When you spend a point of Luck, you'll find something interesting! (Not necessarily good, though.)

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 Clairvoyant moves. You get this one:

- Gift Of Sight:** You can see the invisible, especially spirits and magical influences. You may communicate with the spirits you see, and they give you more opportunities to spot clues when you investigate a mystery. If the number or strength of the spirits is too great, you might **become overwhelmed** and take -1 ongoing.

Then pick two of these:

- Sacrificial Lamb:** Whenever you **go off by yourself** to check out somewhere (or something) scary, mark experience. If, as a result, another party member is forced to put himself in grave danger in order to save you, mark a second experience point.
- Plot Armor:** You heal quickly. Any time your harm is healed by another player, you heal an additional point of harm.
- Otherworldly Insight:** To **ask the spirits a question about the mystery**, roll +Weird. On a 10+, they will answer your question (as long as it is reasonable for them to be able to do so). On a 7-9, they will answer, but may be vague, cloudy, or provide an incomplete response. On a miss, you will receive no information or useless information.
- Eject Button:** When you need to escape, name your route and roll +Sharp. On a 10+ you're completely out of danger. On a 7-9, you can go or stay, but if you go it's going to cost you (either you leave something important behind, or something unwanted comes with you). On a miss, you are caught.
- Seems Legit:** Whenever you tell a normal person about the spirits (or anything else beyond the Veil, for that matter), they'll accept that you think it's true. If it's too unbelievable or you fumble the interaction, they might think you're deluded or in danger, but they won't think that you're a liar.

GEAR

Civilian weapons, pick two:

- Taser (1 harm, hand, stun)
- Heavy-duty flashlight (1 harm, hand, useful)
- Baseball Bat (3 harm, hand, messy, heavy)
- Butterfly knife (1 harm, hand, innocuous)
- Multitool (1 harm, hand, hidden, useful)

You also have a ghost-hunting kit. Pick two of the following:

- EMF reader
- Pendulum
- Dowsing rods
- Camera
- Tape recorder
- Metal detector
- Spirit box

RATINGS, PICK ONE LINE:

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

NEWBIE

You're not quite used to this whole monster-hunting thing yet. When **dealing with a supernatural being that you've never encountered before**, take -1 to any +Tough rolls. During any future encounters, you may choose to either roll normally *or* to gain a +1 bonus to your +Tough rolls. However, if you choose to gain +1, you will become overwhelmed at a future point (determined by the Keeper).