

# THE VESSEL

*Empty out your mind, and let someone else wake up instead. But tread carefully; the longer you let them run free, the more of you they'll eat away.*

- 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

**Many Lives:** When you spend Luck, you become more likely to have the others take charge of your body.

## 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 Vessel moves. You get this one:

- Blank Slate:** You may choose to **let another consciousness pilot your body** in your stead. Choose from the following:
  - **Sybylla:** When Sybil is in control, take -3 Tough, but gain +2 Weird and +1 Charm. You receive a detailed symbolic vision of something bad that is yet to happen, and you *must* relay this information to other party members.
  - **Grosvenor:** When Grosvenor is in control, gain +2 Tough and +2 Cool. No matter how much harm you take, you can always keep going until the current fight is over. When the fight ends, all harm takes effect as normal, plus an additional 1 harm. You may not allow Grosvenor to pilot your body if Spencer is in your party.

Then pick two of these:

- Shoot First, Ask Questions Later:** Whenever you charge into immediate danger without hedging your bets, hold 2. You may spend your hold to:
  - Inflict +1 harm on an opponent.
  - Reduce a party member's harm suffered by 1.
  - Take +2 forward on an Act Under Pressure roll.
- Intimidating Figure:** When you roll to **Manipulate Someone**, you can use Tough instead of Charm.
- Forgotten Memories:** If you trawl through your memories for something relevant to the case at hand, roll +Weird. On a 10+, ask the Keeper two questions from the list below. On a 7-9, ask one. On a miss, you can ask a question anyway, but that will mean you were personally complicit in creating the situation you are now dealing with. The questions are:
  - If I dealt with this creature (or one of its kind) in the past, what did I learn?
  - What information do I have that could help here?
  - Do I know anyone (person or group) who might be behind this?
  - Do I know anyone who can help us right now?

- Loyal Guard Dog:** If something bad is going to happen to another party member, and you are with them, you may choose to throw yourself into harm's way instead. Whatever was going to happen to them happens to you, and you mark experience.
- Stronger Together:** When you have a party member or another ally standing by your side, add +1 harm whenever you inflict harm.

## GEAR

Civilian weapons, pick three:

- Golf club, baseball bat, cricket bat, or hockey stick (2 harm, hand, innocuous, messy)
- Knife (1 harm, hand)
- Small handgun (2 harm, close, loud, reload)
- Sledgehammer (3 harm, hand, messy)
- Shotgun (3 harm, close, messy)

## RATINGS, PICK ONE LINE:

- Charm-1, Cool-1, Sharp=0, Tough+3, Weird+2
- Charm-1, Cool+1, Sharp+1, Tough=0, Weird+3
- Charm+2, Cool=0, Sharp-1, Tough-1, Weird+3
- Charm-2, Cool+2, Sharp=0, Tough=+1, Weird+2
- Charm=0, Cool-1, Sharp+2, Tough-1, Weird+3

## RUNNING ON EMPTY

The more that you willingly leave your body, the higher the chances become that you won't get it back. Whenever you **use your Blank Slate ability**, roll the dice (no modifiers). If you roll below a 5, you must remain as either Sybil or Grosvenor for at least one full day. Take an additional -1 forward when you return.