

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

BLOOD ON THE LENS

ANTIQUARIAN

You've got a knack for finding special things. Maybe you're a historian, a collector, or a shop owner with an eclectic inventory. Your collection can prove vital, but do you value it more than your allies?

MOTIVE

FEAR

NOTES

PRONOUNS: /

MYSTIC TRINKETS. A few items in your collection are teeming with magic. Choose three:

- ANTEDILUVIAN DYNAMO.** +2 dice to an Improvise roll made to build, modify, or repair something (1/Session)
- ANTIBELL.** +2 dice to a Sneak roll to move undetected (1/Session)
- BARD'S DEATHMASK.** When a player other than yourself suffers Trauma, roll a d6. On a 4, 5, or 6, negate it. (1/Session)
- BROKEN ANKH.** +2 dice to a Luck roll. (1/Session)
- CONSECRATED WHETSTONE.** Roll Improvise. On a success, enchant a weapon; it gains +1 die until the end of the session. (1/Session)
- ENCHANTED TAROT.** Roll Luck. On a Success, gain a hint from the Director on any topic you choose. (1/Session)
- GLASS MEDALLION.** Roll Luck. On a Success, teleport up to 100 feet to a point you can see. (1/Session)
- HATEFUL ARROWHEAD.** +2 dice to a Weapon roll using Aim. These dice can exceed the maximum of five. (1/Session)
- IMMORTAL COIL.** Change a Success into a Twist Success. (1/Session)
- LUCENT MIRROR.** Roll Investigate. On a Success, glimpse an event that will happen within the next 24 hours. (1/Session)
- MALLEUS MALEFICARUM BOOK.** +2 dice on any roll made to research a supernatural threat (1/Session)
- RAZORTOOTH BANDAGES.** When you take Trauma, inflict Trauma on a target that is Close to you (1/Session)
- STONE EYE.** +2 dice to an Investigate roll to search a location (1/Session)
- WYRMTOOTH NECKLACE.** +2 dice to an Weapon roll using Force. These dice can exceed the maximum of five. (1/Session)

Choose an additional one.

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE: _____

I'M USUALLY WEARING: _____

I'M ALWAYS CARRYING: _____

GEAR

WEAPON. You use Standard Weapons. Which deadly antiques do you keep close at hand? Choose two:

- Engraved Flintlock. (use Aim, +1 die [1/Scene])
- Hand Crossbow. (use Aim, +1 die [1/Scene])
- Ivory Cane. (use Force, +1 die when undetected [1/Scene])
- Ritual Dagger. (use Aim, +1 die when undetected [1/Scene])

You also use this Expert Weapon. You only bring this one out on special occasions. Choose one:

- Blunderbuss. (use Aim, +2 dice when close [1/Scene])
- Harpoon Gun. (use Aim, +1 die against supernatural)
- WW2 Landmine. (use Improvise, +3 dice, one-time use)
- Zweihander (use Force, +1 die against supernatural)

HISTORY

I'M SEARCHING FOR... What object are you desperately hoping to find? Choose one or defer this choice until narratively appropriate:

- An amulet that can forestall or cure my terminal illness.
- A small pine box that produces infinite wealth.
- The *memento mori*, a ring that can erase your worst memories.
- A dagger said to kill time itself. Perhaps it can undo my mistakes.
- _____

HISTORY

CONNECTION. Choose one for another player.

- I owe them a lot of money. *How much?*
- Thank god they don't remember me. *Why?*
- _____

MY MOST PRIZED POSSESSION. What is it?

CREATING AN ANTIQUARIAN

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

●●●●●●●●

ACTIONS

AIM ●●●●●

CONVINCE ●●●●●

FORCE ●●●●●

IMPROVISE ●●●●●

INVESTIGATE ●●●●●

RUSH ●●●●●

SNEAK ●●●●●

