

NAME _____

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

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 Improvised Weapons.

What do you turn to as a weapon of last resort? Choose one more:

- Flashlight. (use *Improvise*)
- Bottle. (use *Improvise*)
- Camera (use *Improvise*)
- Frying Pan. (use *Improvise*)
- Pipe. (use *Force*)
- Screwdriver. (use *Aim*)

HISTORY

I HAVE A... Where do you publish your escapades? Choose one:

- TV Show
- Livestream
- Podcast
- Series of Novels
- Social Media Channel
- Unhealthy Fascination

HISTORY

PERSONALLY, I BELIEVE IN... What philosophy drives you?

Choose one or defer this choice until narratively appropriate:

- None of this garbage. It's all for show.
- It's all real. Ghosts, aliens, _____ . All of it.
- The almighty dollar.
- The only real supernatural entity is _____ .
- _____ .

THIS PLACE IS DEFINITELY HAUNTED.

Gain +1 to a React roll. (1/Scene)

GHOST HUNTING GEAR. You have an array of high-tech ghost-hunting gadgets: an EMF reader, thermal camera, spirit box, and a ouija board, for good measure. You gain Advantage on Notice and Investigate rolls you make to detect supernatural threats.

BLOOD ON THE LENS GHOST HUNTER

You're searching for things that go bump in the night. Maybe you're an interested amateur, a seasoned paranormal investigator, or just a meddling kid. Guts and wits will get you through a lot, but can you handle finding what you're looking for?

MOTIVE

FEAR

NOTES

PRONOUNS: /

PSEUDO-SCIENCE MUMBO-JUMBO.

You can roll *Improvise* instead of *Convince* when talking about the supernatural.

ABSOLUTELY PANIC.

You can mark *Adrenaline* whenever you take *Trauma* from a supernatural threat.

READINGS ARE OFF THE CHARTS!

If you roll two or more 5s or 6s on a *Notice* or *Investigate* roll, you gain a +1 to your Action rolls for the rest of the scene.

THE VAN. Your home-away-from-home is a ghost-hunting van, filled with gadgets, cameras, microphones, and snacks. What do you call it?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CREATING A GHOST HUNTER

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.

