

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

### CREATING A GRAVEROBBER

**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.

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:** \_\_\_\_\_

**RACE**  Dragonborn,  Dwarf,  Elf,  Gnome,  Halfling,  Human,  Mousefolk,  Tiefling,  \_\_\_\_\_

GEAR

**WEAPON.** You use *Improvised Weapons*. What do you use to unearth graves? Choose one more:

Shovel. (use *Improvise*)  Pickaxe. (use *Aim*)  
 Hammer. (use *Force*)  Prybar. (use *Improvise*)

You also use one *Standard Weapon*. What do you reach for when a body twitches? Choose one:

Brass Knuckles. (use *Force*, +1 die against people [1/Scene])  
 Dagger (use *Aim*, +1 die when undetected [1/Scene])  
 Sap (use *Force*, +1 die when undetected [1/Scene])

HISTORY

**I PREFER THE TERM...** What do you go by? Choose one:

Resurrectionist  Recycler  
 Undertaker  \_\_\_\_\_

HISTORY

**PRIZED TRINKET.** You've dug up quite a few baubles. What's your favorite? Choose one.

A cracked hourglass with only a few grains remaining.  
 A human skull, which I've named \_\_\_\_\_  
 A locket containing a faded portrait.  
 A silver ring, engraved with \_\_\_\_\_  
 \_\_\_\_\_

**GALLOW'S HUMOR.** When you mark Adrenaline, another player that is Close can also mark Adrenaline.

**STAY DOWN.** Gain +1 on a Weapon roll against a supernatural foe (1/Scene)

# BLOOD ON THE LENS GRAVEROBBER

You make good money digging up corpses. Maybe you sell them to medical schools, maybe you plunder them for baubles, or maybe you're filling up a necromancer's stockpiles. The smell doesn't bother you much anymore, but what happens when the dead rise?

MOTIVE

FEAR

NOTES

PRONOUNS: /

**LOOK WHAT I FOUND!** You use one *Expert Weapon*. You dug up a fancy new weapon and got to practicing with it. Choose one:

Crossbow. (use *Aim*, +1 die when far)  
 Dagger, Poisoned. (use *Aim*, +2 dice [1/Scene])  
 Garrote. (use *Sneak*, +1 die when undetected)  
 Ornate Rapier. (use *Aim*, +1 die against people)  
 Ceremonial Glaive. (use *Force*, +1 die when an ally is close)

**GRAVEYARD SHIFT.** Gain +2 on a Rush or Sneak roll. These dice can exceed the maximum of five. (1/Scene)

**PLAY DEAD.** Make a Convince roll. On a success, you pretend to die or pass yourself off as a corpse.

**MY KIN.** Whatever money you make, you share with a family—either a few close relatives or an informal, adopted familial group. Who are they, and what's your relationship?