

EMPATH

When you open up your brain to feel the emotions of something right there in front of you, roll +Weird:

On a 10+ you gain a clear impression of their current emotional state and intentions. Take +1 forward when acting on this knowledge.

On a 7-9 you gain a hazy impression of their current emotional state and intentions.

On a 6- your brain is overwhelmed with emotion.

You can use this move on anything with emotions (e.g. animals and some monsters), but the less human they are, the less safe it's for you. If the emotions are especially strong or alien, you might need to **act under pressure** regardless of how successful your roll was.

ILLUMINATED

When you telepathically ask the Secret Masters for aid, roll +Weird:

On a 10+ the Secret Masters reveal a key fact, clue, or technique that will help you.

On a 7-9 the Secret Masters need you to complete a task for them. Once it is done, they reveal a key fact, clue, or technique that will help you.

On a 6- the Secret Masters' reply is terrible, garbled, or somehow dangerously wrong.

You have become enlightened, and sometimes receive information telepathically from the Secret Masters. They are the benevolent conspiracy fighting to make society (or the universe) perfect. At least, that's what they told you.

NO LIMITS

When you push your physical body past its limits, roll +Weird:

On a 10+ your body obeys your will, to the limits of physical possibility (see example lists below), for a moment.

On a 7-9 you do it but choose one consequence: suffer 1-harm, take -1 forward, or you need to rest right now.

On a 6- something goes horribly wrong.

PHYSICALLY POSSIBLE

- ♦ lifting a car
- ♦ jumping over a truck
- ♦ punching through a wall

NOT PHYSICALLY POSSIBLE

- ♦ lifting a building
- ♦ flying
- ♦ punching energy blasts at a foe

PAST LIVES

When you channel your previous incarnations to discover something, roll +Weird:

On a 10+ a past life has something useful to offer. Ask the Keeper two of the questions below.

On a 7-9 a past life has a little experience with this. Ask the Keeper one of the questions below.

On a 6- a past life takes over for a while.

QUESTIONS

- ♦ What did a past life discover about _____?
- ♦ How did a past life deal with _____?
- ♦ What important hidden secret can a past life show me the way to?
- ♦ What did a past life learn too late to help them?
- ♦ What does a past life advise me to do now?

SENSITIVE

When you open up your brain to the psychic environment, roll +Weird:

On a 10+ you gain a definite impression (a vision, tangible aura, overheard thought, etc) about something important.

On a 7-9 you gain a hazy impression about something important.

On a 6- your brain makes contact with something dangerous.

Although you will find out something important, it won't necessarily relate to your current concerns or the mystery you are investigating right now.

TRUST YOUR GUT

When you consult your instincts about what to do next, roll +Weird:

On a 10+ the Keeper will tell where you should go. Wherever that is, it will be important. You get +1 ongoing on the way to this place.

On a 7-9 the Keeper will tell you a general direction to go. Take +1 forward as you explore that.

On a 6- your instincts lead you into danger.

Your gut feelings will point you somewhere important, but they do not care about your conscious concerns. To your gut, the current mystery is just one important thing amongst many.

TELEKINESIS

When you fling something using your mind, roll +Weird:

On a 10+ you move it. Choose two options and mark 1-harm.

On a 7-9 you move it but it hurts. Choose one option and mark 2-harm.

On a 6- something goes horribly wrong.

By default you can move something smaller than a person. You don't have much control over it, and you can't move it strongly enough to hurt anything.

OPTIONS (*anything not picked is not true*)

- Something is held fast.
- Something is hurt: 2-harm smash.
- Something catches fire.
- You can fling something bigger than a person.
- You keep it basically under your control.
- You suffer 1 less harm.

WEIRD SCIENCE

When you create or adapt a device to analyse or deal with strangeness, say what it will do and roll +Weird:

On a 10+ you pick two requirements.

On a 7-9 you pick one requirement and the Keeper picks a second one.

On a 6- something goes horribly wrong. You are still able to create your device, but the Keeper picks three requirements.

REQUIREMENTS

- It needs a rare and/or weird material.
- It won't be very reliable.
- It requires huge amounts of power or fuel.
- It will take a long time to get it working.
- It won't work exactly as you intended.
- You'll need help (beyond the hunters on your team) to finish it.

USE MAGIC

When you use magic, say what you're trying to achieve and how you do the spell, then roll +Weird:

On a 10+ the magic works without any issues: choose your effect.

On a 7-9 it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.

On a 6- you lose control of the magic. This never ends well.

The Keeper may also say that...

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.
- The spell requires ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help cast the spell.
- You need to refer to a tome of magic for the details of the spell.

USE MAGIC (CONT.)

EFFECTS

- Inflict 1-harm ignore-armour magic obvious.
- Enchant a weapon. It gets +1 harm and +magic.
- Do one thing that is beyond human limitations.
- Bar a place or portal to a specific type of creature.
- Trap a specific person, minion, or monster.
- Banish a spirit or curse from where it inhabits.
- Summon a monster into the world.
- Communicate with something that you do not share a language with.
- Observe another place or time.
- Heal 1-harm from an injury, neutralize a poison, or cure a disease.

GLITCHES

- The effect is weakened.
- The effect is of short duration.
- You take 1-harm ignore-armour.
- The magic quickly draws unwelcome attention.
- It has a problematic side effect.

