

ARCANE ARTEFACTS

⬡ powder of Ulthar (tag arcane)

After you've tagged someone, if a scholar move allows you to inflict harm or shock on them, inflict +1harm or +1shock.

⬡ familiar (alive arcane)

It's as big as a cat, it understands and executes your commands. It's small: 1-harm severely hurts him and 2-harm kill him dead. For the purpose of scholar moves, if someone can see your familiar, they can see you.

⬡ powder of Ibn Ghazi (tag arcane)

Tagging someone gives you +1hold if you then use a scholar move on them.

⬡ ring of dreams (hand arcane)

For purposes of scholar moves, mere skin contact counts as time and intimacy.

⬡ woeful orb (1-harm ap area loud reload remote arcane)

Can float and go at your conscious command. Goes off like a reusable grenade. Hits everyone but you.

⬡ Yog Sothoth's guard (worn arcane)

Protects the wearer from all scholar moves and arcane artefacts.

GEAR

BUDGET

BUDGET

When you're charging someone for your service, 1-budget is the going rate for: one successful application of arcane knowledge (or spell spent, as the muggles say) upon its execution; one week of full time arcane consulting.

1-budget will cover a month's living expenses, if your tastes aren't too grand.

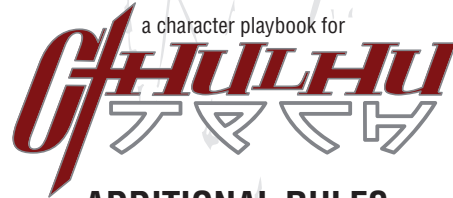
As a one time expenditure, 1-budget covers the price of: one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an engel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

THE ARCANE SCHOLAR

It's all about sorcery. The ancient art is now dissected by arcanotechnicians, but you practice the real deal, old-school style. You spent years on a bench at some university or learned it all by yourself with illegal grimoire copies, but either way you rip raw knowledge out of an antique book and throw it at the face of the universe.

The thing is, the populace at large and the New Earth Government are both aware of the potential and danger of any occult knowledge. The question is: are you a licenced sorcerer who works for the government and wear a brassar, or do you stay underground and practice as an outlaw behind carefully closed doors?



ADDITIONAL RULES

ESTABLISHING SHOCK

When something shocking happens, everybody who sees it suffers shock. Start at 0-shock, and add:

- +1shock if it's **hostile** (it clearly want to maim or kill you)
 - +1shock if it's **unnatural** (it's not something considered normal)
 - +1shock if it's **grotesque** (it's horribly twisted and repulsive)
 - +1shock if it's **big** (horse and car-sized, with the small tag)
 - +2shock if it's **huge** (an elephant or a two stories, with the medium tag)
 - +3shock if it's **humongous** (a whale or a small building, with the large tag)
 - +4shock if it's **towering** (a starspawn or a skyscraper, with the behemoth tag)
- Thus stumbling upon a maimed corpse deals 1-shock (grotesque) and seeing an Old One's true form deals 7-shock (unnatural, grotesque, hostile and towering). You subtract your stability (1-stability, 2-stability, whatever) from shock suffered.

NPC & SHOCK

When a NPC suffers:

- **1-shock:** troubled. May freak out if unstable. Fragile, easily offset afterwards. Nightmares.
- **2-shock:** freaks out: violent fit, frozen in place or run the hell away. Minor delusions, phobias or obsessions develop afterwards. May hear voices. May be depressed. Night terrors.
- **3-shock:** freaks out. Lives more in their head than the real world afterwards. Deluded, paranoid, depressed, hallucinating, obsessive or phobic to the extreme afterwards.
- **4-shock:** goes immediately insane. Speaks incoherently, don't speak a word, heavy hallucinations, irrational behavior up the wazoo afterwards.
- **5-shock and more:** gone on the spot. No coming back.

UNITS & SHOCK

Confidence builds in number. A unit facing shock gets +stability for each size step: small units get +1stability, medium units get +2stability, the like.

When a unit suffers:

- **1-shock:** a few hesitate, one or two freak out.
- **2-shock:** many hesitate, several freak out, a couple traumatized.
- **3-shock:** whole unit hesitate, many freak out, several traumatized.
- **4-shock:** widespread freak out, many traumatized.
- **5-shock and more:** whole unit traumatized, few left sane.



CREATING AN ARCANE SCHOLAR

To create a colonel, choose name, look, stats, moves, artefacts and gear.

NAME

Choose.

LOOK

Human, Nazzadi, Xenomix or White.

STATS

Choose one set:

- Cool+1 Hard+1 Hot-2 Sharp+1 Other+2
- Cool=0 Hard=0 Hot+1 Sharp=0 Other+2
- Cool+1 Hard-2 Hot-1 Sharp+2 Other+2
- Cool+2 Hard-1 Hot-1 Sharp=0 Other+2

MOVES

You get all the basic moves. Choose two arcane scholar moves.

Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' name.

Go around again for Hx On your turn:

- Tell everyone Hx-1. You keep your-self secret.

On the others' turns, choose 1, 2 or all 3:

- One of them has slept in your presence (knowingly or un-). Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them, you've been watching carefully for some time, in secret. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them quite evidently dislikes and distrusts you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

At the end, find the character with the highest Hx on your sheet. Ask that player which stat is most interesting, and highlight it. The MC will have you highlight a second stat too.

Man, woman, ambiguous, transgressing, or concealed.

High formal wear, clinical wear, fetish-bondage wear, ethnic wear, or face-concealing wear.

Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.

Soft eyes, dead eyes, deep eyes, caring eyes, pale eyes, ruined eyes, or wet eyes.

Awkward angular body, soft body, slight body, crippled body, or fat body.

GEAR

You get:

- 1 small fancy weapon
- 2 arcane artefacts
- savings worth 5-budget
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small fancy weapons (choose 1):

- UT-7 Hornet needler auto pistol (2-harm close a-tech)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- scalpels (3-harm intimate hi-tech)
- antique handgun (2-harm close reload loud valuable)

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off, you can't choose it again.

NAME

DESCRIPTION

COOL

HIGHLIGHT

Act under fire

HARD

HIGHLIGHT

Take by force • Go aggro

HOT

HIGHLIGHT

Seduce or manipulate

SHARP

HIGHLIGHT

Read sitch • Read person

OTHER

HIGHLIGHT

Open to the other side

Hx

Help or interfere • Session end

SCHOLAR SPECIAL

If you and another character have sex, you automatically cast **wisdom of Nyarlathotep** on them, whether you have the move or not. Roll+other as normal. However, the Keeper chooses which questions the other character's player answers.

IMPROVEMENT

Experience: IMPROVE

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get a new scholar move
- get a new scholar move
- get 2 jobs (detail) and **operation**
- get an arcane space (lab, detail) and crew
- get a move from another playbook
- get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



ARCANE SCHOLAR MOVES

◊ **MANIPULATE PASSION:** when you try to seduce someone, roll+other instead of roll+hot.

◊ **ELDRITCH FACILITIES:** when you read someone, roll+other instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.

◊ **ADVANCED ARCANE STUDIES:** you get +1other (other+3).

◊ **WISDOM OF NYARLATHOTEP:** when you have time and physical intimacy with someone, human or not — mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table — you can read them more deeply than normal. Roll+other. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:

- what was your character's lowest moment?
 - for what does your character crave forgiveness, and of whom?
 - what are your character's secret pains?
 - in what ways are your character's mind and soul vulnerable?
- On a miss, you inflict 1-harm (ap) or 2-shock (ap), Keeper's call, upon your subject, to no benefit.

◊ **HAND OF HASTUR:** you can roll+other to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm/2-shock ap close loud-optional).

◊ **INFLUENCE THE NAKED SPIRIT:** when you have time and physical intimacy with someone — again, mutual or 1-sided — you can plant a command inside their mind. Roll+other. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- inflict 1-harm (ap) or 2-shock (ap), your call.
 - they take -1 right now
- If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) or 2-shock (ap), Keeper's call, upon your subject, to no benefit.

OTHER MOVES

HOLD