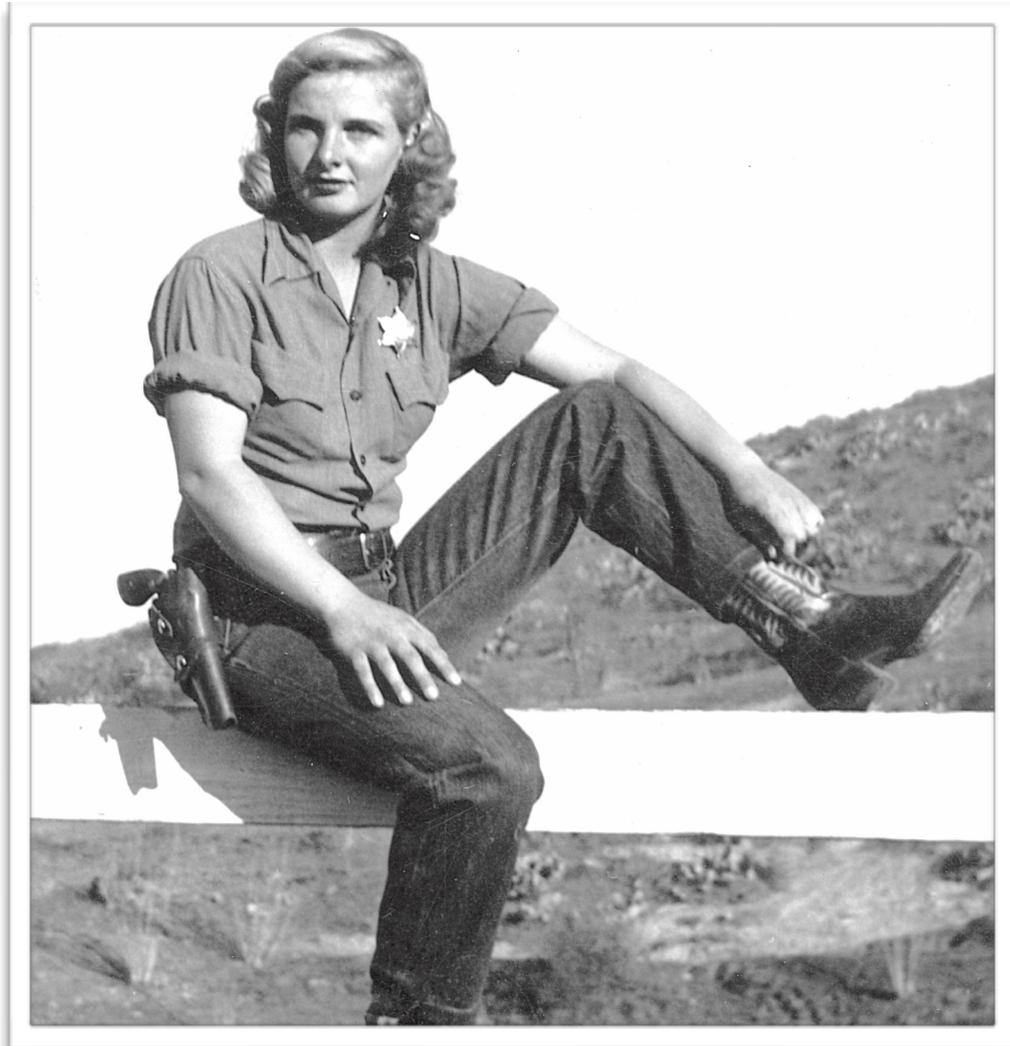


Alice Chandler as

Deputy Sheriff Carol Burrows

The law in Lobster Cove

Wants to keep the community safe



DOCTOR VON BLAKE

Now to activate my kraken whistle. When I press this button, a terror of Biblical proportions will be at my command! Free to ravage your American coast! Nothing in the world can stop me!

BURROWS

(enters with gun drawn)

Step away from that console, Doctor.

Sheriff Wilson is in charge of the sheriff's office, but he busted up his ankle chasing teenagers who were messing about near the lighthouse on Barton Head, one night about a week back. He can't put any weight on the ankle, so he's in a wheelchair until he recovers. This means you get to cover for him, including night patrols — so maybe you'll see the strange lights that folk are talking about.

The sheriff laughed at the first reports of strange undersea lights moving around off the coast. "Carol, did people get so tired of flying saucers, that now we've got swimming saucers?" You've got to admit, it did sound silly. But tonight's your first night patrol, and maybe, just maybe, you'll get a chance to find the truth.

What's My Motivation?

Mysteries are the meat and drink of an officer of the law (even if the ones you usually deal with don't really deserve the title of 'mystery'). These spook lights in the sea are something else, though.

Lobster Cove and its people are dear treasures to you. You'd fight like a mother bear to protect it.

People

Sheriff Wilson: "Remember, deputy," he said sourly as you set out tonight, "forget about this sea-light foolishness." Boy, what a grump! Being stuck in a wheelchair is doing his mood no favours.

Prof. Wilfred Cutter: Retired professor of marine science, often around the beaches collecting samples.

Nora Lake: Journalist for the local paper, the *Gazette*. Some places, the press and the law are natural rivals, but there's not a lot that happens in Lobster Creek that would cause that kind of friction.

Chuck MacLean: This old-timer can be a bit rowdy. He's sometimes had to cool off in a cell overnight.

Other Lobster Cove notables: Dr. Gregory, Pastor Rawlinson, Father MacDonnell, Fire Chief Adams, Mayor Sampson (he also owns the local cannery).

System

1. Roll a number of ten-sided dice equal to your Skill + Attribute.
2. Each 8 and 9 counts as one Success; each 10 counts as two Successes. Add up all your rolled Successes. If you have any Enhancements, and you rolled at least one Success, add them too.
3. If the total equals or beats the Difficulty, you succeed.
(But if there are Complications in play, you'll need to overcome them too, or your success will be, well, complicated.)

Trademarks: Some Skills and/or Attributes have a Trademark — a sentence describing your character's distinctive strength in that area. If you activate a Trademark, you can add 2 dice to your roll. (Each Trademark can only be activated once; tick them off as you use them.) It also lets you have Script Control (see next section).

Using Successes: If your total Successes exceeds the Difficulty, you can use the extra Successes to overcome Complications (if there are any) and to create advantages or exercise script control.

- *Complications* are rated 1-5. To overcome, spend a number of Successes equal to the rating.
- *Advantages* allow you to turn Successes into a Complication for another character, into an Enhancement for yourself, or by increasing the Difficulty for others to act against you. Allocate Successes into the Advantage(s) you want — yes, if you have a lot of Successes to spend, you can create several Advantages.
- *Script Control* only applies if you activated a Trademark on this roll. It lets you add or remove one detail from the scene per Success spent on this. These changes aren't supposed to be explained by your actions in any way; it's just a favourable coincidence. Even far-fetched developments are okay provided they make a sort of sense. The change doesn't last beyond the current scene.

Cinematics: Failed rolls might result in Rewrite tokens going into the group's pool. Any player can spend Rewrites from this pool to activate one of the Cinematic effects.

Quotable Quotes

Utter one of these lines, and if everyone enjoys it, you'll get a bonus die on your roll. Feel free to vary the lines to make them a better fit for the circumstances your character is facing.

- Hope I didn't ruin you little fondue club reunion...
- Freeze! And keep those pincers where I can see them...
- The end of the world just got a little brighter...
- Never did much care for seafood...
- These things really put the "hell" in hellspawn...
- If you're going through me, you'll have to go through me to do it...

Movie Magic

- **Cheap Set** (1 Rewrite token) Want to crash through a wall, pull a door off its hinges, shatter a car window with a single punch, or bend a metal bar with ease? You can if it's part of a cheap set.
- **Take Two!** (2 Rewrite tokens) Finish playing out the scene and then resume your marks for another attempt. You can take entirely different actions — improvise! After you're done, decide which of the two takes makes it into the movie.
- **Get the Stand-in Over Here!** (2 Rewrite tokens) Your stand-in takes over for you in this scene. Descriptions of your character while being doubled for should give some consideration to how the camera never quite shows your character (in long shot, partly obscured, or shot from behind).
- **Scene Missing.** (3 Rewrite tokens) Perhaps the footage wasn't usable (and there's no money for a reshoot). Perhaps the sound track was lost. Or maybe the film was savagely cut in the editing suite, to comply with the production code. Whatever the cause, there's a break in the narrative. The scene cuts awkwardly to the characters unhurt and in a new situation some time later. You are strictly forbidden from discussing or alluding to the events of the missing scene.
- **Cutting Room Floor.** (3 Rewrite tokens) Revisit the events of an earlier scene to add something on to it. You can do almost anything you want within a Deleted Scene: lock a door, steal something, pass on information, eavesdrop, or even start a fight. You can't do anything that would make later scenes invalid or nonsensical.

Skills

Aim ☆	●●○○○	
Athletics	●○○○○	
Close Combat	●○○○○	<input type="checkbox"/> <i>The famous Burrows right cross</i>
Command	●●○○○	
Culture	○○○○○	
Empathy	●●○○○	<input type="checkbox"/> <i>Just a small-town girl</i>
Enigmas	●●○○○	
Humanities ☆	●○○○○	
Integrity ☆	●●○○○	
Larceny	○○○○○	
Medicine	○○○○○	
Persuasion	●●○○○	<input type="checkbox"/> <i>Let me give you some advice</i>
Pilot ☆	○○○○○	
Science	○○○○○	
Survival	○○○○○	
Technology	○○○○○	

- **Hand-to-Hand Training:** Roll one extra die when fighting in hand-to-hand combat (whether armed or unarmed).
- **Justice For All:** Roll one extra die on actions in which you lead others against an opponent more powerful than your group.
- **That's Not My Department:** Working for the government taught you how to tell people no. You can declare "That's not my department" to deny someone attempting to force you into doing something you don't want to do.

Attributes

Composure	●●●●○	
Cunning	●●●●○	<input type="checkbox"/> <i>You'll have to get up earlier in the morning to get that past me</i>
Dexterity	●●●●○	
Intellect	●●○○○	
Manipulation	●●○○○	
Might	●●○○○	
Presence	●●●●○	
Resolve	●●○○○	
Stamina	●●○○○	

Initiative ●●●●●

Injuries The End
+1 +2 +2/+3 +3

When you reach a box marked with a bonus, add that many dice to rolls marked with a star ☆ (this isn't cumulative: when you get to +2, this replaces the earlier +1). When you get to +2/+3, you can either stick with the +2 bonus, or choose to take a +3 bonus instead (and 7s count as successes) – but if your roll fails, then it's **The End**.

Belongings

Badge and gun.
Handcuffs.
Patrol car with radio — and a shotgun in the trunk.