

*Albert Dekker as*

## **Prof. Thornton E. Winters**

Professor of Marine Biology

Visitor to Lobster Cove

Wants to advance science and keep his daughter safe



BLAKE

But surely, Professor -- what you're saying is impossible!

WINTERS

Impossible? Humanity occupies a thin film of dry land on a planet whose surface is three-quarters ocean, and whose depths far outstrip its highest peaks. How little we truly know of what forms life may take. . . or what it might do to survive.

Professor Thornton E. Winters, of Hamilton University. Back in your youth on the family farm, you would never have imagined such a day could come. And yet here you are, a professor of many years' standing with an eminent institution, your life dedicated to two things: the study of marine life, and the happiness of your daughter. This visit allows you to accomplish both at once — take your daughter's mind off her recent heartbreak by spending time in the charming Lobster Cove, and call on the retired Prof. Cutter, a friendly rival in years past, who has invited you to confirm his discovery of a previously unknown species of sea creature. Exactly what type of sea creature he has perversely refused to say; his letter only hints that (using the quaint phrase he loves to use), "as I live and breathe, this discovery will change how you think about marine biology."

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## What's My Motivation?

**Mysteries** are the birthright of the scientist — who amongst us could pass up the chance to delve into the unknown?

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## People

**Janice, your daughter:** A brilliant scientist in her own right, and in thorough need of cheering up.

**Prof. Wilfred Cutter:** Retired to Lobster Cove, though no scientist can be truly retired — the work of the mind continues, for as long as the mind is sound. No family of his own, but you know he's uncle to his late sister's child, Teddy — not that you ever met any of Cutter's relatives, of course.

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## 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.

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## 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.

- I'm afraid this is something even the jaded face of Science hasn't gazed upon...
- A door has been opened into a new world. What we'll find in that new world, nobody can predict.
- Correct me if I'm wrong, but I think everything I've ever feared is correct...
- Time to put theory into practice...
- If you're going to defeat a sea creature, you have to start thinking like one...
- If we don't, this could be the start of the beginning of the end...

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## 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	●○○○○	<input type="checkbox"/> <i>A little trick I learned in the military</i>
Close Combat	●○○○○	
Command	○○○○○	
Culture ☆	●○○○○	<input type="checkbox"/> <i>Read any good books lately? (e.g. use Culture instead of Persuasion)</i>
Empathy	●○○○○	
Enigmas ☆	●●○○○	
Humanities	●○○○○	
Integrity	●○○○○	
Larceny	○○○○○	
Medicine ☆	●○○○○	
Persuasion	○○○○○	
Pilot	○○○○○	
Science ☆	●●●●○	
Survival	○○○○○	
Technology	●○○○○	<input type="checkbox"/> <i>I've had to void the warranty</i>

- **Honesty is the Best Policy:** You've learned that people respond best when you just lay it all out, even if they don't want to hear it. Gain +1 Enhancement to shifting attitudes in a social situation if you tell the complete truth.
- **That Is Only Theoretical:** You're a scientist, everything has a proper place in the world. Natural laws don't just break because something inhuman says they do. You refuse to believe what you see, which seems to help. Ignore one weird power used on you each scene.
- **Weird Science:** You aren't even sure what it does, but you're pretty sure you use it like *this*. Roll one extra die on actions when you are using an alien device, even when you lack any familiarity with it.

## Attributes

Composure	●●○○○	
Cunning	●●●○○	
Dexterity	●●●○○	
Intellect	●●●●○	<input type="checkbox"/> <i>I've read the whole encyclopaedia — twice</i>
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

Pipe, tobacco, matches.

Letter from Prof Cutter, inviting you to his house.

Specimen collecting gear in the trunk of your car (e.g. nets, cages)