

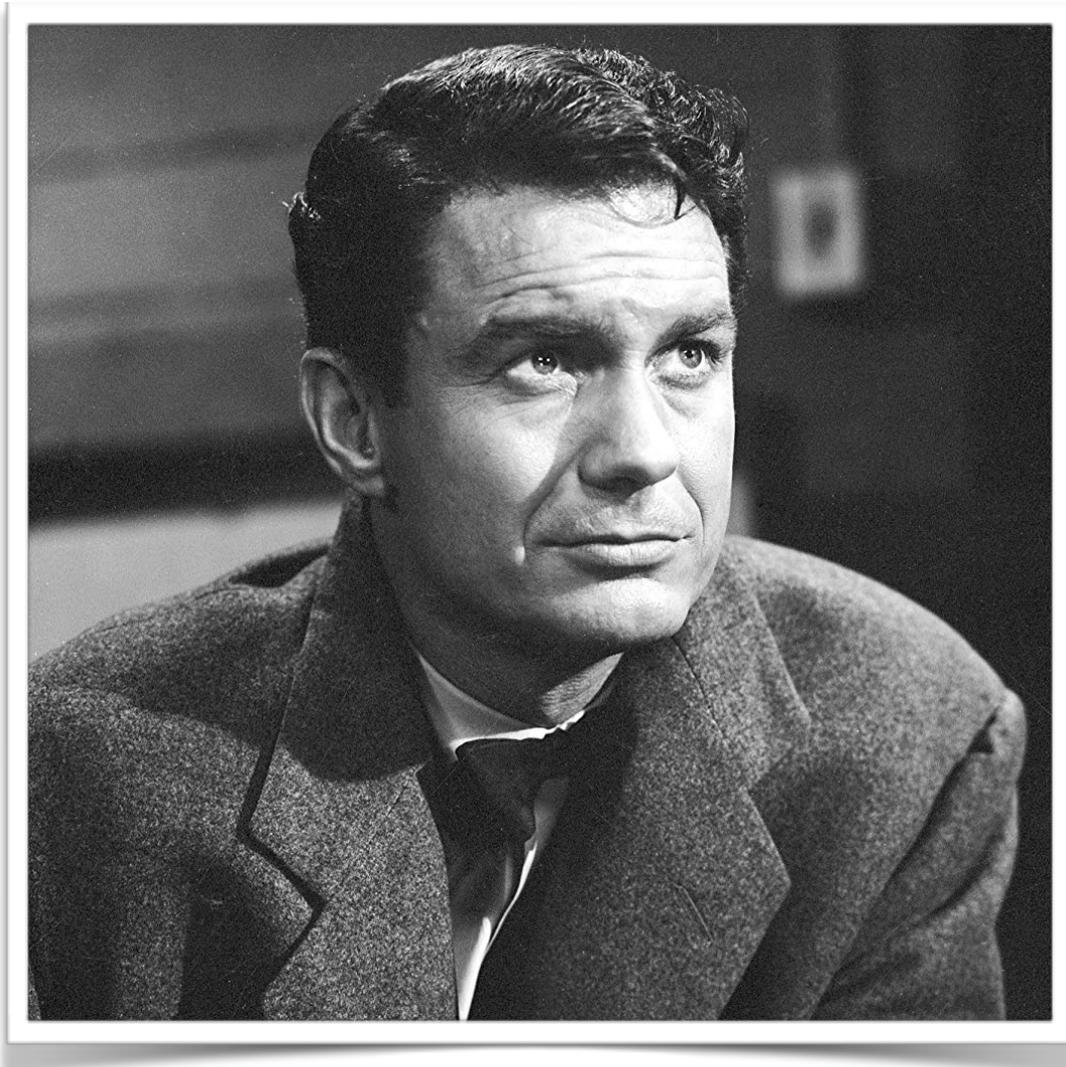
Cliff Robertson as

Special Agent Hank Stonefield

US Fish and Wildlife Service Special Agent

Visitor to Lobster Cove

Wants to get to the bottom of things



STONEFIELD

Sometimes it's dangerous. Sometimes it's plain stupid. But someone has to stick their nose in and their neck out. And today I am that someone.

You're a federal agent, and darn good at your job. So when you got a letter from your old college professor, intriguing though it was, it had to wait until you'd finished your current case — breaking up an animal smuggling operation. That kind of thing really grinds your gears. But with the smugglers all in custody, you took the opportunity to take some long-overdue leave, and drop in on Prof. Cutter in his seaside hideaway in Lobster Cove. He promised you a mysterious discovery: "As I live and breathe, you will not believe what I have to show you," he wrote in his letter. But for once you might be able to beat him at his own game, because you have a mystery of your own — you've received a report of strange lights seen undersea in these parts. Perhaps it's some kind of phosphorescent fish only found in this area. Could that be what the old professor has discovered? Only one way to find out — you've just arrived, so you'll see if you can stump the old man at last.

What's My Motivation?

Mysteries call out for someone to solve them, and frankly you're not the kind of person who can sit on his hands when work needs doing. You'll work with others, but you'll go it alone if you have to.

Lobster Cove is a pretty little town, and a perfect reminder of why you signed up to your job: to keep places like this safe.

People

Prof. Wilfred Cutter: Your old mentor, now retired to Lobster Cove. He taught you everything you know, but you doubt he taught you everything he knows.

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.

- I don't make the rules – I just test them...
- Boy, you think you know an ocean...
- There's more than one way to skin a catfish...
- Let's just say this is one deadly sea creature we won't be inviting home for dinner...
- There's no-one I'd rather battle deadly monsters with...
- You need a lesson, and I hold a degree in fisticuffs...

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>I played a little ball (e.g. use sports skills to duck and weave in combat)</i>
Close Combat	●○○○○	
Command	●○○○○	
Culture	○○○○○	
Empathy	●●○○○	
Enigmas	●○○○○	<input type="checkbox"/> <i>I think this is what you were looking for?</i>
Humanities ☆	●○○○○	
Integrity ☆	●●○○○	
Larceny	○○○○○	
Medicine	○○○○○	
Persuasion	○○○○○	
Pilot ☆	●○○○○	<input type="checkbox"/> <i>Let's really open 'er up</i>
Science	●○○○○	
Survival	○○○○○	
Technology	●○○○○	

- **Flash the Badge:** “Concealing information from a federal agent is a crime, sir.” Gain +1 Enhancement when interrogating someone.
- **I've Got a File on That:** And it has all sorts of really useful information. Declare retroactively that you investigated a specific situation. Gain +1 Enhancement to relevant rolls just like you had gained a clue.
- **It Was Me The Whole Time:** In a scene in which your character isn't present, you can declare that your character is actually masquerading as another, minor character.

Attributes

Composure	●●○○○	<input type="checkbox"/> <i>Fear? A special agent doesn't know the meaning of the word</i>
Cunning	●●●○○	
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

Cigarettes and a lighter.

Badge and gun.

Binoculars, camera, and a warm blanket (all three kept in your car) – the essentials for a stake-out.

Letter from Prof Cutter, inviting you to visit.