

*Claire Morgan as*

## **Miss Theodora Janzek**

Headstrong runaway teen

Visitor to Lobster Cove

Wants to live life on her terms



BLAKE

Now you listen here, young missy --

THEODORA

No, you listen! You don't take me seriously, because you think I'm just a kid! You think I don't know anything! But I know my own mind -- and not you, not my Pa, and certainly not the mind-control rays of fish-men from the bottom of the sea will ever change it!

You're Teddy, not Theodora — only your birth certificate calls you that. Even your Pa gets that much right, and your Pa doesn't understand you. Sure, things have been hard on your Pa since your Ma died, many years ago. But things have been hard for you too. The kind of girl he thinks you should be, you just can't be. It doesn't matter how mad he gets, you're not going to change who you are. You've tried, but you just can't! That last fight you had, well, it's the last you're going to have. You've run away, hitching rides until, today, you've arrived at your Uncle Wilf's house in little Lobster Cove.

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## What's My Motivation?

**Lobster Cove** is going to be my new home, with Uncle Wilf. You've pinned all your hopes on it; you'd do anything to keep it safe. If anything happened to it, you wouldn't know where to go.

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## People

**Nora:** The lady who you hitched a ride with into Lobster Cove. Works for a newspaper there, although she doesn't seem to like staying in Lobster Cove that much. Some people don't know how good they've got it!

**Uncle Wilf:** To other people he might be Prof. Wilfred Cutter, but to you he's always been Uncle Wilf. When you were little, he taught you how to play cards, and you're pretty good, you think. You haven't seen him since your Ma died, but he writes you every Christmas. Sure, his letters are mostly about fish and stuff — but a few days ago you got a letter and it wasn't even Christmas. "I've made a great find here in Lobster Cove and I'd like it very much if you could come and see it. My good friend, Chuck, the sea-captain, will be there, and a few other people I know. As I live and breathe," (he's English and always writing funny stuff like that), "this will really put the catfish among the pigeons." There's got to be room for you in his house full of seashells and old books. There's just got to be!

**Captain Chuck:** You've never met him, but in his letter, your uncle said he was his good friend.

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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 don't know much about science or monsters... but I'm willing to learn...
- If the sun still gets up in the morning and has breakfast... so will we...
- Nothing bothers some people. Not even sea monsters...
- It's time we taught them a little human know-how...
- If we get through this, the chowder's on me...
- You'll be laughing on the other side of your shell...

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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	●●○○○	<input type="checkbox"/> <i>Good throwing arm</i>
Athletics ☆	●○○○○	
Close Combat ☆	●○○○○	
Command	○○○○○	
Culture	○○○○○	
Empathy	●○○○○	<input type="checkbox"/> <i>Savvy card player (e.g. good at reading body language)</i>
Enigmas	○○○○○	
Humanities	○○○○○	
Integrity ☆	●●●●○	<input type="checkbox"/> <i>You don't get to tell me what I can and can't do</i>
Larceny	●●○○○	
Medicine	○○○○○	
Persuasion	○○○○○	
Pilot	○○○○○	
Science	○○○○○	
Survival ☆	●○○○○	
Technology	●●●○○	<input type="checkbox"/> <i>Do you have a Nylon stocking? (improvise repairs using everyday items)</i>

- **Stick to the Plan:** When you come up with a plan that everyone agrees to, give everyone in the party +1 Enhancement on a single action of their choosing while enacting the plan.
- **Keep Your Hands Off Me:** Roll one extra die on defensive actions.
- **Rough Childhood:** You've learned how to shrug when you take a hit and keep on going. Roll one extra die to Shrug It Off after damage is declared on you.

## Attributes

Composure	●●●●○
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

Pocket knife.

Letter from Uncle Wilf, inviting you to visit.