

# FRED JONES

**-1 NOSY**  
• Take a Look Around

**0 PLUCKY**  
• Do Something Scary  
• Calm Them Down

**+1 BRAINY**  
• Putting the Pieces Together  
• Trick the Monster

**+2 FRIENDLY**  
• Ask Around  
• Help out

**0 LUCKY**  
• Goofing Off  
• Hope for the Best



## SCARED

When you reach 4 or more, mark jumpy

Okay  Given Up

Jumpy:

While Jumpy you take -1 to all non-Lucky rolls and whenever you gain any amount of Scared, you immediately run and hide

## LEARN FROM YOUR MISTAKES

Whenever you roll a 6-, unlock a new move.  
If you cannot, gain 1 scared

## CATCHPHRASE

Gain the following ability whenever you say your catchphrase

### "Lets Split Up Gang!"

When everyone is together you may say your catchphrase and split the party into two or more groups. Give each group a specific goal at a different location.

Anyone who is at their location and attempting to complete their goal has one extra move unlocked

## MOVES

You get all basic moves. Choose 1 extra move below

**Just Crazy Enough to Work:** If you have time to prepare an elaborate contraption using items found lying around and the monster is nearby, you automatically succeed at Tricking the Monster as if you rolled a 10+

**Quickly! This Way:** While running from the monster with anyone else, you may use your Catchphrase to immediately escape from the monster by getting lost through a series of doors

**Take Charge:** While under the effects of "Lets Split Up Gang!", you take 1 less scared while leading others in accomplishing your goal.

**Prepare for the Worst:** You are prepared for any eventuality. Whenever you Hope for the Best, roll +Brainy. Whenever a party member Hopes for the Best, you may Help them out.

**Asking the right questions:** When you spend time talking to a person who had witnessed something strange, you may add the question list from Take a Look Around to your Ask Around move.

## ADVANCED MOVES

Becomes available after unlocking all the previous moves

**"Look, there they are!":** So long as you are not Jumpy, you can say this catchphrase to declare that you see or run into anyone who is running due to Jumpy

**Dues Ex Mysteria:** The Mystery Machine has never let you down before and at this moment it's the exact right tool for the job. Once per mystery whenever you need to make a roll, you may instead declare that the Mystery Machine had the perfect tool or is in just the improbably right place. Succeed at that roll as if you rolled a 12

**Getting the right answers:** When you Ask Around, you may ask any specific question you wish. On a 10+, they will give you any answer you want (so long as it doesn't completely solve the mystery).

**One Final Trick:** When you Device a Trap and roll a 6-, you may declare that you setup an extra failsafe that no one else knew about. Reroll Device a Trap with +Brainy instead of +Clues.

## TAKE A LOOK AROUND

When you poke around an area in search of something interesting, roll +Nosy.

On a 10+ hold 3, and on a 7-9 hold 1

One hold can spent to ask the Director one of the following questions

- What here gives me the creeps?
- What here is surprisingly normal?
- Where is the trail leading?
- What is hiding in the shadows?
- Where is the best place to hide?

## DO SOMETHING SCARY

When you act despite being in a spooky, creepy, or scary situation, roll +Plucky

- On a 10+, you do what you set out to do
- On a 7-9, the Director is going to give you a worse outcome, hard choice, or price to pay

## HOPE FOR THE BEST

When you act while panicked or in an otherwise hopeless situation, roll +Lucky

On a 10+ , choose 2. On a 7-9, choose 1

- You find a way to barely escape danger
- You discover an unusual opportunity
- The situation doesn't get worse

## CALM THEM DOWN

When you attempt to calm down another character by making the less Scared, say what you are doing and roll +Plucky

On a (7+), you console them okay, heal half their current Scared. You suffer half + 1 of the Scared you removed

On a 10+ choose one:

- You endure the spookiness (-2 scared suffered)
- Your words are comforting (+2 healed)
- You learn something interesting about the Monster

## PUTTING THE PIECES TOGETHER

When you have a theory about what an interesting phenomena means and the Director agrees it is plausible, describe how you attempt to verify it. Write down your theory as a Clue and declare if it relates to the Who, How, or Why of the mystery, then roll +Brainy

- On a 10+, your theory is spot on! Your Clue is *solid*
- On a 7-9, Your theory is a little out there. Your Clue is *shaky*
- On a 6-, Something spooky happens that immediately disproves your theory. Discard your Clue

## TRICK THE MONSTER

When you Trick the Monster into doing something simple (move them, escape them, draw them out, ect.), explain your play and roll +Brainy

- On a 10+, the Monster is completely fooled and will do it.
- On a 7-9, they'll do it but only if you do something dangerous to spring the trap at the last minute.
- On a 6-, the Monster isn't fooled one bit and knows right where you are.

## HELP OUT

When you help out another Player, describe how you help and roll +Friendly

- On a 10+, your help grants them a +1 to their roll
- On a 7-9, your help grants them +1 to their roll, but you also expose yourself to trouble or danger
- On a 6-, you expose yourself to trouble or danger

## ASK AROUND

When you talk to the locals to learn more about the mystery, roll +Friendly.

On a 10+, hold 2. On a 7-9, hold 1

Hold can be spent to ask a local one of the following questions. They will answer truthfully

- What is this place used for?
- What rumors persist about this place?
- What spooky thing have you witnessed?
- Do you know anything about \_\_\_\_\_?
- What are you doing here?

## GOOF OFF

When you get bored and start to goof off, say what ill-conceived action you take, then roll +Lucky

- On a 10+, against all odds something useful happened! Choose a result
- On a 7-9, well at least something happened. Choose a result and a consequence. The Director will decide what effect the consequence has.
- On a miss, your goofing off has predictably caused more trouble

Results:

- Discover a secret path
- Stumble across a potential clue
- Run into someone specific that you know
- Heal 2-Scared
- Come across a specific useful object

Consequences

- The result isn't as useful as you would hope
- The result is fleeting
- You draw immediate, unwelcome attention
- Someone takes 1-Scared in the process
- You cause additional trouble

The Director may require one or more of the following actions to goof off

- You must wander away from the group
- You must touch something fragile
- You must overreact to whatever you find
- Another person must goof off with you

# DAPHNE BLAKE

**+1 NOSY**  
• Take a Look Around

**+2 PLUCKY**  
• Do Something Scary  
• Calm Them Down

**0 BRAINY**  
• Putting the Pieces Together  
• Trick the Monster

**0 FRIENDLY**  
• Ask Around  
• Help out

**-1 LUCKY**  
• Goof Off  
• Hope for the Best



## SCARED

When you reach 4 or more, mark jumpy

Okay   Given Up

Jumpy:

While Jumpy you take -1 to all non-Lucky rolls and whenever you gain any amount of Scared, you immediately run and hide

## LEARN FROM YOUR MISTAKES

Whenever you roll a 6-, unlock a new move.  
If you cannot, gain 1 scared

## CATCHPHRASE

Gain the following ability whenever you say your catchphrase

"Jeepers!"

Whenever you take 2 or more scared, you may say your catchphrase to reduce the amount of scared you take by one.

## MOVES

You get all basic moves. Choose 1 extra move below

- Danger-Prone:** When someone else rolls +Lucky and fails, you may take the failure effect yourself.
- Would you do it for a Scooby Snack?:** You have a Box of Scooby Snacks (use 4). When Shaggy Rogers or Scooby Doo attempts a Do Something Scary roll, you may offer them a Scooby Snack to give them a +1 to that roll
- Poised and Put Together:** So long as your clothes and hair are clean and unruffled you cannot become Jumpy
- Martial Artist:** When you are not jumpy and can physically touch the monster, you may roll +Plucky to Trick the Monster
- Well Connected:** Once per mystery, you can declare that you know a native of this location. Describe who they are and why they are here. You may ask them one question from the Ask Around list and they will start off friendly to you.

## ADVANCED MOVES

Becomes available after unlocking all the previous moves

- Groovy!:** Whenever you perform or dance to funky, rockin', rad, or otherwise groovy music, everyone around you can't help but move their feet. You can start a dance party that will distract and occupy a large group of people, including the Monster, for as long as the music keeps playing.
- He's getting away!:** When someone else Springs the Trap and rolls a 6-, you can take matters into your own hands and confront the Monster directly. Reroll Spring the Trap with +Plucky instead of +Clues
- Allow me, Ms Blake:** You may call upon your childhood Butler, Jenkins, to perform any menial task or retrieve any item. He will do so exceptionally and without any further complication
- Well Funded:** You discover that you or your family are part owners of this location. You are Well Connected to anyone who currently lives or works here



## TAKE A LOOK AROUND

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- Where is the trail leading?
- What is hiding in the shadows?
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## DO SOMETHING SCARY

When you act despite being in a spooky, creepy, or scary situation, roll +Plucky

- On a 10+, you do what you set out to do
- On a 7-9, the Director is going to give you a worse outcome, hard choice, or price to pay

## HOPE FOR THE BEST

When you act while panicked or in an otherwise hopeless situation, roll +Lucky

On a 10+, choose 2. On a 7-9, choose 1

- You find a way to barely escape danger
- You discover an unusual opportunity
- The situation doesn't get worse

## CALM THEM DOWN

When you attempt to calm down another character by making the less Scared, say what you are doing and roll +Plucky

On a (7+), you console them okay, heal half their current Scared. You suffer half + 1 of the Scared you removed

On a 10+ choose one:

- You endure the spookiness (-2 scared suffered)
- Your words are comforting (+2 healed)
- You learn something interesting about the Monster

## PUTTING THE PIECES TOGETHER

When you have a theory about what an interesting phenomena means and the Director agrees it is plausible, describe how you attempt to verify it. Write down your theory as a Clue and declare if it relates to the Who, How, or Why of the mystery, then roll +Brainy

- On a 10+, your theory is spot on! Your Clue is *solid*
- On a 7-9, Your theory is a little out there. Your Clue is *shaky*
- On a 6-, Something spooky happens that immediately disproves your theory. Discard your Clue

## TRICK THE MONSTER

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- On a 10+, the Monster is completely fooled and will do it.
- On a 7-9, they'll do it but only if you do something dangerous to spring the trap at the last minute.
- On a 6-, the Monster isn't fooled one bit and knows right where you are.

## HELP OUT

When you help out another Player, describe how you help and roll +Friendly

- On a 10+, your help grants them a +1 to their roll
- On a 7-9, your help grants them +1 to their roll, but you also expose yourself to trouble or danger
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## ASK AROUND

When you talk to the locals to learn more about the mystery, roll +Friendly.

On a 10+, hold 2. On a 7-9, hold 1

Hold can be spent to ask a local one of the following questions. They will answer truthfully

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- What rumors persist about this place?
- What spooky thing have you witnessed?
- Do you know anything about \_\_\_\_\_?
- What are you doing here?

## GOOF OFF

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- On a 7-9, well at least something happened. Choose a result and a consequence. The Director will decide what effect the consequence has.
- On a miss, your goofing off has predictably caused more trouble

Results:

- Discover a secret path
- Stumble across a potential clue
- Run into someone specific that you know
- Heal 2-Scared
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Consequences

- The result isn't as useful as you would hope
- The result is fleeting
- You draw immediate, unwelcome attention
- Someone takes 1-Scared in the process
- You cause additional trouble

The Director may require one or more of the following actions to goof off

- You must wander away from the group
- You must touch something fragile
- You must overreact to whatever you find
- Another person must goof off with you

# VELMA DINKLEY

0 **NOSY**  
• *Take a Look Around*

+1 **PLUCKY**  
• *Do Something Scary*  
• *Calm Them Down*

+2 **BRAINY**  
• *Putting the Pieces Together*  
• *Trick the Monster*

-1 **FRIENDLY**  
• *Ask Around*  
• *Help out*

0 **LUCKY**  
• *Goof Off*  
• *Hope for the Best*



## SCARED

When you reach 4 or more, mark jumpy

Okay   Given Up

Jumpy:

## LEARN FROM YOUR MISTAKES

Whenever you roll a 6-, unlock a new move.  
If you cannot, gain 1 scared

## CATCHPHRASE

Gain the following ability whenever you say your catchphrase

### "Jinkies!"

Whenever anyone succeeds at Take a Look Around with a 10+, you may say your catchphrase to instantly discover a shaky clue.

## MOVES

You get all basic moves. Choose 1 extra move below

- Logical Explanation:** When you attempt to Calm Them Down by explaining how something spooky is actually normal, you may roll with +Brainy
- My Glasses!:** Whenever you fail a +Plucky or +Lucky roll, you may instead declare that you've lost your glasses. While they are lost, you cannot gain scared and the Monster will ignore you.
- Reading Between the Lines:** You may use "Jinkies!" whenever anyone succeeds at Asking Around with a 10+
- Efficient Investigations:** You may discard a shaky clue to give yourself +1 to your next Nosy or Brainy roll
- Just as I suspected:** When you use what you've learned to make an assumption about the mystery and attempt to act on that assumption, you may roll Hope for the Best with +Brainy.

## ADVANCED MOVES

Becomes available after unlocking all the previous moves

- Esoteric Knowledge:** Once per mystery when Putting the Pieces Together, you can make up any weird fact about this world so long as it's not supernatural and is highly specialized. You may use this fact to succeed at your roll as if you rolled a 12
- But it was Actually...:** When you Unmask the Villain and roll a 6-, the face under the mask was a mask as well! Explain how your initial guess was obviously a cunning misdirection and who the real villain actually is. Reroll Unmask the Villain with +Brainy instead of +Clues
- Methodical:** When Putting the Pieces Together, if you are not Jumpy and you have the time and resources to test your theory and more than one phenoma that support it, you succeed as if you rolled a 10+
- Well Studied:** Choose another character, even one not currently being played. Gain an advanced move on that character's sheet.

## TAKE A LOOK AROUND

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One hold can spent to ask the Director one of the following questions

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- Where is the trail leading?
- What is hiding in the shadows?
- Where is the best place to hide?

## DO SOMETHING SCARY

When you act despite being in a spooky, creepy, or scary situation, roll +Plucky

- On a 10+, you do what you set out to do
- On a 7-9, the Director is going to give you a worse outcome, hard choice, or price to pay

## HOPE FOR THE BEST

When you act while panicked or in an otherwise hopeless situation, roll +Lucky

On a 10+ , choose 2. On a 7-9, choose 1

- You find a way to barely escape danger
- You discover an unusual opportunity
- The situation doesn't get worse

## CALM THEM DOWN

When you attempt to calm down another character by making the less Scared, say what you are doing and roll +Plucky

On a (7+), you console them okay, heal half their current Scared. You suffer half + 1 of the Scared you removed

On a 10+ choose one:

- You endure the spookiness (-2 scared suffered)
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## PUTTING THE PIECES TOGETHER

When you have a theory about what an interesting phenomena means and the Director agrees it is plausible, describe how you attempt to verify it. Write down your theory as a Clue and declare if it relates to the Who, How, or Why of the mystery, then roll +Brainy

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## TRICK THE MONSTER

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- On a 7-9, they'll do it but only if you do something dangerous to spring the trap at the last minute.
- On a 6-, the Monster isn't fooled one bit and knows right where you are.

## HELP OUT

When you help out another Player, describe how you help and roll +Friendly

- On a 10+, your help grants them a +1 to their roll
- On a 7-9, your help grants them +1 to their roll, but you also expose yourself to trouble or danger
- On a 6-, you expose yourself to trouble or danger

## ASK AROUND

When you talk to the locals to learn more about the mystery, roll +Friendly.

On a 10+, hold 2. On a 7-9, hold 1

Hold can be spent to ask a local one of the following questions. They will answer truthfully

- What is this place used for?
- What rumors persist about this place?
- What spooky thing have you witnessed?
- Do you know anything about \_\_\_\_\_?
- What are you doing here?

## GOOF OFF

When you get bored and start to goof off, say what ill-conceived action you take, then roll +Lucky

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Results:

- Discover a secret path
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Consequences

- The result isn't as useful as you would hope
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- Someone takes 1-Scared in the process
- You cause additional trouble

The Director may require one or more of the following actions to goof off

- You must wander away from the group
- You must touch something fragile
- You must overreact to whatever you find
- Another person must goof off with you



# SHAGGY ROGERS

0

## NOSY

- Take a Look Around

0

## PLUCKY

- Do Something Scary
- Calm Them Down

-1

## BRAINY

- Putting the Pieces Together
- Trick the Monster

+1

## FRIENDLY

- Ask Around
- Help out

+2

## LUCKY

- Goof Off
- Hope for the Best



## CATCHPHRASE

Gain the following ability whenever you say your catchphrase

### "Zoinks!"

When you become Jumpy, say your catchphrase to gain the following:

While attempting to get away from something scary, ignore the Jumpy penalty and instead gain +1 to all non-Lucky rolls.

## MOVES

You get all basic moves. Choose 1 extra move below

**Over the teeth, through the gums:** When you find a lot of food, spend time preparing it into one big meal and eat it, remove all scared

**Time for a Little Snack:** While under the benefit of "Zoinks!", you also gain a +1 ongoing to all rolls related to finding something to eat.

**Like, Lets Get Outta Here Man!:** Running away in a blind panic counts as goofing off for the purposes of the Goof Off move.

**Not Paying Attention:** While under the benefit of "Zoinks!", you also gain +1 to Do Something Scary so long you declare that you were too panicked or distracted to notice the danger.

**Check this out Scoob:** You may choose two effects when you Goof Off. On a 7-9, the Director chooses 2 consequences

## ADVANCED MOVES

Becomes available after unlocking all the previous moves

**Shaggy Snacks:** Choose another Mystery Inc. Member. They have Shaggy Snacks. They may use it whenever they'd like to convince you to do something dangerous, scary, or difficulty. If you accept this delectable treat, you automatically succeed at that task as if you rolled a 12

**Moving the plot forward:** When you Goof Off and roll a 12+, you miraculously (and completely accidentally) solve a key problem . You may make up any result you want so long as it doesn't directly solve the mystery.

**Culinary Compass:** Through some instinct or just dumb luck you seem to always find your way back to the food. You can always find your way to any location that has food, even if you are lost or have never been there before.

**Everyone's Best Friend:** Your charming, offbeat engery somehow brings out the best in your friends. You both gain the following benefits while alone with one of the other Mystery Inc Members:

*Fred:* Friendly rolls cannot be failed  
*Daphne:* Plucky rolls cannot be failed  
*Velma:* Brainy rolls cannot be failed  
*Scooby:* Nosy rolls cannot be failed

## SCARED

When you reach 4 or more, mark jumpy

Okay  Given Up

Jumpy:

While Jumpy you take -1 to all non-Lucky rolls and whenever you gain any amount of Scared, you immediately run and hide

## LEARN FROM YOUR MISTAKES

Whenever you roll a 6-, unlock a new move. If you cannot, gain 1 scared

## TAKE A LOOK AROUND

When you poke around an area in search of something interesting, roll +Nosy.

On a 10+ hold 3, and on a 7-9 hold 1

One hold can spent to ask the Director one of the following questions

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## DO SOMETHING SCARY

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- On a 10+, you do what you set out to do
- On a 7-9, the Director is going to give you a worse outcome, hard choice, or price to pay

## HOPE FOR THE BEST

When you act while panicked or in an otherwise hopeless situation, roll +Lucky

On a 10+ , choose 2. On a 7-9, choose 1

- You find a way to barely escape danger
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## CALM THEM DOWN

When you attempt to calm down another character by making the less Scared, say what you are doing and roll +Plucky

On a (7+), you console them okay, heal half their current Scared. You suffer half + 1 of the Scared you removed

On a 10+ choose one:

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## PUTTING THE PIECES TOGETHER

When you have a theory about what an interesting phenomena means and the Director agrees it is plausible, describe how you attempt to verify it. Write down your theory as a Clue and declare if it relates to the Who, How, or Why of the mystery, then roll +Brainy

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## TRICK THE MONSTER

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## HELP OUT

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## ASK AROUND

When you talk to the locals to learn more about the mystery, roll +Friendly.

On a 10+, hold 2. On a 7-9, hold 1

Hold can be spent to ask a local one of the following questions. They will answer truthfully

- What is this place used for?
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## GOOF OFF

When you get bored and start to goof off, say what ill-conceived action you take, then roll +Lucky

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Results:

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Consequences

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The Director may require one or more of the following actions to goof off

- You must wander away from the group
- You must touch something fragile
- You must overreact to whatever you find
- Another person must goof off with you



# SCOOBY DOO

**+2 NOSY**  
• Take a Look Around

**-1 PLUCKY**  
• Do Something Scary  
• Calm Them Down

**0 BRAINY**  
• Putting the Pieces Together  
• Trick the Monster

**0 FRIENDLY**  
• Ask Around  
• Help out

**+1 LUCKY**  
• Goof Off  
• Hope for the Best



## SCARED

When you reach 2 or more, mark jumpy

Okay  Given Up

Jumpy:

While Jumpy you take -1 to all non-Lucky rolls and whenever you gain any amount of Scared, you immediately run and hide

## LEARN FROM YOUR MISTAKES

Whenever you roll a 6-, unlock a new move.  
If you cannot, gain 1 scared

## CATCHPHRASE

Gain the following ability whenever you say your catchphrase

### "Scooby Doo! Where Are You??"

When a majority of other Mystery Inc. Members say your Catchphrase together, you can respond to have them instantly know where you are even if you were lost or captured

## MOVES

You get all basic moves and Man's Best Friend.

**Man's Best Friend:** You are a highly intelligent talking dog. Your limited speech makes it impossible for you to Ask Around or Put the Pieces together.  
You have a Best Friend. They may use your catchphrase by themselves.  
• Best Friend: Shaggy Rogers

**Rikes!:** When you discover something spooky and make a big deal about it to your Best Friend, roll +Lucky  
• On a 7+: The spooky thing was actually incredibly normal  
• On a 10+: It also left behind a potential clue

**Shake and Shiver:** When you are jumpy, instead of Running and Hiding you may instead cower at the side of your Best Friend. If they are not jumpy, they gain +1 to Calm You Down.

**Nose for Trouble:** You always get to ask "What here is hiding in the shadows" for free when you Take a Look Around, even if you fail.

**Yuummy!:** When your best friend takes time to make himself a large meal and is about to eat it you may attempt to steal it from him at the last second. If you do, unlock a new move

## ADVANCED MOVES

Becomes available after unlocking all the previous moves

**"Scooby Dooby Doo!!":** Once per Mystery, when someone in another location fails a roll, you can yell this new catchphrase to burst into the scene in some zany, improbable way. That roll succeeds as if it had been a 12.

**Master of Disguise:** While you are wearing a disguise that covers part of your face, NPCs (including the Monster) will completely fall for your disguise and will treat you with the same fear/respect/trust that your disguise affords.

**"Puppy Power!":** You discover that your nephew, Scappy Doo, has been here the whole time. Choose a player. In addition to their normal character, that player must also play as Scappy Doo.

Scappy Doo cannot become Jumpy and has the following stats:  
+1 Nosy, +2 Plucky, +0 Brainy, -1 Friendly, +0 Lucky

Okay  Given Up

When Scappy Doo recklessly assists another player, he can say his catchphrase to give a +2 to their roll. If the player accepts the help, that player must now play as Scappy Doo.

**Ruh-Roh:** Whenever any Trap the Monster roll is a 7-9, you can accidentally stumble into the Monster, successfully trapping you both. The roll succeeds as if it were a 10+.

If this was used to Unmask the Villain, you trip him into his accomplice. You get to decide who the accomplice is.

## TAKE A LOOK AROUND

When you poke around an area in search of something interesting, roll +Nosy.

On a 10+ hold 3, and on a 7-9 hold 1

One hold can spent to ask the Director one of the following questions

- What here gives me the creeps?
- What here is surprisingly normal?
- Where is the trail leading?
- What is hiding in the shadows?
- Where is the best place to hide?

## DO SOMETHING SCARY

When you act despite being in a spooky, creepy, or scary situation, roll +Plucky

- On a 10+, you do what you set out to do
- On a 7-9, the Director is going to give you a worse outcome, hard choice, or price to pay

## HOPE FOR THE BEST

When you act while panicked or in an otherwise hopeless situation, roll +Lucky

On a 10+ , choose 2. On a 7-9, choose 1

- You find a way to barely escape danger
- You discover an unusual opportunity
- The situation doesn't get worse

## CALM THEM DOWN

When you attempt to calm down another character by making the less Scared, say what you are doing and roll +Plucky

On a (7+), you console them okay, heal half their current Scared. You suffer half + 1 of the Scared you removed

On a 10+ choose one:

- You endure the spookiness (-2 scared suffered)
- Your words are comforting (+2 healed)
- You learn something interesting about the Monster

## PUTTING THE PIECES TOGETHER

When you have a theory about what an interesting phenomena means and the Director agrees it is plausible, describe how you attempt to verify it. Write down your theory as a Clue and declare if it relates to the Who, How, or Why of the mystery, then roll +Brainy

- On a 10+, your theory is spot on! Your Clue is *solid*
- On a 7-9, Your theory is a little out there. Your Clue is *shaky*
- On a 6-, Something spooky happens that immediately disproves your theory. Discard your Clue

## TRICK THE MONSTER

When you Trick the Monster into doing something simple (move them, escape them, draw them out, ect.), explain your play and roll +Brainy

- On a 10+, the Monster is completely fooled and will do it.
- On a 7-9, they'll do it but only if you do something dangerous to spring the trap at the last minute.
- On a 6-, the Monster isn't fooled one bit and knows right where you are.

## HELP OUT

When you help out another Player, describe how you help and roll +Friendly

- On a 10+, your help grants them a +1 to their roll
- On a 7-9, your help grants them +1 to their roll, but you also expose yourself to trouble or danger
- On a 6-, you expose yourself to trouble or danger

## ASK AROUND

When you talk to the locals to learn more about the mystery, roll +Friendly.

On a 10+, hold 2. On a 7-9, hold 1

Hold can be spent to ask a local one of the following questions. They will answer truthfully

- What is this place used for?
- What rumors persist about this place?
- What spooky thing have you witnessed?
- Do you know anything about \_\_\_\_\_?
- What are you doing here?

## GOOF OFF

When you get bored and start to goof off, say what ill-conceived action you take, then roll +Lucky

- On a 10+, against all odds something useful happened! Choose a result
- On a 7-9, well at least something happened. Choose a result and a consequence. The Director will decide what effect the consequence has.
- On a miss, your goofing off has predictably caused more trouble

Results:

- Discover a secret path
- Stumble across a potential clue
- Run into someone specific that you know
- Heal 2-Scared
- Come across a specific useful object

Consequences

- The result isn't as useful as you would hope
- The result is fleeting
- You draw immediate, unwelcome attention
- Someone takes 1-Scared in the process
- You cause additional trouble

The Director may require one or more of the following actions to goof off

- You must wander away from the group
- You must touch something fragile
- You must overreact to whatever you find
- Another person must goof off with you

# TRAP THE MONSTER

*When you feel that you have enough clues related to what the Who, How, and Why of the mystery, it's time to Trap the Monster.  
Start with Device A Trap*

## DEVISE A TRAP

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When you have a theory on Why the Monster is haunting this area, you may Devise a Trap. Gain +1 Mark for each solid Clue that supports your theory and +1 Mark for every 2 shaky Clues that supports your theory.

Describe where you will set up this trap to take advantage of this theory, and roll +Mark.

- ◆ On a 10+, the monster acts as you predicted and blunders into your trap. Move on to Spring the Trap and take +1 to that roll.
- ◆ On a 7-9, choose a Clue and discard it. The Director will modify your theory based on this clue being wrong. The Monster is close and you'll need to lure it to your trap. When you do, move on to Spring the Trap.
- ◆ On a miss, your theory was totally incorrect, discard all Clues. When you find a way to draw the Monster to your trap, move on to Spring the Trap and take a -1 to that roll.

## SPRING THE TRAP

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When you have a theory on How the Monster is haunting this area and the Monster is near your trap, you may Spring the Trap. Gain +1 Mark for each solid Clue that supports your theory and +1 Mark for every 2 shaky Clues that supports your theory.

Describe how you set up the trap to take advantage of this theory, and roll +Mark.

- ◆ On a 10+, you successfully trap the Monster. Move on to Unmask the Villain and take +1 to that roll.
- ◆ On a 7-9, choose a Clue and discard it. The Director will modify your theory based on this clue being wrong. The trap only partially captures the Monster. When you figure out a way to completely trap it, move on to Unmake the Villain.
- ◆ On a miss, your theory was totally incorrect, discard all Clues. When you find a way to trap the Monster some other way, move on to Unmask the Villain and take a -1 to that roll.

## UNMASK THE VILLAIN

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When you have a theory on Who the Monster is and the Monster is trapped, you may Unmask the Villain. Gain +1 Mark for each solid Clue that supports your theory and +1 Mark for every 2 shaky Clues that supports your theory.

Describe how you know who the Monster is, and roll +Mark.

- ◆ On a 10+, you knew it all along! The Monster is who you say it was. You've solved the mystery!
- ◆ On a 7-9, choose a Clue and discard it. The Director will modify your theory based on this clue being wrong. The Monster is actually someone else. Mystery completed!
- ◆ On a miss, discard all Clues. You were completely wrong and failed the mystery. The Director tells you what happens when you try to remove the mask...