

## NAME

**Mary Whiton Calkins**



Mary is a young woman of 24 and one of William James' brightest students. Sharing much of his love of the transcendent nature of psychology, she has grown under his tutelage to experience things most men could never imagine.

## CORE ASPECTS

**High Concept** Professor's Aide and Dream Researcher.

**Background** New England wealth and suffragette.

**Stability** Pursuit of knowledge above all else.

"I am a passionate academic."

**Trouble** Independent woman.

"The student trained to reach decisions in the light of logic and of history will be disposed to recognize that, in a democratic country, governed as this is by the suffrage of its citizens, and given over as this is to the principle and practice of educating women, a distinction based on difference of sex is artificial and illogical."

**The Unreal Revealed** While analyzing dreams, Calkins concluded that there was a "close connection between the dream-life and the waking-life," after returning from a dream holding a book she found in some library...

## SKILLS

<input type="checkbox"/>	Fight	-	<i>Pistols</i>
2	Interact	-	<i>High Society, Charm</i>
<input type="checkbox"/>	Move	-	<i>Ride</i>
<input type="checkbox"/>	Physique	-	
3	Resolve	F	<i>Brave, Resolute</i> (defend)
2	Wits	F	<i>History, Languages (Greek, Latin, German, French), Notice, Occult, Psychology</i>
1	The Unreal	-	<i>Dreamlands</i>

## SKILL TALENTS

**Focused (F).** Gain +1 SP on doubles with this skill. Max rank for this skill increases by 1.

**Practiced (P).** Choose a simple success with this skill if you are *up* without rolling, or you may reroll any ones on a test once.

**Specialized (S).** Gain a perk and the ability to trade 1d for +1 SP on success with this skill.

## TALENTS

**Resolute.** +1 mental stress & soak, add +1d to Resolve (defend) tests.

**Well-Trained (x4)**

**Spellcasting.** You can cast spells using Resolve, have Sorcery Points (equal to The Unreal), know 1 spell (learn additional as perks). *Spells: Deflect Harm, Object Flight*

## SPELLS

**Deflect Harm**

Cost: on failure (damage 1 [S]; mental (psychic))

Unreal: None

The caster has learned how to express their magic defensively and uses Resolve to defend against any attack they can see. The caster can also use the spell proactively to create advantage against a specific target with a Brief [B] duration.

**Object Flight**

Cost: on failure (1 damage (mental), [S])

Unreal: Only to those using an action to observe

The caster can apply strength at a distance using mental force. Your base lift is 0 (bed, table). Use your action to maintain your hold or use stunt points to increase the time.

**Slam.** Damage 0; ranged (close), physical (force), scene [S]

You can throw an object you can lift for +1 damage. Increase the range by +1 step per extra lift (max +2 steps).



LEVEL	PLOT REFRESH	SETBACKS
10	① ② ③	① ② ③ ④ ⑤

DREAD	COURAGE	UNREAL INSIGHT
① ② ③ ④ ⑤	① ② ③ ④ ⑤	① ② ③ ④ ⑤

## STRESS TRACKER

Physical	Consequence	Mental
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	STRESSED	<input type="checkbox"/>
<input type="checkbox"/>	staggered	<input type="checkbox"/>
<input type="checkbox"/>	incapacitated	<input type="checkbox"/>
Soak 2; physical; coverage 2		Soak 1; mental

## GRAVE ASPECTS

## ASSETS & GEAR

**Pride Attaché Case With Harvard Shield And A Brass Plate With Her Name.** Contains various academic papers, including two scrolls with the spells she knows on them. The attaché makes her look professional and dignified.

**Memento** Cameo of herself with 205 tick marks on back.

**Solace** Journaling the day's events.

**Instrument** Indecipherable Book from the Dreamlands +1d

**Trappings** Harvard graduate student and professor's assistant (**Load Level:** Basic).

**Derringer.** Damage 4 [T]; ranged (close), physical (ballistic); inaccurate, reliable, slow, uses (2, ammo); +1d to conceal

**Heavy Clothing.** Soak 1; physical; coverage 2

Load Level	Burdened	Survival	Gear
○ Unprepared	-	-1d, daily	none
○ Basic	-	daily	-1d
○ Light	-1d	daily	+0d
○ Medium	-2d	weekly	+1d
○ Heavy	-3d	monthly	+1d

## BACKSTORY

When Calkins was tutored by Edmund Sanford, she was given the opportunity to conduct a research project that involved studying the contents of Sanford and her dreams recorded during a seven-week period. She recorded 205 dreams and Sanford 170. Calkins's research was cited by Sigmund Freud when he created his conception of the dream

In 1882, Calkins entered Smith College as a sophomore. She studied for the year, but in 1883 with the death of her sister she took the year off from college and studied on her own. She then returned to Smith College in 1884 to graduate with a concentration in classics and philosophy.

Upon graduation, Calkins and her family took a sixteen-month trip to Europe. When she returned to Massachusetts, her father set up an interview with the President of Wellesley College, an all-women's college, for a tutoring job. She worked as a teacher in the Greek department for three years until a professor in the Psychology department took notice of Calkins' excellent teaching and offered her a teaching position if she would study psychology for a year prior to teaching. Mary accepted the position and began to look for places to expand her knowledge of psychology.

There were not many options for women at the time looking for a place to study and graduate with a degree in psychology. Calkins decided to take classes at Harvard Annex, taught by Josiah Royce. Royce influenced Calkins to take regular classes through Harvard, taught by William James, with males as her peers. The president of Harvard, Charles William Eliot, was opposed to this idea; a woman learning in the same room as a man. With pressure from James and Royce, along with a petition from Mary's father, Eliot finally gave in and allowed Calkins to study in the regular classes, with the stipulation that she was not to be a registered student. The next few years, Calkins continued to excel in the field of psychology, working on more graduate work.



Some American Psychologists at Cambridge, Mass. Dec. 29, 1919  
Dodge Calkins Osgood Hollingworth Baldwin  
Warron Feil'worth Seashore Scott Lane'old

**On her work with James:** I began the serious study of psychology with William James. Most unhappily for them and most fortunately for me the other members of his seminary in psychology dropped away in the early weeks of the fall; and James and I were left not, as in Garfield's vision of Mark Hopkins and himself, at either end of a log but quite literally at either side of a library fire. The Principles of Psychology was warm from the press; and my absorbed study of those brilliant, erudite, and provocative volumes, as interpreted by their writer, was my introduction to psychology. What I gained from the written page, and even more from tete-a-tete discussion was, it seems to me as I look back upon it, beyond all else, a vivid sense of the concreteness of psychology and of the immediate reality of "finite individual minds" with their "thoughts and feelings. James's vituperation of the "psychologist's fallacy" -- the "confusion of his own standpoint with that of the mental fact about which he is making his report" -- results directly from this view of introspection as immediate experience and not mere inference from experience. From introspection he derives the materials for psychology. "Introspective observation," he expressly asserts, "is what we have to rely on first and foremost and always...."

## FEAR

### Dread Builds

Dread is the sense of foreboding and tension you acquire on discovery of potential threats. Dread builds with each discovery and is spent automatically to increase the difficulty of Fear or Unreal tests by 1d per point of Dread.

### Courage Bolsters

Courage grows as you overcome your fears, tracked as Courage dice. Spend one Courage to add +1d in any action test involving Dread, Fear, or confronting the Unreal.

### The Unreal Confounds

If you do not succumb to fear when confronting the Unreal, you gain Unreal Insight, otherwise you are harmed by witnessing the impossible. As your understanding grows, so does your comprehension of how Reality can be, will be, and in many ways already has been, undone.

## THE UNREAL

The Unreal reflects your understanding of things you were not meant to know—the horrible truth that lies behind what nearly everyone believes to be real. Folk without skill in The Unreal are referred to, respectfully, as *the oblivious*. In the context of the Unreal, Reality is what the oblivious believe, perceive, and experience to be the truth of the cosmos.

### Unreal Insight

Insights into the truth of the cosmos can provide a +1d bonus in any action test when you spend one point of Unreal Insight. However, your approach will possibly frighten any *oblivious* who witness your action.

### Knowing The Unreal

When you suffer a grave aspect when confronted by the Unreal or gain Unreal Insight, you can spend one Plot Point to gain one rank (and one only) in The Unreal that will last until the next major milestone. Optionally, you can increase the duration of the grave aspect by one step instead of spending the Plot Point.

### The Unreal Subverts Reality

The Unreal responds to your will, which is not the same as submitting to your will. You can spend a Plot Point to subvert reality and use The Unreal to create almost any kind of effect. Failure is...not good.

Those souls that figured out some amount of control with consistency of outcome, survived, and then thought to share their discovery recorded their success as a spell to be studied and mastered.

### The Unreal Reveals Terrifying Truth

Use The Unreal to create advantage when solving eldritch puzzles, learning spells, or confronting the Unreal. This can be used to reduce the time required or increase the value of success.

### Such Terrible Knowledge

Wits can never provide understanding, but it can be used to translate the Unreal in a way that is useful to the oblivious. This could be a Challenge or a Conflict and require a scene or more. Regardless, each failure results in damage 2 [T] mental (fear). Success solves the puzzle or learns the spell.

### Recognizing The Unreal

You can also use the Unreal to identify eldritch terrors from their spoor, possibly discern details about how to serve or banish such terrors, or recognize otherwise hidden evidence of the Unreal.