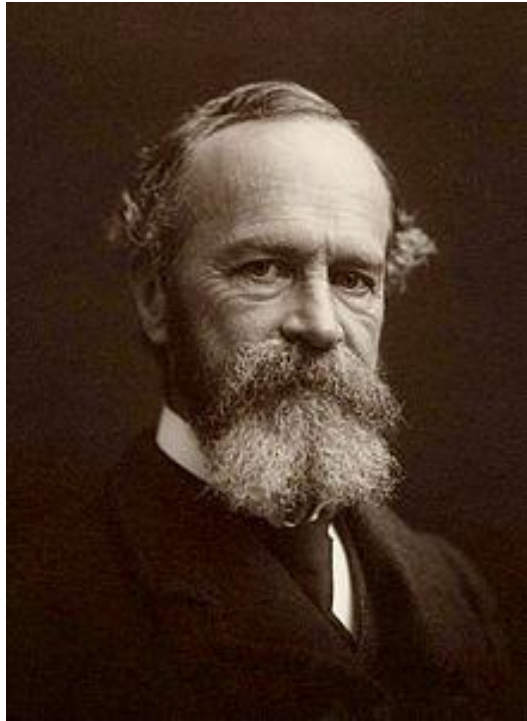


NAME

Dr. William James



William James is a middle-aged man of some 44 years. He is well kempt and a gentleman by all accounts, but he is not one for the trappings of New England high society.

CORE ASPECTS

High Concept Harvard Professor of Psychology

Background New England physician

Stability Pure Academia

“I think that yesterday was a crisis in my life. I finished the first part of Renouvier’s second Essais and see no reason why his definition of free will - the sustaining of a thought because I choose to when I might have other thoughts - need be the definition of an illusion. At any rate, I will assume for the present - until next year - that it is no illusion. My first act of free will shall be to believe in free will...”

Trouble Naïve of the Challenges of the West

The Unreal Revealed The Chemistry of the World Is To Be Sampled...starting with this one!

“While the revelations of the mystic hold true, they hold true only for the mystic; for others, they are certainly ideas to be considered, but can hold no claim to truth without personal experience of such.”

SKILLS

<input type="checkbox"/>	Fight	-	<i>Pistols</i>
<input type="checkbox"/>	Interact	-	<i>Teach</i>
<input type="checkbox"/>	Move	-	<i>Ride</i>
<input type="checkbox"/>	Physique	-	
3	Resolve	F	Resolute (defend)
2	Wits	F	<i>History, Languages (Greek, Latin, German, French), Medicine, Occult, Psychology</i>
2	The Unreal	-	<i>Potions</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 (x5)

Spellcasting. You can cast spells using Resolve, have Sorcery Points (equal to The Unreal), know 1 spell (learn additional as perks). *Spells: Deflect Harm, Blessed Warmth of Gaia’s Touch, Cloud Memory, Powder of Ibn-Ghazi*

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.

Blessed Warmth of Gaia’s Touch

Cost: damage 1 [S]; mental (psychic); GM stunts increase cost

Unreal: none

The caster can use magic for Treatment (p. 32) of physical stress. Successful casting provides 2 stunt points to use for treatment.



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; mental		
GRAVE ASPECTS		

ASSETS & GEAR

Pride Powder of Ibn-Ghazi. One prepared in pocket (no sorcery point required).

Memento Jade vial from first out of body experience (now holds his laudanum).

Solace A few drops of laudanum.

Instrument Pharmacologist’s Medical Bag +1d

Trappings Harvard professor and wealthy physician (**Load Level:** Unprepared).

Colt Frontier. Damage 3 [T]; ranged (close), physical (ballistic); reliable, slow, uses (ammo)

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

He was the first educator to offer a psychology course in the U.S. He wrote influential books on the young science of psychology, educational psychology, psychology of religious experience and mysticism, and on the philosophy of pragmatism. He was the brother of novelist Henry James and of diarist Alice James. In the summer of 1878, James married Alice Gibbens.

James spent almost his entire academic career at Harvard. He was appointed instructor in physiology for the spring 1873 term, instructor in anatomy and physiology in 1873, assistant professor of psychology in 1876, assistant professor of philosophy in 1881, full professor in 1885, endowed chair in psychology in 1889, return to philosophy in 1897, and emeritus professor of philosophy in 1907.

James studied medicine, physiology, and biology, and began to teach in those subjects, but was drawn to the scientific study of the human mind at a time when psychology was constituting itself as a science. James's acquaintance with the work of figures like Hermann Helmholtz in Germany and Pierre Janet in France facilitated his introduction of courses in scientific psychology at Harvard University. He taught his first experimental psychology course at Harvard in the 1875-1876 academic year.

During his Harvard years, James joined in philosophical discussions with Charles Peirce, Oliver Wendell Holmes, and Chauncey Wright that evolved into a lively group informally known as The Metaphysical Club in 1872. Louis Menand speculates that the Club provided a foundation for American intellectual thought for decades to come. It was during this time he also had the pleasure of teaching a young Theodore Roosevelt.

James is one of the two namesakes of the James-Lange theory of emotion, which he formulated independently of Carl Lange in the 1880s. The theory holds that emotion is the mind's perception of physiological conditions that result from some stimulus. In James's oft-cited example; it is not that we see a bear, fear it, and run. We see a bear and run, consequently we fear the bear. Our mind's perception of the higher adrenaline level, heartbeat, etc., is the emotion.

The investigation of mystical experience was constant throughout the life of James, leading him to experiment with chloral hydrate (1870), amyl nitrite (1875), nitrous oxide (1882), and even peyote (1896). James claimed that it was only when he was under the influence of nitrous oxide that he was able to understand Hegel.

SPELLS

Cloud Memory

Cost: 1 sorcery point plus damage 1 [S]; mental (psychic)

Unreal: on failure and if target can see caster

The spell blocks the target's ability to consciously remember a particular event. The caster must be able to see the target and the target must be able to receive the caster's instructions. The target's mind is mentally blocked regarding one specified incident. If the incident was Unreal, the victim may still have vague nightmares. If the spell fails, the event in question becomes vivid in the target's mind. The caster must know the specific event to be blocked. They must cite a certain event (e.g., "Forget you were assaulted by a monster"). This spell cannot block knowledge of spells or of the Unreal unless the knowledge is firmly tied to a specific event.

Powder of Ibn-Ghazi

Cost: 1 sorcery point

Unreal: None (although what's revealed might)

This spell makes visible magically invisible things by blowing the powder against or over the invisible thing. The powder must be compounded carefully, according to exacting instructions, and involves very rare special ingredients to create an application of the powder during an Exposition scene. Stunt points can increase the area of effect of the application or the duration.

The powder is either blown from a tube or thrown over a target within your zone or the entire zone. A single target stays visible for a Quick [Q] duration, while a zone is visible only Brief [B]. That which could be made visible includes the magical lines extending from a place enchanted for the Calling of Unreal entities, the aura around a Gate, or a creature that is normally invisible, such as a star vampire.

Use Resolve vs Move for a target if the target has enough intelligence to recognize blown powder as a threat, and Resolve -0d for a zone, when determining the effectiveness of the powder.

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.