

# Reference Sheet



## TALK TO SOMEONE



*The most common of interactions can be a life-changing event, here at The Museum we view conversation as an art true art form.*

When you talk to someone, Roll + Either Creativity, Science or Charm

**10+** Whatever you wanted to say was very convincing;

**7-9** You got your point across but it wasn't that convincing;

**6 or less** They weren't even paying attention.



## TROUBLESHOOT THE GALLERY

*Things break sometimes, this is fine and expected, but how you fix it is the real test.*

When fixing something that has broken or isn't responding, Roll + Appropriate Stat

**10+** You know exactly what is wrong and how to fix it;

**7-9** You think you know what the issue is but might need assistance or further troubleshooting to fix it;

**6 or less** You have no idea and have somehow made it worse.

## HAVE A CLOSE LOOK



*What on earth could be the issue? Better have a close look for any details.*

When you want to inspect a room or object, Roll + Perception

**10+** You'll learn a lot about what you have found;

**7-9** You'll learn something but it's not entirely relevant;

**6 or less** Were you even paying attention?

## CHECK THE STORAGE ROOM

*The Museum has an extensive storage room, if you need it, it's probably in there, if you can find it that is.*

Check the Storage for supplies or whatever you might need, Roll + Perception

**10+** You find exactly what you needed;

**7-9** You find something but it's not perfect;

**6 or less** You find nothing.



## HELP OUT!

*At The Museum we encourage teamwork and love seeing the Attendants help each other out.*

When helping out a fellow colleague, Roll + Stat they are using

**10+** You are an amazing colleague, they gain +1 to their check;

**7-9** They gain a +1 on their check but the problem is now yours to finish;

**6 or less** You aren't helpful in the slightest and have made the situation worse.



## WE NEED TO FIGHT OUR WAY OUT OF HERE!

*At the museum we do not condone violence, but when the gallery is swamped with zombies or other unworldly types, you don't really have any other options.*

For a physical fight, Roll + Tough

**10+** You have the advantage;

**7-9** You will succeed, but at a cost...

**6 or less** Well, that could have gone better.

## THIS COULD GET A LOT WORSE

*So troubleshooting didn't work? This situation has the potential to go very wrong, how are you going to respond?*

When troubleshooting has failed and the situation might escalate, Roll + Cool

**10+** You remain super calm and maintain the current situation;

**7-9** You feel the panic set in but you can keep a certain level of calm;

**6 or less** You completely lose your cool and the situation becomes much worse.

## OUCH, THAT HURT



*Injuries in The Museum are a very serious matter, if an injury occurs please contact the nearest Attendant to assist.*

When you are about to be injured, Roll + Tough

**10+** You shrug it off and take no damage to wellbeing;

**7-9** You are intact... mostly

**6 or less** This is going to be a lot of paperwork...

# Museum.Shift

- 1) Entrance
- 2) Shop
- 3) Toilet Facilities
- 4) The Diamond Gallery
- 5) The Bone Gallery
- 6) The Meteor Gallery
- 7) The Proton Gallery
- 8) The Eon Gallery
- 9) Staff Room
- 10) Storage

