

Museum. *shift*



Name: Age:

Diamond Gallery Attendant

The shine and glint of jewels and gems makes you more excited than a kid in a candy store. Your love of diamonds means you adore spending time in extensive geological collection at the museum.

Creativity _____

Your creativity and artistic knowledge, usable when talking to visitors, finding creative and unique solutions to problems.

Science _____

Your scientific knowledge, usable when talking to visitors, using your analytical mind to find solutions to everyday

Perception _____

How aware are you of what is happening around you?

Charm _____

How naturally charming you are.

Tough _____

How physically strong you are. Useful for moving object, or using brute force to fix a problem.

Cool _____

How well you act under pressure, useful when things get crazy and you need to stay calm and relax.

Add +2, +1, 0, 0, -1, -2
to the stats of your choice



Wellbeing:

Each player has 6 points of health

BACKGROUND *choose one*

Arts Graduate: Sitting in a studio, painting, sculpting, photographing, reading and analysing has given you an in-depth knowledge of the arts. Gain +1 to Creativity.

Science Graduate: Studying science has given you a deep insight into the scientific world, and you can't wait to share this with everyone you meet. Gain +1 to Science.

Sports Graduate: Having dedicated your study in sport, you have a master of your body. Gain +1 to Tough.

Acting Graduate: The stage and spotlight are where you are most comfortable, you have performed your whole life and you bring that energy with you. Gain +1 to Charm.

Teaching Graduate: Your experience teaching in the classroom has given you superhuman hearing and sight. Gain +1 to Perception.

Culinary graduate: You have worked under some amazing chefs and high pressure kitchens. Gain +1 to Cool.

UNIQUE MOVE

You know just the angle of light to make that Tanzanite sparkle just right and always keep a fire opal or two on hand. With pockets lined with jewels, they can make for a very handy distraction if thrown or placed, Roll + Cool.

10+ Whatever you were trying to distract is enchanted by the jewels;

7-9 Their attention is drawn but not completely;

6 or less They have no interest in your distraction.

Tasks to complete

* Required



Museum. *shift*



Name: _____ Age: _____

Bone Gallery Attendant

Osteology and palaeontology is your thing! Bones and the internal structure of living and nonliving creatures fascinate you and you like to spend most of your shift exploring the extensive osteological collection at the museum.

- Creativity** _____ *Your creativity and artistic knowledge, usable when talking to visitors, finding creative and unique solutions to problems.*
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- Perception** _____ *How aware are you of what is happening around you?*
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Culinary graduate: You have worked under some amazing chefs and high pressure kitchens. Gain +1 to Cool.

UNIQUE MOVE

Femurs, Phalanges, Skulls... You love them all! Your deep knowledge of palaeontology has given you insight into the anatomy and physiology of strange and wondrous creatures, use this knowledge to create a useful tool from bones, Roll + Creativity.

10+ You create exactly what you set out too to a very high standard;

7-9 You've created it but it either won't work exactly as planned or has limited use;

6 or less You've created a useless, bone monstrosity.

Tasks to complete

* Required

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Museum. *shift*



Name: _____ Age: _____

Meteor Gallery Attendant

Space... the final gallery in the museum, well, as far as you're concerned. Space and all its infinity captives your imagination and puts you in an awe inspiring trance. You prefer to spend your shift staring at the stars in the Meteor Gallery.

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Perception _____

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Charm _____

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Tough _____

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Cool _____

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UNIQUE MOVE

You have stared into the abyss that is a black hole (virtually, at least), and nothing is as terrifying as that. You have the ability to use the World Viewer Telescope to contact space for assistance, but who will be listening? Roll + Science.

10+ You get in contact with something that is willing to help;

7-9 You contact something but they aren't going to be very accommodating;

6 or less No response....but something did receive the message on.

Tasks to complete

* Required



Museum. *shift*



Name: _____ Age: _____

Proton Gallery Attendant

From Archimedes to Newton and Faraday to Hawking, for you, science is by far the greatest Human endeavor and you will happily dedicate an entire shift to the Protons Gallery.

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UNIQUE MOVE

You know how experimentation and strategy work because you are a straight-up nerd. You can draw up a blueprint for another attendant that helps them with a plan. Roll + Science to see how good your blueprints are:

10+ The plan is incredible, the attendant gains +2 on the next relevant roll;

7-9 The blueprints are good but lacks detail, the attendant gains +1 on the next relevant roll;

6 or less The blueprints are incoherent scribbles, the attendants gain -2 on the next relevant roll .

Tasks to complete

* Required

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Museum. *shift*



Name: _____ Age: _____

Eon Gallery Attendant

Traveling through the annals of History is your favorite pastime, reading books, enjoying historic art and artefacts allow you to experience bygone eras. You enjoy exploring the extensive historic art and artefacts held at the museum.

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UNIQUE MOVE

You have read nearly every book in the reference library, when faced with a problem Roll + Perception it see if you have read about the situation happening.

10+ You read an exact report of this situation and will know how to fix it;

7-9 You read something close to this, it will help but you'll need to adapt the plan;

6 or less You have no idea what's going on.

Tasks to complete

* Required

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Museum. *shift*



Name: _____ Age: _____

Floor Manager

The leader of the group, you are the one in charge of this group and museums day to day operations. You have worked hard to get here and have a strong passion for all things museum.

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UNIQUE MOVE

Call the Director: You have the only direct line to the Director in the museum in your office, you can call at any time.

Roll + Charm:

10+ You get some truly helpful advice;

7-9 You didn't explain the issue very well, you'll get some advice but its no perfect;

6 or less No answer.

Tasks to complete

* Required

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