

Generic Problems

Deploy these generically written Problems as needed, either in your own scenarios or when player choices trigger an unexpected event during a published mystery. They might show up as Extra Problems, or as the result of Setbacks.

EDGE

Whew

You caught a lucky break just now. Maybe you're riding a hot streak for once.

Spend for a Push of any kind, or an extra die on any test.



PROBLEM

Bad Feeling about This

There ain't a part of you that wants to do what you're about to do.

The next time you roll a 6, ignore the result and roll again for a new result, then discard this card.



PROBLEM

Bruised Knuckles

You should see the other guy.

-1 on all General/Manual tests. Discard the first time you suffer a Setback on a General/Manual test.



PROBLEM

Butterfingers

Lose a Push the next time you use a Technical ability to gain information, and discard this card. If you have no Push, you lose the next Push you gain, and discard this card.



PROBLEM

Car Trouble

-2 on Driving tests. Gives unfriendly cops a pretext to pull you over and hassle you. Counter by Taking Time with a trip to the garage.



PROBLEM

Close to the Edge

You've been pushing yourself too hard for too long. Now the bill's come due.

All Advances on Cool tests become Holds. Counter by Taking Time to seek out someone, perhaps a Source, to lend you a sympathetic ear.



PROBLEM

Chip on your Shoulder

Lose a Push the next time you use an Interpersonal ability to gain information, and discard this card. If you have no Push, you lose the next Push you gain, and discard this card.



PROBLEM

Denial

Your mind builds a wall around the terrible truth. Hope it doesn't crumble!

After the next scene in which you gain evidence of a supernatural force or entity, lose a Push. If you have no Pushes, you lose your next Push as soon as you get it.



PROBLEM

Driven to the Brink

You're pushing yourself to the point where your frayed nerves have frayed nerves.

-1 on General/Mental tests until you Take Time to calm yourself down.



PROBLEM

Empathy Hurts

You show someone you understand their agony. But now that you've opened up, how are you going to close it all down again?

-2 on all Cool tests. Counter by Taking Time for heavy drinking (or the indulgence of another self-destructive vice).



PROBLEM

Fight, not Flight

To escape that scrape, you called on the terrified animal deep inside you. Desperation that stark isn't easy to forget.

-2 Penalty on Cool or Stability tests. Discard after your next Fighting test.



PROBLEM

Guilty Conscience

That interaction left you feeling like a Grade-A heel.

You can't spend Pushes on Interpersonal Abilities. Counter by Taking Time to have someone remind you of your essential decency.



PROBLEM

Heart Strain

You made yourself do something every fiber of your being told you not to. You've flooded yourself with adrenaline and can't calm down.

Counter by accepting a -4 Penalty on any Challenge. If still in your hand at end of case, suffer a fatal heart attack.



PROBLEM

Heedless

You never met a warning you couldn't ignore.

-1 on Sense Trouble tests.
Discard on your next Sense Trouble Setback.



PROBLEM

Indelible Image

You saw something you sure wish you hadn't. Now you can't get it out of your mind.

Until countered, -1 on all General/Mental tests.



PROBLEM

Imminent Catatonia

Mythos Shock

Rather than truly correlate the significance of what you just witnessed, your mind is about to shut itself down. Maybe for good.



PROBLEM

Injury (Bad Beating)

You've been beaten within an inch of your life.

Until you Take Time to recuperate, all General tests result in automatic Setbacks. Even after that, all General/Physical tests take a -1 Penalty. Discard at end of scenario.



PROBLEM

Injury (Minor)

Take a -2 penalty to your next General/Physical test and -1 to the one after that. Then discard this Problem.



PROBLEM

Injury (Off-Putting)

Sometimes a bruise, cut, or slash isn't a badge of honor. It's a reason for others to slowly back away.

Discard after two days pass in the fictional game world. Until then, you can't make Bargaining, Intimidation, or Reassurance Pushes.



PROBLEM

Injury (Life-Threatening)

-3 to your next General/Physical test; -2 to all subsequent test until Countered. Counter by Taking Time at a hospital or doctor's office. If you're still holding this at the end of the story, you die of internal bleeding.



PROBLEM

Injury (Weird)

That inhuman creature did more than wound you — its venom, germs, or psychic effluvia left you suffering symptoms of sickness.

You can't spend Edges that grant any advantage or bonus to any General/Physical test. All bonuses to General/Physical tests granted by Edges you keep in hand are reduced to 0.



PROBLEM

Insolent

The next time someone tries to get under your skin, make a Cool test, Advance 5+. Except on an Advance, you get lippy with them, and they decide to make trouble for you



PROBLEM

Mental Fatigue

Lose a Push the next time you use an Academic ability to gain information, and discard this card. If you have no Push, you lose the next Push you gain, and discard this card.



PROBLEM

Not so Fast

Bad memories have a way of coming back on you.

When you counter a Problem that penalizes any General/Mental ability, roll a die. On an odd result, regain the Problem.



PROBLEM

Numbed to It All

To avoid cracking up, you're just going to start ignoring certain implications.

-2 to your next Sense Trouble test; -1 to all subsequent such tests.



PROBLEM

Only a Matter of Time

Push all those fears deep down inside you. You can deal with them later, when there's time.

If you haven't countered this Problem by the end of the case, you do something crazy and/or self-destructive during the denouement.



PROBLEM

Psychic Vertigo

Mythos Shock

You can't help it. Something deep within you recoils at the sight of a being that neither history nor science can properly account for.

In scenes where one or more Mythos creatures are present, treat any even-numbered die you roll in a test as a 1.



PROBLEM

Rattled

Your confidence just took a major hit.

Until you counter by Taking Time, take a -2 penalty on all Cool and Stability tests.



PROBLEM

Restless *Continuity*

Your unconscious instinct to protect yourself goes into overdrive. You lose the ability to relax.

Before Taking Time to Counter any other Problem, you must Take Time to counter this one.



PROBLEM

Seething

Even a baby could tell you're bubbling with barely suppressed anger. In this state you're not the sort of person people want to cooperate with.

Until you haul off and clock someone, you can't spend Pushes on Interpersonal Abilities.



PROBLEM

Shaken

You just saw something you wish you hadn't, and you can't stop shaking.

Treat your next Advance as a Hold, then discard.



PROBLEM

Sleep Deprived

You've been working this case too hard without a break.

-1 on General/Mental tests. Counter by Taking Time to find a safe place to nap, and then getting a few hour's slumber.



PROBLEM

Stiff Drink

This calls for the throat-burning distraction of cheap bourbon. Fortunately, you carry a flask in your jacket pocket for precisely this sort of occasion.

-1 to General/Mental tests. Counter by spending 24 hours without drinking.



PROBLEM

Swirling Possibilities

Maybe it's the weirdness. Maybe it's just all the missing puzzle pieces. Either way, you're letting this case get to you.

If you have an Edge granting a benefit to any General/Mental ability, discard it and this card. If not, wait until you get such an Edge, then discard it and this card.



PROBLEM

Tempted

Resisting that old vice of yours took more out of you than you'd prefer to admit.

2 penalty on all Cool and Stability tests until you Take Time to indulge this or another weakness.



PROBLEM

Winded

You went all out to prevail, but it will cost you.

-1 on Fighting tests. Counter by Taking Time, or spending an Edge that benefits Fighting or General/Physical Abilities.



PROBLEM

Vengeful

You're not one to nurse a grudge. You're one to put it up in an expensive hospital with a round-the-clock team of doctors to give it constant care and attention.

Determine which GMC in the current scene most deserves your wrath. Unless you do something to lash out at this character, any coda in which you survive must feature a scene where you self-destructively lash out at him.

PROBLEM

Yellow-Bellied Rat

Running out on that lug was smart, not cowardly. But you let a whole bar full of lowlifes see your ungraceful exit, and that stings.

You can't spend Pushes on Interpersonal Abilities. Discard the first time you score an Advance on any Challenge.