

## DELVE DEEPER

TIME-CONSUMING

**When you spend time poring over something or plumbing its secrets,** roll +Research. On a 10+ ask three questions from the list below. On a 7-9 ask one:

- What's the history here?
- Who do I know who might have a vested interest in this?
- What sort of people that I don't know might have a vested interest in this?
- What here is not as it appears to be?
- What could I use this for?

Instead of asking a question, you can choose to declare that you have discovered something relevant to your research. Start a new research topic on that subject.

If the thing you studied is relevant to one of your research topics, you can fill in boxes on the research track instead of asking questions on a 1-for-1 basis.

## PUBLISH

**When a research track is full,** you can choose to publish your work. If you do, come up with a suitably academic title for the paper you've written and roll +Research. On a 10+ everyone is happy, the research is good, and all co-authors can mark experience. On a 7-9 all co-authors still mark experience, but the MC will choose one:

- Someone doesn't like your results and now it's personal. You've made an enemy.
- Your head of department is jealous and cuts your funding. Take ongoing disadvantage to all Research rolls until you somehow soothe their ego.
- The Dean reminds you "This is a teaching university." You must *teach* at least one class before you can *delve deeper* or *publish* again.
- It's in a low-quality journal and your reputation suffers. Take disadvantage on your next schmooze roll.

## SCHMOOZE

**When you tell an NPC what you think they want to hear,** roll +Charisma. On a 10+ they'll do something simple for you, or something big and complex if you give them a payment, favour, or bribe. On a 7-9 they'll do something simple in exchange for a payment, favour, or bribe.

This move does not work on other PCs.

## SCATHE

COMPULSION

**When you give someone a piece of your mind,** roll +Charisma. On a 10+ they choose one:

- Cringe or cower.
- Flee your presence.
- Give you something they think you want.

On a 7-9 the target of your ire still has to choose one, but someone important witnesses or learns of your rudeness. They are not pleased.

If you try to *scathe* someone with leverage or authority over you, you do so with disadvantage.

## TEACH

**When you teach a lecture or seminar,** roll +Charisma. On a 10+ everything goes according to plan and you can mark experience. On a 7-9 still mark experience, but one of your students will visit your office with a complication or a difficult question. If you don't sort them out the resulting stress or complaints will cause you to mark a burnout box.

You can't roll teach more than once per week. Other lectures and seminars just aren't as dramatically interesting.

## PURCHASE ORDER

**When you fill in a purchase order for something,** roll +Bureaucracy. On a 10+ all three, on a 7-9 choose 2.

- You don't need to offer anything in exchange.
- You get exactly what you asked for.
- You get it right now.

## RED TAPE

**When you interact with PigsSmoke's nightmarish bureaucracy,** say what you're trying to do – deflect attention, compel the school to provide a service, or crush your enemies – and roll +Bureaucracy. On a 10+ you get what you want. On a 7-9 you still get what you want but pick one:

- I'll be TIME-CONSUMING.
- You need to do something for someone else in return.
- The stress causes you to mark a burnout box.

## CAST A SPELL

**When you use your magic to solve a problem or remove an obstacle,** roll +Sorcery. If the type of magic you're working is outside your department's area of expertise, roll at disadvantage. On a hit the magic works and the problem is solved. On a 10+ choose one unintended consequence. On a 7-9 choose two:

- Your solution becomes someone else's problem.
- The magic is short-lived or otherwise temporary.
- The magic affects far more than you intended.
- Something goes wrong, and you get *hurt*.

## ADVENTURING

**When you risk physical danger,** say what you're trying to achieve and roll +nothing. On a 10+ choose 2, on a 7-9 choose 1.

- You don't get hurt.
- You come out of it looking good.
- You get whatever it is you were after.

## A SMALL, INCESTUOUS WORLD

**When you eat or drink in a public place on campus,** roll +nothing. On a 10+ choose one:

- You run into someone unexpected.
- You get wind of some news which will affect your department.
- You see two other faculty members doing something out of the ordinary.

On a 7-9 choose one of these instead:

- You run into someone you'd really rather have avoided.
- You catch wind of some *bad* news that will affect your department.
- You see two other faculty members doing something highly dubious, and you are implicated or drawn in.

## HOSPITAL HOSPITALITY

**When you are treated in the medical wing,** roll +nothing. On a 10+ you're back to your old self again! Like nothing happened. On a 7-9 you're more or less okay; choose one:

- You're fine, but you've got a strange cosmetic mutation.
- You're fine, but you owe someone a favour for helping fix you up.
- You're fine, but you weren't discharged; you escaped, and the orderlies are coming for you.
- You're not fine. You're still hurt, and the medical wing cannot help you further. You'll have to heal from here the old-fashioned way.