

# BRINDLEWOOD BAY

*Choose one at the start of the game. No two Mavens can have the same Maven move at the start. No two Mavens can have Dale Cooper and Fox Mulder at the same time, though a single Maven can acquire both during the course of the game.*

## B.A. Baracus

Once per session, if you and/or any number of your fellow Mavens would suffer physical harm, you can describe how that physical harm is just narrowly avoided.

## Frank Columbo

Something about you causes the elite of society to not take you too seriously. What is it? Once per session, when you do the Meddling Move in a place occupied by the rich and famous, you find an additional Clue, even on a miss, and an additional Void Clue on a 12+.

## Dale Cooper

Add 1 to your Sensitivity (max +3). At the beginning of each session, the Keeper will give you a Void Clue in the form of a strange, unsettling dream you experience. No two Mavens can have this move at the same time.

## Sonny Crockett

You own a particularly stylish outfit, a little number that makes people say “Wow!” when they see it. Describe the outfit and add it to your Cozy Little Place. When you use the outfit to get an advantage on a die roll, leave it unmarked.

## Frank Dowling

You have a strong religious background. Describe it. When you use this move, describe how your faith is helping you resist the Void. Then, unmark a number of boxes on The Crown of the Void equal to your Sensitivity plus 1. The minimum number of boxes unmarked is 1. If you unmark The Pomegranate Kernel, you still have the condition “Obsessed with the Void.” You may only ever use this move once.

## Tom Hanson

You can easily pass for someone much younger. If you're in a situation or environment where being younger is a benefit, you roll with an advantage.

## Milton Hardcastle

You have an additional End of Session question which is always considered marked: “Did you inflict extrajudicial punishment on a wrongdoer?”

## Jonathan Hart

You used to live a globetrotting, jet set life, and you still have a touch of glamour about you that will never fade. Add 1 to your Presence (max +3).

## Angus MacGyver

When you improvise in a situation using whatever is at-hand, ask the other players and Keeper to name three objects you find in the environment. So long as you can give a plausible explanation for how one or more of these three objects will help you with an action, you can have an advantage on a single roll related to that action.

## Thomas Magnum

You are a secret, personal friend of Robin Masterson, the mysterious author of The Gold Crown Mysteries books. You have access to Robin's resources whenever you are outside Brindlewood Bay—her homes, her vehicles, and even her checking account—and, once per session, you can open up an additional use of the The Gold Crown Mysteries Move.

## Fox Mulder

Someone connected to the dark conspiracy is helping you behind the scenes. Tell the Keeper that the thresholds for each layer of the dark conspiracy are reduced by one Void Clue. Once per mystery, you can have a secret meeting with this informant, who is always shrouded in darkness and unidentifiable. You need only describe what the scene looks like—the location, the physical environment, how the mysterious person arrives on the scene, etc. The actual conversation happens off-screen. Then, take a bonus to your next die roll equal to the number of Void Clues discovered during the relevant mystery (as always, the bonus cannot be used for Theorize). The informant will only fully reveal themselves during the Void Mystery, at which point you can have normal scenes with them. No two Mavens can have this move at the same time.

## Michael Knight

You have a trusty mode of transportation—an oversized sedan, a motorbike, or an old truck—that has gotten you out of more than one sticky situation. Give it a name and add it to your Cozy Little Place. When you use it to get an advantage on a die roll, leave it unmarked.

## Rick & A.J.

You have a sibling who is your polar opposite in terms of fashion sense and personality. Describe them to the Keeper and name them. You can always request a scene with your sibling. You can also call on them for help, in which case you have an advantage on any die rolls for actions they assist you with. However, that help always comes at a cost.

## R. Quincy

You have a medical background. Describe it. Then add “Medical bag” to your Cozy Little Place. When you use it to get an advantage on a die roll, leave it unmarked.

## Jim Rockford

At the beginning of each session, the Keeper will narrate an answering machine message you have received. The message is always from the same unknown person, and they will always ask you to do some particular task, often unrelated to any active mystery. When you complete the task (whether in the current session or a future session), mark XP. The messages and tasks will get increasingly strange and disturbing the more marks you have on The Crown of the Void. No two Mavens can ever have this move at the same time.

## Scarecrow

At the beginning of a session, a stranger presses something into your hand or leaves something in a place where you find it. The Keeper will tell you what it is. It functions as a Clue, but isn't attached to any particular mystery at first. You can choose to assign it to an active mystery whenever you wish.

## Colt Seavers

Once per session, you can take a 12+ on any roll related to a wild or daring physical feat.

## Gordon Shumway

You have a feline friend with whom you share a very strong bond. This extraordinary kitty can do tricks and follow simple commands. Name your precocious puss and add them to your Cozy Little Place. When you use the cat to get an advantage on a roll, leave it unmarked.

## Remington Steele

You're very talented at passing yourself off as someone you are not. If there is a piece of identification or a disguise that would help you with your ruse, you have it. Say what it is and add it to your Cozy Little Place.