



PLAYER'S GUIDE

KULT
♦ DIVINITY LOST ♦



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CHAPTER 1

A WORLD in DARKNESS

W

E LIVE IN A WORLD WHERE THE SUN HAS SET. Fallen angels, twisted demons, and lost gods walk in our midst. So too do our eternal jailers, pitiless beings beyond Time itself, striving to keep us imprisoned. Their corrupting influence seeps into every aspect of our existence. They wield almost total control over our top politicians, religious leaders, law enforcement officials, internet celebrities, and media industries. Their only goal is to keep us distracted, passive and quiet, so we never awake from our trance and see the world as it truly is.

THE DEMIURGE

Ages ago, a being of immense power, known as the Demiurge, ensnared us and forced us into submission. He forged ten Principles with which to bind humanity, then fettered us and quelled our divine fire, reducing it to a dying ember. We existed completely in His counterfeit world, and our souls fed its infrastructure when we died. The delicate Illusion depended on infinitely complex machinery, where every facet of our lives served only to perpetuate our enslavement. Our jailers, the lictors, held positions of power throughout our societies, keeping us distracted with endless conflicts, impossible commitments, and aching desires. The Illusion seemed impenetrable.

But then, unexpectedly, the Demiurge's power started to weaken. We began to question the intricately constructed system of faith and politics which kept us enslaved. The divine order was thrown into revolt, world religions lost their adherents, and the once crowded churches were abandoned. Over a few centuries, the worldview that had endured for thousands of years slowly fell apart. Early in the 20th century, this collapse reached its zenith and the Demiurge vanished from existence, either having fled or died.

Now, the boundaries of the Illusion are weakened. Even so, only a rare few have begun seeing through the lies. Most of us close our eyes to the Truth, creating new distractions to keep ourselves enthralled, nurtured by our greed and vanity. Our jailers struggle to keep our hands tied, obscuring our perceptions, whispering new lies, and always fearing we will wake up. They know that most of us, somehow, feel an uneasy sense of loss or emptiness, a pervasive need to know that there is more. The Illusion's disintegration creates mental discomfort and disorder, which are controlled with therapies and medications that also blind us to the True Reality. Madness – the irrational feeling something isn't right – overwhelms and leads us further into the darkness, away from the familiar and conceivable.

BEYOND DARKNESS AND MADNESS

When we see through the Illusion, we glimpse a world far darker and more terrifying than the one we thought existed around us. Grim buildings, dirty stone façades, and darkened doorways, leading to labyrinthine border worlds where pale beings dwell in perpetual shadows. Demons and other tormentors target the mentally ill for spiritual torture, using them as bridges to claw their way into our reality. In housing projects, local cults worship strange gods and ritually butcher outsiders who won't be missed. Condemned men hunt for the secrets of immortality, making pacts with fallen angels. Conjurers solve intricate puzzles by deciphering arcane nonsense scribbled on subway walls. At the end of the street, the desolate house has a secret entrance, which only an unlucky few can see. Old gods linger in the slums, bewildered, remnants of ancient beliefs sustained by humanity's dreams of bygone years. Beneath her well-dressed veneer, the smiling stranger is a flayed and mangled nepharite, who leaves bloody footprints behind her. The exquisite model is a mindless semblance created by humanity's

twisted ideals of beauty, while the charming man on the dating site is one of Tipareth's Incarnates. Creatures no longer fully human dwell in ghost towns, rundown industrial areas, and ramshackle buildings in the inner cities. In hospitals, coma patients construct vivid and marvelous dream worlds, places where they can rule unchallenged even as their bodies wither. Terror also dwells within us and when the Illusion weakens, our nightmares assume physical form and stalk the earth. Our perverse appetites, repressed for millenia, birth unspeakable creatures of flesh and fear. Some of us seek our origins, discovering pathways, puzzles, and magic to part the Illusion and lead us toward the dim light of our original divinity.

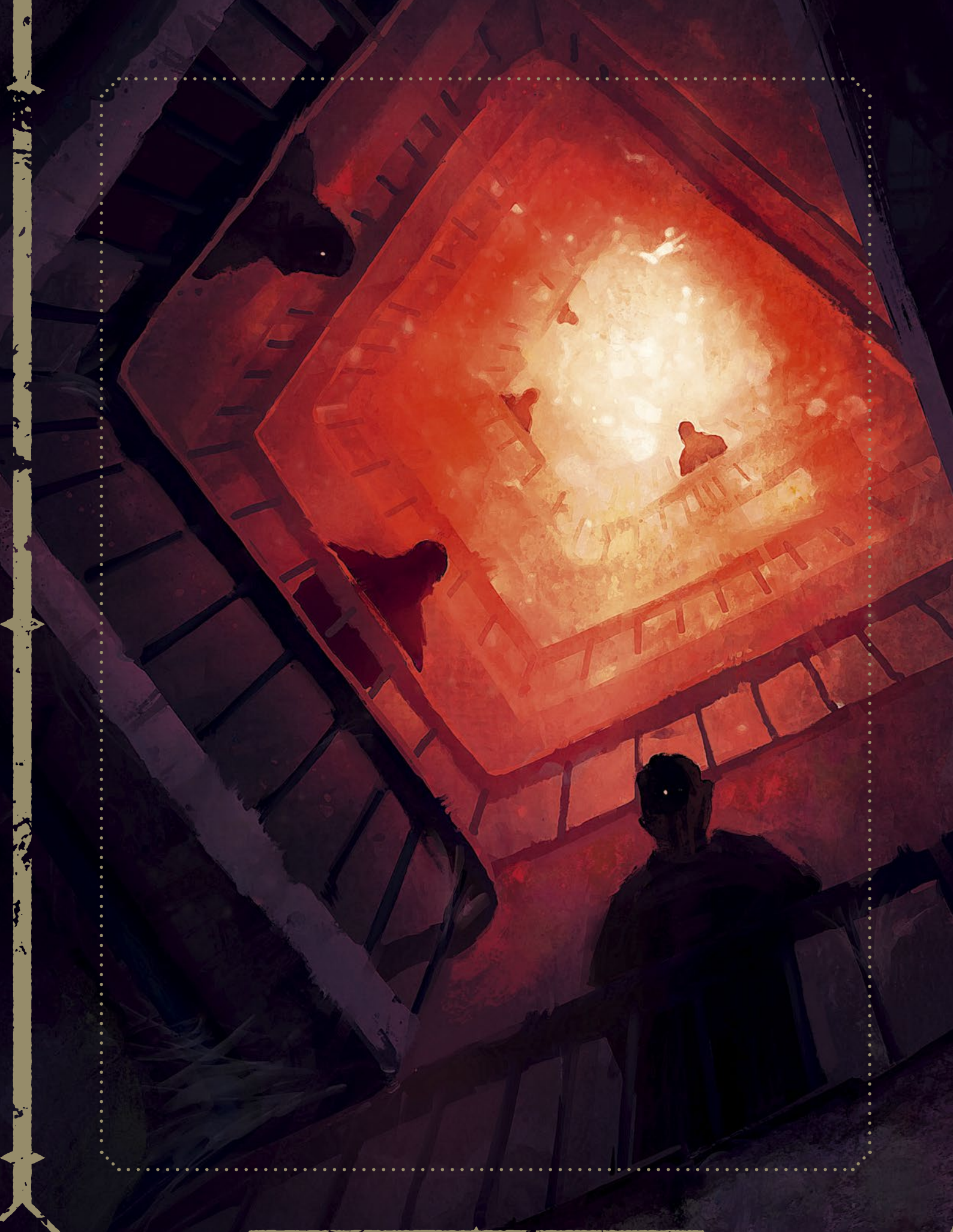
PLAYING KULT

In *KULT: Divinity Lost*, the protagonists are people who become involved in or are pulled into events tied to their pasts. Past sins catch up with them, demanding atonement. Childhood fears bubble up to the surface, manifesting in physical form. These terrors take their shape based on what lurks inside of us. As such, we cannot perceive whatever exists out there without also being reflected in it. Every human being has their personal demons, their own purgatories. In these stories, the protagonists are forced to journey into the abyss, perhaps even across the threshold of death itself, only to discover there is no final destination – Death is only the beginning.

The oracles and prophets seek our attention with their graffiti inlaid with hidden meanings, through their rambling screeds on conspiracy blogs, and by stopping us on the street and shouting the Truth into our faces with spit-laden monologues. Yet we immediately turn our gaze down towards the comforting light of our cellphone screens and keep walking on as if nothing happened.

In *KULT's* stories, the main characters are suddenly awakened from their slumber and, despite everything they thought they knew, realize their lives have been a lie. As the reality these characters carefully constructed around themselves falls apart piece by piece, they begin to glimpse a darker world lurking behind the cracks in the mortar. The Illusion is starting to tear.

The characters will confront unthinkable horrors. Those who do not perish are changed irrevocably. They will make pacts with sinister entities to elude even darker forces, glimpse the Truth that renders their past lives meaningless, and experience both the sweetness of victory and its rotten aftertaste.



ROLEPLAYING

KULT: *Divinity Lost* is best suited for groups of three to six people willing to experience a dramatic horror story. One of the participants assumes the role of gamemaster (GM) and is responsible for leading the conversation and managing the story's scope as well as the bulk of the game's rules. The remaining participants are the players, who each utilize the game rules to create a player character (PC), who represents their protagonist in the story. Before beginning the game, the group determines guidelines for the story, such as when and where it takes place, and any notable events the PCs have been part of.

During the course of the game, the GM is tasked with describing the scenes and people the PCs encounter, overseeing events which transpire during the story, and asking the players what their characters are doing. The GM also controls and portrays all characters who are not player characters – called non-player characters (NPCs). If a PC encounters an NPC in the story, the GM describes what the NPC does and says. In turn, the players assume the roles of their characters when they converse with each other or any NPCs they encounter, as well as describe what their characters do. All of this interaction is framed in the format of a conversation.

The typical conversation might progress something like this:

GM: "It's eight-twenty in the evening, Saturday, November 22nd, 2014. Heavy sleet falls onto the streets of Stockholm, turning the ground into brown slush. People are hurrying, almost running, through the ice-cold downpour. John, you're hanging out by The Slab on Sergel's Square, standing underneath the roofing of the subway entrances. You're waiting for your contact at *Daily News*, Johanna, to show up. You'd decided on meeting her here at eight o'clock. But now, it's twenty minutes past and Johanna is always punctual."

Player (John): "I'm sure I arrived here a while before eight, just to make sure I wouldn't miss her, so I've been waiting for a fairly long time. I'm probably pretty nervous, considering the people pursuing me, so I'll give Johanna a call and see if she picks up."

GM: "Alright, you call. A few rings later Johanna's voicemail picks up and asks you to leave a message."

Player: "Shit! I'm pretty sure something must've happened. What if they know I'm here? Out of habit, I start fiddling with the gun in my inside jacket pocket."

GM: "You're aware there's a pretty large number of police on the square at this time on a Saturday night..."

Player: "Oh yeah, true. I glance around nervously and stop messing with the gun. Where the hell is she? I think I'll wait for another ten minutes, and if she doesn't show by then, I'm getting out of here."

GM: "Okay, you continue waiting there."

As the minutes tick by impossibly slowly, hundreds, maybe thousands, of people hurry by you and out onto the wet square, heading towards the surrounding buildings to escape the weather. You're just about to get on your way when you finally spot Johanna."

Player: "Oh, damn. I approach her, quickly."

GM: "Okay, as you start walking, you notice the man following really close behind her. Johanna's got the hood of her jacket up, but you can still make out the heavy bruising on her face. Something is terribly wrong here. What do you do?"

Player: "Fuck, fuck, fuck. I don't know."

GM: "Do you continue approaching her, or do you just stay out on the square?"

The conversation between the GM and player continues in this fashion, letting the group discover what happens next in the story. Maybe the GM will switch to a different PC, describe a scene, and ask the player what her PC does, or another PC is introduced into the scene described above:

GM: "Mary, you are crossing Sergel's Square on your way home from work when you suddenly see John standing in the middle of the square. He looks panicked, and is staring at a woman further down the square. She looks familiar but you can't remember from where. What do you do?"

RULES, MOVES, AND ROLLS

The GM is responsible for applying and adjudicating the **rules** of the game. Before the game begins in earnest, the rules help the GM prepare the story and assist the players in creating their characters. During the game, they help guide the GM and players in determining whether difficult or resisted actions are successful or not. They also assist the GM in telling the story, and serve to introduce unexpected narrative twists, adjudicate outcomes, and determine the consequences of PCs' actions.

Certain actions the players may wish their characters to frequently undertake are described as **Moves**, and require following the instructions outlined in the rules whenever they're carried out. Generally, this involves the roll of two ten-sided dice, doing some simple arithmetic, and consulting the specific Move's text for the outcome, depending on the result.

Example

• Influence Other

When you influence an NPC through negotiation, argument, or from a position of power, **roll +Charisma**:

(15+) She does what you ask

(10–14) She does what you ask, but the GM chooses one:

- ◆ She demands better compensation.
- ◆ Complications will arise at a future time.
- ◆ She gives in for the moment, but will change her mind and regret it later.

(–9) Your attempt has unintended repercussions. The GM makes a Move.

The *italicized text* is considered the Move's *trigger*. Whenever the situation described in the trigger occurs in the story, the Move is executed by following the additional instructions. In the case above, the **Influence Other** Move only triggers if:

- ◆ The target of the PC's influence is a non-player character (controlled by the GM), and
- ◆ If the influencing is done via negotiation, argument, or from a position of power

If it's unclear whether a Move's trigger applies – for example, if a child PC argues with their imposing teacher, who they have minimal leverage over – it is up to the GM to adjudicate whether the Move is executed or not.

If the Move's trigger is deemed to apply, the rest of the Move's instructions tell the player taking the action to **roll** two ten-sided dice and add the combined result to their character's value in the attribute **Charisma**. This determines their final result.

- ◆ A final result of **15 or greater** is referred to as *complete success*, and means the action takes place exactly as the player character intended.
- ◆ A final result **between 10 and 14** is referred to as *success with complications*, and means the player character did what they set out to do, but there's a complicating factor, an unexpected consequence, a hard choice, or a worse outcome than what the character hoped for.
- ◆ A final result of **9 or less** is referred to as *failure*, and means the action produces negative consequences for the player character.

Moves are the basic mechanic in KULT's rules and will be activated frequently during play. When PCs take actions to which no Move's trigger applies, the GM decides what happens. Often, the PCs successfully do exactly the thing they intended, but if they're unskilled, unequipped, currently in a bad situation, opposed by someone or something powerful, or simply because the GM believes it'd be more appropriate to the story, the GM can instead provide them with an unexpected or unwanted outcome, or make a Move themselves.

More information on rules for Moves that player characters can use are in **Chapter 4 – The Player Character**.

All actions taken by NPCs happen as described, since the GM will have already determined it makes sense for the character to take that action. The GM does have access to Moves as well, but these don't tend to have triggers. Instead, the GM executes a Move of their choice during certain dramatic moments throughout the story. No dice rolling is involved (or required) for the GM and the events in the GM Move transpire immediately and irrevocably. These Moves often result in challenges, obstacles, or consequences in the story, which the PCs must then react to. These **GM Moves**, and more about running the game, are covered in **Chapter 5** of the Core Rules.





CHAPTER 2

ARCHETYPES

EVERY STORY NEEDS ITS PROTAGONISTS. SOMEONE WITH a drive to push the story forward, enough dirt on them to present some surprises and with some important subsidiary characters, friends and enemies, to support and hinder the protagonist. This chapter gives you the inspiration and rules to create your own set of player characters (the protagonists of the game) by using a rule framework called Archetypes.

WHAT IS AN ARCHETYPE?

Archetypes originate from movies, books, and other sources of inspiration for *KULT: Divinity Lost*. Archetypes provide a framework for players to quickly create compelling characters, so the stories they tell become more personal and unsettling. Archetypes also give the game-master (GM) an idea of what themes their players want to explore.

Each Archetype provides players with a set of character options, which help define a unique PC around a particular concept. A character could be *The Veteran* who is tormented by side effects of medical experiments in their military past, *The Avenger* who is obsessed with their quest to right a real or imagined wrong, or *The Artist* who explores dark places in the mind through their art. Perhaps they are the disillusioned *Detective* who has sacrificed everything in the pursuit of an elusive serial killer, *The Seeker* who has discovered a terrible conspiracy and is now hunted by faceless pursuers, or one of the myriad of other Archetypes available in this chapter.

However, Archetypes aren't limited to being mere stereotypes, and can be individually adapted to the role the player really wants to portray.

Indeed, each Archetype can be reused repeatedly to create unique player characters. The rules serve only as a framework for creative direction, which assists both the players and GM in telling the story.

CHOOSING ARCHETYPES

There are several Archetypes outlined in this book. All of them are written to capture character concepts appropriate to KULT's typical stories, and provide each player character with certain strengths and weaknesses.

Most Archetypes are considered *Aware*. An *Aware* PC is conscious of the inconsistencies in the world. Horrific occurrences – their Dark Secrets – have caused the character to wake up from the self-imposed dream state the majority of humanity currently exists in.

When there's No Good Fit

On occasion, a player will have an idea for a character that doesn't match an existing Archetype. In these cases, the GM and player can do one of the following:

- ◆ Make the character freehand
- ◆ Create a new Archetype

MAKE A CHARACTER FREEHAND

To make a character without an Archetype, follow these steps:

- [1] Choose 1 or more Dark Secrets (see *Chapter 3 – Character Traits*).
- [2] Select 2 Disadvantages of your choice (see *Chapter 3 – Character Traits*).
- [3] Select 3 Advantages of your choice to begin with, and 5 others you can choose from later on when advancing your PC (see *Chapter 3 – Character Traits*).
- [4] Assign the modifiers +2, +1, and +0 to **Fortitude**, **Reflexes**, and **Willpower**.
- [5] Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.
- [6] Detail the distinguishing features for your character's Looks.
- [7] Choose a name for your character, suitable to the locale in which the campaign is set.
- [8] Determine what personal property your character owns and what their standard of living is.

[9] When the players introduce and establish their characters' Relations, you can use this list:

- ◆ One character is your friend. Take **+1 Relation** to her.
- ◆ One character has betrayed or acted against you.
- ◆ You assisted another character in the past. She takes **+1 Relation** with you.
- ◆ One of the characters is an old acquaintance of yours.
- ◆ One of the characters is your sibling. Take **+2 Relation** to her.

CREATE A NEW ARCHETYPE

As an alternative to freehand creation, if you have time before the story starts, the GM can create a new Archetype suitable to the player's character concept. Rules for creating new Archetypes are available at the end of this chapter.

Preparations for the Gamemaster

Before the GM assists players with creating their PCs, they should familiarize themselves with *Chapter 1 – A World in Darkness* and *Chapter 4 – The Player Character*, in addition to the Archetypes detailed in this chapter. Here are a few more helpful preparation tips:

- ◆ Explain what *KULT: Divinity Lost* is like to the group, and discuss what elements of the game you'd like to include in your campaign. Don't decide anything ahead of time, but imagine what some characters, locations, and horrific situations might look like in your game. If you need more ideas, take a look at the lists of inspirational sources for KULT at the end of this book.
- ◆ Print out a copy of each Archetype so the players can review them and have their own copy to work from while they create their characters. There are also character sheets for each Archetype you may download and print. The character sheet summarizes all character information for reference and lets the players note down their character creation choices directly onto the sheet.
- ◆ If you're unable to print the character sheets, you can also note down the player characters' relevant information on a handheld device or notepad.
- ◆ Provide one pencil for each player and at least one eraser.

THE ACADEMIC

The Academic studies the world from her desk. Everything is interconnected via logical rules of causality, yet she suspects something must be wrong. Pieces refuse to fall into the safe, predictable patterns of common scientific models. Worse, shadowy forces silence new and alternative fields of research. Those who question the scientific establishment and its rational worldview risk disgrace and the destruction of their research, reputation, and revenue. Does she dare to look for the truth?



OCCUPATION

Choose your Academic's occupation from the list below, or invent one of your choosing:

Professor, Student, Ph.D. candidate, Teacher, Public servant, Advisor, Politician, Author, Television show host, Aristocrat, Researcher, Psychologist, Archaeologist, Dilettante, Antiquarian.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Strange Disappearance

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Nightmares
- ◆ Obsession
- ◆ Phobia
- ◆ Repressed Memories
- ◆ Rationalist
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Academic Network (Charisma)
- ◆ Authority (Charisma)
- ◆ Elite Education (Charisma)
- ◆ Collector (Reason)
- ◆ Data Retrieval (Reason)
- ◆ Expert (Reason)
- ◆ Occult Studies (Reason)
- ◆ Elite Sport (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character. Some suggestions:

Clothes: Tweed, carefree, ill-fitting, mottled, proper, suit, casual, nerdy, or old-fashioned clothes.

Face: Childish, round, ravaged, tired, pale, square, disproportionate, narrow, beaky, ugly, handsome, aged, or bearded face.

Eyes: Skeptical, arrogant, analytical, disinterested, curious, shy, intelligent, distracted, authoritarian, glasses-framed, or tired eyes.

Body: Thin, chubby, tall, wispy, bent, weak, athletic, out of shape, slow, angular, rigid, impaired, large bellied, fat, short, compact, or hairy body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters studied at the same campus as you, and you became good friends. Take **+1 Relation** with each other.
- ◆ One of the characters is your relative.
- ◆ One of the characters met you at a seminar.
- ◆ You hired one of the characters as an assistant for a research project.
- ◆ One of the characters is your lover. Take **Relation +1** or **+2** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE AGENT

The Agent does whatever is necessary to protect and serve her employer's best interests. People are simply resources to be used, abused, and expended. Anyone standing in the way must be removed. She gathers and analyzes information at an almost impossible speed. Threats demand rapid responses, and sometimes there are no good choices. The Agent's job means accepting great costs, usually in the form of dangers, but also an ever-growing debt to those sacrificed for the greater good. When this burden finally becomes too heavy, The Agent's exits have likely already closed, and 'good' and 'evil' have lost all meaning.



OCCUPATION

Choose your Agents's occupation from the list below, or invent one of your choosing.

Open-source officer, Case officer, Counterterrorism analyst, Analytic methodologist, Special agent, Security professional, Operations officer, Collection management officer, Handler, Infiltrator, Spy, Sleeper agent.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Strange Disappearance
- ◆ Victim of Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Lost Identity
- ◆ Nightmares
- ◆ Obsession
- ◆ Rival
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Moles (Charisma)
- ◆ Burglar (Coolness)
- ◆ Analyst (Reason)
- ◆ Explosives Expert (Reason)
- ◆ Tracer (Reason)
- ◆ Quick Thinker (Reason)
- ◆ Field Agent (Violence)
- ◆ Endure Trauma (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, everyday wear, military uniform, camo, trench-coat, streetwear, or practical clothes.

Face: Scarred, inconspicuous, innocent, grim, one-eyed, expressionless, tense, wrinkled, stern, smiling, chomping, square-jawed, or handsome face.

Eyes: Penetrating, kind, hardened, avoidant, piercing, suspicious, curious, indifferent, intelligent, guilt-laden, or empty eyes.

Body: In shape, chubby, large, emaciated, flexible, hard, sinewy, average, right, short, quick, feline, curled, mutilated, scarred, or trembling body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters has been your informant for several years. They take **+1 Relation** with you.
- ◆ You possess compromising information about one of the characters' past.
- ◆ One of the characters is an old friend of yours. Take **+1 Relation** with each other.
- ◆ One of the characters is your lover. They take **+2 Relation** with you. Choose what **Relation** you have with them.
- ◆ One of the characters is your colleague. Take **+1 Relation** with them.

Decide the nature of three additional Relations: one **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE ARTIST

The Artist exists only to create, to give themselves, body and soul, over to the arts. They express this desire through many mediums. A hypnotic painting, music trapping the audience in pure ecstasy, books spellbinding their readers, or a model's sculpted flesh are all the purview of The Artist. Artists have the ability to speak to the souls of others by inviting them into their own, but this ability always comes at a price. The price is paid by The Artist themselves, be it their sanity or strength.



OCCUPATION

Choose your Artist's occupation from the list below, or invent one of your choosing.

Author, Dancer, Actor, Painter, Videographer, Photographer, Designer, Model, Musician, Singer, Personal trainer, Cosmetologist, Television Host, Director, Reporter, Blogger.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Curse
- ◆ Heir
- ◆ Mental Illness
- ◆ Pact with Dark Forces
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Depression
- ◆ Drug Addict
- ◆ Nightmares
- ◆ Schizophrenia
- ◆ Victim of Passion

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Artistic Talent (Charisma)
- ◆ Fascination (Charisma)
- ◆ Notorious (Charisma)
- ◆ Observant (Intuition)
- ◆ Body Awareness (Perception)
- ◆ Enhanced Awareness (Soul)
- ◆ Forbidden Inspiration (Soul)
- ◆ Snake Charmer (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: New Age, Gothic, Metal, peacockish, designer, bohemian, worn, or normcore clothes.

Face: Haggard, cute, pretty, captivating, beautiful, ascetic, tired, or expressive face.

Eyes: Easy, cheerful, crystal clear, magnetic, profound, burned out, hypnotizing, or passionate eyes.

Body: Cute, agile, robust, emaciated, sexy, lanky, sensual, warped, graceful, or voluptuous body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

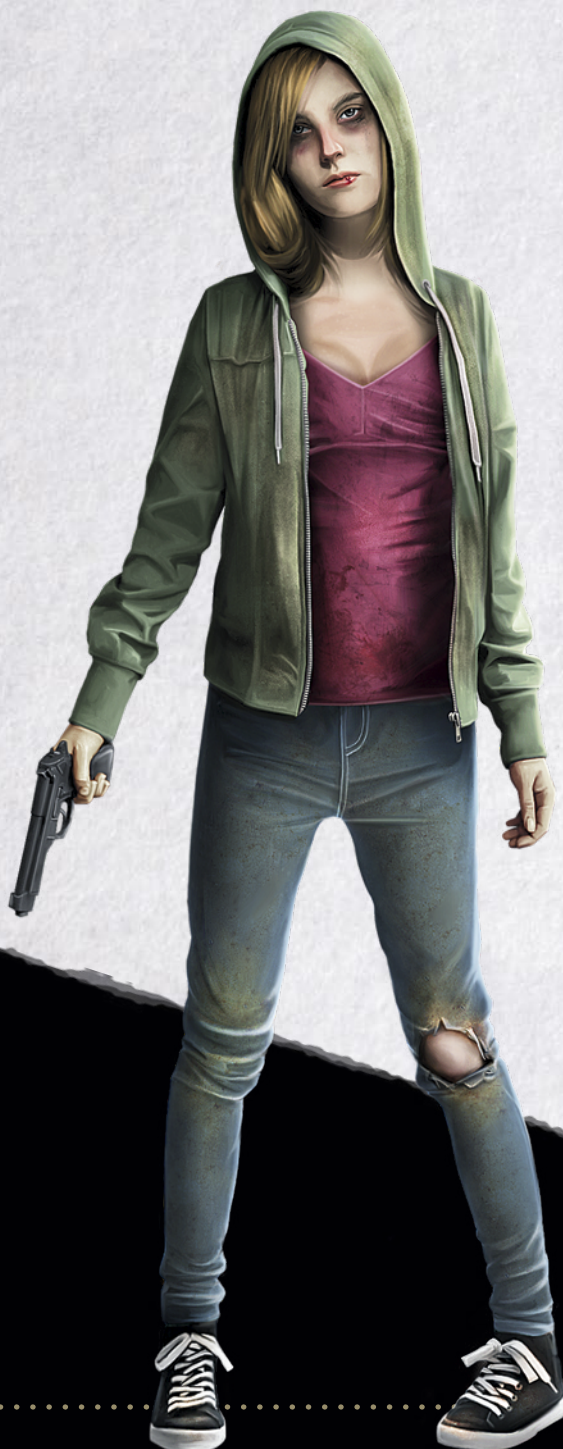
If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters is involved in your art. Take **+1 Relation** with them.
- ◆ One of the characters is your lover. Take **+1 Relation** with them.
- ◆ One of the characters hurt you.
- ◆ One of the characters is infatuated with you. They take **+2 Relation** with you.
- ◆ One of the characters commissioned a work of art from you. They take **+1 Relation** with you.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE AVENGER

The Avenger has been robbed of something dear to them, be it their loved one, job, family, humanity, honor, memories, or life goals. Regardless of what was taken from them, its loss can only be paid for in blood. The only thing remaining is revenge, and The Avenger isn't about to let anything or anyone get in their way, regardless of consequences.



OCCUPATION

Choose your Avenger's occupation from the list below, or invent one of your choosing.

Homemaker, Police Officer, Panhandler, Unemployed, Student, Criminal, Conspiracy theorist, Refugee, Prison escapee, Prize fighter, Widow(er), Washed-up celebrity, Failed businessperson, Science experiment on the run.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Guardian
- ◆ Returned from the Other Side
- ◆ Strange Disappearance
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments

DISADVANTAGES

You automatically receive the Disadvantage:

- ◆ Oath of Revenge

Choose 1 additional Disadvantage. Suggestions:

- ◆ Mental Compulsion
- ◆ Nightmares
- ◆ Schizophrenia
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Animal Speaker (Intuition)
- ◆ Instinct (Perception)
- ◆ Enhanced Awareness (Soul)
- ◆ Intimidating (Violence)
- ◆ Survival Instinct (Violence)
- ◆ Code of Honor (–)
- ◆ Eye for an Eye (–)
- ◆ Rage (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Leather, survival, filthy, mismatched, coat-covered, casual, or worn clothes.

Face: Haggard, sharp, neotenic, scarred, bony, thin, mutilated, or dour face.

Eyes: Ruthless, frosty, indifferent, desolate, sorrow-filled, tired, mad, or dark eyes.

Body: Robust, deformed, plump, mutilated, slender, animalistic, bony, emaciated, willowy, massive, strong, or youthful body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ You have entrusted one of the characters with a secret, which could put you away in prison if revealed.
- ◆ One of the characters tried to get you to forget your oath of revenge. Give them **+1 Relation** with you.
- ◆ One of the characters tried to help you fulfill your oath of revenge. Take **+1 Relation** with them.
- ◆ One of the characters has ties to the target of your revenge.
- ◆ One of the characters is connected to your past life somehow.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE BROKEN

The Broken has gazed into the Abyss and escaped with their mind in tatters. They could be a homeless person who subconsciously performs rituals to forgotten gods, the mental patient who became a test subject for experimental medications, or the sinner who was physically dragged down into hell, yet somehow managed to escape back to the land of the living. The Broken views things and sees through the Illusion in ways others do not. In exchange for their irreparable trauma, they've been granted unique insights about the Truth. The question is, how far can they trust their own senses?



OCCUPATION

Choose your Broken's occupation from the list below, or invent one of your choosing.

Homeless, Escaped mental patient, Street peddler, Street performer, Fence, Thief, Police, Drug dealer, Addict, Street artist, Freelance journalist, Tattoo artist, Abuse survivor, Normal person in the wrong place at the wrong time.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Mental Illness
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Victim of Medical Experiments

DISADVANTAGES

You automatically receive the Disadvantage:

- ◆ Broken

Choose 1 additional Disadvantage. Suggestions:

- ◆ Drug Addict
- ◆ Involuntary Medium
- ◆ Obsessive Compulsion
- ◆ Schizophrenia
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Street Contacts (Charisma)
- ◆ Intuitive (Intuition)
- ◆ Daredevil (Perception)
- ◆ Contagious Insanity (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Sixth Sense (Soul)
- ◆ Wayfinder (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Hobo, streetwear, ripped suit, strange, ragged and worn, alternative, casual, kinky, formal, amulets and fetishes, or dirty clothes.

Face: Haggard, tattooed, bony, wild beard and long hair, grinning, cheerful, sorrowful, dirty, scarred, or apprehensive face.

Eyes: Obscured, staring, desolate, deranged, frightened, anxious, furious, unfocused, fearless, darting, intense, or carefree eyes.

Body: Jerky, crouching, feral, skinny, large, tattooed, scarred, hairy, misshapen, obese, tall and gangly, dirty, or unsteady body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters is trying to get you back on your feet again. Take **+1 Relation** with each other.
- ◆ One of the characters was with you when you were broken. Take **+1 Relation** with them.
- ◆ One of the characters is your closest friend. Take **+2 Relation** with them.
- ◆ One of the characters was the reason you were broken. Take **+1 Relation** with them.
- ◆ You are angry with one of the characters. Take **+1 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE CAREERIST

The Careerist is the consummate brown-nosing backstabber. Most remain stuck in a cubicle farm, performing the same mundane tasks day after day, while the ruthless few climb upwards in the corporate hierarchy. Potentially, The Careerist could also run their own company, fighting for survival against corporate giants. In a world where nothing is off limits when it comes to advancing one's career, success necessitates being willing to do whatever it takes.



OCCUPATION

Choose your Careerist's occupation from the list below, or invent one of your choosing.

Lawyer, Businessman, Office worker, Director, CEO, Consultant, Bureaucrat, Politician, Jet setter, Yuppie, Salesman, Trainee, Aristocrat.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Curse
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Responsible for Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Greedy
- ◆ Haunted
- ◆ Liar
- ◆ Rationalist
- ◆ Rival

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Awe-inspiring (Charisma)
- ◆ Influential Friends (Charisma)
- ◆ Network of Contacts (Charisma)
- ◆ Notorious (Charisma)
- ◆ Daredevil (Perception)
- ◆ Puppeteer (Reason)
- ◆ At Any Cost (-)
- ◆ Opportunist (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Cheap suit, tailored suit, chinos and shirt, latest fashion, casual, polo and khakis, or expensive clothes.

Face: Pretty, sharp, round and sweaty, dominant, chiseled, ruthless, beautiful, boring, or flat face.

Eyes: Attentive, penetrating, ruthless, weary, cunning, sharp, warm, or authoritarian eyes.

Body: Slim, sexy, lanky, chubby, big, small, in shape, thin, or voluptuous body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters assisted you with removing a company rival. Take **+1 Relation** with them.
- ◆ One of the characters opposes your business ventures.
- ◆ One of the characters knows your Dark Secret.
- ◆ One of the characters also works for your boss.
- ◆ You are in love with one of the characters. Take **+2 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE CRIMINAL

Mobsters, gang members, thieves, drug dealers, and hitmen are all driven by two things: their quest for money and all the shit they've endured during their lives. For a precious few, their criminality grants them the life of luxury. But for most, they only catch a fleeting glimpse of wealth before someone bigger and meaner takes it all away from them. It's a dog-eat-dog world.



OCCUPATION

Choose your Criminal's occupation from the list below, or invent one of your choosing.

Thief, Robber, Dealer, Gang member, Homeless, Prize fighter, Corrupt cop, Enforcer, Club owner, Extortionist, Hitman, Face of the operation, Getaway driver, Con artist, Mobster, Dealer, Muscle for hire.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Family Secret
- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Bad Reputation
- ◆ Drug Addict
- ◆ Harassed
- ◆ Nemesis
- ◆ Sexual Neurosis
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Streetwise (Charisma)
- ◆ Burglar (Coolness)
- ◆ Escape Artist (Coolness)
- ◆ Sixth Sense (Soul)
- ◆ Deadly Stare (Violence)
- ◆ Enforcer (Violence)
- ◆ Gang Leader (Violence)
- ◆ Streetfighter (Violence)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Streetwear, suit, biker, gangsta, casual, tracksuit, exclusively-cut, or worn clothes.

Face: Hard, handsome, scarred, battered, dishonest, or cruel face.

Eyes: Grim, calculating, ruthless, cold, mad, piggish, dark, or suspicious eyes.

Body: Muscular, lanky, enormous, top-heavy, graceful, truncated, maimed, broken, plump, stocky, or wiry body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters hid you from the police or others who were after you. Take **+1 Relation** with them.
- ◆ One of the characters knows you've committed a terrible crime.
- ◆ One of the characters is indebted to you.
- ◆ One of the characters is connected to one of your rivals.
- ◆ One of the characters knew you from before your criminal dealings. Take **+1 Relation** with them.

Decide the nature of three additional Relations: one **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE CURSED

The Cursed is living on borrowed time. They might be the unfortunate victim of a deadly disease or the target of a higher power's rage. Usually, however, The Cursed has sealed their own fate by selling their soul for fortune and fame. Now their time is almost up, and The Cursed has realized life itself is the most worthwhile thing they possess. No price is too high to pay for The Cursed to thwart their destiny, even if it means sacrificing others.



OCCUPATION

Choose your Cursed's occupation from the list below, or invent one of your choosing.

Occultist, Cult escapee, Police officer, CEO, Detective, Military Officer, Gangster, Politician, Disability collector, Amateur magician, Celebrity, Jailbird, Businessman, Playboy, Refugee, Researcher, Internet celebrity.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Chosen
- ◆ Curse
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Returned from the Other Side

DISADVANTAGES

You automatically receive the Disadvantage:

- ◆ Condemned

Choose 1 additional Disadvantage. Suggestions:

- ◆ Drug Addict
- ◆ Greedy
- ◆ Haunted
- ◆ Nightmares
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Occult Studies (Reason)
- ◆ Bound (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Death Drive (Violence)
- ◆ Ruthless (Violence)
- ◆ Desperate (-)
- ◆ Sealed fate (-)
- ◆ To the Last Breath (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Brand name, unique, tailored suit, unconcerned, trenchcoat and suit, heavy metal, designer, tattered and stained, uniform, all black, foreign, business casual, or blood-soaked clothes.

Face: Haggard, emaciated, sharp, model, tanned, smiling, scarred, branded, fleshy, pale, flushed, masculine, sorrowful, or sickly face.

Eyes: Desperate, devious, hard, surrendered, fearless, burned, intimidated, beautiful, shades, dark, tired, stubborn, or hopeful eyes.

Body: Sickly, well-trained, tanned, taut, shaky, trembling, weak, attractive, muscular, slender, corpulent, curvy, crippled, cowering, towering, straight-backed, or dejected body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters knows the fate awaiting you. Take **+1 Relation** with them.
- ◆ One of the characters inadvertently caused your fate to befall you. They take **+1 Relation** with you.
- ◆ You utilized your prior success to help one of the other characters. They take **+1 Relation** with you.
- ◆ One of the characters is assisting you in avoiding your fate. Take **+2 Relation** with each other.
- ◆ One of the characters is standing in your way, preventing you from avoiding your fate. Determine how together.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE DECEIVER

You were in love. You finally met Mr. Right. Your future was certain, the wedding was planned, and everyone felt you were perfect for each other. Then one day, your beloved disappeared along with your bank account and all your jewelry. You were another target of the Deceiver.

Deceivers are manipulative people who fool others into trusting them to deprive them of money or services. They are masters of masking their true intentions and feelings, and can become exactly the person their victims want. Deceivers leave a trail of bitter enemies in their wake. When their past catches up to them, it often ends in tragedy.



OCCUPATION

Choose your Deceiver's occupation from the list below, or invent one of your choosing.

Model, Between jobs, Carfisher, Lover, Escort, Heir(ess), Jetsetter, Party animal, Secretary, Party planner, Marriage swindler, Con artist, Gigolo, Scammer, Thief, Snitch, Pornstar.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Heir
- ◆ Mental Illness
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Greedy
- ◆ Liar
- ◆ Nemesis
- ◆ Sexual Neurosis
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Erotic (Charisma)
- ◆ Impostor (Charisma)
- ◆ Seducer (Charisma)
- ◆ Backstab (Coolness)
- ◆ Eye for Detail (Perception)
- ◆ Intuitive (Intuition)
- ◆ Grudge (-)
- ◆ Manipulative (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Tight-fitting, designer, sexy, revealing, bohemian, stylish, trendy, proper, peacockish, exclusively-cut, distressed, or attention-grabbing clothes.

Face: Elfin, handsome, neotenic, youthful, chiseled, defined, soft, round, gorgeous, innocent, dignified, or cheerful face.

Eyes: Mischievous, twinkling, intense, vulnerable, innocent, pretty, understanding, friendly, large, penetrating, or warm eyes.

Body: Slim, sexy, masculine, curvy, towering, sensual, voluptuous, petite, toned, youthful, hearty, tall, short, thin, or wiry body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters helped you kill one of your many enemies. Take **+1 Relation** with them.
- ◆ One of the characters knows one of your victims.
- ◆ One of the characters met you during a rare moment when you were your true self.
- ◆ One of the characters is your current victim. They take **+2 Relation** with you.
- ◆ One of the characters is attracted to you. They take **+1 Relation** with you.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE DESCENDANT

Blood, soul and heritage weigh heavy on The Descendant's shoulders. She is an offspring of some mythic ancestor, a now dead family, a lost god, chosen by a dark cult or maybe the heir of some unknown power. It is the past that haunts The Descendant – the Sins of the Fathers. It may be dark pacts, servitude to demons, or a still lingering upbringing filled with abuse and violence. No matter where The Descendant goes or hides, her past will eventually catch up to her.



OCCUPATION

Choose your Descendant's occupation from the list below, or invent one of your choosing.

Antiquarian, Aristocrat, Author, Homeless, Tattoo artist, Occultist, Sect escapee, Preacher, Heir, Unemployed, Office worker, Craftsman, Forester.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Chosen
- ◆ Family Secret
- ◆ Heir
- ◆ Occult Experience
- ◆ Pact with Dark Powers

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Haunted
- ◆ Nightmares
- ◆ Phobia
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Influential Friends (Charisma)
- ◆ Intuitive (Intuition)
- ◆ Occult Library (Reason)
- ◆ Artifact (Soul)
- ◆ Bound (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Inner Power (Soul)
- ◆ Watchers (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the other seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Old fashioned clothes, casual, ragged and worn, tailored suit, layer upon layer, odd, or black clothes.

Face: Childish, sharp, sorrowful, scarred, dishonest, sickly, pretty, pronounced, tense, or round face.

Eyes: Tired, indifferent, anxious, intense, suspicious, fearless, innocent, restless, cunning, or sad eyes.

Body: Weak, strong, bony, small, sickly, slender, athletic, big, spindly, hunched, stiff, or lean body,

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to work out your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters grew up alongside you. Take **+2 Relation** to one another.
- ◆ One of the characters has seen what is hunting you. Take **+1 Relation** to them.
- ◆ You are secretly in love with one of the characters. Take **+2 Relation** to them.
- ◆ One of the characters is your contact person.
- ◆ One of the characters is intertwined with your dark secrets. Take **+1 Relation** with them.

Decide the nature of three additional Relations: one **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE DETECTIVE

Be they the disillusioned private eye in their office shrouded in clouds of cigarette smoke or the hardened investigator on the homicide unit, The Detective is motivated by their desperate need to find answers. Meanwhile, their families disintegrate, friends abandon them, and they fall into a spiral of darkness and addiction. Their 'noble' search leads them down lonely and dangerous paths best left untrodden.



OCCUPATION

Choose your Detective's occupation from the list below, or invent one of your choosing.

Beat cop, Private eye, Lawyer, Investigator, Security guard, Investigative journalist, Intelligence officer, Detective, Medium, Hacker, Cryptologist, Conspiracy theorist.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Strange Disappearance

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Drug Addict
- ◆ Infirm
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Fast Talk (Coolness)
- ◆ Interrogator (Intuition)
- ◆ Instinct (Perception)
- ◆ Read a Crowd (Perception)
- ◆ Shadow (Perception)
- ◆ Crime Scene Investigator (Reason)
- ◆ Dreamer (Soul)
- ◆ Enhanced Awareness (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, tweed, trendy, casual, severe, business, or shabby clothes.

Face: Friendly, sharp, round, sweaty, innocent, determined, or tired face.

Eyes: Empathic, indifferent, squinty, sharp, suspicious, warm, or concerned eyes.

Body: Spindly, fat, wiry, stout, stocky, or muscled body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters saved you from a dangerous situation. Take **+1 Relation** with them.
- ◆ One of the characters tricked you into protecting someone you were investigating.
- ◆ You helped one of the characters solve a mystery. They take **+1 Relation** with you.
- ◆ One of the characters is your coworker. Take **+1 Relation** with them and they take **+1 Relation** with you.
- ◆ One of the characters is your informant. Take **+1 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE DOLL

In the shadows, The Doll stands ready. The Doll strives to break free, to be human again, and assume control of her own life while others strive to possess her. She has lived a life in submission, as an outcast, a prisoner, a freak, or a trophy. Feelings of emptiness and tragedy reside within her, as well as dreams of hope, love, and happiness – dreams which are shattered over and over again.



OCCUPATION

Choose your Doll's occupation from the list below, or invent one of your choosing.

Child beauty contestant, Model, Stripper, Trophy wife, Gigolo, Actor, Escaped experiment, High school prom queen, Vlogger, Reality TV celebrity, Pornstar, Escort, Abuse survivor, Imprisoned innocent, Trafficking victim.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Chosen
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments

DISADVANTAGES

You automatically receive the Disadvantage:

- ◆ Object of Desire

Choose 1 additional disadvantage. Suggestions:

- ◆ Harassed
- ◆ Owned
- ◆ Phobia
- ◆ Sexual Neurosis
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Perpetual Victim (Charisma)
- ◆ Backstab (Coolness)
- ◆ Ice cold (Coolness)
- ◆ Sneak (Coolness)
- ◆ Divine (Soul)
- ◆ Magnetic Attraction (Soul)
- ◆ Endure Trauma (-)
- ◆ Gritted Teeth (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Revealing, frilly and fluffy, sexy, strange, trendy, impractical, spectacular, gothic, ornate, bohemian, bright, innocent, ripped, or sharp clothing.

Face: Pretty, smiling, sad, childish, black and blue, chiseled, reassuring, made-up, androgynous, or happy face.

Eyes: Innocent, beautiful, spellbinding, multicolored, frightened, purple, pale, sapphire blue, emerald green, yellow-gold, hungry, dispassionate, large, veiled, devastated, or flirtatious eyes.

Body: Frail, attractive, small, graceful, petite, curvaceous, athletic, dignified, lean and fit, slender, willowy, androgynous, or tall body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters is in love with you. They take **+2 Relation** with you.
- ◆ One of the characters has taken care of you. Take **+1 Relation** with each other.
- ◆ You are secretly in love with one of the characters. Take **+2 Relation** with them.
- ◆ One of the characters liberated you. Take **+1 Relation** with each other.
- ◆ One of the characters is jealous of you.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE DRIFTER

The Drifter never stays in one place long enough to feel at home. The road is their home. It could be an uncontrollable urge to never put down roots, or a reaction to pursuers always on their heels. The Drifter has learned to live with whatever fits in their backpack or the back of their car. What is important to others lacks meaning to The Drifter, who never gets attached to anything. Other vagabonds and outcasts are their friends and allies. They seek refuge in rundown motels, boxcars, abandoned homes, and other makeshift shelters. The eternal question for those who meet them is: what are you running from?



OCCUPATION

Choose your Drifter's occupation from the list below, or invent one of your choosing.

Homeless, Vagabond, Runaway, In witness protection, Draft dodger, Small-time crook, Backpacker, Refugee, Prison escapee, Traveling salesman, Courier, Day laborer, Outsider.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Curse
- ◆ Family Secret
- ◆ Mental Illness
- ◆ Returned from the Other Side
- ◆ Rootless

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Harassed
- ◆ Haunted
- ◆ Schizophrenia
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Street Contacts (Charisma)
- ◆ Driver (Coolness)
- ◆ Improviser (Coolness)
- ◆ Character Actor (Intuition)
- ◆ Vigilant (Intuition)
- ◆ Wanderer (Perception)
- ◆ Artifact (Soul)
- ◆ Enhanced Awareness (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Worn, odd, biker, ripped, practical, street, wilderness survival, layer upon layer, wrong season, cheap suit, or hobo clothing.

Face: Ravaged, innocent, weathered, pronounced, filthy, friendly, tough, tattooed, scarred, or memorable face.

Eyes: Cloudy, tired, restless, blind, one-eyed, bloodshot, tense, suspicious, fearful, cheerful, sarcastic, or intelligent eyes.

Body: Wiry, bony, hobbled, fast, dirty, scarred, big, small, slim, androgynous, tall, disproportionate, laid back, tense, malformed, twisted, tattooed, or animalistic body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters lets you stay with them sometimes. Take **+1 Relation** with them.
- ◆ One of the characters got you out of a bind. Take **+1 Relation** with them.
- ◆ One of the characters is an old friend. Take **+2 Relation** with them.
- ◆ One of the characters is someone you know in the underworld.
- ◆ One of the characters gives you occasional jobs.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE FIXER

The Fixer has all the contacts, and uses them to make quick cash. Drugs, weapons, illegal prize-fights, antiques, cars, apartments – The Fixer can set you up with whatever you need. But everything she sells comes with a catch. Once The Fixer gets their hooks in you she'll never let you go.

As long as there's money involved The Fixer doesn't care about the stakes, and the more successful she is, the more enemies she makes along the way. In the underworld, there are always people hungrily watching you, waiting for the right moment, and willing to step over your body to take your place.



OCCUPATION

Choose your Fixer's occupation from the list below, or invent one of your choosing.

Mafia boss, Business person, Real estate agent, Dealer, Restaurateur, Club owner, Fence, Loan shark, Bookie, Advisor, Extortionist, Criminal, Consigliere.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Guilty of Crime
- ◆ Heir
- ◆ Pact with Dark Powers
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Competitor
- ◆ Cursed
- ◆ Greedy
- ◆ Jealousy
- ◆ Liar
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Forked Tongue (Charisma)
- ◆ Streetwise (Charisma)
- ◆ Ace Up the Sleeve (Coolness)
- ◆ Backstab (Coolness)
- ◆ Boss (Coolness)
- ◆ Extortionist (Intuition)
- ◆ Sixth Sense (Soul)
- ◆ Worldly (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, street, leather, casual, bizarre, luxury, or sportswear clothing.

Face: Pleasant, good-looking, attractive, bony, smashed, innocent, meaty, or open face.

Eyes: Cheerful, calculating, cold, servile, cunning, tough, confused, or evaluating eyes.

Body: Broad, athletic, skinny, sensual, skipped leg day, tall and wiry, or stocky body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters endured a beating to get you out of a bind. Take **+1 Relation** with them.
- ◆ One of the characters caused a problem for which they let you take the blame.
- ◆ One of the characters is indebted to you.
- ◆ One of the characters works for you.
- ◆ One of the characters is a business contact.

Decide the nature of three additional Relations:

One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE OCCULTIST

The Occultist seeks the answers to life's mysteries through occult theories. Ancient tomes, mad sect leaders, and obscure internet forums speak of different dimensions, magical rituals, other-worldly creatures, and powers that can turn men into gods. The Occultist has discovered enough information to begin experimenting with these forces, but not nearly enough to give them any degree of control. Magic always comes at a high price, and The Occultist's account is coming due.



OCCUPATION

Choose your Occultist's occupation from the list below, or invent one of your choosing.

Antiquarian, Medium, Exorcist, Linguist, Unemployed, Theologian, Professor, Morgue employee, Teenager, Student, Bureaucrat, Disability collector, Librarian, Recent convert, Thelemic.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Guilt
- ◆ Haunted
- ◆ Involuntary Medium
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Crafty (Intuition)
- ◆ Occult Library (Reason)
- ◆ Dabbler in the Occult (Soul)
- ◆ Dreamer (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Exorcist (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Thirst for Knowledge (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: All black, suit and trenchcoat, hippie, occult symbolism, casual, spiritual, flashy, shimmering, tattered, new age, peculiar, discreet, or spectacular clothes.

Face: Big bushy beard, long black hair and pale skin, bony, disfigured, worn, pretty, tense, pallid, indifferent, scornful, bored, wrinkled or aged face.

Eyes: Hollow, lucid, mad, piercing, arresting, interrogating, distant, tired, defeated, power-hungry, or sad eyes.

Body: Emaciated, scarred, broken, towering, trembling, tattooed, burned, wispy, hunched, lanky, obese, stiff, or inviting body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters participated in one of your rituals.
- ◆ One of the characters is related to someone you lost. Take **+1 Relation** with them.
- ◆ One of the characters is your friend. Take **+1 Relation** with them.
- ◆ One of the characters assists you with acquiring books, information, and artifacts. Take **+1 Relation** with them.
- ◆ One of the characters hates you for doing something to them, despite your love for them. Take **+2 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE PROPHET

Faith and religion bestow power, whether you're a priest, pastor, imam, rabbi, or other sect leader. The Prophet may have chosen to serve their god, but it could also be a path they've been forced to walk by their family or congregation from an early age. Being on the inside of a religious association provides access to community and a sense of higher purpose. However, the shadows cast by the Divine's light often hide abuse of power, occultism, perverted doctrine, forced marriages, and the worship of false gods.



OCCUPATION

Choose your Prophet's occupation from the list below, or invent one of your choosing.

Priest, Pastor, Imam, Rabbi, Sect leader, Sect member, Sect escapee, Prophet, Medium, Witch, Preacher, Healer, Missionary, Seer, Cultist, Idolater, Iconoclast, Elder, Oracle, Guru.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Chosen
- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Fanatic
- ◆ Harassed
- ◆ Involuntary Medium
- ◆ Sexual Neurosis
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Charismatic Aura (Soul)
- ◆ Cult Leader (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Exorcist (Soul)
- ◆ Lay on Hands (Soul)
- ◆ Voice of Insanity (Soul)
- ◆ Divine Champion (-)
- ◆ Good Samaritan (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, clerical robes, orthodox, organic materials, bohemian, casual, coat and hat, street, strange, or worn clothes.

Face: Handsome, smooth, attractive, childlike, dominant, narrow, aristocratic, open, or ascetic face.

Eyes: Cheerful, deep, mad, wise, forgiving, mesmerizing, piercing, or passionate eyes.

Body: Large, slender, thin, small, spindly, sickly, plump, firm, energetic, or voluptuous body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters shares your faith.
- ◆ One of the characters saved you. Take **+1 Relation** with them.
- ◆ One of the characters denied your god.
- ◆ You saved one of the other character's immortal soul. They take **+1 Relation** with you.
- ◆ One of the characters is your lover. Take **+1 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE RONIN

The Ronin always teeters at the edge of a bottomless pit. When you've run out of options, you hire The Ronin to solve the problem. They perform any task where compassion and morality are liabilities, and where mistakes mean prison, death, or worse. The Ronin can never trust anyone. Yesterday's employers are tomorrow's potential targets. Once The Ronin's hunt has begun, there is no escape for their prey.



OCCUPATION

Choose your Ronin's occupation from the list below, or invent one of your choosing.

Contract killer, Hitman, Special agent, Special ops, Military experiment, Sniper, Spree killer.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Curse
- ◆ Guardian
- ◆ Occult Experience
- ◆ Victim of Medical Experiments
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Haunted
- ◆ Marked
- ◆ Nemesis
- ◆ Nightmares
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Weapon Master (Coolness)
- ◆ Chameleon (Intuition)
- ◆ Exit Strategy (Perception)
- ◆ Manhunter (Reason)
- ◆ Sixth Sense (Soul)
- ◆ Lightning Fast (Violence)
- ◆ Sniper (Violence)
- ◆ Jaded (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, discreet, black, worn, concealing, extravagant, fashionable, or practical clothes.

Face: Emaciated, expressionless, mundane, friendly, scarred, tough, pretty, or smooth face.

Eyes: Grim, appraising, cool, obscured, melancholy, merciless, or challenging eyes.

Body: Graceful, athletic, small, scarred, strong, massive, wiry, emaciated, toned, or battered body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters knows who you really are. Take **+1 Relation** with each other.
- ◆ One of the characters knows you under one of your aliases.
- ◆ One of the characters knows your deepest fear.
- ◆ One of the characters owes their life to you. They take **+1 Relation** with you.
- ◆ You harbor a secret passion for one of the character's partner. Take **+2 Relation** with that partner.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE SCIENTIST

The Scientist explores the unknown in the hope of finding answers to the questions of life and the universe. Her research often leads to dangerous experiments, where the fabric between our dimension and others is temporarily blown aside. In psychology, medicine, physics, chemistry, and various parasciences, these experiments often lead to terrible consequences. They might call her mad, but she knows this is because they refuse to see the Truth.



OCCUPATION

Choose your Scientist's occupation from the list below, or invent one of your choosing.

Doctor, Psychologist, Surgeon, Inventor, Engineer, Technician, Therapist, Physicist.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Forbidden Knowledge
- ◆ Mental Illness
- ◆ Responsible for Medical Experiments
- ◆ Returned from the Other Side
- ◆ Victim of Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Bad Reputation
- ◆ Experiment Gone Wrong
- ◆ Fanatic
- ◆ Mental Compulsion
- ◆ Repressed Memories
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Battlefield Medicine (Reason)
- ◆ Inventor (Reason)
- ◆ Scientist (Reason)
- ◆ Enhanced Awareness (Soul)
- ◆ Genius (Soul)
- ◆ Implanted Messages (Soul)
- ◆ Arcane Researcher (–)
- ◆ Workaholic (–)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, –1, and –2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Suit, worn and dirty, casual, practical, coat and hat, peculiar, lab coat, stained, neat, or durable clothes.

Face: Worn, square, scarred, bony, round and sweaty, pronounced, exhausted, ravaged, or serious face.

Eyes: Calculating, dead, squinting, burning, mad, confused, or commanding eyes.

Body: Frail, angular, stocky, overweight, emaciated, skinny, slender, tall, hunched, or strange body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters received help from you. They take **+1 Relation** with you.
- ◆ One of the characters assisted you with an experiment, which went terribly wrong.
- ◆ One of the characters knows details of your dreams.
- ◆ One of the characters volunteered for one of your experiments. Take **+1 Relation** with them.
- ◆ One of the characters is involved in your research.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE SEEKER

Seekers are explorers of modern, ancient, and forgotten urban myths. They are bloggers, hackers, and storytellers of the Modern Age. On the Internet, faceless voices whisper of lies and conspiracies. In abandoned subway stations, someone leaves messages in seemingly meaningless graffiti. If you dig deep enough you'll find the Truth, but most of us cannot see through the thick fog of misinformation, and we become hopelessly lost in the tempest of propaganda, pornography, and mindless entertainment. The Seeker knows how to use the Internet to uncover secrets under stones best left unturned. For the Seeker, no price is too great to find the Truth and expose it for public consumption.



OCCUPATION

Choose your Seeker's occupation from the list below, or invent one of your choosing.

Student, Unemployed, Blogger, Hacker, Activist, Academic, Researcher, Parapsychologist, Author, Journalist, Thief, Medium, Conspiracy Theorist.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Family Secret
- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Strange Disappearance

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Haunted
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Parkour (Coolness)
- ◆ Access the Dark Net (Perception)
- ◆ Keen-eyed (Perception)
- ◆ Hacker (Reason)
- ◆ Prepared (Reason)
- ◆ Enhanced Awareness (Soul)
- ◆ Stubborn (Soul)
- ◆ Endure Trauma (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Nerdy, second-hand, leather, alternative, casual, durable, smelly, comfortable, stained or ripped clothes.

Face: Wrinkled, lively, cute, neotenic, pale, grim, smashed, or innocent face.

Eyes: Clear, hard, tired, bloodshot, doubtful, curious, avoidant, suspicious, or evaluating eyes.

Body: Lanky, sinewy, robust, fragile, hefty, deformed, wispy, chubby, bent, short, or youthful body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ You entrusted one of the characters with a secret, which could put you away in prison.
- ◆ One of the characters helped you with your investigations. Take **+1 Relation** with them.
- ◆ You look up to one of the characters. Take **+1 Relation** with them.
- ◆ One of the characters saved your life. Take **+1 Relation** with them.
- ◆ You have discovered one of the characters in the act of something criminal, obscene, or extremely shameful.
- ◆ You befriended one of the characters in the process of assisting them with some supernatural trouble. Give her **+1 Relation** with you.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE VETERAN

The Veteran has seen death up close. She has spent a major part of her life in combat, weapon in hand, and adrenaline coursing through her veins. She might be an infantry soldier crouching in an Afghanistan foxhole, a SWAT officer carrying out frequent missions against heavily armed criminals, or a civilian from a country devastated by war, now a refugee but still tortured by memories of the conflict.



OCCUPATION

Choose your Veteran's occupation from the list below, or invent one of your choosing.

Special agent, Military soldier, Street soldier, Mercenary, MMA fighter, Military officer, Security guard, Body guard, Hitman, War refugee, Military police, Retiree, Homeless vet.

DARK SECRETS

Choose 1 or more Dark Secrets. Suggestions:

- ◆ Guilty of Crime
- ◆ Returned from the Other Side
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments
- ◆ Visitations

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Drug Addict
- ◆ Haunted
- ◆ Nightmares
- ◆ Phobia
- ◆ Repressed Memories
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Hunter (Perception)
- ◆ Instinct (Perception)
- ◆ Survivalist (Perception)
- ◆ Voice of Pain (Soul)
- ◆ Martial Arts Expert (Violence)
- ◆ Officer (Violence)
- ◆ Dead shot (-)
- ◆ Hardened (-)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Street, athletic wear, blood-stained, casual, camo, uniform, or practical clothes.

Face: Hard, coarse, scarred, weathered, fragile, harsh, or disfigured face.

Eyes: Hardened, dead, desolate, burning, sorrowful, angry, or commanding eyes.

Body: Compact, hardy, scarred, huge, hefty, limber, tall, muscular, sinewy, strong, or brutalized body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters assisted you when you were in need. Take **+1 Relation** with them.
- ◆ One of the characters abandoned you when you needed them most.
- ◆ One of the characters followed you into battle. Take **+1 Relation** with each other.
- ◆ One of the characters listened to your war stories.
- ◆ One of the characters has seen you lose control.

Decide the nature of three additional Relations:

One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

THE SLEEPER

Your past is obscured by flawed memories, and you try not to think about the future. You focus on the here and now, living through your TV's infinite offerings, Internet forums, and the apps on your phone. Your life and job are fine, but you make sure to only share the best snippets, where everything seems amazing. Everyone else has nice homes and great jobs, and you wouldn't want people to think you're worse off than them. After work, you usually watch TV until it's time to go to bed. You work out in the morning, during lunch, or on the way home. Everyone else seems so perfect, so you'll motivate yourself to push through your routine on the treadmill while listening to the latest podcast, drinking low-fat shakes, and eating pre-packaged foods. People feel best when they don't focus on negative thoughts. One of the blogs you read told you that. Above your bed hangs a pretty piece of calligraphy, which reads, "I am in charge of how I feel, and today I am choosing happiness." That's nice to think about. You live your life in a bubble, filtering out all shadows and shades of grey in the world. You are one of the Sleepers.

Playing Sleepers

Sleeping PCs are weaker than Aware PCs. They lack Advantages and have repressed their Dark Secrets. When Sleepers use **Experience** to advance, they start to recall their Dark Secrets. Upon their sixth advance, they wake up and switch Archetypes.

If the GM wishes to include sleeping PCs, the game works best if all the player characters begin as Sleepers and develop into Aware Archetypes together.



OCCUPATION

Choose your SLEEPER's occupation. It could be anything you wish.

DARK SECRETS

Choose any 1 Dark Secret. You get to pick the Dark Secret, but for as long as they're asleep the PC will not remember anything about it.

DISADVANTAGES

Choose 2 Disadvantages from any Archetype.

ADVANTAGES

You start with no Advantages.

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

LOOKS

Select or come up with your own distinguishing features for your character.

Clothes: Mainstream, hipster, proper, athletic wear, jeans, suit, trendy, bohemian, gangsta, anonymous, all black, nerdy, chic, handsome, provocative, flattering, normcore, or alternative clothes.

Face: Cute, tired, forced smile, rosy, hard, doughy, swollen, emaciated, pale, non-expressive, pretty, masculine, soft, grim, long, round, square, bearded, or tanned face.

Eyes: Avoidant, large, contemptuous, flirtatious, cheerful, innocent, intense, drowsy, dominant, demanding, dark, bright, confused, or bored eyes.

Body: Thin, muscular, chubby, skinny, tall, short, big, heavy-set, lean, strong, hearty, bent over, straight-backed, bouncy, serene, expressive, frantic, jittery, or gray body.

NAME

Choose a name for your character, suitable to the locale in which the campaign is set.

DISTRACTIONS

There is something you use to distract yourself from the world around you, enabling you to remain asleep.

Choose 1 or several:

- | | |
|-------------------------|--|
| ◆ Dating services. | ◆ Reality television. |
| ◆ Discussion forums. | ◆ Shopping. |
| ◆ Exercise and fitness. | ◆ Social media/apps, e.g. Instagram, Facebook, or similar. |
| ◆ Fashion. | ◆ TV-series. |
| ◆ Interior decorating. | ◆ Distraction of your own design. |
| ◆ Online games. | |
| ◆ Pornography. | |

When you engage in your Distraction for several hours, you recover +1 **Stability**.

When you are unable to engage in your distraction for a few days, you must make a **Keep it Together** Move to not give in to it – even to your detriment.

When you have been forced to interrupt your distraction, you take –1 to your next roll.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

If you know any of the other player characters from before, choose one of these options to establish the relationship between the two of you.

- ◆ One of the characters is an associate from work.
- ◆ One of the characters is a lover or a friend. Take **+1 Relation** with each other.
- ◆ One of the characters is connected to your Dark Secret.
- ◆ You secretly follow the character on Instagram, their blog, or similar social media. Take **+1 Relation** with them.
- ◆ One of the characters has something you're jealous of.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

Sleepers and Advancement

A sleeping PC advances in the following steps:

- [1] They remember something about their Dark Secret.
- [2] They remember something about their Dark Secret.
- [3] They remember something about their Dark Secret.
- [4] They remember something about their Dark Secret.
- [5] They remember something about their Dark Secret.
- [6] They awaken. The player chooses an Aware Archetype. The PC keeps their Dark Secret and their Disadvantages, but the player picks three Advantages from their new Archetype.

Depending on how the group wants to play it out, the Sleeper's memories of their Dark Secret can:

- ◆ Be prepared and delivered by the GM (suitable for prepared scenarios)
- ◆ Be authored by the player
- ◆ Be authored collaboratively by the group
- ◆ Be authored by the other players, but not the person affected

In those cases where the players author the details, they should limit their contributions to vague memory fragments the GM can expand and build on later. Each advancement should not reveal the Dark Secret's true nature, but should work more like clues the PC can investigate.

CREATING A NEW ARCHETYPE

Creating a new Archetype for *KULT: Divinity Lost* requires developing a broad and interesting theme for the Archetype and the construction of balanced Advantages. You can extrapolate from the established Archetypes and proceed as follows:

- ◆ Write a short description of the Archetype, explaining its core themes.
- ◆ Write some suggested occupations for characters of this Archetype.
- ◆ Suggest five Dark Secrets. You can choose from existing ones or develop new ones.
- ◆ Suggest six Disadvantages. You can also create one or more unique Disadvantages to suit the Archetype.
- ◆ Give the Archetype eight Advantages the player can choose from at the start. You can use existing Advantages or develop new ones unique to the Archetype. Some **Soul**-based Advantages, such as **Enhanced Awareness**, **Magical Intuition**, and/or **Sixth Sense**, recur in several of the twenty Aware Archetypes in *KULT: Divinity Lost*.
 - ◆ Note: if this is your first session of *KULT: Divinity Lost*, do not create your own Advantages or Disadvantages. Play a few sessions first, in order to give you some idea of how Moves work and what effects are suitable to apply when PCs roll a success (**15+**), success with complications (**10–14**), and failure (**–9**).
- ◆ Assign suggested looks in the categories of clothes, face, eyes, and body.
- ◆ Write down five alternatives for established starting **Relations** with other player characters. Some of the alternatives can establish a **Relation** value of **+1** or even **+2**, either for the character or the PC the character has a relationship with.



CHAPTER 3

CHARACTER + TRAITS

EVERY PLAYER CHARACTER (PC) HAS A PAST, WHICH HAS SHAPED THE person they are today. Traumatic events, buried secrets, and encounters with the supernatural have awakened doubts that things may not be as they seem. Through pain, fear, guilt, and madness, these events have forged the PC's personality and provided her with both strengths and weaknesses. Dark Secrets, Disadvantages, and Advantages are representations of these experiences and personality traits. Each character begins the game with **one or more** Dark Secrets, **two** Disadvantages, and **three** Advantages.

Dark Secrets are windows into traumatic, mystical, or guilt-laden episodes in the character's past. Each Dark Secret has a theme, which the player and gamemaster (GM) take into consideration when developing the Secret's specifics. However, any Dark Secret can provide the framework for a great variety of events, serving as inspiration for developing a character's concept and backstory, as well as acting as a storytelling aid for the GM and player. The PCs' various Dark Secrets provide the GM with concrete themes for the overall story, such as guilt, revenge, escape, sorrow, passion, and redemption. They also serve as anchor points for locations, objects, and entities to be included when preparing a story.

Disadvantages can be the character's personal failings, negative personality traits, adverse conditions, or external threats in the form of individuals, institutions, creatures, and/or supernatural powers. The character might suffer from schizophrenia, harbor a rampant urge to take revenge on someone, or be pursued by faceless enemies. Disadvantages are Moves

rolled by the players, but unlike the basic player Moves, they provide the GM with opportunities to affect the PCs later in the story. Examples might include the character's schizophrenia distorting her perception of reality, or the character's pursuers finally catching up with her.

List of Disadvantages

Disadvantage	Description	Page
Bad Reputation	You are hated by the public for something you are accused of.	64
Broken	Your Stability can never increase beyond <i>Distressed</i> .	64
Competitor	You have a competitor in the criminal underworld.	64
Condemned	Your fate is sealed and your Time is ticking down.	65
Cursed	You are afflicted by a curse.	65
Depression	You are struggling with depression.	65
Drug Addict	You are addicted to hard drugs.	65
Experiment Gone Wrong	You carried out an experiment that went terribly wrong.	65
Fanatic	You are a fervent adherent of an ideology.	65
Greedy	You are driven by an unquenchable desire for money and wealth.	66
Guilt	You carry heavy guilt for your past sins.	66
Harassed	You are part of a harassed minority group.	66
Haunted	You are haunted by supernatural forces.	66
Infirm	You suffer from a dangerous physical disease or condition.	66
Involuntary Medium	You are an open vessel for spirits and demonic entities.	66
Jealousy	You want someone else's life for yourself.	66
Liar	You are a compulsive liar.	67
Lost Identity	You have a repressed true identity that resurfaces sometimes.	67
Marked	You are marked by darkness.	67
Mental Compulsion	You have a mental compulsion.	67
Nemesis	You have made an enemy who does everything in their power to take revenge on you.	67
Nightmares	You suffer from recurring nightmares.	67
Oath of Revenge	You are obsessed of taking revenge on someone or an organization.	68
Object of Desire	You ignite unhealthy desires in others.	68
Obsession	You are obsessed by a conspiracy or supernatural phenomenon.	68
Owned	You have fled from someone who kept you as his private property.	68
Phobia	You harbour an overpowering fear of something.	68
Rationalist	Your mind refuses to acknowledge anything except things confirmed by modern science.	68
Repressed Memories	You have repressed an unpleasant event.	68
Rival	You have an ambitious rival, who will do anything to be in your shoes.	69
Schizophrenia	You struggle with psychosis and hallucinations.	69
Sexual Neurosis	Your sexuality is a destructive, controlling force in your life.	69
Stalker	You are hunted by a faceless enemy.	69
Victim of Passion	You have an overwhelming passion for someone or something.	69
Wanted	You are wanted by the authorities.	69

Advantages are strengths, rare abilities, supernatural powers, and valuable resources the character can use in the story to gain Edges and accomplish things others can't. The character might be tough and doesn't get hurt easily, have special training in crime scene investigations, possess influential friends, or

be the leader of a gang of underlings. Advantages are Moves which either provide the character permanent bonuses on rolls of a specific nature, extend the scope of a basic Move, or provide the player with the opportunity to take special actions nobody else can.

List of Advantages

Advantage	Attribute	Description	Page
Academic Network	Charisma	You have contacts at universities around the world.	70
Access the Dark Net	Perception	You know how to access and search the Dark Net abyss.	76
Ace up the Sleeve	Coolness	You are good in a tight spot.	73
Analyst	Reason	You are good at making connections when you <i>Investigate</i> .	78
Animal Speaker	Intuition	You can control animals.	75
Arcane Researcher	–	You know things about alternate planes of existence and creatures from other dimensions.	87
Artifact	Soul	You have an artifact with mystical powers.	81
Artistic Talent	Charisma	Your work of art have a great effect on audiences.	70
At any Cost	–	You can get +2 to a roll by decreasing Stability (–2) .	87
Authority	Charisma	You can use your academic authority to influence others.	70
Awe-Inspiring	Charisma	You can inspire awe and obedience in others.	70
Backstab	Coolness	You are dangerous when you attack unprepared victims.	73
Battlefield Medicine	Reason	You are trained in stabilising wounds.	78
Body Awareness	Perception	You have exceptional control over your body.	76
Boss	Coolness	You have a gang of criminal henchmen.	73
Bound	Soul	You can draw powers from an extradimensional entity.	81
Burglar	Coolness	You are an expert in breaking and entering.	73
Chameleon	Intuition	You are great at concealing your appearance and imitate others.	75
Character Actor	Intuition	You are a master at blending in.	75
Charismatic Aura	Soul	You can force people to trust you and seek your company.	81
Code of Honor	–	Gain Stability when you take risks or make sacrifices for your code of honor.	87
Collector	Reason	You know how to find unusual or rare items.	78
Contagious Insanity	Soul	You can infect others with temporary insanity.	81
Crafty	Intuition	You can make others trust you.	75
Crime Scene Investigator	Reason	You are skilled at finding clues at crime scenes.	78
Cult Leader	Soul	You can perform rituals with your followers.	81
Dabbler in the Occult	Soul	You can perform rituals from written instructions.	82
Daredevil	Perception	You get Edges when you enter dangerous situations.	76
Data Retrieval	Reason	You are a skilled researcher.	78
Dead Shot	–	Any Harm with a firearm is considered +1 Harm .	87
Deadly Stare	Violence	You can freeze an NPC with your stare.	85
Death Drive	Violence	You get Edges when you fight with no regard for personal safety.	85
Desperate	–	You have +1 on all rolls when trying to make it through overwhelming odds.	87
Divine	Soul	You can make monsters obey you temporarily.	82
Divine Champion	–	You get stronger when you fight against your deity's enemies or protect a sacred object.	87
Dreamer	Soul	You can use dreams to meet people or experience past events.	82
Driver	Coolness	You are a trained professional at operating motor vehicles.	74
Elite Education	Charisma	You have contacts in the world's social elite.	70

Advantage	Attribute	Description	Page
Elite Sport	–	You have competed professionally in a sport.	87
Endure Trauma	–	Whenever you reduce Stability , you always lose 1 fewer level than normal.	87
Enforcer	Violence	You can threaten people to do what you want.	85
Enhanced Awareness	Soul	You can open yourself to visions and communicate with entities from other dimensions.	82
Erotic	Charisma	You can use your attractiveness to influence others.	71
Escape Artist	Coolness	You are a master at slipping away when the shit hits the fan.	74
Exit Strategy	Perception	You are an expert in hiding the tracks of your kills.	76
Exorcist	Soul	You can perform rituals to banish spirits or demons.	82
Expert	Reason	You get to ask an additional question about whatever you want when you Investigate things in your fields of knowledge.	78
Explosives Expert	Reason	You can build and disarm bombs.	78
Extortionist	Intuition	You can Read others weaknesses.	75
Eye for an Eye	–	You get +2 <i>ongoing</i> to all rolls against any one who wounds you.	87
Eye for Detail	Perception	You are good at noticing details on people.	77
Fascination	Charisma	You can use your art to seduce an NPC.	71
Fast Talk	Coolness	You are good at distracting NPCs with small talk.	74
Field Agent	Violence	You get Edges when you enter combat.	85
Forbidden Inspiration	Soul	You can use your art to experience visions and lure creatures to you.	82
Forked Tongue	Charisma	You can manipulate others into trusting you.	71
Gang Leader	Violence	You have a gang of criminals.	85
Genius	Soul	You get Edges in life-threatening situations.	83
Good Samaritan	–	Gain Stability when you help others at your own expense.	87
Grifted Teeth	–	You suffer no penalties to rolls from wounds.	87
Grudge	–	You take +1 <i>ongoing</i> to revenge when someone ruin your plans.	88
Hacker	Reason	You are an expert on penetrating networks.	78
Hardened	–	You take +1 <i>ongoing</i> to Endure Injury .	88
Hunter	Perception	You are a skilled hunter.	77
Ice Cold	Coolness	You can use your calm and cool in the midst of violence and chaos.	74
Implanted Messages	Soul	You can get power over humans by experimenting on them.	83
Impostor	Charisma	You have several romantic relationships to use for resources.	71
Improviser	Coolness	You are good at winging it out of dangerous situations.	74
Influential Friends	Charisma	You have friends with power and influence.	71
Inner Power	Soul	You harbour an uncontrollable, dangerous power.	83
Instinct	Perception	You get +2 on your questions when you Observe a Situation .	77
Interrogator	Intuition	You are an expert in Reading when others are lying.	76
Intimidating	Violence	You can scare others to submit.	85
Intuitive	Intuition	You get to ask an additional question when you succeed in Reading someone.	76
Inventor	Reason	You can create and repair things.	78
Jaded	–	You can suppress the effects of a (10–14) on Keep it Together .	88
Keen-Eyed	Perception	You are skilled at determining enemies' strengths and weaknesses.	77
Lay on Hands	Soul	You can heal someone by sacrificing yourself or a victim.	83
Lightning Fast	Violence	You get Edges when you move fast in combat.	86
Magical Intuition	Soul	You can perceive Kirlian auras and sense the presence of magic.	83
Magnetic Attraction	Soul	You can draw people to you.	83

Advantage	Attribute	Description	Page
Manhunter	Reason	You are good at getting information about people.	78
Manipulative	–	You can use given favors and learned secrets against people.	88
Martial Arts Expert	Violence	You get Edges when you fight in close quarters.	86
Moles	Charisma	You have a number of moles to use when needed.	72
Network of Contacts	Charisma	You can get information about people.	72
Notorious	Charisma	You can use your fame to influence others.	72
Observant	Intuition	You are good at judging someone's character.	76
Occult Library	Reason	You have a library about supernatural things.	78
Occult Studies	Reason	You know things about the occult.	79
Officer	Violence	You get Edges when you fight with allies on your side.	86
Opportunist	–	Gain Stability when you sacrifice someone to further your own goals.	88
Parkour	Coolness	You are deft at running, climbing and jumping.	74
Perpetual Victim	Charisma	You can appear defenseless and make others take care of you.	72
Prepared	Reason	You are good at researching places.	79
Puppeteer	Reason	You are good at executing plans with other people as pawns.	79
Quick Thinker	Reason	You are good at thinking your way out of danger.	79
Rage	–	Go into a rage to gain Edges in combat.	88
Read a Crowd	Perception	You are a master at overhearing information in crowds.	77
Ruthless	Violence	You get Edges when you sacrifice others to save yourself.	86
Scientist	Reason	You are good at Investigating objects or entities.	79
Sealed Fate	–	You may mark Time to stabilize wounds.	88
Seducer	Charisma	You can make people fall in love with you.	72
Shadow	Perception	You are skilled in shadowing and shaking of any stalkers.	77
Sixth Sense	Soul	You can sense danger and the right path in front of you.	84
Snake Charmer	Soul	You can charm intelligent, monstrous creatures with your art.	84
Sneak	Coolness	You can avoid detection when hiding or sneaking.	75
Sniper	Violence	You are a master at firing at distant targets.	86
Street Contacts	Charisma	You have contacts among the social outsiders and outcasts.	72
Streetfighter	Violence	You get Edges when you fight in close combat.	87
Streetwise	Charisma	You have contacts in the criminal underworld.	73
Stubborn	Soul	You can push yourself to overcome threats and gain Edges.	84
Survival Instinct	Violence	You get more vicious when you are wounded.	87
Survivalist	Perception	You are trained in surviving in the wild.	77
Thirst for Knowledge	–	You gain Stability when you learn about other dimensions and supernatural entities.	88
To the Last Breath	–	You mark Time to reroll the dice.	88
Tracer	Reason	You have intelligence networks to trace things or people with.	79
Vigilant	Intuition	You can Read when others hide things from you.	76
Voice of Insanity	Soul	You can manipulate crowds.	84
Voice of Pain	Soul	You learn to fight enemies better when they wound you.	84
Wanderer	Perception	You know things about places.	78
Watchers	–	You are watched over and protected by a group of mysterious people.	88
Wayfinder	Soul	You can let your madness lead you through shortcuts in the city.	84
Weapon Master	Coolness	You are a master in armed combat or gunplay.	75
Workaholic	–	Gain Stability when you create things or carry out experiments.	88
Worldly	–	Establish facts and relations when you arrive to new locations in the story.	88

DARK SECRETS

Dark Secrets are events from the PCs' pasts, which haunt and threaten them throughout your story. Each character must have **one or more** Dark Secrets. When the player chooses a Dark Secret, they should, in collaboration with the GM, decide to what degree she's aware of the Dark Secret, as well as choose a personal drive that has emerged from it.

Chosen One

You have been chosen by a god to become its advocate or sacrificial lamb. The god's disciples watch over you, waiting for the day of your ascension. You may have grown up in their cult, or were discovered by them well into your adulthood. Whichever the case, you're sure the cult has terrible plans for you. You've tried escaping from these disciples, but they always end up finding you again.

Suggested personal drives:

- ◆ Avoid your pursuers.
- ◆ Fight the cult and/or their god.
- ◆ Fulfill your god's desire.
- ◆ Expand the cult's membership.
- ◆ Find out the truth about your destiny.

Curse

You are afflicted by a curse, knowingly or not. The curse has started influencing your life and you must find a way to get rid of it. The curse may have been inherited or brought upon yourself through your own actions. Its effects are starting to make you lose your grasp on reality and threaten to harm those closest to you.

Suggested personal drives:

- ◆ Find out what the curse is.
- ◆ Discover how to break the curse.
- ◆ Transfer the curse to someone else.
- ◆ Find some way to accept your fate.
- ◆ Take revenge on the person responsible for the curse.

Family Secret

Your family has a well-kept secret, which has haunted you for your entire life. They may have been members of an obscure sect or exposed to some dreadful horror. You may have been initiated into this secret as a child, or only recently found out the truth as an adult. This secret keeps you on edge and threatens to destroy your life. You likely have to take action to save yourself and your family.

Suggested personal drives:

- ◆ Keep the secret.
- ◆ Avoid your family.
- ◆ Confront your family.
- ◆ Help your family.
- ◆ Find out the entire truth.

Forbidden Knowledge

You have uncovered some horrid truth, which brings reality's very nature into question. It might be unlocking some way to move between dimensions, exposing the mayor's true demonic visage, finding proof that history has been rewritten, or discovering that the world as we know it is actually an illusion. The Illusion's keepers are now after you and it is only a matter of time before they find you.

Suggested personal drives:

- ◆ Reveal the Truth to the world.
- ◆ Acquire power or knowledge.
- ◆ Explore the forbidden truth.
- ◆ Fight the enemy.
- ◆ Escape your pursuers.

Guardian

You have been chosen to protect an important object, place, or person. This sacred duty could have been inherited, assigned to you specifically, or granted to you at your own request. What you are protecting may be intended for accomplishing some great task in the future, or you may be safeguarding it to ensure it doesn't fall into the wrong hands.

Suggested personal drives:

- ◆ Keep what you are guarding safe.
- ◆ Find out more about the previous guardians and what you are protecting.
- ◆ Pass the guardianship over to a worthy individual.
- ◆ Fulfill your purpose.



Guilty of Crime

You feel constant remorse for a crime you have committed. Regardless if you committed the crime on your own initiative or because you were coerced by others, you feel you are solely to blame. The victim, their relatives, and/or the police are probably looking for you.

Suggested personal drives:

- ◆ Avoid justice.
- ◆ Confront the victim or their relatives.
- ◆ Punish yourself.
- ◆ Help other people.
- ◆ Bring the other perpetrators to justice – be it of the legal or personal variety.
- ◆ Take revenge on those who made you commit the crime.

Heir

You have been granted a unique inheritance from relatives or friends. It could be a small object or something more substantial, such as a house. The inheritance has instilled an unnatural obsession within you. You know it hides secrets and perhaps unknown forces. Might it reveal what happened to its previous owner? Others want to possess your inheritance also, and you suspect they will stop at nothing to acquire it.

Suggested personal drives:

- ◆ Discover the truth about your inheritance.
- ◆ Protect your inheritance.
- ◆ Investigate what happened to its previous owner.
- ◆ Confront those who seek to acquire your inheritance.

Mental Illness

You or one of your close relations suffer from mental illness. There's a good chance you have seen with your own eyes (or heard from your relative) that reality is simply an illusion. But who would believe a crazy person? Psychiatric institutions hold many secrets and many doctors have hidden motives. For the insane who end up on the streets, disturbed mentors gladly take newcomers under their wing to initiate them in the Truth.

Suggested personal drives:

- ◆ Explore the Illusion.
- ◆ Expose the conspiracy.
- ◆ Take revenge on your doctors and other caregivers.
- ◆ Find out the truth about your relative.
- ◆ Find your missing mentally ill relative.

Occult Experience

You have witnessed occult proceedings, which changed your view of reality. You may have participated in arcane

rituals, exposed cults serving disturbing entities, or seen things revealing that the world is not what it seems. Your experiences make it difficult for you to accept the Illusion that most others live in.

Suggested personal drives:

- ◆ Uncover more of the Truth.
- ◆ Seek atonement for your actions.
- ◆ Help others realize the Truth.
- ◆ Seek out more occult knowledge and power.
- ◆ Fight the demons.

Pact with Dark Forces

You have sealed a pact with a powerful entity. You may have made the pact willingly or been tricked into it. Regardless, you are now under the being's spell. You may have benefited greatly from this pact, but the cost could be your literal soul. Deep inside you understand you must find a way to trick the being into breaking the pact. The question is *how*?

Suggested personal drives:

- ◆ Find a way to break the pact.
- ◆ Cheat death.
- ◆ Slay the being.
- ◆ Achieve further power or success.
- ◆ Take revenge on whoever tricked you into the pact.

Responsible for Medical Experiments

You were responsible for or assisted in shady medical experiments, which ended in horrifying results. Regardless of whether the subjects were willing or not, the experiments destroyed their lives and they are now dead, missing, or transformed into something inhuman. In addition to your pangs of guilt, you may be pursued by your former test subjects, their relatives, the law, former colleagues, employers, or nameless forces trying to silence you.

Suggested personal drives:

- ◆ Avoid taking responsibility for the experiments.
- ◆ Seek forgiveness from subjects and/or their relatives.
- ◆ Gather evidence to expose your former employer.
- ◆ Conclude interrupted or failed experiments.
- ◆ Continue researching your findings.
- ◆ Restore the test subjects to their former selves.

Returned from the Other Side

You experienced an event where the Illusion shattered completely, and you were the only one who returned. Your apartment block may have slipped into another dimension, its existence wiped from history. An airplane may have disappeared and you were found twenty years later, without memories and having not aged a day. A company of soldiers in Afghanistan may have literally walked into hell and only you returned, covered in your comrades' blood. Deep down you

feel you were not meant to have survived, and that something is coming for you to restore balance and order.

- ◆ Discover the truth about the event.
- ◆ Expose what happened to you to the world.
- ◆ Elude your fate.
- ◆ Return to the scene.
- ◆ Find lost relatives or friends.

Rootless

Your family always moved around. Your parents never told you why, but the haunted look in their eyes and hushed conversations hinted that you were running away from something terrifying. They would rouse you in the middle of night, leaving behind everything you owned, simply to escape. Eventually, they even abandoned you. Maybe they're still on the run, or maybe whatever they feared finally caught up with them. The feeling of being followed never truly lets go, and wherever you end up it's not long before you're on the road again. You don't know exactly what would happen if you stopped, but you feel it's something terrible.

Suggested personal drives:

- ◆ Find out what is pursuing you.
- ◆ Find a place where you can stop and breathe.
- ◆ Escape what is pursuing you.
- ◆ Find your parents.
- ◆ Figure out why this is happening.

Strange Disappearance

Someone close to you disappeared after getting too close to the truth while investigating something. You have no idea what happened, but someone recently sent you cryptic information, urging you to finish what your colleague started. Since your associate disappeared, you've become the victim of unknown stalkers.

Suggested personal drives:

- ◆ Figure out whatever became of the missing person.
- ◆ Finish the investigation they started.
- ◆ Escape your pursuers.
- ◆ Bring the guilty to justice.
- ◆ Reveal the truth to the public.

Victim of Crime

You have endured a terrible crime. Your whole life is marred by this event and you cannot mentally suppress the violation, no matter how hard you try. Fear, shame, anger, and a sense

of helplessness torment you, and in order to survive this trauma, you must find a way to heal your wounds.

Suggested personal drives:

- ◆ Get revenge on the perpetrator.
- ◆ Re-experience the crime again (as victim or as perpetrator).
- ◆ Find out why it happened to you.
- ◆ Stop similar crimes.
- ◆ Confront and forgive the perpetrator.

Victim of Medical Experiments

You were subjected to medical experiments with unexpected outcomes, with or without your consent and knowledge.

The experiments have had enduring mental and/or physical side effects. They may have shown you windows into alternate dimensions – resulting in madness. The side effects still torment you, and ridding yourself of them requires you to find the responsible parties. It's also possible your parents were the test subjects and you inherited the experimental effects, as a result.

Suggested personal drives:

- ◆ Track down those responsible.
- ◆ Restore yourself to the state you were in before.
- ◆ Get revenge on the person(s) responsible.
- ◆ Find a way to accept the person you are now.
- ◆ Explore other dimensions.
- ◆ Expose the truth to the world.

Visitations

You have a history of encounters with beings from the other side. They could be family members or friends tracking you down post-mortem, entities discovered at haunted locations, or inhuman forces taking an interest in you. Regardless of what you do, you can't seem to escape them. Every time you think it's finally over, they reappear in your life – you are never truly free.

Suggested personal drives:

- ◆ Figure out why you are haunted in this way.
- ◆ Help spirits find peace after death.
- ◆ Fight evil beings.
- ◆ Help people communicate with the dead.
- ◆ Escape the entity pursuing you.



DISADVANTAGES

Disadvantages are **Moves** representing destructive character traits, psychological damage, or external threats to the character.

Acquiring Disadvantages

Every character starts play with **two** Disadvantages, but PCs can also receive additional Disadvantages from the GM during the course of the game, if and when:

- ◆ The PC's **Stability** decreases all the way to *Broken*.
- ◆ The PC's actions create new, external threats; e.g., if they act in a way to make them **Wanted** by the police, or they leave an enemy wounded but still alive, allowing them to return later as a **Nemesis**. It is up to the GM to decide the circumstances under which the PC acquires a new Disadvantage.

Overcoming Disadvantages

If a PC manages to overcome one of her two starting Disadvantages during the story, she removes the old Disadvantage and chooses another one appropriate to the situation or character. For example, if a PC kills their **Nemesis**, they may become **Wanted** for the murder, start having **Nightmares** about the event, or attract the attention of other entities who become their **Stalker**. An exception may be made for additional Disadvantages the PC earns through the story (like becoming **Wanted** for a crime committed during play).

Rules

Like other Moves, every Disadvantage has a *trigger* condition, which explains when it activates. The GM always has the last word on when this condition is fulfilled. Some Disadvantages only activate in particular situations, subject to the GM's judgement. As a guideline, the GM should not activate a Disadvantage if:

- ◆ The GM already has one or more Hold for that Disadvantage.
- ◆ Activating the Disadvantage in this situation wouldn't make the situation more interesting or exciting.

For example, the Disadvantage **Mental Compulsion** has the trigger, "in situations where you could be distracted by your compulsion." A good guideline here is to consider the trigger in the context of the compulsion's exact nature, as chosen and described by the player. If the character is a hypochondriac, their compulsion might be triggered in environments featuring sick people, such as a hospital. If they are a kleptomaniac, the compulsion might be triggered when a risky situation would arise from stealing something, such as in the office

of the chief of police. In situations where the GM determines the Disadvantage's activation wouldn't make the scene more exciting or interesting, it's better to trust the player to play out their character's Disadvantage rather than rolling for it.

Whenever a player rolls a **(10–14)** or **(–9)** result on a Disadvantage Move, there is either an immediate effect or the GM acquires **Hold** to spend later during the course of the story. The GM doesn't have to worry about spending these immediately, and can wait for an opportune moment. For example, if she has been given Hold on a PC through the Disadvantage **Stalker**, she can let the PC's stalker wait until a calm moment in the story before making their Move, allowing the PC to relax and have a false sense of security.

• Bad Reputation

For some reason, you have attracted the public's disapproval – even animosity. Perhaps you've been spotlighted in the tabloids as a pedophile or murderer, falsely or otherwise. *In the first game session and whenever you attract the public's attention, roll +0:*

(15+) You blend in. Nobody is out to get you.

(10–14) You have been recognized. The GM takes 1 Hold.

(–9) Several people have recognized you. Anger and fear control their actions. The GM takes 3 Hold.

The GM can spend Hold to make a Move representing how your bad reputation sticks to you. For example, people might react with fear and suspicion towards you, a lynch mob forms to bring you to justice, your property is vandalized, your allies turn against you, and you can lose your job, agreements, and relationships.

• Broken

Some experience in your past has broken your psyche so badly you've been unable to recuperate from it. As a result, your **Stability** can never increase beyond *Distressed* (6).

• Competitor

You have a competitor in the criminal underworld, whose business niche is similar to yours. *Whenever you neglect to protect your interests or are distracted elsewhere, roll +0 to see if your competitor managed to damage your business:*

(15+) You are safe from your competitor, for the moment.

(10–14) You have been careless. Your competitor may strike against you. The GM takes 1 Hold.

(–9) You hand your competitor a golden opportunity, and they move against your interests. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your competitor. For example, your competitor may take control of some of your business dealings, learn one of your secrets, sabotages one of your assets, or harms or buys off someone you care for and trust.

• Condemned

Time: ○○○○○○○○○○

Your fate has already been sealed. Perhaps you're dying from a disease, been promised as the sacrificial offering to a forgotten god, or you've sold your soul to some entity, waiting to drag you off to hell when your time is up. *At the start of every game session, roll +0:*

(15+) You still have some time remaining.

(10-14) Your fate approaches. The GM chooses one of the following options:

- ◆ The player marks 1 Time.
- ◆ You're tortured by dreams or visions of your fate. Reduce **Stability (-2)**.
- ◆ You're haunted by the entity or event that sealed your fate.
- ◆ Someone in your vicinity is negatively affected by your fate.
- ◆ Something provides you with false hope of escaping your fate.

(-9) Your end approaches. The GM holds two options from the list above or marks 2 Time.

When you finally run out of Time, you meet your ultimate fate.

• Cursed

You are cursed. *In the first session and whenever you're confronted by the supernatural, roll +0* to see how strongly the curse influences you:

(15+) You temporarily avoid the curse's influence.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the curse. For example, you or someone you care about have an accident, something of yours is taken from you, you experience terrifying visions, or you're forced to take certain actions with risk of dire consequences, if you refuse.

• Depression

You are constantly struggling with depression, which is only worsened by dejection and discouragement. *Whenever facing personal setbacks, roll +0:*

(15+) You remain in control.

(10-14) You experience temporary anxiety, decreased self-confidence, or lack of will. You take -1 to your next roll.

(-9) You succumb to the sense of hopelessness or blame and punish yourself; reduce **Stability (-2)**. Your lethargy and self-destructive urges do not go away until you numb your depression with medicine, drugs, or alcohol.

• Drug Addict

You are addicted to hard drugs; name at least one. *In the first game session and whenever you have been using, or have the opportunity to use, roll +0:*

(15+) You are in control of the urge, for now.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

• Experiment Gone Wrong

You have carried out a scientific experiment, which went horribly awry. The experiment gave rise to something unnatural, which escaped and disappeared without a trace. Recently, the 'results' of your experiment tracked you down, reappearing in your life, and forcing you to either escape or confront it. *In the first session and whenever things seem in control, roll +0:*

(15+) Your experiment leaves you alone.

(10-14) Your experiment is close on your heels. The GM takes 1 Hold.

(-9) Your experiment is in your vicinity and acts against you. The GM takes 3 Hold.

The GM can spend Hold to make Moves on the experiment's behalf. For example, the experiment gives you a lead on the Truth, sabotages or otherwise disrupts your research, demands something from you under threat of retribution, or kidnaps someone you care for – possibly returning them dead or transformed.

• Fanatic

You are a fervent adherent of an ideology. You interpret the whole world in accordance with your ideology, which must not be questioned. *Whenever someone questions your ideology, roll +0:*

(15+) You can keep your emotions in check.

(10-14) You become angry, confused, or frustrated. You take -1 to your next roll.

(-9) You are forced to choose between taking steps to changing the person or situation to adhere to your ideology, or reduce **Stability (-2)**.

• Greedy

You are driven by an unquenchable desire for money and wealth, and are prepared to sacrifice your health, family, and friends to fill the emptiness inside. *When an opportunity to increase your wealth arises, roll +0* to see if you are in control of your desire:

(15+) You keep your greed in check.

(10–14) The black void inside shrieks for more. As long as the opportunity exists and you do not take it, you suffer *–1 ongoing* to any rolls you make.

(–9) You must take advantage of every opportunity to further your wealth, or reduce **Stability (–2)**.

• Guilt

You carry heavy guilt for your past sins, having harmed one or several people through your actions or inaction. *In the first game session and whenever everything appears okay, roll +0*:

(15+) Your guilt isn't on your mind at the moment.

(10–14) You are reminded of your guilt. The GM takes 1 Hold.

(–9) Your guilt catches up to you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your guilt. For example, relatives of the people you've hurt seek you out, demons and other creatures are attracted by your guilt, the dead haunt you with nightmares or visions, or you fall victim to anxiety and self-doubt.

• Harassed

For some reason, personal or otherwise, people tend to harass you; the authorities in particular. *In the first game session and whenever you draw attention to yourself, roll +0* to see if you're harassed:

(15+) You've managed to keep clear of harassment.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make Moves for the harassers. For example, someone destroys your property or possessions, you are bullied and attacked by people with a prejudice against you, the authorities forcefully take something from you (rights, property, assets), someone you care about is harmed for associating with you, or you are denied your basic rights due to your identity.

• Haunted

You are haunted by supernatural forces. With the GM's assistance, determine the nature of what you believe is haunting you. *In the first session and whenever you are distracted or weakened, roll +0* to see if the entity gains power over you:

(15+) The entity leaves you alone.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the entity. For example, it requests a service from you and threatens retribution if you refuse, the entity possesses your body for the night, or the entity reveals a clue of what it is and what it wants from you.

• Infirm

You suffer from a dangerous physical disease or condition, such as heart disease, hypertension, morbid obesity, or serious gastric ulcer. *Whenever you are subjected to major physical or psychological stress, roll +0*:

(15+) Your condition is under control.

(10–14) Your condition triggers, causing pain and daze (*–1 to all rolls until the scene ends*).

(–9) Your condition is aggravated with life threatening results (**Endure Injury** with **2 Harm**).

• Involuntary Medium

You are an open vessel for any spirits or demonic entities who desire a medium to speak through or need a corporeal body to use for their purposes. *Whenever you encounter spiritual entities or haunted places, roll +0*:

(15+) You resist the possession.

(10–14) The entity gains influence over you. The GM takes 1 Hold.

(–9) The entity gains control over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the being possessing you. For example, the entity may give you a vision, make use of your body, communicate with or through you, try to harm someone else through you, follow you unseen, demand something from you, or drag you into another dimension.

• Jealousy

There is someone who has the life you want to have, and you would do anything to possess it. *Whenever you encounter the subject of your jealousy or their life's trappings (possessions, family, friends, etc), roll +0* to see if you can keep your cool:

(15+) You maintain control over your jealousy.

(10–14) You're afflicted by jealousy and take *–1 ongoing* for as long as you remain in the subject's vicinity, and you do not suppress your jealous desires.

(–9) Your jealousy takes hold of you. You must **Keep it Together** to refrain from harming, destroying, or stealing from the subject of your jealousy.

• Liar

You're a compulsive liar, who invents stories at every opportunity, especially when it's beneficial for you. *At the start of every session, roll +0 to see what trouble your lies have gotten you into this time:*

(15+) You have kept your lies tangle-free.

(10-14) You've told one too many lies. The GM takes 1 Hold.

(-9) Your web of lies has come completely unraveled. The GM takes 3 Hold.

The GM can spend Hold whenever a PC encounters someone they know to ask, "*What have you lied about to this person?*" or to invent a troublesome lie the PC has told in the past.

• Lost Identity

Your true identity has been lost to a military or private-run secret agent program. You do not remember anything about your pre-employment life. Recently, memories of your true identity have started coming back to you. *In the first game session and whenever you encounter something from your repressed past, roll +0:*

(15+) You repress your true identity, remaining in the present.

(10-14) Your true identity is catching up to you. The GM takes 1 Hold.

(-9) Your true identity resurfaces. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your true identity. For example, you recognize unknown people or places, organizations or individuals from your past life get in touch with you, your old identity influences your thought patterns or actions, or you suffer traumatic flashbacks.

• Marked

You are marked by the darkness. The mark can take the shape of a full-body tattoo, a demonic body part such as a vestigial arm, an extra eye or mouth, machine parts integrated with your flesh, or similar manifestations. *Whenever you consciously Harm someone, roll +0:*

(15+) You are still in control.

(10-14) You feed the darkness. The GM takes 1 Hold.

(-9) The darkness gains power over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the darkness living inside of you. For example, the darkness feeds on your life energy to sustain itself, forces you to commit murder in order to replenish its life energy, takes charge of your body and leaves you with only memory fragments of what transpired, forces you to harm someone in your vicinity, or temporarily transforms your body into something inhuman. You may have to **Keep it Together** to resist the darkness' influence.

• Mental Compulsion

You are fixated on a particular idea or action, to the point of it strongly impacting your life. Choose a compulsion when you take this Disadvantage. *In situations where you could be distracted by your compulsion, roll +0:*

(15+) You control your compulsions and can focus on other things.

(10-14) You become distracted and take -1 ongoing to all rolls until you have removed yourself from the situation or succumbed to your compulsion, taking any actions it demands of you.

(-9) You become completely obsessed with your compulsion. If you focus on anything else, reduce **Stability** (-2).

List of possible compulsions:

- | | |
|-------------------|------------------------|
| ◆ Cleaning | ◆ Kleptomania |
| ◆ Counting | ◆ Cursing |
| ◆ Triple-checking | ◆ Confessing your sins |
| ◆ Showering | ◆ Eating |
| ◆ Memorizing | ◆ Hypochondria |
| ◆ Pyromania | |

• Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done to earn their vengeance. *In the first game session and whenever you let your guard down, roll +0 to see if your nemesis moves against you:*

(15+) You are safe from your nemesis for the moment.

(10-14) You have been careless and your nemesis moves against you. The GM takes 1 Hold.

(-9) You have compromised your position and your nemesis strikes against you in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis. For example, your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, hire henchmen to capture you, or attack someone or something you hold dear.

• Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. *During any scene when you sleep, roll +0:*

(15+) You sleep in peace.

(10-14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (-1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (**Keep it Together**) when you wake up.

(-9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

• Oath of Revenge

You have sworn to avenge an unforgivable injustice. Decide who is the subject of your vengeance and what they have done to you. It could be a single individual, people who share a certain trait, or members of an organization. *Whenever the target of your vengeance (or someone/something associated with them) appears, roll +0:*

- (15+) You remain in control of your vengeful nature and can act rationally.
- (10–14) You can't focus on anything, other than the target of your vengeance. Take *–1 ongoing* until the target's involvement in the scene ends.
- (–9) You become obsessed and can act only to further your revenge. Doing anything else requires you roll **Keep it Together**. Your obsession cannot be assuaged while the target remains in the same scene with you.

• Object of Desire

There is just something special about you. You ignite deep unhealthy desires in others, which they are unable to keep in check. *At the first game session and whenever you meet one or more new people, roll +0:*

- (15+) The desire is not awakened at this moment.
- (10–14) Someone becomes desirous of you. The GM takes 1 Hold.
- (–9) A strong desire is awakened in one or several people. The GM takes 3 Hold.

The GM can spend Hold to ignite a person's desires, influencing their behavior. For example, someone can be afflicted with an uncontrollable passion for you, attempt to force themselves on you, strongly proposition you, become intensely jealous of you, or harm themselves or someone else because of their desire of you.

• Obsession

You have discovered a conspiracy or supernatural phenomenon, and you can't stop yourself from getting to the bottom of it. *At the first game session and whenever you encounter something associated with your obsession, roll +0:*

- (15+) You overcome your obsession for the moment.
- (10–14) Your obsession influences your behavior. The GM takes 1 Hold.
- (–9) Your obsession takes over completely. The GM takes 3 Hold.

The GM can spend Hold to let your obsession creep into your daily life. You may be forced to choose between either engaging in your obsession or losing **Stability**. You may forget about important tasks and chores, miss meetings, or neglect your interpersonal relationships to solely focus on your obsession. Your obsession may even influence your dreams, giving you visions and revelations. In turn, the object of your obsession may also take note of you and try to stop your investigations.

• Owned

You used to be a dangerous person's private property, willingly or not. Since your escape, your former owner has been looking for you. Decide who your former owner is. *In the first game session and whenever you draw attention to yourself in public, roll +0:*

- (15+) For the moment, you are safe.
- (10–14) Your former owner picks up your scent. The GM takes 1 Hold.
- (–9) Your owner finds you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your former owner. For example, they appear unexpectedly to convince you to return, send henchmen after you, kidnap or harm someone you care about, directly threaten you, destroy something important to you, try to mutilate you so nobody else would want you, or kill you outright so nobody else can have you.

• Phobia

You harbor an overpowering fear of something. Choose the stimulus that frightens you. *Whenever you're confronted by the object of your phobia, you must Keep it Together.*

• Rationalist

You refuse to believe in anything not confirmed as fact by modern science, even when it is right in front of you. In addition to the standard effects, *whenever you See Through the Illusion and whenever the Illusion shatters*, the GM may choose one option:

- ◆ Your presence nurtures the Illusion, making it more powerful and impenetrable.
- ◆ Your bewildered psyche starts creating mirror images of familiar places and people in the Illusion.
- ◆ You attract extradimensional entities.
- ◆ You consciously deny what you see, even to your own detriment.

• Repressed Memories

You have repressed a particularly unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, usually based on your Dark Secrets. *In situations associated with your repressed memories, roll +0 to determine if the memories resurface:*

- (15+) You continue to suppress the memories.
- (10–14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must **Keep it Together**.
- (–9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability** (–2).

• Rival

You have an ambitious rival, who will do anything to be in your shoes. Choose who the rival is. *In the first game session and whenever you make a mistake or let down your guard, roll +0:*

(15+) All clear; your rival makes no moves against you.

(10–14) You've given your rival an opportunity. The GM takes 1 Hold.

(–9) You've handed your rival whatever they needed to completely undermine you. The GM takes 3 Hold.

The GM can spend Hold to make a Move on behalf of your rival. For example, the rival may get an important person on their side, sabotage one of your projects, extort you with evidence damaging to your reputation, or take desperate measures to get rid of you permanently.

• Schizophrenia

You struggle with recurring psychotic episodes and terrifying hallucinations. *In the first game session and whenever you go through difficult experiences, roll +0:*

(15+) You maintain control of your insanity.

(10–14) The GM takes 1 Hold.

(–9) Schizophrenia overtakes you. The GM takes 3 Hold.

The GM may spend Hold to make a Move for your schizophrenia. For example, one of your hallucinations takes on physical form, you view your current surroundings as being hostile to you, you're afflicted by terrifying hallucinations, you're subjected to dark visions (true or false), or someone in your vicinity turns out to not actually be real.

• Sexual Neurosis

Your sexuality is a destructive, controlling force in your life. You compulsively seek out superficial sexual encounters and are willing to perform degrading acts – or even commit crimes – to satisfy your fantasies. *Whenever you have the opportunity to have consensual sex or take advantage of someone vulnerable to your advances, roll +0:*

(15+) You can control your urges.

(10–14) Choose between having sex with the person or reduce your **Stability (–1)**.

(–9) You cannot resist having sex with the person and the GM chooses one option:

- ◆ You hurt, or you are hurt by, your sexual partner (physically or psychologically).
- ◆ The boundaries between dimensions are weakened; an entity from beyond catches the scent of you or your lover.
- ◆ Your sexual partner becomes obsessed with you and starts stalking you.

• Stalker

You are hunted by a faceless enemy. Anyone you meet could be one of their minions – or even the stalker themselves. No one can be trusted. You must constantly change your address and be vigilant at all times to avoid leaving any tracks they can follow. *In the first game session and whenever you expose your current location, roll +0:*

(15+) You are safe for now.

(10–14) Your enemies are on to you. The GM takes 1 Hold.

(–9) Your enemies have caught up to you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for your pursuers. For example, a trusted associate has been paid off by them, one of your loved ones or allies disappears, something you are trying to do is undermined by your enemies, or they try to actively hurt you.

• Victim of Passion

You have an overwhelming passion for someone or something, seeking to possess it at any cost. *In the first game session and whenever you encounter the subject of your passions (or anything resembling it), roll +0:*

(15+) You keep your passion in check.

(10–14) The passion awakens within you. The GM takes 1 Hold.

(–9) You are completely in the passion's grip. The GM takes 3 Hold.

The GM can spend Hold to let your passion steer your actions. For example, you yearn uncontrollably for the subject of your passion – you must seek it out or reduce **Stability (–2)**, your desire drags the subject of your passion into your dreams (perhaps trapping them there), your passion becomes tainted with jealousy and anger – making you want to control and damage it (**Keep it Together** to resist), your longing leaves you feeble vis-à-vis the objective of this passion (–1 to all rolls while sharing the same scene), or your passion can attract creatures of lust wishing to feed off it or make pacts with you.

• Wanted

You are wanted by the authorities – local, state, or federal – for crimes you have committed. *Whenever you attract attention to yourself or forget to keep your head down, roll +0* to see if you've been discovered:

(15+) You are safe, for now.

(10–14) You have made a mistake. The GM takes 1 Hold.

(–9) All eyes are on you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for the authorities. For example, your mugshot appears on the TV news and in newspapers, law enforcement officers attempt to trap and catch you, or the authorities detain and interrogate someone you care about, confiscate your possessions, or turn your friends/family against you.

ADVANTAGES

Advantages are unique abilities, properties, and skills the characters might possess. Each character receives **three** Advantages from their archetype list during character creation. As the PC improves through gaining **Experience**, they may acquire additional Advantages.

Edges

Some Advantages are particularly useful in physical conflicts and action scenes. Rather than rolling for these each time they're used in the story, these Advantages activate only **once per action scene** and provide the player with one or more **Edges**, which can be spent to activate the Advantage's effects. If another Move is triggered, providing the player with additional Edges, they forfeit any Edges not already spent. Also, any saved Edges disappear at the end of the action scene.

Example: Sam enters an action scene and rolls **(15+)** for his **Streetfighter** Advantage, providing him with three Edges. He spends one Edge in a fight with a gang member for a +2 to **Engage in Combat**. Sam drops the guy to the ground with a rapid succession of strikes, but is surrounded by the hoodlum's three friends. Sam now wants to activate the **Lightning fast** Advantage to attack all of them simultaneously. However, by doing so, he will lose the two remaining Edges from **Streetfighter**, which are replaced by any new Edges gained from **Lightning fast**. As he cannot activate **Streetfighter** again during this action scene, he must decide whether it's worth switching or not.

Charisma

• Academic Network

You have academic contacts at universities around the world. *When it would be useful to know someone at a university*, provide the person's name, field of study, and how you got to know one another, then **roll +Charisma**:

(15+) The person is a friend (**Relation +1**).

(10–14) The person is an acquaintance (**Relation +0**).

(–9) You know one another, but there is an old enmity between the two of you (**Relation +0**).

• Artistic Talent

Whenever you perform your chosen art form or show your works to an audience, **roll +Charisma** to influence your audience at any time during the scene:

(15+) Choose up to two options any time during the scene.

(10–14) Choose one option any time during the scene.

(–9) Choose one option, but a complication/threat manifests. The GM makes a Move.

Options:

- ♦ They want to see more of your art.
- ♦ They are affected by the emotion you wanted to convey (e.g., anger, sorrow, fear, joy, lust, etc).
- ♦ They look up to you (take +1 *ongoing* with the audience during this scene).
- ♦ Their attention is fixed entirely on you throughout your performance.

• Authority

You're an academic authority in your field and a well-known name in newspapers, debate shows, and scientific journals. *At the beginning of each game session*, **roll +Charisma**:

(15+) During this game session, choose up to three options.

(10–14) During this game session, choose up to two options.

(–9) During this game session you may choose one option, but you also attract unwanted attention like stalkers, professional adversaries, competitors, or hostile forces. The GM makes a Move for them at some point during the session.

Options:

- ♦ **Influence** someone who has heard of your authority in your academic field, as if you had rolled a **(15+)**.
- ♦ Gain access to a university's resources, such as their facilities, researchers, or scientific archives.
- ♦ Make a statement about something or someone in mass media.
- ♦ Gain access to people or places under the pretense of engaging in your research or studies.

• Awe-Inspiring

Whenever you make a show of being the boss, **roll +Charisma**:

(15+) People around you accept you as their leader and listen to you. Take +1 *ongoing* against people in this scene.

(10–14) People feel you're leadership material and show you respect. Choose one of them, in particular, who goes along with what you think. You have +1 *ongoing* against them during this scene.

(–9) People feel like you're the leader, but one of them tries to challenge you for it. The GM makes a Move.

• Elite Education

You have attended one of the world's most prestigious institutes of higher learning and have acquired contacts with power and influence. *Whenever you ask your contacts for a favor*, **roll +Charisma**:

(15+) Choose up to three options.

(10–14) Choose up to two options.

(–9) Choose one option, but you've become indebted to someone. The debt can be called in during the story, whenever the GM chooses.

Options:

- ◆ Gain a favor from a country's administration (e.g., released from jail, skip a customs check, or get help from the police).
- ◆ Gain access to a location unavailable to the public.
- ◆ Locate or track a hidden or missing person.
- ◆ Receive both the means to escape and a safe hiding spot.

• Erotic

Whenever you make moves to attract an NPC to you, **roll +Charisma**:

(15+) Choose up to three options any time during this scene.

(10–14) Choose up to two options any time during this scene.

(–9) Choose one option any time during this scene, but the nature of the attraction is different than you had hoped. The GM makes a Move.

Options:

- ◆ The person must have you, and will abandon their normally reasonable behavior to do so.
- ◆ The person is distracted by you for as long as you're in the vicinity, unable to concentrate on anything else.
- ◆ The person becomes jealous of anyone competing for your attention, and tries to dispose of them by any means necessary.
- ◆ You make them uncertain and confused. You take +1 *ongoing* against them during this scene.

• Fascination

Whenever you use your art to seduce an NPC, **roll +Charisma**:

(15+) Choose one option.

(10–14) Choose one option, but the GM also chooses one of the following:

- ◆ They become obsessed with you.
- ◆ They want you *right now*.

(–9) They are affected by you in a way you didn't anticipate, or the attraction is uncomfortably strong – you choose. The GM makes a Move.

Options:

- ◆ They are attracted to you.
- ◆ They forget their woes when experiencing your art.
- ◆ They are totally captivated by your art and forget all about their surrounding environment.

• Forked Tongue

Whenever you manipulate someone, **roll +Charisma**:

(15+) Choose one option:

- ◆ They trust you (PC takes +1 **Relation** with you).
- ◆ They're spellbound by you (take +1 *ongoing* against them during this scene).
- ◆ They reveal a weakness, which you can exploit later.

(10–14) Choose one option from the list above, but there's also a complication, chosen by the GM or player:

- ◆ They see you as a friend they can turn to when in need.
- ◆ They fall in love with you.
- ◆ They will feel betrayed, spurned, humiliated, or manipulated whenever you abuse their trust in you.

(–9) They see right through you and will act as they please.

• Impostor

You maintain relationships with numerous people who all believe you are their soulmate, yet are unaware of each other. Whenever you need money, a safehouse, protection, or other help one of your victims can provide, describe who they are and **roll +Charisma**:

(15+) They can provide you with whatever you require.

(10–14) One of them might be able to help, but it will take some convincing.

(–9) You know someone who can help, but they have already seen through your game. If you want their assistance it will require threats or blackmail to get them to provide it.

• Influential Friends

You have friends with power and influence. Whenever you need to acquire an object, gain access to a restricted location, or meet a specific person, **roll +Charisma**:

(15+) Your friends can arrange for what you want.

(10–14) They can arrange for it, but you have to repay the favor later.

(–9) They arrange for what you want, but you get on a powerful person's bad side or attract negative publicity. The GM makes a Move.



• Moles

You have placed a number of moles in groups or organizations of interest to you, such as business competitors, governments, or cults. *Whenever you make contact with one of your moles to acquire info or services*, explain what group or organization the mole belongs to, name them, and then **roll +Charisma**:

(15+) You receive both options below.

(10-14) Choose one of the options below.

(-9) The mole's loyalties are questionable. Can you trust them? The GM makes a Move.

Options:

- ◆ The mole has penetrated the organization's inner circle; however, their influence is limited.
- ◆ The mole owes you one; however, you must meet their demands to get what you want.

• Network of Contacts

Whenever you check in with your contacts regarding an individual of your choosing, **roll +Charisma**:

(15+) You may ask three questions from the list below.

(10-14) You may ask two questions from the list below.

(-9) You may ask one question from the list below, but the person you're inquiring about finds out you're snooping around. The GM makes a Move.

Questions:

- ◆ What resources do they have at their disposal?
- ◆ Who do they have business dealings with?
- ◆ Where can I find them?
- ◆ What do they want?
- ◆ What are they most afraid of losing?

• Notorious

You are famous in your trade. *Whenever you encounter someone who has likely heard about you*, **roll +Charisma**:

(15+) They know of your reputation; you can decide what they have heard. The GM will have them act accordingly. You take +2 to your next roll to **Influence** them.

(10-14) They know of your reputation; you can decide what they have heard.

(-9) They know of your reputation; the GM decides what they have heard.

• Perpetual Victim

Whenever you appear defenseless during a dangerous experience, **roll +Charisma**:

(15+) Choose three options. You may save up to two options for use later during the scene.

(10-14) Choose one option.

(-9) Someone tries to take advantage of you and your position. The GM makes a Move.

Options:

- ◆ Make someone want to take care of you.
- ◆ Make an aggressive person want to not harm you.
- ◆ Make someone confide in you.

• Seducer

You can consciously make people fall in love with you. *Whenever you have an intimate moment with someone*, **roll +Charisma**:

(15+) Choose up to three options, useable any time in the story.

(10-14) Choose up to two options, useable any time in the story.

(-9) Choose one option, useable any time in the story, but you also develop feelings for the person. Increase your **Relation** to them by +1.

Options:

- ◆ Give you something you want.
- ◆ Reveal a secret.
- ◆ Fight to protect you.

NPCs who fall in love with you cannot oppose you, as long as you haven't expended all your options.

Against PCs, you may only choose the following options:

- ◆ Make them feel bad for opposing you (they must **Keep it Together**)
- ◆ They feel happy in your presence, and gain **Stability (+2)**.

• Street Contacts

You have contacts among the homeless, crazies, and other societal outsiders and outcasts. *Whenever you need to know something and check in with your contacts*, **roll +Charisma**:

(15+) Ask up to three questions.

(10-14) Ask one question.

(-9) Ask one question, but someone becomes suspicious or aggressive. The GM makes a Move.

Questions:

- ◆ What do you know about the [building/person/organization/event]?
- ◆ What rumors are circulating on the street at the moment?
- ◆ How can I get into [location]?
- ◆ Who in this city would know more about this supernatural thing?

• Streetwise

Whenever you want to acquire items or services from the criminal underworld, **roll +Charisma**:

(15+) No problem – you get what you're after. Someone will fix you right up.

(10–14) The GM chooses one option:

- ◆ It will cost you something extra, such as in-kind services, tasks, or an inflated price.
 - ◆ You can get it handled, but only by dealing with someone you're already indebted to.
 - ◆ "Shit, I had one, but I just let it go to [insert name] – maybe you can buy it from her?"
 - ◆ "Sorry, that's a bit outside of my area, but maybe this will work instead?"
- (–9)** You think you find what you're looking for, but there will be costly stipulations, considerable flaws, or major complications. The GM makes a Move.

Coolness

• Ace up the Sleeve

Whenever someone's got you up against the wall or in a tight spot, **roll +Coolness**:

(15+) Get 2 Edges. You may spend them any time during the scene.

(10–14) Get 1 Edge. You may spend it at any time during the scene.

(–9) Get 1 Edge, but the situation is worse than you imagined. The GM makes a Move.

Edges:

- ◆ You have a small, concealed lethal weapon (stiletto or similar), which you can produce unnoticed.
- ◆ You realize your opponent has a weakness you can exploit (take +2 to your next roll, if it involves exploiting the weakness). Ask the GM what it is.
- ◆ You spot a way out. Ask the GM what it is. Take +2 to your next roll to make use of it.

• Backstab

Whenever you attack someone who's unprepared for it, **roll +Coolness**:

(15+) Choose two options.

(10–14) Choose one option.

(–9) You expose your betrayal and your target gets to react to your attack as usual. The GM makes a Move.

Options:

- ◆ *Aim for the sensitive parts:* Deal **+1 Harm**.
- ◆ *Knock out:* The NPC is rendered unconscious. PCs roll to **Endure Injury** and become neutralized on a **(–9)**.
- ◆ *Careful:* You act soundlessly and, if your victim dies, you leave no clues or traces behind.

• Boss

You have five to ten criminal henchmen who are loyal to you, usually for as long as you continue paying them. Whenever you send your henchmen to do a risky job, **roll +Coolness**:

(15+) They follow your orders and everything goes according to plan.

(10–14) They follow your orders, but GM picks one option:

- ◆ Someone got into trouble.
- ◆ The job isn't done, and needs something else to be completed.
- ◆ There will be repercussions later on.

(–9) The GM decides what went wrong, and whether it's immediately evident or will become apparent later on. The GM makes a Move.

• Burglar

Whenever you make use of your expertise in breaking and entering, **roll +Coolness**:

(15+) Get three options. You may spend them any time during the scene.

(10–14) Get two options. You may spend them any time during the scene.

(–9) Get one option, but a problem arises. The GM makes a Move.

Options:

- ◆ You silently open a locked door within a few moments.
- ◆ You neutralize an alarm.
- ◆ You bust a lockbox or safe in less than two minutes.
- ◆ You avoid being discovered by someone.
- ◆ Trick someone into believing you belong here (e.g., pretend you're a security guard) for a limited time.

• Driver

You are a trained professional at operating motor vehicles (car or motorcycle). *Whenever you drive your vehicle under pressure and in dangerous situations, roll +Coolness:*

(15+) Gain 3 Edges. You may spend them anytime during the scene.

(10-14) Gain 2 Edges. You may spend them anytime during the scene.

(-9) Gain 1 Edge to spend any time during the scene, but the situation worsens somehow – maybe you speed past a police car, additional vehicles start pursuing you, or you or your vehicle is damaged. The GM makes a Move.

Edges:

- ◆ Make a risky maneuver to get out of the way.
- ◆ Shake off one pursuing vehicle.
- ◆ Use your vehicle as a weapon against a pedestrian (2/3/4 Harm depending on speed).
- ◆ Sideswipe another vehicle off the road.

• Escape Artist

You are a master at slipping away when the shit hits the fan. *Whenever you need to escape a dangerous situation, outline your plan and roll +Coolness:*

(15+) You escape without complications.

(10-14) You can choose to stay or escape at a cost, such as leaving something important behind or take something traceable with you. The GM decides what it is.

(-9) You are only half out the door when you're caught in a really bad spot. The GM makes a Move.

• Fast Talk

Whenever you talk to an NPC to get their attention, roll +Coolness:

(15+) Choose two options.

(10-14) Choose one option.

(-9) Choose one option, but they grow suspicious of your motives. The GM makes a Move.

Options:

- ◆ Prevent the NPC from noticing something in her immediate vicinity.
- ◆ Get the NPC to disclose something important (the GM will provide the details).
 - ◆ Distract the NPC. You take +1 to your next roll against them.

• Ice Cold

You keep your calm and cool, even in the midst of violence and chaos. *Whenever you are in a violent conflict, roll +Coolness:*

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges. You may spend them any time during the scene.

(-9) Get 1 Edge, but you attract attention from the hostiles. The GM makes a Move.

Edges:

- ◆ Avoid an attack.
- ◆ Manage to snatch something.
- ◆ Maneuver into a better position.
- ◆ Put someone in a bad position (everyone gets +2 to any attack Moves).

• Improviser

Whenever you attempt to get out of a dangerous situation by winging it, roll +Coolness:

(15+) Choose two options.

(10-14) Choose one option.

(-9) Your improvisation makes the situation worse. The GM makes a Move.

Options:

- ◆ Come up with a convincing lie.
- ◆ Find something you can use as a makeshift weapon (2 Harm chop/stab/crush).
- ◆ Hide from a pursuer.
- ◆ Set a trap that gives you a surprise advantage (+2 to your first attack Move).

• Parkour

You are deft at running and jumping, even over difficult terrain. *Whenever you execute acrobatic maneuvers, roll +Coolness:*

(15+) Choose two options. You may save one until later.

(10-14) Choose one option.

(-9) Choose one option, but a complication, cost, or new threat emerges. The GM makes a Move.

Options:

- ◆ Scale a seemingly impossible obstacle.
- ◆ Make a seemingly life-threatening leap without suffering Harm.
- ◆ Successfully avoid a threat.

• Sneak

Whenever you keep hidden and try to avoid drawing attention to yourself, **roll +Coolness**:

- (15+) Get 2 options. You may spend them any time during the scene.
- (10-14) Get 1 option. You may spend them any time during the scene.
- (-9) Get 1 option, but you manage to attract someone's attention. The GM makes a Move.

Options:

- ◆ Find a secure hiding spot for a while.
- ◆ Find an alternate route to avoid encountering people.
- ◆ Bypass a security system or other obstacle without being noticed.

• Weapon Master

You are a master of armed combat or gunplay. Choose your focus:

Armed combat: **Roll +Coolness** instead of **Violence to Engage in Combat** in close quarters, as well as add the following options for close combat weapons:

- ◆ Launching attack [2], [Distance: room]
- ◆ Precision attack [2], [Distance: arm, ignores armor]
- ◆ Tripping attack [2], [Distance: arm, targets falls prone]

Gunplay: **Roll +Coolness** instead of **Violence to Engage in Combat** in a firefight, as well as add the following options:

- ◆ Two shots in the chest and one in the head [4], [Distance: room, -2 ammo]
- ◆ Disarm [1], [Distance: room, -1 ammo, a targeted PC must **Act Under Pressure**]

Intuition

• Animal Speaker

You are able to understand and control animals. Whenever you attempt to control an animal, **roll +Intuition**:

- (15+) Choose three options. You may save up to two for later.
- (10-14) Choose two options. You may save one for later.
- (-9) Choose one option, but the animal is affected by your memories and Disadvantages. The GM makes a Move.

Options:

- ◆ Make the animal go against its instincts.
- ◆ Make the animal follow you.
- ◆ Make the animal protect you against an attacker.

• Chameleon

Whenever you imitate another's appearance or conceal your own identity to trick someone, **roll +Intuition**:

- (15+) Your disguise is convincing, as long as you keep the act going.
- (10-14) You manage to trick everyone who doesn't examine you in detail, but choose one complication:
 - ◆ You can't keep this deception up for very long. You must act fast, if you don't want to risk getting exposed.
 - ◆ You leave traces and clues behind, which can be connected to you later on.
- (-9) Your disguise is only effective at a distance. If you attract any attention to yourself, you will be exposed.

• Character Actor

Whenever you try to blend into a place or crowd by adapting your appearance and behavior to the others present, **roll +Intuition**:

- (15+) Choose three options. You may save up to two for later.
- (10-14) Choose two options. You may save one for later.
- (-9) Choose one option, but things don't go according to plan. The GM makes a Move.

Options:

- ◆ Placate someone who is becoming suspicious.
- ◆ Get access to a place outsiders aren't allowed to go.
- ◆ Get someone to tell you about this place's secrets.
- ◆ Get someone's assistance with something here.

• Crafty

Whenever you manipulate an NPC in a longer conversation, **roll +Intuition**:

- (15+) Choose up to two options. You may save one until later during this scene.
- (10-14) Choose one option.
- (-9) They're on to you. The GM makes a Move.

Options:

- ◆ They become suspicious of someone else of your choosing.
- ◆ They view you as their ally, for as long as you don't betray them (+1 to all rolls against them).
- ◆ They willingly do a favor for you.

• Extortionist

Whenever you **Read a Person**, you may choose from these questions in addition to the usual ones:

- ◆ What are you afraid of?
- ◆ What is precious to you?

• Interrogator

Whenever you **Read a Person** and mention a name, person, or object, you may always ask "Are you lying?" This doesn't count towards the number of questions you're allowed to normally ask.

• Intuitive

You can sense people's motives through subconscious readings of their body language, word choices, and behavior. Whenever you **Read a Person**, you may always ask one additional question, regardless of the outcome of your roll.

• Observant

Whenever you **Read a Person**, you may choose from these questions in addition to the usual ones:

- ◆ What sort of person are you?
- ◆ Is there anything odd about you?

• Vigilant

Whenever you **Read a Person**, you may choose from these questions in addition to the usual ones:

- ◆ Are you hiding anything from me?
- ◆ How do you really feel about me?

Perception

• Access the Dark Net

Whenever you search the Dark Net for forbidden information, rare items, or myths, **roll +Perception**:

- (15+) You discover what you're looking for, and may also choose one option:
 - ◆ You discover a portal to another dimension, and a path you can trace back to it later.
 - ◆ You make contact with someone – or something – who can help you, for the right price.
 - ◆ You find something valuable or important, in addition to what you were looking for. The GM will tell you what it is.
- (10–14) You find what you're looking for, but you're also exposed to repulsive and frightening stimuli. You must **Keep it Together** to see how it affects you.
- (–9) You find what you're after, but also contact something very dangerous. It might attempt to latch onto you or follow you back into reality. The GM makes a Move.

• Body Awareness

Your body and mind are as one. Whenever you perform acrobatic or agile feats, **roll +Perception**:

- (15+) Choose one option.
- (10–14) Choose one option, but you expose yourself to danger or incur a cost.
- (–9) Choose one option, but something goes very wrong. The GM makes a Move.

Options:

- ◆ Escape bindings or restraints.
- ◆ Get past an obstacle (creature or object).
- ◆ Get into or make it through a space you normally wouldn't be able to.

• Daredevil

Whenever you're entering a dangerous situation, **roll +Perception**:

- (15+) Choose three Edges. You may spend them anytime during the scene.
- (10–14) Choose two Edges. You may spend them anytime during the scene.
- (–9) Choose one Edge, but you are in over your head. The GM makes a Move.

Edges:

- ◆ **Keep your eyes open:** Discover a threat before it discovers you.
- ◆ **Get out of the way:** Avoid an attack.
- ◆ **Get the jump on them:** Harm your opponent before they can react.

• Exit Strategy

Whenever you have killed someone covertly and leave the scene of the murder, **roll +Perception**:

- (15+) You get all three options below.
- (10–14) Choose two of the options below.
- (–9) Choose one option, but you risk discovery or face unexpected obstacles. The GM makes a Move.

Options:

- ◆ You leave the scene of the murder unnoticed and reach a safe spot of your choosing in the vicinity. Describe how.
- ◆ You have left no clues that can be traced back to you.
- ◆ The body is well hidden and will not be found for quite some time.



• Eye for Detail

Whenever you have had time to study somebody for a while, **roll +Perception**:

(15+) Ask three questions from the list below.

(10-14) Ask two questions from the list below.

(-9) Ask one question from the list below, but you expose your inquisitiveness to the person you're observing. The GM makes a Move.

Questions:

- ◆ Where are you from?
- ◆ Are you capable of violence?
- ◆ How could I seduce or tempt you?
- ◆ Why are you here?
- ◆ What are you working on?

• Hunter

Whenever you are hunting someone or something, **roll +Perception**:

(15+) Get three options. You may spend them anytime during this scene.

(10-14) Get two options. You may spend them anytime during this scene.

(-9) Get one option, but you become the prey. The GM makes a Move.

Options:

- ◆ Set up an ambush for your enemy (deal your weapon's **Harm**).
- ◆ Camouflage (take +2 to **Act Under Pressure** while you are hiding).
- ◆ Move in shadows (take +2 to **Avoid Harm** dealt with a ranged weapon).

• Instinct

Whenever you **Observe a Situation** and act on the GM's answers, take **+2** instead of +1.

• Keen-Eyed

Whenever you **Observe a Situation**, you may choose from these questions, in addition to the ones normally acquired:

- ◆ What weaknesses do they have I can use to my advantage?
- ◆ What strengths do they have I should watch out for?

• Read a Crowd

Whenever you move through a small crowd to gather information, **roll +Perception**. Examples of a 'small crowd' include a party, bar/restaurant, or an office. You decide what specific information you are looking for, as long as it makes sense for the crowd to possess such information:

(15+) Ask three questions.

(10-14) Ask two questions, but you also draw unwanted attention to yourself.

(-9) Ask one question, but you've blown your cover. Those who have what you're looking for will be expecting you. The GM makes a Move.

Questions:

- ◆ Who here has information I want?
- ◆ Where can I find what I am looking for?
- ◆ Who is watching me?
- ◆ Is there anything else of interest?

• Shadow

When shadowing someone, **roll +Perception**:

(15+) You avoid discovery, follow your target all the way to their final destination, and learn something about them you can use to your advantage later.

(10-14) You avoid discovery and follow your target to their final destination.

(-9) You are spotted or encounter some sort of problem along the way. The GM makes a Move.

In contrast, whenever you want to lose someone shadowing you, **roll +Perception**:

(15+) You shake your pursuers and can choose to try to shadow them instead.

(10-14) You shake your pursuers.

(-9) Your pursuers are still on your tail, and they can set up an ambush, disappear without a trace (only to show up when you least expect it), or refuse to go away. The GM makes a Move.

• Survivalist

Whenever you utilize your survivalist skills, **roll +Perception**:

(15+) Choose up to three options, useable while you remain in this situation.

(10-14) Choose up to two options, useable while you remain in this situation.

(-9) Choose one option useable while you remain in this situation, but you've also overlooked something important. The GM makes a Move.

Options:

- ◆ Find water and something edible.
- ◆ Make it past an environmental obstacle.
- ◆ Find a safe spot to hide and rest.

• Wanderer

Whenever you are heading out to a community or another part of the city, **roll +Perception**:

- (15+) You have been here before. Choose two options any time during your visit.
- (10-14) You have heard of this place. Choose one option any time during your visit.
- (-9) You have been here before, but something bad happened. Choose one option any time during your visit. The GM explains what kind of problem awaits you here and makes a Move.

Options:

- ◆ Ask the GM one question about this place.
- ◆ You have a contact at this place who could help you, with a bit of convincing.
- ◆ You have a hideout here, where you can put your head down and get some rest.
- ◆ You know something about this place. Tell the others what.

Reason

• Analyst

Whenever you **Investigate** something, you may also choose from these additional questions:

- ◆ Which organizations, groups, or people of interest may be connected to this?
- ◆ Is there a connection between this and another event?
- ◆ What could a plausible motive be?

• Battlefield Medicine

Whenever you stabilize an injured person's wounds, even if you don't have access to medical equipment, **roll +Reason**:

- (15+) Choose two options.
- (10-14) You may choose one option. However, you must also choose one complication:
 - ◆ You leave cosmetic scars or defects (the patient loses **Stability** (-2).
 - ◆ There are lingering side effects (-1 to all rolls the wound could feasibly affect until it's fully healed).
 - ◆ The patient remains knocked out until the GM determines that they awaken.
- (-9) You stabilize the wound, even without access to medical equipment, but there are also unexpected and potentially dangerous consequences, such as infections, healing deformities, or other serious side effects. The GM makes a Move.

Options:

- ◆ **Improvisation**: You stabilize one **Wound** without access to medical equipment.
- ◆ **Effective**: You stabilize two **Wounds** instead of one.
- ◆ **Careful**: The wound stabilizes and will heal much faster than normal.

• Collector

Whenever you search for an unusual or rare item, **roll +Reason**:

- (15+) You know exactly where the item is, how to acquire it, and how to minimize hazards, obstacles, and/or costs.
- (10-14) You know roughly where it is and what hazards, obstacles, and/or costs are associated with acquiring it.
- (-9) You know roughly where to start searching for it, but not the hazards or costs involved in pursuing it.

• Crime Scene Investigator

Whenever you investigate a crime scene, **roll +Reason** and ask questions from the list below:

- (15+) Ask two questions.
- (10-14) Ask one question.
- (-9) Ask one question, but your investigation leads you into danger or introduces additional problems later on.

Questions:

- ◆ What was the chain of events?
- ◆ What can I assume about the perpetrator?
- ◆ Which mistakes did the perpetrator make?
- ◆ When was the crime committed?
- ◆ When was someone here last?
- ◆ Does the crime remind me of something I am familiar with already and, if so, what?
- ◆ Who might know more about the crime?

• Data Retrieval

Whenever you look for information on a subject in a library, research archive, or on the Internet, **roll +Reason**. In response to the inquiries you make, the GM will tell you what you uncover, in as much detail as can be expected from the source you have utilized:

- (15+) Ask three questions.
- (10-14) Ask two questions.
- (-9) Ask one question, but you also discover something unexpected. The GM makes a Move.

Questions:

- ◆ What is its origin?
- ◆ What is it meant for?
- ◆ How does it work?
- ◆ What do I have to watch out for?
- ◆ How can I stop or destroy this?

•Expert

You are an expert in certain fields of knowledge. Whenever you **Investigate** something associated with one of your chosen fields, you always get to ask one additional question, regardless of the outcome, and may ask any questions you want:

Choose two areas of expertise:

- ◆ Archeology
- ◆ Economics
- ◆ History
- ◆ Comparative literature
- ◆ Psychology
- ◆ Sociology
- ◆ Theology
- ◆ (Other)

•Explosives Expert

You can build and disarm bombs. If you have enough time and resources, you can build any kind of bomb you like. However, whenever you're building an improvised bomb under time pressure, **roll +Reason**:

(15+) You construct a functional bomb (see *Explosives in Chapter 4 – The Player Character*).

(10–14) The bomb's blast potential is lower than usual (decrease Harm dealt by –1).

(–9) The bomb is unpredictable. Maybe it doesn't detonate, detonates prematurely, or it is more powerful and volatile than expected. The GM makes a Move.

When you are disarming a bomb, **roll +Reason**:

(15+) The bomb is deactivated.

(10–14) Complications arise. Maybe you can't completely turn it off, just delay the timer, weaken the explosive effect, or something else turns up and makes thing worse.

(–9) *Fuck, that's not good!* The bomb may go off in your hands, the timer starts counting down from 10, 9, 8, 7..., or even bigger problems occur. The GM makes a Move.

•Hacker

Whenever you penetrate digital networks in the pursuit of confidential data, crack software, or disable security systems, **roll +Reason**:

(15+) You accomplish your task without a problem.

(10–14) Complications arise. Choose one option:

- ◆ Someone discovers the intrusion. You must take risks or compromise on how much you're able to accomplish.
- ◆ You leave traces of your intrusion.

(–9) Unbeknownst to you, your intrusion didn't work out as you wanted. Maybe you didn't succeed at your task as well as you imagined, or you may have been discovered by personal enemies, law enforcement, or something else lurking in the network. The GM makes a Move.

•Inventor

Whenever you are about to create or repair something, explain what you are about to do. The GM will tell you what you need to succeed, and once you have collected these materials, you may **roll +Reason**:

(15+) The construction is successful and you may pick two options from below.

(10–14) The construction has minor flaws. You may choose one option from below.

(–9) You complete the construction or repair, but it has significant flaws, some of which are hidden. The GM makes a Move.

Options:

- ◆ **Durable**: The construction can be used multiple times and doesn't break easily.
- ◆ **Effective**: The construction confers +1 on rolls where it is used for its intended purpose.
- ◆ **Lethal**: The construction causes +1 Harm.
- ◆ **Protective**: The construction confers +1 armor.

•Manhunter

Whenever you're out to get information about someone, **roll +Reason**:

(15+) Ask the GM three questions from the list below.

(10–14) Ask the GM two questions from the list below.

(–9) Ask the GM one question from the list below, but someone figures out you've been snooping around.

Questions:

- ◆ What is their background?
- ◆ What or who do they love most of all?
- ◆ Who do they surround themselves with, like, and/or trust?
- ◆ Where are they located right now?
- ◆ How can I best gain access to them?

•Occult Library

Whenever you are in your library researching the supernatural, **roll +Reason**:

(15+) Ask the GM two questions from the list below.

(10–14) Ask the GM one question from the list below.

(–9) Ask the GM one question from the list below, but you have missed or overlooked something crucial. The GM takes 1 Hold, which can be spent at any time to make a hard or soft Move.

Questions:

- ◆ Which higher power does this have connections to?
- ◆ What do I need, or need to do, to exorcise or control this being?
- ◆ Which dimension is this associated with?
- ◆ What must I do to protect myself from this?

• Occult Studies

You are a student of the occult. *Upon coming in contact with a magical discipline, entity, or phenomenon for the first time, roll +Reason:*

(15+) Take both options below.

(10-14) Choose one option.

(-9) You have a hazy memory of something like this, but can't say for sure if it's true or not. The GM explains what it is you remember.

Options:

- ◆ I know something about this (ask the GM what you know and take +1 ongoing while acting on the answers during this scene).
- ◆ I know where I can find more information about this (ask the GM where).

• Prepared

Whenever you investigate a location prior to visiting it, **roll +Reason:**

(15+) Choose three options.

(10-14) Choose two options.

(-9) Choose one option, but you have missed or overlooked something crucial. The GM takes 1 Hold, which can be spent at any time to make a hard or soft Move for the location.

Options:

- ◆ Find or create a map of the location.
- ◆ Uncover any security systems and other obstacles.
- ◆ Pinpoint the location of something you're after.

• Puppeteer

Whenever you execute a plan using other people as pawns, **roll +Reason:**

(15+) Everyone involved takes +1 ongoing to carry out the plan, and you get one **Experience** if the plan is successful.

(10-14) You get one **Experience** if the plan is successful, but you have overlooked or miscalculated something.

(-9) Your plan is inadequate, revealed, and/or misguided. The GM makes a Move.

• Quick Thinker

Whenever you commence a dangerous mission, **roll +Reason:**

(15+) Choose up to three options, at any time during the mission.

(10-14) Choose up to two options, at any time during the mission.

(-9) At any time during the mission, choose one option, but you've failed to account for something. The GM makes a Move.

Options:

- ◆ Remember something that's advantageous in a negotiation. Ask the GM what it is.
- ◆ You possess some equipment you can use to get out of a sticky situation. Ask the GM what it is.
- ◆ You have special field training that would be useful in getting past one of your obstacles. Ask the GM what it is.

• Scientist

Whenever you **Investigate** an object or entity using the proper equipment, you may choose from these following questions, in addition to those acquired through investigation:

Questions:

- ◆ What properties does this have? (take +1 to any rolls against entities or objects of a similar type next time you encounter it).
- ◆ How do I make use of this? (take +1 to any rolls associated with using the object).
- ◆ What is its purpose?

• Tracer

Whenever you utilize your intelligence networks to trace someone or something, **roll +Reason:**

(15+) Ask up to three of the questions below.

(10-14) Ask up to two of the questions below.

(-9) Ask one of the questions, but someone notices you snooping around. It might be someone you'd rather not be known by, or a traitor inside your network.

Questions:

- ◆ Where in the world was this seen last?
- ◆ What people have associated themselves with what I'm looking for lately?
- ◆ What tracks and marks has it left behind?
- ◆ Who else is trying to find what I'm looking for?

Soul

• Artifact

You own a seemingly mundane item, which actually possesses mystical powers. Its powers can be activated through certain methods, such as infusing it with blood or whispering forbidden words (you decide what is required). *Whenever you activate the object, roll +Soul:*

(15+) Choose one option (the GM determines what happens).

(10–14) Choose one option (the GM determines what happens). However, the artifact also exacts an additional price (the GM determines what is required).

(–9) The artifact does something unexpected, possibly dangerous. The GM makes a Move.

Suggested options:

The GM may wish to modify this list of options, either on their own or by working together with the player to come up with what exactly the PC's artifact can do.

- ◆ See the true form of a creature or location.
- ◆ Receive a vision of what threatens you.
- ◆ Get yourself out of a bind.
- ◆ Call on the entity bound to the artifact and bargain with them.

• Bound

You are bound to an extradimensional entity whose powers you can draw upon. Explain what you think it is. *At the start of each game session, roll +Soul:*

(15+) You may choose up to three options at any time during the session.

(10–14) You may choose one option at any time during the session.

(–9) You may choose one option at any time during the session, but the GM makes a Move for the entity at some point during the session.

Options:

- ◆ See the true form of a creature or location.
- ◆ Disperse magic targeting you.
- ◆ Call on the entity.

• Charismatic Aura

You radiate an aura that makes people trust you and seek your company. *Whenever your aura is truly noticeable, roll +Soul:*

(15+) Choose two separate options.

(10–14) Choose one option.

(–9) Choose one option, but you also attract unwanted attention. The GM makes a Move.

Options:

- ◆ Catch a stranger's attention. They become curious and approach you.
- ◆ Change a person's disposition towards you from either aggressive to suspicious, suspicious to neutral, or neutral to positive.
- ◆ Make opponents perceive you as harmless and ignore you for as long as you remain in the background and do not act against them.

• Contagious Insanity

Whenever you allow your madness to infect someone you're speaking with, roll +Soul:

(15+) Choose two options.

(10–14) Choose one option.

(–9) Your intended victim's own terrors and Dark Secrets manifest within you, instead. You must **Keep it Together**.

Options:

- ◆ Afflict your victim with a temporary psychosis, in which they are haunted by their fears (NPCs only).
- ◆ Trigger a Disadvantage within another person (PCs only, roll for the Disadvantage).
- ◆ Affect an additional victim.
- ◆ Call for creatures of madness to haunt the infected.

• Cult Leader

Whenever you and your followers perform a ritual, roll +Soul:

(15+) Choose to receive up to three visions from the list below.

(10–14) Choose to receive up to two visions from the list below.

(–9) Choose one vision, but the Illusion tears as a result. You may temporarily be transported into another dimension, attract a demonic being's attention, or receive a horrifying omen. The GM makes a Move.

Visions:

- ◆ A creature's true form.
- ◆ A portal between dimensions.
- ◆ The cult's enemies.
- ◆ The purpose of an object.
- ◆ Your deity's wishes (take +1 to all rolls while fulfilling their wishes).

• Dabbler in the Occult

You know a little of magical rituals, but have never gone beyond performing written instructions. *Whenever you attempt to perform a magical ritual from a set of instructions, roll +Soul:*

(15+) You perform every step correctly; the ritual works as intended.

(10–14) You make a minor error. The GM chooses one complication:

- ◆ You do not have working protection against the forces or entities the ritual summons.
- ◆ The effects of the ritual are slightly different than what you had imagined.
- ◆ The ritual summons unexpected entities or forces.

(–9) You misunderstand the scripture and perform the ritual with no control whatsoever over the resulting outcome. The GM makes a Move.

• Divine

There is something about you that reminds your former servants of what you truly are. *Whenever you encounter a monstrous creature, roll +Soul:*

(15+) The creature mistakes you for a god. Choose up to three options, useable any time during this scene.

(10–14) You are fascinating to the creature. Choose one option.

(–9) You may choose one option, but after using it the creature becomes determined to possess you. It might try to devour you or perhaps capture you. The GM makes a Move.

Options:

- ◆ Soothe an aggressive creature.
- ◆ Command the creature and force it to obey your order.

• Dreamer

You are a talented, self-taught dream wanderer. *Whenever you want to meet someone or find out the truth about something in the Dream, roll +Soul:*

(15+) You meet the intended person or arrive at the specific place in the Dream.

(10–14) You meet the intended person, or arrive at the specific place. However, some element has changed, or something followed you or the person in question.

(–9) You are lost in the Dream and cannot wake up until you find your way back.

• Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, roll +Soul. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10–14) You get some basic impressions regarding the location.

(–9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality. The GM makes a Move.

• Exorcist

Whenever you perform an exorcism to banish a spirit or extradimensional creature, explain what the ritual looks like and roll +Soul:

(15+) The creature is banished. Choose two options.

(10–14) The creature is banished. Choose one option.

(–9) The creature resists banishment and something goes terribly wrong, such as the creature possessing you. The GM makes a Move.

Options:

- ◆ Nobody is harmed during the ritual.
- ◆ The entity will not reappear later.
- ◆ The entity will not become hostile toward you.

• Forbidden Inspiration

Whenever you dive deep into your art and allow yourself to be inspired by the Truth, roll +Soul:

(15+) Choose two options.

(10–14) Choose one option.

(–9) You have gazed too deeply into the abyss. Choose one option, but you also experience terrifying visions or encounter something horrible. The GM makes a Move.

Options:

- ◆ *Enticement:* Entice an entity to come to you.
- ◆ *Visions:* **See Through the Illusion** into a specific place of your choice.
- ◆ *Inspiration:* Ask the GM if there is anything strange or supernatural about the situation you're in. The answer will be revealed through your art.



• Genius

Whenever you find yourself in a life-threatening situation, **roll +Soul** to see if you can discover a way out:

- (15+) Choose up to three Edges, useable any time in the scene, while you're still in danger.
- (10-14) Choose up to two Edges, useable any time in the scene, while you're still in danger.
- (-9) Choose one Edge, but you also attract unwanted attention. The GM makes a Move.

Edges:

- ◆ *Logical:* You realize an effective way to dispose of the threat. Deal **+1 Harm** whenever you exploit it.
- ◆ *Quick thinker:* You realize how to protect yourself from Harm. Treat it as if you'd rolled a (15+) on **Avoid Harm** whenever you exploit it.
- ◆ *Rational:* You realize how to save yourself by sacrificing someone else. Pick the person you utilize to escape the threat.

• Implanted Messages

Whenever you experiment on a human, you may implant an order into them. **Roll +Soul:**

- (15+) You hold 2 Power over them.
- (10-14) You hold 1 Power over them.

For as long as you retain Power over them, they take **1 Serious Wound** should they refuse or attempt to go against your order, but this loosens your grip over them by 1 Power. If they fulfill your order, all your remaining Power over them is removed.

- (-9) Something goes wrong, such as they get hurt in the process or the order's outcome is different than what you imagined. The GM makes a Move.

• Inner Power

You harbor a mysterious power, which you do not fully understand. The power can protect you, but you have no control over it. Whenever you release your inner power, **roll +Soul:**

- (15+) The power attacks all opponents in your vicinity, causing **2 Harm**.
- (10-14) The power attacks your closest opponent, causing **2 Harm**.
- (-9) The power attacks *all* living beings, including yourself, in the vicinity, causing **2 Harm**.

• Lay on Hands

You are able to heal others' wounds without using medicine or first aid, but you must channel the injuries onto yourself or another living victim. To transfer the **Wound**, you must be able to see the victim, but not touch them and they are not required to consent. The wound transferred is of the same type, severity, and condition as the original. Whenever you lay your hands on a seriously or critically wounded person and pray, **roll +Soul:**

- (15+) You fully heal the injured person, channeling the **Wound** onto yourself or a selected target.
- (10-14) You stabilize the injured, channeling the **Wound** onto yourself or a selected target.
- (-9) You may choose to stabilize the injured, but if you do, the powers break free from your control.

• Magical Intuition

You have an innate ability to perceive Kirlian auras and sense the presence of magic. Whenever you utilize your magical intuition, **roll +Soul:**

- (15+) Choose up to three options. Up to two may be saved until later this scene.
- (10-14) Choose up to two options. One may be saved until later this scene.
- (-9) Choose one option, but you also get an unexpected vision or attract attention. The GM makes a Move.

Options:

- ◆ Learn something about a creature's true nature.
- ◆ Learn if something has a magical nature.
- ◆ Learn where the Illusion is weakest towards other dimensions.

• Magnetic Attraction

Whenever you attract everyone's attention, **roll +Soul:**

- (15+) Choose up to three options. You may save up to two until later in the scene.
- (10-14) Choose one option.
- (-9) Choose one option, but someone present becomes obsessed, wanting to have you, keep you, and own you for themselves. The GM makes a Move.

Options:

- ◆ People forget what they're doing and can do nothing but stare at you.
- ◆ Draw someone to you.
- ◆ Get someone to do what you ask.

• Sixth Sense

You have an intuition for things, both good and bad. At the start of each game session, **roll +Soul**:

- (15+) Choose up to three options, useable any time during the session.
- (10-14) Choose up to two options, useable any time during the session.
- (-9) Your instincts will fail to trigger in a dangerous situation. The GM makes a Move at some point during the session.

Options:

- ◆ Act first in a threatening situation. This can include even acting prior to a surprise attack.
- ◆ Sense whether someone wishes good or ill towards you.
- ◆ Discover or sense a clue or lead when you're off track.

• Snake Charmer

Whenever you perform your chosen art form for an intelligent, monstrous creature, **roll +Soul** to awaken a desire within them:

- (15+) Choose one option immediately, and you may choose up to two more any time in the future.
- (10-14) Choose one option.
- (-9) The desire is beyond the creature's ability to regulate. It cannot help but attempt to devour or imprison you.

Options:

- ◆ Ask the creature for help with a problem.
- ◆ Ask the creature for something you desire.

• Stubborn

Whenever you push yourself to the limit to overcome a threat, **roll +Soul**:

- (15+) Get 3 Edges. You may spend them any time during the scene.
- (10-14) Get 2 Edges. You may spend them any time during the scene.
- (-9) Get 1 Edge, but you push yourself past your breaking point. Decrease **Stability** (-2).

Edges:

- ◆ *Refuse to give up*: Postpone the effects of a critical injury until you have made it out of the threat's reach.
- ◆ *Will over skill*: **Roll +Willpower** instead of the normal attribute whenever you avoid or fight whatever is threatening you.
- ◆ *Steel yourself*: Break free from a supernatural effect.

• Voice of Insanity

Whenever you manipulate a crowd, **roll +Soul**:

- (15+) Choose up to three options, useable any time during this scene.
- (10-14) Choose up to two options, useable any time during this scene.
- (-9) Choose one option, useable any time during this scene. However, the crowd becomes uncontrollable and volatile, and cannot be dispersed. The GM makes a Move.

Options:

- ◆ Attract other people to join in the crowd.
- ◆ Have crowd members give you all their valuables.
- ◆ Unite the crowd to fight for you.
- ◆ Incite the crowd into an orgy of unbridled emotion: sexual lust, anger, sorrow, violence, generosity, or celebrating, depending on what concepts you are instilling into them.
- ◆ Have the crowd disperse and calmly return to their normal lives.

• Voice of Pain

The first time you are seriously or critically wounded by an opponent's attack, you can gain insight from your pain. **Roll +Soul**:

- (15+) You get two options.
- (10-14) Choose one option.
- (-9) Choose one option, but the pain will overwhelm you eventually and make you black out.

Options:

- ◆ You realize how to get through your opponent's defenses (take +1 to **Engage in Combat** with them).
- ◆ You find your opponent's weak spot (deal +1 **Harm** whenever you **Engage in Combat** with them).
- ◆ You perceive your opponent's pattern of attack (take +1 to **Avoid Harm** whenever they attack you).

These effects are permanent against this opponent.

• Wayfinder

Whenever you travel between two places in the city and allow your madness to guide you through the alleys, **roll +Soul**:

- (15+) You discover a shortcut through the alleys, which takes you to your destination within a few minutes, regardless of how far the distance actually is.
- (10-14) You discover a shortcut, but there is also some sort of obstacle you will need to get past.
- (-9) You discover a shortcut, but it leads you into a dangerous situation, such as the lair of some creature or an ambush set by some gang. The GM makes a Move.

Violence

• Deadly Stare

Whenever you find yourself in a charged situation, **roll +Violence**:

- (15+) You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact. You also get +2 *ongoing* against your target.
- (10-14) You make eye contact with an NPC, causing them to freeze up and be unable to take any actions until you break eye contact.
- (-9) Your opponents see you as their primary threat.

• Death Drive

Whenever you fight with no regard for your personal safety, **roll +Violence**:

- (15+) Get 3 Edges. You may spend them any time during the scene.
- (10-14) Get 2 Edges. You may spend them any time during the scene.
- (-9) Get 1 Edge, but afterwards you discover you have been injured without noticing it (**Endure Injury**; the GM determines the amount of Harm based on who attacked you and how).

Edges:

- ♦ **Eager**: **Engage** an additional hostile **in Combat**.
- ♦ **Vicious**: deal +2 **Harm** with one attack.
- ♦ **Frantic**: get within reach to attack a hostile.
- ♦ **Reckless**: frighten your opponents by laughing into the face of death (+1 *ongoing* during the fight).

• Enforcer

Whenever you credibly threaten someone directly or suggestively, **roll +Violence**:

- (15+) They must decide to either do what you want or defy you with the knowledge that you can execute your threat.
- (10-14) You must give them a third option. Choose one:
 - ♦ They offer you something they think you'd rather have.
 - ♦ Retreat from the scene.
 - ♦ They are terrorized; you have +1 *ongoing* on all rolls against them until they've proven they're not afraid of you.
 - ♦ They attack you from a disadvantaged position. You take +2 on your roll to **Engage in Combat** if you counterattack.
- (-9) Turns out you didn't have the advantage you thought you did. The GM makes a Move.

• Field Agent

You have been trained by an intelligence agency to fight in the field. Whenever you enter combat, **roll +Violence**:

- (15+) Get 3 Edges. You may spend them any time during the scene.
- (10-14) Get 2 Edges. You may spend them any time during the scene.
- (-9) Get 1 Edge, but you have made a bad call. The GM makes a Move.

Edges:

- ♦ **Take cover**: avoid a ranged attack by diving behind an object or a person.
- ♦ **Choke hold**: lock a human opponent in a grip they cannot get out of without taking 1 **Harm**.
- ♦ **Disarm**: remove an opponent's weapon in close combat.
- ♦ **Improvised weapon**: execute a lethal, close-combat attack with a seemingly innocuous object (Surprise Strike [2] [Distance: arm]).

• Gang Leader

You're the boss of a small gang of criminals. Whenever you give your gang orders that are risky and/or may result in them paying a high price, **roll +Violence**:

- (15+) They enact your orders without question.
- (10-14) They do as you want, but there is a complication (choose one):
 - ♦ One of them defies you in front of the others.
 - ♦ They will all be disgruntled for some time.
- (-9) Problems arise. Maybe something goes wrong when carrying out your orders, or they doubt your abilities as a leader. The GM makes a Move.

• Intimidating

There is something about you that instinctively makes others fear you. Whenever you're trying to frighten another person, **roll +Violence**:

- (15+) They succumb to fear and give in to your demands.
- (10-14) They run away from you or give in to you, GM's choice.
- (-9) They see you as their primary threat and act accordingly. The GM makes a Move for them.



• Lightning Fast

Whenever you move unexpectedly fast in combat, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges. You may spend them any time during the scene.

(-9) Get 1 Edge, but you also end up in a bad spot or face unexpected resistance. The GM makes a Move.

Edges:

- ◆ **Dodge**: avoid an attack.
- ◆ **Blinding speed**: **Engage in Combat** with every opponent within reach of your weapon as a single attack. If you're attacking with a firearm, this uses up all its ammo.
- ◆ **Uncanny precision**: hit your opponent's weak spot. Deal **+1 Harm**.

• Martial Arts Expert

Whenever you're fighting in close quarters, **roll +Violence**:

(15+) Get 2 Edges. You may spend them any time during the scene.

(10-14) Get 1 Edge.

(-9) Get 1 Edge, but you underestimate your opponents, who may be more numerous or skilled than you first assumed. The GM makes a Move.

Edges:

- ◆ **Block**: avoid a melee attack.
- ◆ **Roundhouse strike**: **Engage in Combat** against several opponents surrounding you, counting as a single attack.
- ◆ **Disarm**: remove an opponent's weapon.
- ◆ **Throw**: reposition an opponent or drop them to the ground.

• Officer

Whenever you are in combat with at least one ally by your side, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges. You may spend them any time during the scene.

(-9) You misjudge the situation. Choose whether you have put yourself or one of your allies in harm's way. The GM makes a Move for your opponent.

Edges:

- ◆ **Attack!**: One ally gets +2 to their next roll to **Engage in Combat**.
- ◆ **Coordinate fire!**: All allies get +1 to their next roll to **Engage in Combat** with firearms while in the fight.
- ◆ **Aim for the head!**: You or one of your allies' **Engage in Combat** deals **+1 Harm**.
- ◆ **Take cover!**: You or an ally receive **2 Armor** against a ranged attack.

• Ruthless

Whenever you sacrifice another to save your own skin, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges.

(-9) Things turn out in a bad way for you instead. The GM makes a Move.

Edges:

- ◆ **Human shield**: force them to take all the **Harm** from one attack for you.
- ◆ **Bait**: expose someone to danger so you can flank an enemy (deal **+1 Harm**).
- ◆ **Sacrifice**: Leave them to the enemy while you slip away.

• Sniper

Whenever you fire at a distant target utilizing a scoped rifle, **roll +Violence**:

(15+) The shot finds its target. Choose two options.

(10-14) The shot finds its target. Choose one option.

(-9) The shot didn't go where you intended it to, or you reveal your position to the enemy – expect witnesses, opponents pursuing you as you leave the scene, or other problems. The GM makes a Move.

Options:

- ◆ Deal **+1 Harm**.
- ◆ Hit another target as well.
- ◆ Immobilize your target.
- ◆ Get the target to lose control of something.
- ◆ You don't reveal your position.



• Streetfighter

Whenever you fight in close combat, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges, but the GM also gets to pick one complication:

- ◆ You risk losing control during the fight (**Keep it Together** to prevent it).
- ◆ You earn an enemy, who will try to get back at you later.

(-9) You're unfocused and lose control. The GM makes a Move.

Edges:

- ◆ *Dodge*: avoid an attack.
- ◆ *Flurry of blows*: take +2 on your roll to attack an opponent.
- ◆ *Dirty strike*: momentarily stun an opponent by painfully striking them, e.g. on the eye, crotch, or ear...

• Survival Instinct

Whenever you suffer a serious or critical injury yet refuse to yield, **roll +Violence**. On a success, you may temporarily ignore the effects of the injuries, but you will need treatment to stabilize them as soon as the time limit expires:

(15+) You ignore your injuries until the conflict is over, as well as choose one:

- ◆ *Viciousness*: +1 ongoing to **Engage in Combat** rolls for the remainder of the fight.
- ◆ *Adrenaline rush*: +1 ongoing to **Endure Injury** rolls for the remainder of the fight.

(10-14) You ignore your injuries until the conflict is over.

(-9) You overexert yourself and after a few moments your injuries cause you to pass out and collapse. After your next action, the GM decides when and how you pass out.

No Associated Attribute

• Arcane Researcher

Whenever you venture into alternate planes of existence or meet entities from other dimensions, you may declare that you have read about this dimension or creature before. Ask the GM what you learned from your past studies.

• At any Cost

Whenever you truly desire something, you may take +2 to a roll by decreasing **Stability (-2)**.

• Code of Honor

You abide by a strict code of honor. Decide its nature. Whenever you take risks or make sacrifices for your code of honor, gain **Stability (+1)**.

• Dead Shot

You are a seasoned marksman. Any Harm you deal with a firearm is considered **+1 Harm**.

• Desperate

Whenever you try to make it through overwhelming odds, take +1 on all rolls until you're clear of the threat.

• Divine Champion

Whenever you fight your deity's enemies or fight to protect a sacred object, you do **+1 Harm** and take +1 to **Endure Injury**. If you lose such a battle, your deity becomes irate, and you take -1 ongoing to all actions related to your deity until you have atoned for your failure.

• Elite Sport

You've competed professionally in a sport, through which you have received stipends to fund your studies. Choose a sport:

- ◆ *Fencing*: When using swords, you can make the attack, Riposte [3], [Distance: arm, attack immediately after parrying], and you have a rapier [Stabbing weapon] at home.
- ◆ *Baseball/Cricket/Football/Soccer/Tennis*: You take +1 ongoing while running, throwing, or catching objects.
- ◆ *Ice hockey*: You take +1 to rolls to **Endure Injury** against close combat attacks.

• Endure Trauma

You are not as easily affected by trauma as others. Whenever you reduce **Stability**, you always lose 1 fewer level than normal.

• Eye for an Eye

Whenever you suffer a serious or critical injury, name the person you feel is responsible. You get +2 ongoing to all rolls against them, forever. All rolls targeting the person count, but rolls targeting the person's family, friends, minions, and property only count if the GM feels they're applicable.

• Good Samaritan

Whenever you help another at your own expense, gain **Stability (+1)**.

• Gritted Teeth

Abuse, violence, self-harm, and assaults have become familiar, and the pain hardly affects you at all anymore. You suffer no penalties from wounds, whether serious or critical.

• Grudge

When someone directly or indirectly ruins your plans, you take +1 ongoing against them until you have taken revenge or received restitution of equal worth to what you lost.

• Hardened

You take +1 ongoing to **Endure Injury**.

• Jaded

Whenever you roll (10–14) to **Keep it Together**, you may suppress your emotions and postpone their effects until the next scene.

• Manipulative

Whenever you do someone a favor or learn one of their secrets, you may later choose one of the options below, by reminding them of your prior services or hint at the secret you know:

- ◆ Take +2 to **Influence** them.
- ◆ Take +2 to **Hinder** them.

• Opportunist

Whenever you sacrifice someone else to further your own goals, gain **Stability (+1)**.

• Rage

When in combat, you may awaken your inner rage. Lose **Stability (–1)** and mark 1 Rage. Every time you get a wound and every time you defeat a foe, increase Rage (+1). Rage lasts until the end of the combat.

During combat, you may spend 1 Rage to choose 1 Edge:

- ◆ **Brutal assault**: take +1 **Harm** to your attack.
- ◆ **Ignore the pain**: take +2 to **Endure Injury**.
- ◆ **Lost in frenzy**: shake off and ignore psychological or supernatural influence.

• Sealed Fate (requires the Disadvantage Condemned)

Whenever you are dealt a **Critical Wound**, you may mark 1 Time from Condemned to immediately stabilize the **Wound**.

Whenever you die, mark 2 Time from Condemned and reawaken, injured and weak, but alive. All your **Wounds** will be stabilized.

• Thirst for Knowledge

Whenever you learn new information about alternate planes of existence, a supernatural entity, or a Higher Power, gain **Stability (+1)**.

• To the Last Breath (requires the Disadvantage Condemned)

When you refuse to give in even if the odds turn against you, mark 1 Time to reroll the dice.

• Watchers

You are being watched over and protected by a group of mysterious people who intend on keeping you alive for their own obscure purposes. Whenever you are in mortal danger, you can activate your watchers. If you do, the GM takes 1 Hold. The watchers act as a small/medium/large gang (2/3/3 **Harm**, 5/10/15 **Wounds**), dependent on how powerful the threat is. Their sole motivation is to keep you out of harm's reach. The GM can also spend Hold on the watchers' behalf to let them make a Move against you.

• Workaholic

Whenever you create something or carry out an experiment, gain **Stability (+1)**.

• Worldly

Whenever you arrive at a new location in the mundane world, decide whether you have been here before, and if so, name some detail about the place significant to you. Also, decide if you met someone there and what you left behind. The GM will say what has changed since then.





CHAPTER 4

THE PLAYER CHARACTER

WHEN THE PLAYER CHARACTERS INTERACT WITH THE world and try to push towards their goals, it's inevitable that they will sooner or later come into conflict with things stopping them from getting what they want. The player characters want to flee from their pursuers in a risky car chase through the city, someone wants to persuade a stubborn person to reveal what she knows, a cryptic crime scene shows to be a greater challenge than the investigator expected, the PC tries to convince the suspicious police officer with a convincing lie. The conflicts that can arise in a story are limitless. However, this chapter will give you rules, so called player Moves, that help you resolve the most frequently appearing conflicts in a story of *KULT: Divinity Lost*.

ATTRIBUTES

There are ten Attributes, each with associated Moves. The Attributes modify the die rolls of player Moves and Advantages. Attributes and their Moves are either **passive** (triggered automatically when conditions are met) or **active** (triggered by a character taking a certain action).

Passive Attributes

Passive Attributes are used to resist external and internal influences. The player Moves associated with passive Attributes are triggered when the character is threatened. When creating the PC, the player distributes adjustment values of +2, +1, and 0 across the passive Attributes. There are three passive Attributes: **Fortitude**, **Willpower**, and **Reflexes**.

Fortitude measures the character's physical resistance, pain threshold, and stress response when suffering physical injury. A PC with high **Fortitude** is capable of enduring injuries that would drop a character with lower **Fortitude**.

Willpower measures the character's mental resilience, composure, peace of mind, and capacity for working through trauma. A PC with high **Willpower** can resist the terrifying influence of earthly and supernatural powers alike and remain sane.

Reflexes measures the character's quickness, responsiveness, and physical instinct when assaulted or when at risk of injury. A PC with high **Reflexes** is better at getting out of harm's way.

Active Attributes

Active Attributes are used when a PC acts proactively. The player Moves associated with active Attributes triggers when the PC takes a certain action in the story. When creating the PC, the player distributes adjustment values of +3, +2, +1, +1, 0, -1, and -2 across the active Attributes.

There are seven active Attributes: **Reason**, **Intuition**, **Perception**, **Coolness**, **Violence**, **Charisma**, and **Soul**.

Reason measures the character's analytical ability. A PC with high **Reason** is good at information gathering and investigation.

Intuition measures the character's empathy and gut feeling. An Intuitive PC is good at reading the intentions and hidden motives held by other intelligent creatures.

Perception measures the character's alertness. A Perceptive PC is good at scanning environments and taking notice of what others overlook.

Coolness measures the character's grace under pressure. A Cool PC is good at stealth, theft, and other situations demanding quick decisions under stress.

Violence measures the character's raw strength, fighting expertise, and viciousness. A Violent PC excels at inflicting harm on others.

Charisma measures the character's charm, leadership, and rhetorical talent. A Charismatic PC easily persuades and manipulates others.

Soul measures how sensitive the character is to supernatural forces. A PC with high **Soul** has an easier time perceiving Reality and is more attuned to their intrinsic powers.

PLAYER MOVES

Player Moves are Moves available to all PCs. When a character executes an action in the story triggering a Move, their player rolls two ten-sided dice and references the Move's instructions to determine what happens, depending on the roll's outcome. The gamemaster (GM) describes this outcome in the story, and in some cases make her own follow-up Moves.

How Moves Work

Trigger: Player Moves always begin with a phrase describing what circumstance triggers the Move, for example: "When enduring injuries..." or "When you investigate something..." Any time the character takes an action that matches a trigger phrase, the player executes the associated Move.

Roll: Player Moves include a roll modifier. These are bolded to make them stand out, for example: "**roll +Violence**" or "**roll +Fortitude -Harm**". The player rolls two ten-sided dice, adds up their results, and finally subtracts or adds the modifiers. Occasionally this value will be 0, in which case the roll remains unmodified.

Outcomes: A player Move will have different outcomes, depending on if the total is **15 or greater** (*complete success*), **10 to 14** (*success with complications*), or **9 or below** (*failure*). The player Move states what happens in the case of each level of success.

When the roll is a *complete success* (**15+**), the character accomplishes their goal with no complications.

When the roll is a *success with complications* (**10-14**), the character accomplishes their goal, but their success is accompanied by complications in the form of a hard choice, costs, or subsequent troubles. For example, if they're fighting someone in close combat, they might be able to inflict injury on their opponent, but not without also sustaining harm themselves; or they successfully uncover what happened to the crime victim while investigating the apartment, but are also caught in the act by the cops.

When the roll is a *failure* (**-9**), the character's action may be unsuccessful and likely has negative consequences. Even with a failure, the character might partially accomplish their goal, but the GM may additionally make one of her GM Moves.

Moves must always push the narrative forward. Regardless of the outcome, the story takes a new turn after characters execute Moves.

All player Moves are described below. Following the presentation of each Move is an explanation of how its trigger and effects work in more detail. This is primarily useful for the GM to understand when to call for a Move and how to describe its effects in the story.

• Avoid Harm

When you dodge, parry, or block Harm, roll +Reflexes:

(15+) You emerge completely unharmed.

(10–14) You avoid the worst of it, but the GM decides if you end up in a bad spot, lose something, or partially sustain Harm.

(–9) You were too slow to react or you made a bad judgment call. Perhaps you didn't avoid any Harm at all, or you ended up in an even worse spot than before. The GM makes a Move.

Activation: “When you dodge, parry, or block Harm” means the PC must be under attack or in a situation where she's about to be attacked in order to **Avoid Harm**. Some possible situations include ducking out of the way to dodge a blow, attempting to block an incoming axe with the barrel of your rifle, or running for cover just as a bomb is exploding.

Effect: On a complete success (15+), the PC avoids the incoming Harm entirely. They may even end up in an advantageous position, if the GM finds it appropriate.

On a success with complications (10–14), the PC has avoided significant Harm, but the GM chooses whether they end up in a bad spot, lose something, or sustain partial Harm.

Ending up in a bad spot means the PC avoids being harmed, but find themselves in a disadvantageous position. For example, she may avoid the attack but trip and fall with her opponent on top of her, get pushed into a corner, become surrounded by her enemies, or be forced to duck behind cover (or an ally).

Losing something means the PC loses something they have while avoiding harm. For example, her weapon might shatter as she parries the blow (loss of a weapon), something fell out of her pocket while she ducked to the side (loss of an object), or got separated from her allies as she ran out of the way of incoming gunfire (loss of allies).

Sustaining partial Harm means the PC suffer some of the Harm, perhaps a minor injury at 1 Harm or a subtraction of 1–2 levels. For example, she might divert her opponent's weapon so the blow isn't as bad, leap to the side just in time but is struck by a ricochet, or manage to reduce the explosion's full impact by falling flat on the ground.

On a failure (–9), the PC reacts too slowly or miscalculates. The GM can choose to deal the full amount of Harm to the PC, or allow them to get out of harm's way but not without ending up in a far worse situation. For example, the PC ducks out of the way of her opponent's punch but gives another one the opportunity to jump onto her from behind, she parries her opponent's blow but is pushed down a flight of stairs by the force of the impact, she leaps behind cover only to find something even worse lurking in there, or she avoids the bomb's explosion but realizes the ceiling is about to collapse. The GM could also impose a psychological consequence, such as the PC leaping out of the way of the explosion, only to hear his best friend screaming in shock, staring down at where her legs used to be.

• Endure Injury

When enduring an injury, roll +Fortitude –Harm. If you are wearing armor, add its rating to the roll:

(15+) You ride out the pain and keep going.

(10–14) You are still standing, but the GM picks one condition:

◆ The injury throws you off balance.

◆ You lose something.

◆ You receive a **Serious Wound**.

(–9) The injury is overwhelming. You choose if you:

◆ Are knocked out (the GM may also choose to inflict a **Serious Wound**).

◆ Receive a **Critical Wound**, but may continue to act (if you already have a **Critical Wound**, you may not choose this option again).

◆ Die.

Serious Wounds

Serious Wounds requires appropriate care and time to heal, but will not get worse on their own. Alcohol and painkillers can remove the penalty **Serious Wounds** impose, if only temporarily. A PC can suffer four **Serious Wounds** at most. Additional **Serious Wounds** are considered **Critical Wounds**.

Examples of **Serious Wounds** include: lacerated arm, facial contusions, broken ribs, bone-deep cut, concussion, profuse bleeding, broken fingers, or sprained ankle.

Critical Wounds

Critical Wounds will not heal on their own, and will get worse if left untreated. A critically wounded character must acquire urgent medical care if they wish to live. Once a **Critical Wound** has been stabilized and given time to heal, it's considered a stabilized **Serious Wound**.

Examples of **Critical Wounds** include: punctured lung, severed aorta, intestinal evisceration, severed genitalia, ruptured eyeball, shattered collarbone, internal bleeding, spinal cord damage, or cerebral hemorrhage.

Wound penalties

Any PC suffering from non-stabilized **Serious** or **Critical Wounds** are subjected to the penalties below.

The PC suffers from	Deduction
... Serious Wounds (non-stabilized)	–1 ongoing
... Critical Wounds	–1 ongoing
... both Serious and Critical Wounds	–2 ongoing

Activation: “When enduring an injury” means **Endure Injury** triggers in all situations where the PC is exposed to something capable of causing them physical injury.

Roll: **Fortitude** is added to the **Endure Injury** roll, but the Harm value of the attack is subtracted from it. If the PC is protected by some form of armor, its value is added to the roll as well. Some Advantages also provide bonuses to **Endure Injury**.

Effect: On a *complete success* (15+), the PC does not sustain any serious injuries. She might get away scot free or merely sustain a few scratches and blemishes, which don't impede her in any meaningful way.

On a *success with complications* (10–14), the PC is still in action, but the GM chooses whether she is unbalanced, loses something, or sustains a **Serious Wound**.

Unbalanced means the PC is shaken or dazed. While in this state, they might fail to take notice of important details or must **Act Under Pressure** to pull off actions they'd usually have no problems with.

Lose something means the PC loses something of theirs or loses their grip on something they're holding such as a weapon, a phone, or their grip on someone's hand. This is determined by the GM.

A **Serious Wound** is any significant injury which disadvantages the PC but is not lethal. A PC can suffer multiple **Serious Wounds**. The wound requires treatment with first aid before it can start healing, and prior to this inflicts any PC with *–1 on all rolls*. If the PC has sustained multiple **Serious Wounds**, each of them needs to be stabilized with first aid before the penalty disappears. The PC can temporarily negate these penalties for the scene's duration by drinking alcohol or taking painkilling drugs.

On a *failure* (–9), the PC has sustained an overwhelming and dangerous injury. The player chooses whether their character is *knocked out* (with the risk of sustaining a **Serious Wound**), sustains a **Critical Wound**, or *die*. A PC can only suffer one **Critical Wound**; if they already have one, they must choose either *knocked out* or *dead*.

Knocked out means the PC sustains an injury causing her to lose consciousness, panic, or become paralyzed by shock. At the GM's option, this could be a **Serious Wound**. The PC will be unable to act until stabilized with first aid, or until the GM deems them able to regain control. It is important the GM respects the player's choice and doesn't make being *knocked out* lead to an automatic death sentence. It should be considered as an opportunity for creating interesting obstacles for the PC and building tension. For example, if a PC is *knocked out* by a monstrous creature, they might be dragged back to its lair, a gangster might tie the character to a chair in a soundproof basement, and so on.

A **Critical Wound** is an injury causing unimaginable pain and shock, posing a serious obstacle to the PC's ability to act, and will probably lead to death, unless the injury is stabilized as soon as possible (ranging from mere seconds up to a few minutes, if the GM is generous and deems it reasonable). Although the player chooses for their character to sustain a **Critical Wound**, the GM determines the nature of the injury. Ensure they're excruciatingly painful, as taking a **Critical Wound** should not be a comfortable option to choose. For as long as the PC has a **Critical Wound**, they suffer *–1 on all rolls*. **Critical Wounds** often impose handicaps on the PC, even after they've healed but this effect is represented as narrative details, rather than a negative modifier. For example, an amputated hand might mean the PC has a harder time climbing, a cerebral hemorrhage might mean she gets blinding migraines from time to time, a shattered kneecap forces her to walk with a limp and cane, and so on.

Dead means the PC perishes from their injuries. The player describes how the PC dies and takes a moment to say a few last words and, if appropriate, even perform one last action before they die. If the characters have access to advanced medical equipment available, a GM should allow another PC to try to resuscitate the character, such as using a defibrillator to restart their heart.

First Aid Treatment of Serious and Critical Wounds

Providing first aid to another PC to stabilize **Serious** or **Critical Wounds** is considered **Acting Under Pressure** if the PC is working under time pressure, in distracting surroundings, or dealing with immediate threats. If that's not the case, the characters do not need to roll for giving first aid, it simply works. To provide first aid to someone, the character generally needs access to a first aid kit. If they do not, they must take *–2* to stabilize the wound.

• Keep it Together

When you exercise self-control to keep from succumbing to stress, traumatic experiences, psychic influence, or supernatural forces, **roll +Willpower**:

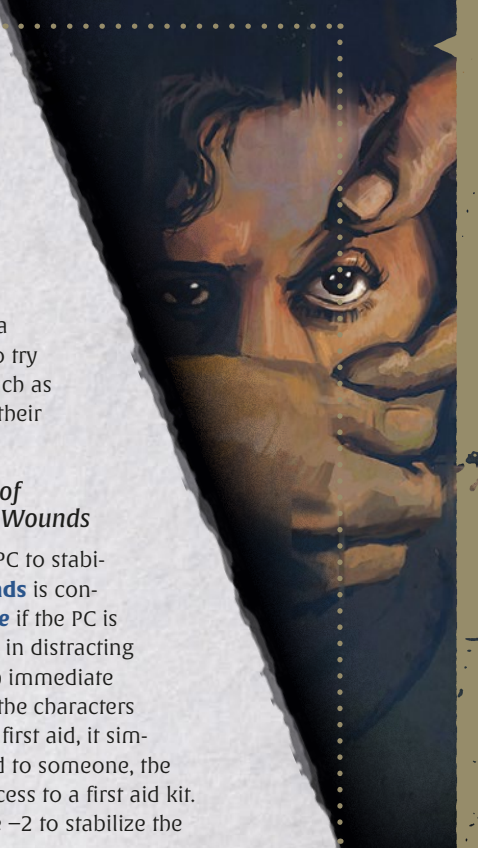
(15+) You grit your teeth and stay the course.

(10–14) The effort to resist instills a condition, which remains with you until you have had time to recuperate. You get *–1* in situations where this condition would be a hindrance to you.

Choose one:

- ◆ You become angry (–1 **Stability**).
- ◆ You become sad (–1 **Stability**).
- ◆ You become scared (–1 **Stability**).
- ◆ You become guilt-ridden (–1 **Stability**).
- ◆ You become obsessed (+1 **Relation** to whatever caused the condition).
- ◆ You become distracted (–2 in situations where the condition limits you).
- ◆ You will be haunted by the experience at a later time.

(–9) The strain is too much for your mind to handle. The GM chooses your reaction: cower powerless in the threat's presence, panic with no control of your actions, suffer emotional trauma (–2 **Stability**), or suffer life-changing trauma (–4 **Stability**).



Stability	Effect
Composed	
Uneasy	Moderate stress: –1 to Disadvantage rolls
Unfocused	
Shaken	Serious stress: –1 Keep it Together
Distressed	–2 to Disadvantage rolls
Neurotic	
Anxious	Critical stress: –2 Keep it Together
Irrational	–3 to Disadvantage rolls
Unhinged	+1 See Through the Illusion
Broken	The GM makes a Move from the list below

Stability measures the PC's mental strength and condition. A character begins in a composed state, but her **Stability** may decrease upon experiencing traumatic events.

When the character is *Broken*, the GM makes a Move at a time of her choosing as follows:

- ◆ Activate a Disadvantage's failure (–9) effect.
- ◆ The Illusion crumbles around the character.
- ◆ Shift the character in Time and/or Space.
- ◆ Fragments from the character's Dark Secrets manifest in present-day reality.
- ◆ The character gets a new Disadvantage based on the event.
- ◆ The character becomes suicidal/self-destructive and must succeed at a **Keep it Together** roll to resist the impulse.

The choices above do not affect the PC's **Stability** level.

Instead, the GM may give the *Broken* character one of these options:

- ◆ You undergo change. Switch two Attributes with different values with each other. Improve **Stability** to *Anxious*.
- ◆ Your life changes direction dramatically. Choose a new Archetype. Improve **Stability** to *Neurotic*.
- ◆ You catch a glimpse of the Truth. Gain +1 **Experience**. Improve **Stability** to *Irrational*.

Desensitization: When a PC has repeatedly experienced a particular type of traumatizing event, they can become desensitized to its effects. The GM determines the circumstances under which the PC no longer needs to roll to **Keep it Together**.

Activation: "When you exercise self-control to keep from succumbing to stress, traumatic experiences, psychological influence, or supernatural forces" describes a wide spectrum of situations where a PC's mental capacity can be affected.

Stress means subjectively dangerous situations in which the PC fears for their life or the lives of others. Failure to **Keep it Together** could mean the PC panics and reacts instinctively.

What constitutes a *traumatic experience* is also subjective to the PC, but a good rule of thumb is to assume anything terrifying or involving personal loss can also traumatize a person. For example, being subjected to violence, seeing a person close to them get harmed or harming someone themselves, experiencing supernatural events contradicting the PC's world view, or being profoundly humiliated can all incite trauma. Yet, a hardened criminal might injure people without batting an eyelash and a PC who has been through a lot can be desensitized to events capable of traumatizing normal Sleepers. Disturbing experiences often lead to a loss of **Stability**.

Supernatural forces include magical rituals and artifacts, weapons used by deities and devils, and demonic entities with the power to assault a PC's psyche. A demon might dig through the PC's past to uncover repressed guilt, a spirit might try to possess the PC's physical body, and so on. Failing to **Keep it Together** against supernatural forces means the PC is affected by them.

Effect: On a *complete success* (15+), the PC can collect herself and force herself to ignore the stress, acting rationally and usefully during the scene.

On a *success with complications* (10–14), the event has temporarily affected the PC's mood and well-being. The player chooses one of these conditions, which will have consequences for her now or later.

- ◆ **Angry:** The PC blames someone or something in her vicinity for the occurrence, and may lash out against them or harbor resentment. Her **Stability** is reduced by –1.
- ◆ **Sad:** The PC feels sorrow or grief over what she's gone through. She might want to seek solitude or the comfort of a loved one. Her **Stability** is reduced by –1.
- ◆ **Scared:** The PC feels threatened. She instinctively wants to retreat from the situation and seek out a hiding spot. Her **Stability** is reduced by –1.
- ◆ **Guilt-ridden:** The PC blames herself for what transpired, and seeks forgiveness from those around her. Her **Stability** is reduced by –1.
- ◆ **Obsessed:** The PC is enthralled by what is threatening her, finding it attractive and compelling. If it is a person, creature, or entity of some kind, the PC gains +1 **Relation** to it.
- ◆ **Distracted:** The PC is confused and sidetracked by what is threatening her. She cannot stop looking at it and is inattentive to everything else around her. The PC takes –2 to all rolls in situations where being distracted is an obstacle.
- ◆ **Haunted:** The GM gets 1 Hold she can spend later to haunt the PC with visions, dreams, or create actual encounters with whatever caused the trauma. It is the GM's choice whether to make this a hard or soft Move. Unlike the other options, this one doesn't activate immediately, and also cannot be overcome until the GM has used the Move.

In all situations where a condition limits the PC, they suffer –1 to applicable rolls, with the exception of *Distracted*, which imposes a –2. The condition is overcome after the PC has had a

chance to process the event, usually in conjunction with stress-free rest or therapy.

On a *failure* (–9), the GM chooses whether the PC cowers in the threat's presence, panics with no control over their actions, suffers emotional trauma (–2 **Stability**), or suffers life-changing trauma (–4 **Stability**).

- ◆ **Cowering:** As long as the threat is present and active, the PC remains powerless to stop or avoid it, bearing the full brunt of it.
- ◆ **Panicked:** The GM gives the player the hard choice between letting her PC flee in senseless terror, uncontrollably attack the source of the trauma, or freeze and become paralyzed until the threat is gone.
- ◆ **Suffering trauma:** This means the PC's **Stability** is worsened proportional to the trauma's intensity, –2 in case of *serious trauma* and –4 in case of *life-changing trauma*.

The GM has several Move options to choose from when the PC becomes *Broken*. This flexibility allows the GM to choose what feels right for the scene and story being told. The Moves are very powerful and can have a major impact on the story, so the GM might want to take a moment to consider which would be appropriate. The chapters in *Book III: The Truth* in the *Core Rules* offers deeper understanding for the GM about the KULT universe.

• Act Under Pressure

When you do something risky, under time pressure, or try to avoid danger, the GM will explain what the consequence for failure is and you **roll +Coolness**:

(15+) You do what you intended.

(10–14) You do it, but hesitate, are delayed, or must deal with a complication – the GM reveals an unexpected outcome, a high price, or a difficult choice.

(–9) There are serious consequences, you make a mistake, or you're exposed to the danger. The GM makes a Move.

Activation: “When you do something risky, under time pressure, or try to avoid danger” means **Act Under Pressure** can be activated in a great many different circumstances. The most important thing to remember is if there is no risk, pressure or danger, then the PC is not **Acting Under Pressure**.

In situations where two PCs act against each other, it can be tricky to determine which of them is **Acting Under Pressure**. Stop and reflect on what is actually happening in the story, and determine which one of them is threatening the other in this particular situation. The PC subjected to threat should make the roll.

Note: In some potentially dangerous or stress-filled situations where there are no threats – for example, picking a lock in a place with no patrolling guards or alarm systems – no rolls are called for. The PC simply accomplishes what they set out to do and there is no dramatic purpose to making the situation more complex by demanding rolls.

When the GM has a PC **Act Under Pressure**, she should always present the threat causing the pressure. For example:

- ◆ An *open threat*, where its nature is not yet fully apparent (“the threat is you will call attention to yourself”).
- ◆ A *specific threat*, outlining exactly what the threat will result in (“the threat is the guard will find you”).
- ◆ A *soft threat*, which allows for follow-up reactions (“the threat is they will open fire on you”).
- ◆ A *hard threat*, implying irrevocable consequences (“the threat is you will be shot”).

The nuances in each type of threat the GM lays out either increases and decreases the PC's effort while **Acting Under Pressure** and in case of failure.

Effect: On a *complete success* (15+), the PC carries out the action as planned.

On a *success with complications* (10–14), the PC succeeds in her action, but there are factors she hasn't taken into account, which forces her to react, compensate, or compromise.

- ◆ An *unexpected outcome* could mean the PC fires at a target with a sniper rifle, but the bullet passes through their body and strikes an innocent person behind them.
- ◆ A *high price* could mean the PC manages to escape her pursuers, but loses her gun somewhere along the way.
- ◆ A *difficult choice* usually means the GM explains what the possible outcome for the PC would be if they carry on with their action, and then allows the player to decide whether or not to continue. For example, the PC is hidden outside a nightclub, waiting for her nemesis, Mr. Volkov. She prepares to roll a hand grenade under Volkov's car when the GM says, “You see Volkov's car park out on the street. The car door opens and Volkov steps out, but as you're about to toss the grenade, you see one of his henchmen emerge, dragging Beatrice behind him. Volkov must have taken her hostage after you left her apartment. Do you still want to go through with it?”

On a *failure* (–9), there are consequences, you make a mistake, or you expose yourself to the danger. The GM makes a Move. As a rule of thumb, the GM should, at the very least, make the threat to the PC manifest itself somehow. Depending on what threat has been established, this Move can be hard or soft.



These examples explain different ways to use **Act Under Pressure** during play.

EXAMPLES

- ◆ **Attack an unsuspecting opponent:** The PC attacks one or several people from an ambush position or by sneaking up on them. The resulting threat here could be if the attack misses, the PC is discovered before the attack, or the target escapes and hunts the PC afterwards.

On a (15+), the PC just deals **Harm** to the victim or victims of the attack.

On a (10–14), the PC might kill one or several of them by mistake, a witness might spot them, their gun might jam, the PC might notice reinforcements arriving just before the ambush, or someone the PC doesn't want to harm walks into the line of fire – do they still carry on with the attack?

- ◆ **Execute:** The PC kills a defenseless opponent. The threat could be she only harms them, she hesitates and cannot go through with it, suffers from profound guilt afterwards, or is caught red-handed by police or one of the victim's allies. A (10–14) result might mean the execution takes much longer than planned, she risks being discovered by someone while in the act or shortly thereafter, she forgets something important at the scene of the crime, or there is a witness to the act – the PC must decide whether to deal with them or risk future consequences.
- ◆ **First aid:** When the PC stabilizes a seriously or critically wounded person she is **Acting Under Pressure**. The threat might be the wounded person needs professional medical treatment before she can be stabilized, the PC is fired upon while bandaging the wound, the patient enters shock, or the patient dies from blood loss. A (10–14) result could mean the wounded person becomes heavily doped up by the painkillers, the player uses more medical supplies than normal, or the PC realizes, as she's bandaging her patient, someone has snuck up behind an oblivious ally with a knife – will she continue helping the wounded or stop the treatment to help her ally?
- ◆ **Stay hidden:** The PC skulks around, hides, or tries to blend into a crowd while being pursued by an enemy gang. The threat could be being discovered by the enemy, getting lost, finding herself in a blind alley, or getting trapped somewhere. On a (10–14), she may be spotted by a third party and forced to decide whether to silence them or wait and see what they do, leave behind something traceable to her, or be forced to wait for a guard to leave their post leading to a loss of initiative, positioning, or other desirable result.
- ◆ **Chase:** The PC chases a fleeing person through London's central station. The threat might be that the target slips away, manages to call for reinforcements, leaps onto the train right as it rolls away from the platform, or surprises the PC with a sudden counterattack. On a (10–14), the PC might get onto the last train car by the skin of her teeth by making a daring leap, she loses an object she was carrying in the commotion, or is forced to leave her allies behind to keep up with the pursued.
- ◆ **Climb:** The PC is climbing a drainpipe to reach the roof of a house. The threat could be she doesn't make it all the way up, risks falling down, or someone discovers her. On a (10–14), her ascent takes so long she doesn't make it up in time to notice something important, she is unable to assist her friend in following, or she drops some important equipment she had brought.
- ◆ **Drive:** The PC is driving a vehicle at high speeds when she is attacked. The threat could be she loses control over the vehicle, is harmed by the attack, or crashes into a tree. On a (10–14), she might be forced off-road and delayed, the vehicle is damaged and becomes difficult to maneuver, the gas tank springs a leak or a tire is punctured.
- ◆ **Lying:** The PC lies to a suspicious person, or improvises a credible story while being interrogated in order to get away. The threat could mean the deception failing, contradicting herself, or being beset by a crisis of conscience. On a result of (10–14), it takes excessive time for her to formulate the story, the PC can only get out of this by pinning the blame on their friend, or the lie is only credible for the moment and the truth will be revealed shortly thereafter. *Note: If the PC lies in order to get leverage over someone you should roll for **Influence Other** instead.*
- ◆ **Lock picking:** The PC picks a lock on a door or cracks a safe. The threat could be she's discovered by the night-shift security guard, an alarm is activated, or the lock is ruined, so the door can no longer be opened without extreme force. On a (10–14), typical complications may include one of her expensive picks breaks off in the lock, the door creaks loudly as she opens it, the door closes and locks behind her, or she opens the door slightly, only to realize someone has rigged a sawed-off shotgun to the door handle, muzzle facing the door.
- ◆ **Flee:** The PC runs across a field as her enemies open fire behind her, or she peels off on a motorcycle to escape from her pursuers. The threat could be that she gets hit, discovered, caught up to, hurt, or trapped. A (10–14) result could mean she loses an important object (wallet, weapon, USB-key with stolen files, phone), runs into a smaller force approaching from another direction, or the person she just rescued from the enemy's clutches disappears into the mist and she must choose to either escape unscathed or search for them.

• Engage in Combat

When you *engage an able opponent in combat*, explain how and **roll +Violence**:

(15+) You inflict damage to your opponent and avoid counterattacks.

(10–14) You inflict damage, but at a cost. The GM chooses one:

- ◆ You're subjected to a counterattack.
- ◆ You do less damage than intended.
- ◆ You lose something important.
- ◆ You expend all your ammo.
- ◆ You're beset by a new threat.
- ◆ You'll be in trouble later on.

(–9) Your attack doesn't go as anticipated. You might be subjected to bad luck, miss your target, or pay a high price for your assault. The GM makes a Move.

Activation: “When you *engage an able opponent in combat*” means the PC Move will only activate if her opponent is prepared and capable to fight her. A PC attacking someone who is unaware of the attack, frozen in terror or similarly incapacitated, or is unarmed and defenseless does not **Engage in Combat**; they simply apply **Harm** to them – no roll required. If there is a risk of the PC's conscience getting in the way, detection, back-up, or other problems, roll for **Act Under Pressure** instead (see examples above for *Execute* or *Attack an unsuspecting opponent*).

Ammo: When the PC attacks someone with a ranged weapon, she always marks ammo. Each type of ranged weapons have different ammo values, measuring how many times they can be used before the combatant must reload. Certain Advantages give the player the opportunity to save ammo when fighting multiple enemies.

Effect: On a *complete success (15+)*, the PC attacks her target without giving them an opportunity to counterattack. She's simply faster, stronger, and better than they are.

The different types of attack the players may choose from are variable based on weapon type. They will always provide advantages at the cost of the PC accepting some risk. Sometimes, it's unnecessary to rely on special attacks to defeat an opponent. Regular people are often neutralized immediately upon being harmed by a weapon with a **Harm** rating of 2 or higher.

On a *success with complications (10–14)*, the PC attacks her opponent but at the expense of being subjected to a counterattack, dealing less **Harm** than intended, losing something important, expending all her ammo, being beset by a new threat, or encountering trouble later on.

Her opponent's actions may entail harming the PC, but might also mean creating obstacles or problems for the PC in other ways. For example, she might knock the PC's weapon out of their hands, call for reinforcements, harm an NPC, toss a grenade in the PC's direction, or something else.

Being *subjected to a counterattack* means the PC's opponent manages to hit her as well during the attack. If it's the opponent's goal to harm the PC, the GM should have the PC roll to **Endure Injury** with a **Harm** rating based on her opponent's attack, and wait to describe the whole turn of events until she knows whether the PC is harmed as well and how bad it is. It's also possible the counter-attack is intended to disarm, grapple, trip, or affect the PC in some other manner. Supernatural entities may also try to affect the PC with magical powers.

Dealing less damage means the PC didn't connect very well or her opponent managed to deflect the worst of the blow. The GM reduces the **Harm** value of the attack by –1 or –2.

Losing something important usually means the PC drops something during the fight, such as a weapon or an important object. It could also mean one of her allies is cut off by other enemies or in some other way disappears in the chaos.

Expend all ammo means the PC's firearm runs out of ammunition. Until the PC can reload the weapon, it is useless.

Being *beset by a new threat* means the PC's attack puts her in a new, immediately dangerous position. For example, reinforcements begin arriving, the police overhear the gunfire, she's gotten into the enemy's line of fire, or throwing the NPC off the roof causes the PC to lose her own balance. The threat usually (but not always) entails **Avoiding Harm** in order to escape the danger unscathed.

In trouble later on could mean the PC's target has powerful allies who will now be out to get her, a witness to the attack calls the police, or the person the PC attacked survives and returns to get revenge later on. Her attack creates subsequent problems. The GM doesn't have to be specific about what and how at the moment, but can jot down the circumstances now and manifest the problem later.

On a *failure (–9)* to **Engage in Combat**, the consequences are often higher than for other Moves, as violence carries a high price. The GM can feel justified in making harder Moves as physical conflict often means irreversible consequences, such as grave injuries, destruction of property, and even lost lives. The way the GM adjudicates combat is effective at setting the tone for the particular story you're playing. If you let the PCs survive thrilling action sequences unscathed, you will set a very different tone than if the PCs regularly suffer painful injuries and grievous consequences. The GM Moves determine what role violence plays in your stories and whether it's something terrifying and dangerous, or exciting and fun, for the players to engage in.

• Influence Other

When you influence an NPC through negotiation, argument, or from a position of power, **roll +Charisma**:

(15+) She does what you ask

(10–14) She does what you ask, but the GM chooses one:

- ◆ She demands better compensation.
- ◆ Complications will arise at a future time.
- ◆ She gives in for the moment, but will change her mind and regret it later.

(–9) Your attempt has unintended repercussions. The GM makes a Move.

When you influence another PC, **roll +Charisma**:

(15+) Both options below.

(10–14) Choose one option below.

(–9) The character gets +1 on her next roll against you. The GM makes a Move.

Options:

- ◆ She's motivated to do what you ask, and receives +1 for her next roll, if she does it.
- ◆ She's worried of the consequences if she doesn't do what you ask, and gets –1 **Stability** if she doesn't do it.

No matter the outcome, it is always the PC's option whether to do as you ask or not.

Activation: "When you influence an NPC through negotiation, argument, or from a position of power" means the Move activates when a PC tries to get an NPC or another PC to do something in exchange for something else (negotiation), by convincing them with logical reasoning (argument), or by ordering the person from a position of power ("I am your boss!").

The GM should call for an **Influence Other** roll when she feels a PC is trying to convince someone else to do or believe something. Consider the following triggers when a PC speaks with someone else. It's a good candidate to call for an **Influence Other** roll, if she delivers:

- ◆ Promises of a reward if the person does something (e.g., money, sex, a valuable object, in-kind services, and so on).
- ◆ Arguments intended to change the person's perspective and position regarding the subject.
- ◆ A reasonable compromise, which makes the person cave in and do it.
- ◆ Convincing lies.
- ◆ A direct order to someone.

If a PC tries to convince someone to do something completely outside the norm ("point this to your head and pull the trigger..."), the GM shouldn't activate this Move. Instead, explain to the player it's clear the person would never voluntarily perform the action she's asking for and another approach would be necessary.

Influence Other activates only when there's reasonable uncertainty whether the PC could convince the other person to take the action or not. Don't activate **Influence Other** if an NPC has no reason to refuse the PC's request.

Effect: **Influence Other** works differently, depending on if the PC is influencing an NPC or another PC.

When Influencing an NPC

On a complete success **(15+)**, the NPC accepts the offer, reasoning, or authority and does as the PC asks.

On a success with complications **(10–14)**, the NPC does as the PC asks but the GM chooses a complicating factor suitable to the situation:

- ◆ **Demanding more compensation** means if the PC didn't offer anything, the NPC will request something as payment to do as she asks. If the PC already offered something, the NPC isn't satisfied and wants more.

For example, the PC offers a fixer some money in exchange for info on someone. The fixer takes the cash and says she'll get the info, but also insists the PC owes them a favor.

- ◆ **Complications will arise at a future time** means the NPC does as the PC asks, but the NPC or some other party will remember it and bring it up again later.

For example, the PC convinces a police officer she was at her lover's home on the night of the murder. The next time the PC visits her lover, the police officer shows up at the door to see if their alibi is sound.

- ◆ **She gives in for the moment, but changes her mind and regrets it later** means the NPC lets herself be momentarily convinced, but comes to her senses and reconsiders the request after she's had time to think about it.

For example, the PC convinces the bouncer to let her into the nightclub by falsely suggesting she's a personal friend of the owner's. Later on, as the PC is stalking her mark inside the club, the doorman shows up again after having had second thoughts about her. "Seeing how I hadn't seen you here before, I checked in with the boss and apparently he's never heard of an 'Erin!'"

On a failure **(–9)**, the GM makes a Move. It's up to the GM if the person the PC is trying to influence still does as they wish, but regardless there will be a substantial complication of some kind. The NPC might become suspicious of the PC, or they use the opportunity to mislead the PC for their own hidden agendas.



When Influencing a PC

On a *complete success* (15+), the target character chooses whether to play along or not, but gains +1 to her next roll if she does, and loses **Stability** (-1) due to doubts if she doesn't.

On a *success with complications* (10-14), the influencing character picks only one of the options above to come into effect, either the +1 roll bonus for doing it or the **Stability** penalty for refusing. The target chooses whether to play along or not, but only after this choice is made.

On a *failure* (-9), the target chooses whether to play along or not, and in either case will take +1 on her next roll against the influencing PC.

• Read a Person

When you read a person, **roll +Intuition**. On a success, you can ask the GM/player questions about their character any time during this scene, while in conversation with their character:

(15+) You may ask two questions.

(10-14) You may ask one question.

(-9) You accidentally reveal your own intentions to the person you're trying to read. Tell the GM/player what these intentions are. The GM makes a Move.

Questions:

- ◆ Are you lying?
- ◆ How do you feel right now?
- ◆ What are you about to do?
- ◆ What do you wish I would do?
- ◆ How could I get you to [...]

Activation: "When you read a person" means when the PC studies the body language, manner of speech, and eye movements of the person they're talking to, in order to draw conclusions about their intentions, emotions, and motives. When a PC reads another PC, the target can always try to *Hinder* the reading by attempting to hide their true intentions.

Effect: On a *complete success* (15+), the PC gains two questions.

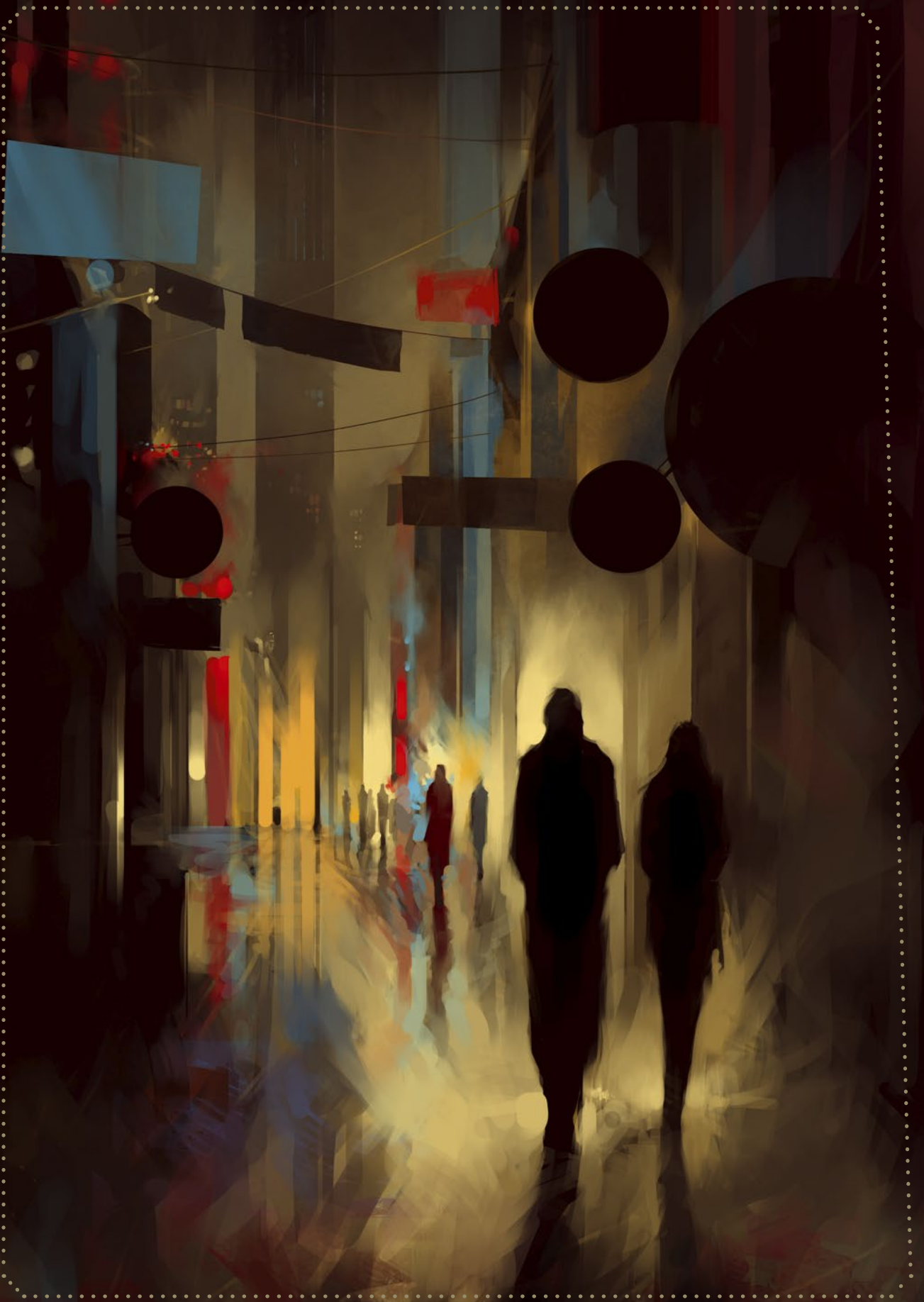
On a *success with complications* (10-14), the PC gains one question.

During the conversation with the person being read, the player can ask one or two of the questions listed in the Move description. If the player has gained several questions, she must continue the conversation with her target between questions. The questions cannot be saved beyond the conversation. The character may ask the same question again, as the conversation may have influenced the answer. When the player expends a question, she should signal that she uses **Read a Person** by using a previously agreed upon signal, for example by raising a finger. The target must answer the question honestly.

- ◆ "Are you lying?" Was the preceding statement they made truthful? They answer "Yes" or "No." Statements made earlier in the conversation cannot be interrogated, only the subject being discussed presently.
- ◆ "How do you feel right now?" What kind of emotion or emotions do they harbor presently? For example, "Angry," "Scared," "Wounded and sad," "Confused," and so on.
- ◆ "What are you intending to do?" What action are they considering taking at the moment? For example, "I want to hide my true feelings from you," "I'm trying to find an escape route," or "I'm trying to get you to trust me."
- ◆ "What do you wish I would do?" The target must reply with what they would like the reader to do most. For example, "I wish you would trust me," "I wish you'd let me go," and "I wish you'd take revenge on Mr. Volkov."
- ◆ "How could I get you to [...]" The reader herself gets to think of something she would like her target to do. The target must reply honestly what would be required to get them to carry out the task, but if the request is completely unreasonable she's allowed to answer she would never do it. However, consider there are few things people won't do when their lives – or the lives of their loved ones – are in danger. Ask players whose characters are read to carefully consider and be totally honest when answering the question. When the reader receives her answer, their target must go through with the action if the proper conditions are met. For example, when asked "How could I get you to tell me where you've hidden the cash?" the target could answer, "I'll tell you, but only if you promise to not hurt me afterwards."

On a *failure* (-9), the PC reveals her own intentions, rather than reading her target's. The player tells the other player (or GM) what she's looking to get out of the situation, and the person they were trying to read is now aware of this.

When a PC reads somebody, the other person obviously does not know exactly what the PC learned about them. The questions are not explicitly stated in the story, rather, the affected target subconsciously reveals answers about themselves. The reader can absolutely use the answers in the conversation in order to get more information or steer the person in the direction they want. "I can't help but notice how guilty you seem whenever I bring up Jessica. Surely there's more to her disappearance than you're letting on?"



• Observe a Situation

When you observe a situation, **roll + Perception**. On a success you may ask the GM questions about the current situation. When you act on these answers, gain +1 to your rolls:

(15+) Ask two questions.

(10–14) Ask one question.

(–9) You get to ask a question anyway, but you get no bonus for it and miss something, attract unwanted attention or expose yourself to danger. The GM makes a Move.

Questions:

- ◆ What is my best way through this?
- ◆ What currently poses the biggest threat?
- ◆ What can I use to my advantage?
- ◆ What should I be on the lookout for?
- ◆ What is being hidden from me?
- ◆ What seems strange about this?

Activation: “When you observe a situation” means the PC considers the situation she’s in or does reconnaissance of a location. This might entail her taking time to observe her surroundings in the middle of combat, or skulking around a building to get a sense of it before trying to break in. When the PC **Observes a Situation**, she picks up details about her surroundings and any people or creatures present, detecting things she would have missed otherwise. The GM should always describe the location or scene first, and the PCs can then **Observe** it, if they so wish. You don’t have to **Observe a Situation** to ask questions about aspects your character would normally notice, but for questions similar to the ones listed in the Move, the GM may not respond until the player has rolled for it.

Effect: On a complete success (15+), the PC may ask two questions.

On a success with complications (10–14), they may ask one question.

The player chooses the questions to ask from the list. When the PC acts on an answer provided by the GM, she gains +1 to all rolls related to the answer. The bonus is valid for the entire duration the PC remains at the location. If the PC leaves and come back later she still have the old information but things could have changed and she won’t get any bonus until the PC **Observe the Situation** again. If the player starts inventing their own questions, the GM could rephrase them to align with the questions from the list, or decide to answer anyway but without providing a dice roll bonus.

- ◆ “What is my best way through this?” The player requests information on a way past an obstacle encountered at the location. For example, guards posted outside a building, a high wall, a locked door, or a group of adversaries block the PC’s path. The GM provides the player with the best directions and may even reveal alternate routes, in addition to those already described.

For example, “You notice a ladder leaning against the building’s far side, and there are skylights on the roof. This route doesn’t appear to be patrolled.”

- ◆ “What currently poses the biggest threat?” The GM honestly responds to what the biggest danger to the character is, be it a creature, an artifact, or something else in the area. It doesn’t have to be the largest threat objectively speaking, but whatever poses the main threat to the observing PC. Maybe an enemy maintains some sort of hold over them, or there’s a force present counteracting the PC’s advantages?

For example, “On the aged throne of brittle plastic, metal junk, and other amassed garbage sits an emaciated man with all-white eyes and weeping open facial wounds. He garners a certain respect from the other vagrants, and you sense he is more than he appears.”

- ◆ “What can I use to my advantage?” The GM provides details on any features of the PC’s surroundings she might make use of, such as a suitable hiding spot, a chandelier she could drop onto an opponent’s head with a well-placed bullet, a vehicle to escape in, a door they can lock behind them, a pistol under a stack of papers on top of a desk, etc.

For example, “You can take cover behind the desk, it’s solid wood and can take a hit.”

- ◆ “What should I be on the lookout for?” The GM provides details on anything in the area the PC ought to keep an eye on.

For example, “Maybe there’s an escape tunnel used by the hobos to quickly disappear (assuming it’s not blocked), or call in reinforcement through if they’re overpowered?” “Perhaps the blind man on the throne possess a peculiar staff he uses to summon insanity demons?”

- ◆ “What is being hidden from me?” If there is anything hidden in the area, the GM gives the PC details about it.

For example, “You notice a movement on the water tower next to the warehouse. Seems like someone might have posted a guard there.” “When you cross the carpet you hear a hollowness to the floor, as if there’s a trapdoor or something underneath.”

- ◆ “What seems strange about this?” The GM details whatever appears to be outside of the ordinary in the locale.

For example, “The little girl in the cage dangling from the roof is actually a demon controlling those around her, and anyone who **Observes** notices she seems elated about the brutal fighting around her, rather than being frightened.” “The rusted staircase in the slaughterhouse is a portal into Inferno’s torture chambers, and those who **Observe** can hear the distant echoes of people screaming in anguish from below.”

On a failure (–9), the player gets to ask a question anyway, but gets no modification to her roll acting upon it, and she misses something important, attracts unwanted attention, or exposes herself to danger. Perhaps one of her enemies notices the PC has discovered something important and targets her, she fails to notice her ally getting dragged in the building, the PC subconsciously glimpses through the Illusion, or the PC is discovered by a guard patrol while doing reconnaissance.

• Investigate

When you investigate something, **roll +Reason**. On a success, you uncover all direct leads and may ask questions to get additional information:

(15+) You may ask two questions.

(10–14) You may ask one question. The information comes at a cost, determined by the GM, such as requiring someone or something for the answer, exposing yourself to danger, or needing to expend extra time or resources. Will you do what it takes?

(–9) You may get some information anyway, but you pay a price for it. You may expose yourself to dangers or costs. The GM makes a Move.

Questions:

- ◆ How can I find out more about what I'm investigating?
- ◆ What is my gut feel about what I'm investigating?
- ◆ Is there anything weird about what I'm investigating?

Activation: “When you investigate something” means the PC spends some time examining something carefully for clues. Regardless of what the player rolls, she can acquire all clues the GM feels necessary to advance the story. The questions the player asks provide additional information she wouldn't have uncovered otherwise. Given time and opportunity, the PC can examine virtually anything – people, places, organizations, rumors, myths, objects, and riddles.

Hint: When the GM prepares locations, creatures, and objects appearing in the story, she can write down a few clues to hand out to players who opt to **Investigate** them. She can also specify some additional clues the players may receive in response to the different questions they get to ask. This approach enables multiple players to **Investigate** the same thing and yield meaningful answers, as they can choose to ask different questions in their investigation.

Effect: On a *complete success* **(15+)**, the player receives all direct leads and may ask two questions.

On a *success with complications* **(10–14)**, the player get all direct leads and ask one question, but the investigation will require a cost of some kind, as determined by the GM. The PC must pay the price prior to receiving the information.

- ◆ “You need someone or something to get your answers” means the PC must find a specific person or gain access to some special resource in order to finalize the investigation.

For example, “Vera Palmer, the artist rumored to have created the painting you are investigating,” “The university library's archive, said to contain ancient lore on rituals,” “A hospital CT scanner, needed to investigate the body,” and so on.

- ◆ “Expose yourself to danger” means the PC must accept dangerous risks to complete her investigations.

For example, “You have to climb ten meters up the statue, in order to reach and examine the head in more detail,” “You'd have to steal the files from the police archives,” “You'd have to actually crawl in amongst the gears of the surreal machinery, in order to study its internal mechanisms,” and so on.

- ◆ “Expend extra time or resources” means the investigations takes hours, days, weeks, or months before it's complete, or the PC would have to expend resources she does not already possess.

For example, “You can find the book's publisher through the IRS, but who knows how long it would take to get a response,” “You can look for potential witnesses in the building, but since there are a few hundred apartments it will probably take at least a few days to talk to everyone,” “In order to open the box you would have to either figure out how to solve the puzzle – which could take weeks – or get a diamond drill bit to force the lock,” and so on.

On a *failure* **(–9)**, the GM can reveal any of the basic clues, if she feels it would make sense to do so. However, the PC will be exposed to unexpected dangers or costs. The GM makes a Move, depending on what the PC is investigating and how.

Example dangers: An object's previous owner finds out the PC now has it in their possession, the murderer finds out the PC is investigating the killing and goes after her, an object suddenly manifests unexpected and dangerous powers, or unknown enemies start paying attention to the character.

Example costs: The PC's equipment breaks or is lost, an ally gets into serious trouble, the object affects the PC in some manner, the PC must pay someone something in order to finalize the investigation, or an enemy attacks the PC.

• Helping or Hindering

When you help or hinder another player character's Move, explain how before their roll and **roll +Attribute**, where the Attribute is the same as the other player is rolling:

(15+) You may modify the subsequent roll by +2/–2.

(10–14) You may modify the subsequent roll by +1/–1.

(–9) Your interference has unintended consequences. The GM makes a Move.

With the GM's assent, a player may make a case for retroactively **Helping or Hindering** after a roll is made, but in stressful situations this can result in a hard choice between saving your ally or pursuing your own goal – not both.

Activation: “When you help or hinder another character's Move” means the PC actively performs an action to assist or impede another PC's chance to succeed at a Move. Since the circumstances can vary widely, the nature of the PC's action can also differ from case to case. However, the PC must describe how they help or hinder the action. It's not enough to say “I'm helping!”

Helping or hindering is a unique Move, in that the PC always rolls the same Attribute as the one used in the Move she's trying to help or hinder.

Effect: On a *complete success* **(15+)**, the PC can give the other character a +2 (when *helping*) or –2 (when *hindering*) to their roll.

On a *success with complications* **(10–14)**, the PC can give the other character a +1 (when *helping*) or –1 (when *hindering*) to their roll.

On a *failure* **(–9)**, the GM makes a Move, usually as a consequence for the PC's attempt to help or hinder the other.

• See Through the Illusion

When you suffer shock, injuries, or distort your perception through drugs or rituals, **roll +Soul** to **See Through the Illusion**:

(15+) You perceive things as they truly are.

(10–14) You see Reality, but you also affect the Illusion. The GM chooses one:

- ◆ Something senses you.
- ◆ The Illusions tears around you.

(–9) The GM explains what you see and makes a Move.

Activation: “When you suffer shock, injuries, or distort your perception through drugs or rituals” means the PC seeing through the Illusion can happen when terrible things happen to you or you witness them happening to others, when you suffer intense pain, or when your senses get twisted or extended by conscience-altering influences. The average PC doesn’t know exactly how to distort their perception to trigger such an event – typically, this transpires by coincidence or mistake.

The GM can have a PC **See Through the Illusion** with no roll necessary when she needs to expose demonic entities, alternate dimensions, magical forces, and other clues regarding the true nature of Reality.

Effect: On a *complete success* (15+), the PC sees Reality as it truly is. A demon reveals its true visage, the shrieks of the dead emanate from the staircase leading down to Inferno, the magical mirror opens a passageway to the realm of dreams, and so on. A good rule of thumb is having the Illusion crumble away to reveal whatever dimension is closest to the PC’s location. Subterranean locales are connected to the Underground, battlefields and murder sites reveal Inferno, and abandoned buildings and city alleyways lead to the labyrinths of Metropolis. If the Illusion tears around a specific creature, the GM can describe how it distorts the world around it. The lictor can pass through doorways unable to accommodate its grotesque giant body, as the Illusion warps around it accordingly.

On a *success with complications* (10–14), the PC sees through the Illusion, but exposes herself to danger in the process. The GM chooses between the following options:

- ◆ “Something senses you” means one of the Illusion’s guardians, the creature the PC encountered, or some other extradimensional being senses the divinity within the PC and knows she glimpsed the Truth.
- ◆ “The Illusion tears” means the PC temporarily disturbs the Illusion in this location. When the PC witnesses the demon’s true form, the Illusion starts breaking down and revealing Inferno; the staircase to hell distorts the entire house into a decrepit purgatory; the mirror opening towards the dream world sucks everyone present into Limbo; and so on.

On a *failure* (–9), the GM makes a Move. She should usually allow the PC to **See Through the Illusion** anyway, but with terrible consequences.

RELATIONS

The player characters have **Relation** values to all other PCs, in addition to some of the more important NPCs they encounter. The PCs gain **Relations** with NPCs when established during character creation or during the course of the story.

Relation values between PCs are initially established at character creation, but can change and fluctuate during the game. Each player should also create three relations with NPCs: a *neutral* relation, a *meaningful* relation, and a *vital* relation.

Relation Strength

Neutral (0): Applies to most relations. Acquaintances, friends, coworkers, and others you don’t have much in common with.

Meaningful (1): Close friends, family members, romantic interests, beloved pets, personal mentor, guru.

Vital (2): Passionate lovers, your own children, the only friend you have left, your ‘true love,’ an obsession, your soulmate.

INCREASE & DECREASE

After each game session, you may modify a single **Relation** by +1 or –1. Explain why.

A **Relation’s** strength can also be raised or lowered due to events occurring in play.

Example Events:

- ◆ Betrayed by a meaningful or vital relation: **Relation –1**
- ◆ Seduced by a neutral relation: **Relation +1**
- ◆ Unexpected assistance from a neutral relation: **Relation +1**
- ◆ Influence by magic or supernatural powers: **Relation +1/–1**

Relation Moves

These Moves are applicable to **Relations** at strength 1 or 2.

Wish no harm: If you intend on *harming or killing your Relation* – whether directly or indirectly – you must **Keep it Together** with the influence being an unwillingness to cause injury. In case of *success with complications* (10–14), in addition to the normal outcome you also get a **–Relation** modifier to your damage-inflicting Move. In case of *failure* (–9), in addition to the normal outcome when missing your roll, you cannot bring yourself to harm your **Relation**.

Regain Stability: In a scene where you *experience closeness, assurance, and affirmation from a Relation*, your **Stability** is improved a number of steps equal to the strength of the **Relation** value.

Lose Stability: If a *Relation of yours is seriously injured*, your **Stability** is decreased a number of steps equal to the strength of the **Relation** value. Double that number if the **Relation** dies.

DRAMATIC HOOKS

A *dramatic hook* is a player request for their character to take a certain action during the story. During each game session, each player should have two dramatic hooks for their character. At the beginning of the first session, the player gets to choose two dramatic hooks on her own. In later sessions, the PC receives dramatic hooks from the other players and the GM. At the end of a session when she's fulfilled a dramatic hook, she asks the other players to think of a new one.

When a dramatic hook is fulfilled, the player marks **1 Experience**. A player can ask to exchange a dramatic hook for another one, if a game session passes without any dramatic hooks being fulfilled.

When the players think of dramatic hooks, they may use the following verbs for inspiration and then finish the sentence with something appropriate ("You should..."):

- | | |
|----------|---------------|
| ◆ Finish | ◆ Complete |
| ◆ Reveal | ◆ Confront |
| ◆ Tell | ◆ Investigate |
| ◆ Visit | ◆ Develop |

For example, "You should *visit* the place where the kidnapper took you" or "You should *reveal* your infidelity to your wife." The PC has fulfilled the dramatic hook, regardless of what transpired in the scene, as long as the character executed the verb. Don't dictate what the outcome of the scene should be when determining a dramatic hook. That should be discovered in play.

EXPERIENCE AND CHARACTER DEVELOPMENT

After each session, the players answer the following questions:

- ◆ Have we discovered anything new about the Truth?
- ◆ Have we learned anything new about our characters?
- ◆ Have we challenged ourselves?

For each question the players can justify answering "yes" to, every PC receives **1 Experience**. This implies the PCs can gain up to **3 Experience** from these questions after each session, but they can gain more **Experience** through dramatic hooks and certain Advantages.

When the PC has accumulated **5 Experience**, the player may choose an advancement available on their character sheet. Advancements increase Attribute values or give the PC additional Advantages. When an advancement has been chosen, it is crossed off; this means some advancements may only be chosen a few times. By the sixth advancement, the player unlocks a new set of advancements, which may mean Attributes can increase even higher or the character might even change their Archetype.



Aware Advancement

When an Aware Archetype advances she gets to choose from the following advancements.

Choose One of These:

- ☐☐☐☐☐ Increase one active Attribute +1 (to max +3).
- ☐☐ Increase one passive Attribute +1 (to max +3).
- ☐ Increase any one Attribute +1 (to max +4).
- ☐☐ Select a new Advantage from your Archetype.

After 5 Advancements You May Also Choose:

- ☐☐ Increase any one Attribute +1 (to max +4).
- ☐☐ Select a new Advantage from any Aware Archetype.
- ☐ End your character's story arc as you see fit, and create a new Aware character, who starts with 2 Advancements.
- ☐ Replace your current Archetype with another Aware Archetype, and erase one of your starting 3 Advantages.

After 10 Advancements You May Also Choose:

- ☐ Advance your character to an Enlightened Archetype.

Here are explanations for every advancement:

Increase one active Attribute +1 (to max +3): The player raises one of the following Attributes with +1: **Reason**, **Intuition**, **Perception**, **Coolness**, **Violence**, **Charisma**, or **Soul**. The Attribute can't be raised above +3.

Increase one passive Attribute +1 (to max +3): The player raises one of the following Attributes with +1: **Fortitude**, **Willpower**, or **Reflexes**. The Attribute can't be raised above +3.

Increase any one Attribute +1 (to max +4): The player raises any Attribute (active or passive) with +1. The Attribute can't be raised above +4.

Select a new Advantage from your Archetype: The player chooses a new Advantage from her Archetype's selected Advantages. If the Advantage gives the PC followers or new contacts, the GM may choose to let time pass in the story or ask something of the PC that explains this new allies.

Select a new Advantage from any Aware Archetype: The player chooses any Advantage from the Advantages in *Chapter 3 – Character Traits*. If the Advantage gives the PC followers or new contacts, the GM may choose to let time pass in the story or ask something of the PC that explains these new allies.

End your character's story arc as you see fit, and create a new Aware character, who starts with two advancements: The player creates a new PC and immediately chooses two advancements.

Replace your current Archetype with another Aware Archetype, and erase one of your starting three Advantages: The player keeps her current Attributes, erases one of the three Archetype Advantages her PC started with but gets to choose three Advantages from the new Archetype. If the new Archetype has a locked Disadvantage (like *The Avenger's Oath of Revenge*), the player erases one of her old Disadvantages and takes the locked one instead. Sometimes time has to pass in the story to properly explain the PC's new skills and Disadvantages, or the PC will have to change in the story to fit the new Archetype. Discuss this with the GM.

Advance your character to an Enlightened Archetype: The player keeps her current Attributes and Advantages but also gets to choose three Abilities and 1 Limitation from the Enlightened Archetype. To change into an Enlightened Archetype means mental illumination and sometimes physical changes. Discuss the change with the GM. Will the change take place in downtime or be played out in the story? Sometimes the GM will want the PC to do one or more things in order to get enlightenment. Maybe the PC has to find a teacher to learn magic from or an entity to swear fealty to. The Enlightened PC will get one power broker to be allied with and one that is her enemy. Choose between the power brokers and enemies the GM presents for you.



EQUIPMENT

The players select the property their characters own, but need to justify why they would own very obscure or illegal items. These rules describe weapons, armor, drugs, and special equipment the PCs may find useful. Players can feel free to come up with their own items, as well. In many cases, no special rules are necessary, while in other cases the GM can use the examples here and their own creativity to invent any additional rules the group requires.

Weapons and Armor

These rules explain how weapons, armor, and other equipment work. It is up to the GM to decide if a particular PC's concept, and/or the story's setting, justifies their access to weapons and armor or not.

WEAPON TYPES

Base Harm: This is the **Harm** the weapon type causes before any Advantages and Edges have modified it. The **Harm** mechanics have two effects:

- ◆ PCs subtract the **Harm** value when they make the **Endure Injury** Move.
- ◆ NPCs take the **Harm** value directly after subtracting any armor.

Ammo: A resource value indicating how many times a firearm can be fired before it needs to be reloaded. The value doesn't literally indicate how much ammo is in the weapon, but is symbolic of how many rounds are being discharged in a typical attack. To use an attack, you must first ensure you have the required amount of ammo to spend. After using the attack, check off the appropriate amount of ammo on the weapon's ammo track.

Distance: A rule of thumb for how close or far a given weapon or attack could feasibly hit its target.

- ◆ **Arm:** When you're close enough to attack with a leap, roughly arm's reach.
- ◆ **Room:** When you're just several steps apart.
- ◆ **Field:** When you're within a hundred meters of one another.
- ◆ **Horizon:** When you can barely see your target with the naked eye.

Attacks: Different forms of attacks the PC can make with the weapon. The first underlined attack is the default, unless the player specifies otherwise. The value in the first square brackets [X] is the amount of **Harm** caused by the attack, and the additional square brackets contain special rules for the attack.

CLOSE COMBAT WEAPONS

Unarmed

Distance: arm

Attacks:

- ◆ Punch, kick, and tear [1]
- ◆ Lock [0] [you are in control of the target until they break free]
- ◆ Shift [0] [you create distance between yourself and the target through a throw, body check, or push]
- ◆ Disarm [0] [you remove an object your opponent held in their hand]
- ◆ Excessive force [2] [focus entirely on killing your target, disregarding your own safety]

Edged Weapons

Examples: knife, stiletto, dagger.

Distance: arm

Attacks:

- ◆ Cut, slice, and stab [2]
- ◆ Edge at the throat [0] [you are in control of the target until they break free]

Crushing Weapons

Examples: baseball bat, hammer, crowbar.

Distance: arm

Attacks:

- ◆ Pummel, maul, and crush [2]
- ◆ Knock down [1] [the target falls to the ground]
- ◆ Knock out [1] [target is knocked out; PCs must successfully **Endure Injury** to avoid getting knocked out]

Chopping Weapons

Examples: machete, axe, sword.

Distance: arm

Attacks:

- ◆ Hack, slash, and chop [2]
- ◆ Momentum [1] [may hit one additional target]

RANGED WEAPONS

Handgun

Examples: Beretta M92FS, Colt M1911A1, CZ P-10 C, FN Five seven, Glock 19, Glock 23, H&K USP45, H&K VP9, S&W Model 10, S&W MP40 Shield, SIG-Sauer P226, Walther P99.

Distance: arm/room

Attacks:

- ◆ Combat shooting [2] [-1 Ammo]
- ◆ Overkill [3] [-2 Ammo]
- ◆ Multiple targets [2] [hit up to one additional target] [-3 Ammo]

Ammo: ○○○○



Magnum Handgun

Examples: Colt Python, FA Model 83, IMI Desert Eagle, Ruger GP100, Ruger New Model Super Blackhawk, Ruger Super Redhawk, S&W M586, S&W Model S&W500, Taurus Raging Bull.

Distance: arm/room

Attacks:

- ◆ Combat shooting [3] [-1 Ammo]
- ◆ Overkill [4] [-3 Ammo]

Ammo: ○○○



Submachine Gun (SMG)

Examples: FN P90, Glock 18, H&K MP5, H&K MP7, H&K UMP45, IMI Uzi, Ingram MAC-10, KRISS Vector, Skorpion vz.61, Steyr AUG A3 Para XS.

Distance: room

Attacks:

- ◆ Short bursts [2] [-1 Ammo]
- ◆ Focused full auto [3] [-2 Ammo]
- ◆ Spray and pray [2] [hit up to two additional targets] [-3 Ammo]

Ammo: ○○○



Assault Rifle

Examples: AK-47/AKM/AK-103, Colt M4A1, FAMAS, FN SCAR-L, H&K G36, HK416, IWI Tavor TAR-21, QBZ-95-1, SA80, Steyr AUG.

Distance: room/field

Attacks:

- ◆ Controlled fire [3] [-1 Ammo]
- ◆ Mow down [4] [-2 Ammo]
- ◆ Empty the mag [3] [hit up to two additional targets] [-4 Ammo]

Ammo: ○○○○





Machine Gun

Examples: FN MAG, M249, M60, MG5, RPK-74.

Distance: room/field

Attacks:

- ◆ Burst fire [3] [-1 Ammo]
- ◆ Sustained fire [3] [hit up to three additional targets] [-3 Ammo]

Ammo: ○○○○○○

Rifle

Examples: Various hunting rifles, marksman rifles (like FN SCAR-H, Mk 14 EBR, SVD, etc.), and sniper rifles (like AI Arctic Warfare, H&K PSG-1, McMillan TAC-338, etc.).

Distance: room/field/horizon

Attacks:

- ◆ Aim & fire [3] [-1 Ammo]

Ammo: ○○○

Combat Shotgun

Examples: Benelli M3 Super 90, Franchi SPAS-12, Mossberg 500, Remington M870, Saiga-12, Winchester M1300.

Distance: room/field

Attacks:

- ◆ Snapshots [3/1]* [-1 Ammo]
- ◆ Peller storm [3/1]* [small close group all hit at once] [-2 Ammo]

* Base Harm is 3 against target(s) at Room distance, and 1 if beyond.

Ammo: ○○○

Explosives

Examples: Hand grenade, demolition charge, bomb.

Distance: room/field

Attacks:

- ◆ Detonation [4] [hits several targets] [-1 Ammo]

Ammo: ○

ARMOR

PCs who wear armor receive a positive modifier to their **Endure Injury** roll. NPCs who wear armor subtract their armor rating from the amount of **Harm** they take each time it applies.

Armor	Rating	Example
Light	+1	Ballistic ('bulletproof') vest
Heavy	+2	Police or military heavy duty full-body armor

Special Equipment

Most items a PC possesses can simply be written down on the character sheet by name. What follows is a list of equipment items, which sometimes appear in a story and demand special rules.

Type	Rules
Dog	A dog can take 1–3 Wounds (depending on the size of the dog). An attacking dog can: <ul style="list-style-type: none"> ◆ Knock over [1] [Distance: arm, no small dogs]. ◆ Bite [1–2] [Distance: arm, the dog can lock jaws and not let go].
Teargas spray	◆ Spray [0] [Distance: arm, NPC target is <i>neutralized</i> , PC target Endures Injury and is knocked out on a (–9)].
Lockpicks	The PC can open a locked door. Depending on circumstances, the PC may be Acting Under Pressure .
Crowbar	The PC can open a locked door but will be making a lot of noise in the process. Depending on circumstances, the PC may be Acting Under Pressure . Crowbars can be used as crushing hand-to-hand weapons.
First aid kit	The PC can stabilize Wounds . If the Wound is Critical (or if circumstances otherwise suggest it), the PC rolls Act Under Pressure .
Stun gun (taser)	Stun guns of the self-defense kind might require the attacker to physically touch her victim, while those used by law enforcement can eject electrodes up to a few meters distance. The latter kind requires recharging before repeat use. <ul style="list-style-type: none"> ◆ Shock [1] [Distance: arm/room, NPC target is <i>neutralized</i>, PC target Endures Injury and is knocked out on a (–9)].
Silencer	A silencer is a gun attachment, which muffles the noise of firing the weapon. The noise <i>doesn't</i> disappear entirely and the effect is highly dependent on the weapon's type and caliber. As a general rule of thumb, the noise is only detectable in the immediate surroundings (room).
Flashbang	A flashbang is an explosive used to daze people in the vicinity by emitting a blinding flash of light accompanied by a loud bang. It causes no bodily harm. <ul style="list-style-type: none"> ◆ Detonation [–] [Distance: room/field, hits multiple targets, NPCs are momentarily <i>neutralized</i>, PCs may Avoid Harm and are momentarily <i>neutralized</i> on a (–9)].
Knockout gas/drugs (e.g. desflurane, isoflurane, sevoflurane)	Knockout gasses or drugs can be used to force characters into unconsciousness by making them breathe in the fumes or ingest the drug. A PC might for example fill the target's inhaler with the gas or soak a rag and cover the target's mouth and nose with it. <ul style="list-style-type: none"> ◆ Knockout [–] [Distance: arm/room, NPC target is momentarily <i>neutralized</i>, PC target Endures Injury and is <i>knocked out</i> on a (–9)].
Torch	In addition to illuminating the surroundings, a torch can be used as a weapon: <ul style="list-style-type: none"> ◆ Fire [2] [Distance: arm].

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♦ DIVINITY LOST ♦

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POWERED BY THE
APOCALYPSE

Thanks to D. Vincent Baker, for creating the revolutionary
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