

THE HERALD



What do you desire? To find every scrap of lore left behind on the symbols and stories of the World Before. To immerse yourself in them, to let them all wash over you... until someone else stares back from the mirror.

STATS

You have 0 in each, plus your Family bonus.

LOOKS

Androgynous, transgressing, concealed.
Sardonic glances, cold stare, piercing gaze.
Menacing aura, peaceful aura, haunted aura.
Husky voice, mellow voice, raspy voice.

BACKSTORY

Read these out and ask for volunteers:
_____ and I met on a secret street, hunting for lost knowledge.
I loved _____ before, under a different name.
_____ is helping me usher my full potential.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

MOVES

■ WITH A THOUSAND FACES

You gain power by embodying an icon: the gruff sheriff, the martial artist, the femme fatale, etc. This power has four sources:

Props: When you first use an item to make your appearance more like the icon, gain 1 charge.

Stage: When a scene from the icon's myth comes to pass - a duel at high noon, an experiment in a lightning storm, a footchase through a market - gain 1 charge.

Actor: When someone becomes a key part of your role's narrative - mentor, sidekick, beloved, nemesis etc - gain 1 charge.

When you risk your life to act like the icon would, spend 1 Charge to get advantage on a roll.

CHARGES:

Start with one of the moves below. Spend 5 charges to unlock a new move.

THE MYTHIC DIMENSION

You have a den where **props** from the icons you've embodied are reverently displayed. So long as you store props from an icon there, you don't lose charges when you move from it to a new icon.

METHOD ACTOR

When you play a role, you fool the entire world. You may spend a charge to fully submerge yourself in a role: for the next hour, no-one will recognise you as anyone other than the role.

THE HERO'S JOURNEY

When an **actor** starts helping you, mark a second role. Combine the two and say what hidden depths the actor has revealed in the icon.

THE MASKS OF GOD

If a piece of Gear is also a **prop** for your current icon, you may spend 1 charges to give it a tag relevant to the icon's myth.

LOCAL HERO

Get an Inheritance move from your Family. Take a new one each time you shift roles.

ROLES

Choose the kind of icon you're emulating:

Mentor: Shift to this role when you act as a mentor for a prodigy, and add +2 to Lore or Sway. The GM says what the homeland hopes they'll accomplish.

Hero: Something must be found, rescued or conquered. Shift to this role when you take on the quest to find it, and add +2 to Force or Steel. Say how your family will suffer if you fail.

Antihero: A terrible threat must be confronted. Shift to this role when you draw first blood, and add +2 to Sway or Steel. The GM says what you'll have to sacrifice to overcome it.

Trickster: Shift to this role when you trick a figure of authority, and add +2 to Lore or Force. Tell us why your family is complicit in the authority's injustices.

Lose charges and stat raises when you shift icons.

HARM

☐ _____ **When you mark a harm slot,** give it a label that suits your icon; get 2 charges if you give it a penalty. Clear labels when you change icons.

☐ _____ **When you die,** lose all charges and return to consciousness in a safe location. If you die with no charges, you die for real.

GEAR AND NOTES

When you **Zoom In**, describe the icon you're hunting and gain 1 Data to use on finding their memorabilia.