

ESOTERICA

Choose one

- Disguise:** (Minutes, Self) You disguise your face to appear like someone else or disguise your physical features to look like a human.
- Dominate:** (Minutes, Close) The target's mind is completely under your control. She will do whatever you ask as long as you remain within eyesight.
- Misdirect:** (Seconds, Near) You change the target's focused attention to any other object, task, or direction.
- Transference:** (Seconds, Close) The target's mind becomes an open book for you to peruse but may not alter. You can read her thoughts, understand her past, and learn what she knows.

USING BASIC MOVES

Coerce (roll+stamina) means to intimidate someone into standing down or taunting them to attack. The move determines how they react to you, like if they flee or come at you. **Coerce** is done before the situation devolves into full-out combat.

Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

CAMBION



WHAT YOU ARE

You are a supernatural creature with one human parent and one demon parent. Although the majority of your appearance is that of a human, you have a couple features that mark you as not human. Because of this, you were abandoned by the human world and rejected by the chaos realm; you have instead joined The Fallen.

IMPROVEMENT

- +1 Grit (max +3)
- +1 Grit (max +3)
- +1 Stamina (max +3)
- +1 Stamina (max +3)
- +1 Acumen (max +3)
- +1 Acumen (max +3)
- +1 Vigilance (max +3)
- +1 Vigilance (max +3)
- +1 Karma (max +3)
- +1 Karma (max +3)
- new Cambion special move
- new Cambion special move
- new Cambion occult move
- new Cambion esoterica
- new Cambion esoterica
- special move from another playbook
- special move from another playbook
- esoterica from another playbook
- esoterica from another playbook

ETHOS

NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT

○ ○ ○ ○ ○ ○ ○ ○

HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ETHOS AND NAME

☐ **BaobhanSith:** Your mother is a demonic vampire from the Scottish Highlands; your father was a human. You hail from the Iron Age, understand Gaelic languages, and have a deep knowledge of Celtic folklore and mythology.

Name: Coinneach mac Fionn (m), Goiridh mac Raghnaill (m), Seoras mac Labhruinn (m), Uilleam mac Daidh (m), Beathagnic Aindrea (f), Floireansnic Hamish (f), or Teasagnic Iain (f)

☐ **Enchantress:** Your mother is a devil-like demon from the Holy Roman Empire; your father was a human. You hail from the Middle Ages, understand Latin, and have a deep knowledge of Christian folklore and mythology.

Name: Frederick of Speyer (m), Gerhard of Offenburg (m), Lothair of Cologne (m), Philip of Ulm (m), Adelaide of Lindau (f), Judith of Nordhausen (f), or Maria of Wetzlar (f)

☐ **Incubus:** Your father is a lilin from Mesopotamia; your mother was a human. You hail from the Bronze or Iron Age, understand Hebrew and Aramaic, and have a deep knowledge of Mesopotamian folklore and mythology.

Name: Cyrus of Babylon (m), Darius of Kalhu (m), Sargon of Nineveh (m), Xerxes of Susa (m), Artystone of Persepolis (f), Cassandane of Harran (f), Nitocris of Ecbatana (f)

☐ **Succubus:** Your mother is a lilin from Mesopotamia, your mother was a human. You hail from the Bronze or Iron Age, understand Hebrew and Aramaic, and have a deep knowledge of Mesopotamian folklore and mythology.

Name: Cyrus of Babylon (m), Darius of Kalhu (m), Sargon of Nineveh (m), Xerxes of Susa (m), Artystone of Persepolis (f), Cassandane of Harran (f), Nitocris of Ecbatana (f)

CHARACTERISTICS

Choose gender
Female, male, or androgynous

Choose clothing
Business suit, casual clothes, or trench coat

Choose two:

☐ **Claws:** Your fingers end in claws that can be used as a weapon (1-harm, touch).

☐ **Cloven-footed:** Your feet are actually hooves, much like a goat's.

☐ **Fangs:** You have oversized canine teeth that can be seen with your mouth closed.

☐ **Glowing Red Eyes:** Your eyes lack the normal white around the pupil and are instead red orbs that glow ominously.

☐ **Large Horns:** You have large horns protruding from the side of your head, much like a ram's.

☐ **Pointed Ears:** The tips of your ears come together in a point.

☐ **Small Horns:** You have small, nub-like horns that protrude from the top of your head.

☐ **Tail:** You have a long, whip-like tail.

☐ **Wings:** You have small, bat-like wings growing out of your back.

CHOOSE ONE SET

Grit 0 Stamina +2 Acumen -1 Vigilance 0 Karma +2

Grit +1 Stamina +1 Acumen +1 Vigilance -1 Karma +1

Grit +2 Stamina -1 Acumen +1 Vigilance 0 Karma +2

Grit +1 Stamina 0 Acumen -1 Vigilance +2 Karma +1

MOVES

You get all the Basic Moves. Choose two Special Moves and one Occult Move.

PARAPHERNALIA

You get

- Disguise kit
- Necklace with occult symbol pendant
- +1 Occult

And choose two

☐ Cursed dagger (1-harm, Reach, Cold Iron, Supernatural)

☐ 1d6 followers

☐ Hidden cache of old coins

☐ Enchanted chalice (+1Karma when filled with any drinkable liquid)

☐ "Book of Sumer" (+1 Occult, requires 1d6 hours of consulting first)

SUPERNATURAL TRAITS

You begin with

Demon: You trace your ethos back to the chaos realm. You are immune to poison and disease and suffer -1harm from weapons and attacks that don't include the supernatural tag.

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

Weakness-demon: You suffer +1harm from weapons with the cold iron, palladium, or platinum tag.

SPECIAL MOVES

Choose two

☐ **Charismatic:** When you are surrounded by people, and not in combat, you get +1Karma.

☐ **Scare:** When making a **coerce** move to scare someone, channel your inner demon to get +1Stamina.

☐ **Seduce:** When you are alone with a human who could possibly be interested in an intimate encounter with you, **roll+karma** to seduce the human.

On a 10+, the human gives in to your seduction and will do whatever you ask, within reason.

On a 7-9, the human chooses *one* of the following:

- She does what you ask, but is very reluctant.
- She gives in, but only on her terms.
- She is willing, but asks for you to do something first.

On a miss, the human is disgusted by your advances.

☐ **Win Over a Crowd:** When you are speaking to a group of people, **roll+karma** to convince them of your words.

On a 10+, the people ignore your demon-like features and believe what you are saying.

On a 7-9, the target crowd chooses *one* of the following:

- They don't really believe you and walk away uninterested.
- They believe you, but question you continually.
- They listen politely, but aren't really convinced.

On a miss, the target crowd senses something wrong with you and flees the area quickly, yelling or murmuring loudly while doing so.

OCCULT MOVES

Choose one

☐ **Contact Demon:** You still have the ability to contact demons in the chaos realm. You can spend Occult to ask a named demon *three* questions.

☐ **Enter the Chaos Realm:** You are able to pierce the fabric between the mortal and chaos realms with the realm paying little attention to you. You can spend Occult to search for an object or non-demon, a being without the demon threat tag, within the chaos realm.

ESOTERICA

Choose two

Bad Luck: (Instant, Far) You can tease a target human's body into spontaneous reactions, such as dropping a weapon, tripping over a rock, or losing balance.

Phantom: (Minutes, Self) You may alter your body to become an apparition of a deceased human. The ethereal form can be seen by humans, but it appears much like an incorporeal spirit.

Puppet: (Seconds, Near) Your mind reaches out to your target and takes control of his body. His movements become that which you decide.

Shapeshift: (Hours, Self) You may shapeshift into a creature of choice – ant, bat, butterfly, hawk, rat, raven, wisp, or wolf.

USING BASIC MOVES

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Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

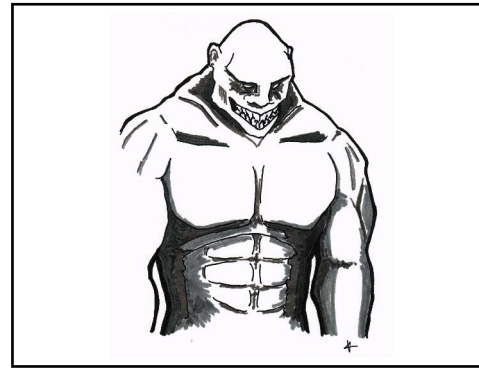
Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

DHAMPIR



WHAT YOU ARE

You are a supernatural creature with one human parent and one vampiric parent. From a distance you appear much like a human, but up-close you look more like a demonic being. You tried to live a normal life, but ended up spending most of your time in the shadows. You sought out The Fallen to right the wrongs of your heritage.

IMPROVEMENT

- +1 Grit (max +3)
- +1 Grit (max +3)
- +1 Stamina (max +3)
- +1 Stamina (max +3)
- +1 Acumen (max +3)
- +1 Acumen (max +3)
- +1 Vigilance (max +3)
- +1 Vigilance (max +3)
- +1 Karma (max +3)
- +1 Karma (max +3)
- new Dhampir special move
- new Dhampir special move
- new Dhampir occult move
- new Dhampir esoterica
- new Dhampir esoterica
- special move from another playbook
- special move from another playbook
- esoterica from another playbook
- esoterica from another playbook

ETHOS

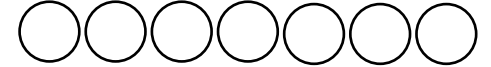
NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT



HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ETHOS AND NAME

Bruxsa: Your mother is a vampiric being from the Iberian Peninsula; your father was a human. You hail from the Middle Ages, understand Spanish and Portuguese, and have a deep knowledge of Christian folklore and mythology.

Name: Alfonso de León (m), Denis de Castile (m), Fernando de Castile (m), Peter de Galicia (m), Dulce de Navarre (f), Isabella of Molina (f), or María de León (f)

Moroi: Your father is a vampiric being from Romania; your mother was a human. You hail from the Middle Ages, understand Romanian, and have a deep knowledge of Romanian folklore and mythology.

Name: András (m), Dmitrijus (m), Gediminas (m), Kazimieras (m), Jauné (f), Margareta (f), or Vikinda (f)

Pijavica: Your father is a vampiric being of Slavic origin – primarily Croatia, Czech Republic, Slovakia, or Slovenia; your mother was a human. You hail from the Middle Ages, understand South and West Slavic languages, and have a deep knowledge of Slavic folklore and mythology.

Name: Andrija (m), Štefan (m), Svetoslav (m), Zvonimir (m), Čika (f), Jelena (f), or Joscella (f)

Soucouyant: Your mother is a vampiric being of creole descent; your father was a human. You hail from the Early Modern Age, understand the creole languages, and have a deep knowledge of Caribbean folklore and mythology.

Name: Guidry Dunn (m), Lebrun Rachal (m), Septime Dufour (m), Tyrann LeBleu (m), Adana Conde (f), Eclair Llorens (f), or Maxzille Brossette (f)

CHARACTERISTICS

Choose gender

Female, male, hag-like, or phantasmal

Choose clothing

Casual clothes, gothic fashion, punk rock fashion, or trench coat

Choose two:

Claws: Your finger nails are long and pointed, but cannot be used as weapons.

Empty Eyes: Your eyes appear lifeless and recessed.

Ethereal Glow: Your skin produces a slight, ominous glow.

Fangs: Your canine teeth are elongated, but don't protrude from your mouth.

Pail Skin: Your skin is stark white and cold to the touch.

Pointed Ears: The tips of your ears are slightly pointed.

Pointed Nose: Your nose protrudes to a long point.

Red Eyes: The iris of your eyes is a bright red.

White Eyes: The iris of your eyes is a milky white.

CHOOSE ONE SET

Grit +2 Stamina 0 Acumen 0 Vigilance +2 Karma -1

Grit +1 Stamina +1 Acumen +1 Vigilance 0 Karma 0

Grit +2 Stamina +1 Acumen -1 Vigilance +1 Karma 0

Grit +1 Stamina -1 Acumen +2 Vigilance 0 Karma +1

MOVES

You get all the Basic Moves. Choose one Special Move and one Occult Move.

PARAPHERNALIA

You get

- Bone dagger (1-harm, Reach, Supernatural)

- Crossbow (2-harm, Near, AP)

- 10 blessed wooden crossbow bolts (Supernatural)

And choose two

Voodoo doll

Wooden cross

Bone dice

Guy Fawkes mask

Black Akubra (wide-brimmed hat)

Aged journal (+1 Occult, requires 1d6 hours of reading first)

SUPERNATURAL TRAITS

You begin with

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

Light Sensitivity: The sunlight is blinding to your eyes and painful to your skin. While in the sunlight, you suffer -2ongoing to all moves. If you can shield your shade your eyes, you only suffer -1ongoing to all moves.

Undead: You trace your ethos to an undead parent. You are immune to poison and disease and can **roll+grit** once per day to recover health. *On a 10+*, you recover 2 health. *On a 7-9*, you recover 1 health. *On a miss*, you recover no health.

Weakness-wood weapon: You suffer +1harm from non-firearm weapons with a wooden tip.

SPECIAL MOVES

Choose one

Move by Twilight: At night when your body is concealed with dark clothing, you may **roll+karma** to move about unseen.

On a 10+, you become one with the shadows and not even the lamplight can give away your position.

On a 7-9, you get +1ongoing to **maintain composure** when moving with stealth.

On a miss, the Chronicler decides what happens.

Smell of Death: You may **roll+vigilance** to detect the rotting stench of the dead or an undead being.

On a 10+, choose *two* from below.

On a 7-9, choose *one* of the following:

- You know what direction the target is.
- You know how far away the target is.
- You know what type of being the target is.

On a miss, the Chronicler decides what happens.

Stoicism: Before engaging in combat, steel your mind to gain +1Grit when facing a threat with the terror threat tag.

Taunt: When making a **coerce** move, you may choose to **roll+grit**.

OCCULT MOVES

Choose one

True Form: You have retained certain traits of your heritage and can tap into them with extreme concentration. You can spend Occult to change into an ethereal form, which looks like a humanoid surrounded by a halo of flames, with the ability to fly.

Vital Hit: Through centuries of continued study, you have an in-depth knowledge about supernatural beings and where their weakest spots are. You can spend Occult to gain +1harm against any threat with the supernatural or undead threat tag.

Move the Earth: (Instant, Far) You can manipulate the elements that surround you. While you are not able to do serious harm directly, you can easily knock a group of targets prone, flood a cave, topple trees, or blow a ship off course.

Obstruct: (Instant, Near) With mere thought, you can force a thick wall to grow from the ground or ceiling to block someone's path. The wall can be no more than 50ft wide and weakens with each passing second.

USING BASIC MOVES

Coerce (roll+stamina) means to intimidate someone into standing down or taunting them to attack. The move determines how they react to you, like if they flee or come at you. **Coerce** is done before the situation devolves into full-out combat.

Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

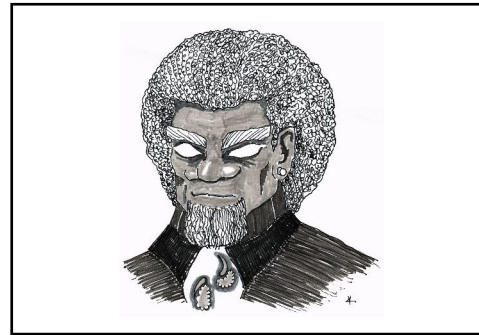
Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

DJINNI



WHAT YOU ARE

You are a demon, one normally associated with malicious acts. However, your benevolent side is stronger than your malevolent side and for that you were shunned by the chaos realm and expelled to live an eternity in the mortal realm. You have lost your tethers to the chaos realm and instead joined the forces of The Fallen.

IMPROVEMENT

- +1 Grit (max +3)
- +1 Grit (max +3)
- +1 Stamina (max +3)
- +1 Stamina (max +3)
- +1 Acumen (max +3)
- +1 Acumen (max +3)
- +1 Vigilance (max +3)
- +1 Vigilance (max +3)
- +1 Karma (max +3)
- +1 Karma (max +3)
- new Djinni special move
- new Djinni special move
- new Djinni occult move
- new Djinni esoterica
- new Djinni esoterica
- new Djinni esoterica
- new Djinni esoterica
- special move from another playbook
- esoterica from another playbook

ORIGIN

NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT



HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ORIGIN

Beings of the chaos realm are “created” at some point in Earth’s timeline. First choose your creation era then choose a corresponding culture during that era, examples are shown in parentheses. You have a deep understanding of that culture’s folklore and mythology.

- Bronze Age (Egyptian, Greek, Mesopotamian)
- Iron Age (Celtic, Roman)
- Dark Ages (Germanic, Norse, Slavic)
- Middle Ages (English, Japanese)
- Early Modern Age (Caribbean, Ottoman)
- Modern Age (Americas, Chinese)

NAME

Bhusfun the Glorious (m), Niqaal the Cruel (m), Sikabbu the Fortunate (m), Zaisman the Wise (m), Liwozo the Ancient (f), Owial the Royal (f), or Wadmioh the Harmonious (f)

CHARACTERISTICS

Choose gender

Female, male, or asexual

Choose clothing

Casual clothes, monk’s robe, or only pants

Choose two:

- Claws:** Your finger nails are long and pointed, but cannot be used as weapons.
- Colored Skin:** Your skin is colored blue, purple, green, red, orange, or teal.
- Glowing Eyes:** Your eyes are a solid color and give off an ominous glow.
- Hairless:** Your entire body lacks hair and it never grows.
- No Legs:** You don’t actually have legs; rather you have some sort of ethereal tail where your legs should be. You hover instead of walk.
- Piercings:** You have multiple piercings across your body.
- Tattoos:** Much of your body is covered with tattoos.

CHOOSE ONE SET

Grit 0 Stamina +2 Acumen 0 Vigilance -1 Karma +2

Grit 0 Stamina 0 Acumen -1 Vigilance +2 Karma +2

Grit 0 Stamina -1 Acumen +1 Vigilance +1 Karma +2

Grit +1 Stamina -1 Acumen +1 Vigilance 0 Karma +2

MOVES

You get all the Basic Moves. Choose one Special Move and one Occult Move.

PARAPHERNALIA

You get

- Shamshir (2-harm, Reach)
- Leather vest (1-armor)

And choose two

- Decorative jewelry
- Protective pocket within the fabric between the mortal and spiritual realms
- Anthropomorphic helmet
- Scepter (1-harm, Reach)
- Second shamshir (2-harm, Reach)
- 1d6 pounds of gold and precious stones

SUPERNATURAL TRAITS

You begin with

Demon: You trace your ethos back to the chaos realm. You are immune to poison and disease and suffer -1harm from weapons and attacks that don’t include the supernatural tag.

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

Fly: You have the ability to fly.

Weakness-demon: You suffer +1harm from weapons with the cold iron, palladium, or platinum tag.

SPECIAL MOVES

Choose one

Channel the Cosmos: You may **roll+karma** to call upon the messengers of the cosmic realm to divulge the occult’s knowledge of supernatural creatures.

On a 10+, choose three from below.

On a 7-9, choose one of the following:

- What type of creature is it?
- Where does the creature hail from?
- Where can I find the creature?
- What does the creature want?
- Who controls the creature?
- Where is the creature going?
- What does the creature possess?

On a miss, you can choose one question, but the Chronicler gets to Hold 1.

Interfere: When making an **influence** move against a human, and not in combat, you get +1Karma.

Meditate: When you are not in combat, you may roll+grit after 1 hour of meditation in order to channel your chaotic birthright. *On a 10+,* you gain 2 Occult. *On a 7-9,* you gain 1 Occult. *On a miss,* you gain nothing.

Teleport: You may **roll+karma** to instantly teleport to a location you’ve been to previously.

On a 10+, you arrive at your destination.

On a 7-9, the Chronicler chooses one of the following:

- You arrive near your destination, but the destination can be seen.
- You arrive on a different floor than desired.
- You arrive at your destination, but are stuck behind or beneath something.

On a miss, the Chronicler decides what happens.

OCCULT MOVES

Choose one

Imbue: You have the ability to tap into your djinn heritage and fortify your resolve. You can spend Occult to reduce an attack by -1harm.

Spirit Walk: You are able to pierce the fabric between the mortal and spiritual realms. You can spend Occult to enter the spiritual realm. While in the spiritual realm, you can only interact with those in the spiritual realm. To interact with those in the mortal realm, you must choose to leave the spiritual realm.

ESOTERICA

Choose two

Augment: (Minutes, Touch) You can alter your or someone else’s physique to make them hit harder with increased accuracy. They get +1harm when wielding a melee weapon.

Change Shape: (Minutes, Self) You may alter your shape into a human, insect, or animal of choice (no larger than a human). While in this form, you are at Stamina-2.

Disguise: (Minutes, Self) You disguise your face to appear like someone else or disguise your physical features to look like a human.

Flaming Ball: (Instant, Far, Supernatural) Ethereal balls of flame can be conjured from your hand and thrown at a target within sight doing 2-harm.

Illusion: (Seconds, Far) You can project images within your sight. The image looks real, but feels like nothing more than a projected image.

Misdirect: (Seconds, Near) You change the target’s focused attention to any other object, task, or direction.

☐ **Heal:** (Instant, Touch) Through the touch of your healing hands, you can remove even the most grievous wounds. The target recovers 1 Health.

☐ **Light:** (Seconds, Near) You can bring pure light where no sunlight exists. The light envelopes an area of choice not penetrated by sunlight, overpowering all remnants of artificial or natural light.

☐ **Purify:** (Instant, Touch) Through your purifying touch, you can cure all diseases, remove all poisons, and eliminate all toxins.

USING BASIC MOVES

Coerce (roll+stamina) means to intimidate someone into standing down or taunting them to attack. The move determines how they react to you, like if they flee or come at you. **Coerce** is done before the situation devolves into full-out combat.

Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

FALLEN ANGEL



WHAT YOU ARE

You were once a messenger of one of the great pantheons. When the pantheon fell, you were wandering the mortal realm and are now bound to it, although you retained much of the power the cosmic realm once gave you. You had two options: serve the chaos realm as a black angel or join The Fallen. You chose the righteous path.

IMPROVEMENT

- ☐ +1 Grit (max +3)
- ☐ +1 Grit (max +3)
- ☐ +1 Stamina (max +3)
- ☐ +1 Stamina (max +3)
- ☐ +1 Acumen (max +3)
- ☐ +1 Acumen (max +3)
- ☐ +1 Vigilance (max +3)
- ☐ +1 Vigilance (max +3)
- ☐ +1 Karma (max +3)
- ☐ +1 Karma (max +3)
- ☐ new Fallen Angel special move
- ☐ new Fallen Angel special move
- ☐ new Fallen Angel occult move
- ☐ new Fallen Angel esoterica
- ☐ new Fallen Angel esoterica
- ☐ special move from another playbook
- ☐ special move from another playbook
- ☐ esoterica from another playbook
- ☐ esoterica from another playbook

ETHOS

NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT

○ ○ ○ ○ ○ ○ ○ ○

HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ETHOS AND NAME

Anunnaki: You once served Enlil's pantheon and acted as a conduit between the pantheon and the people of Sumer. You spent many days traveling the cosmic bridge to Mesopotamia before becoming trapped on Earth. You first arrived during the Bronze Age, understand Sumerian, Akkadian, and Aramaic, and have a deep knowledge of Mesopotamian folklore and mythology.

Name: Dumuzid (m), Enkimdu (m), Gugalanna (m), Utu (m), Geshtinanna (f), Inanna (f), or Shara (f)

Fravashi: You once served Ahura Mazda's pantheon and acted as a conduit between the pantheon and the people of Arya (Iran). You served as a spiritual guide before becoming trapped on Earth. You first arrived during the Iron Age, understand Avestan and Old Iranian, and have a deep knowledge of Zoroastrian folklore and mythology.

Name: Haoma (m), Mithra (m), Rashnu (m), Sraosha (m), Ahurani (f), Daena (f), or Tishtrya (f)

Mal'ak: You were once part of Yahweh's angelic choir, an avatar of the deity, before being expelled to the mortal realm. During The Fall, your ties to the pantheon were severed and you were doomed to an eternity on Earth. You first arrived during the Iron Age, understand Hebrew and Aramaic, and have a deep knowledge of Judaic folklore and mythology.

Name: Ezra (m), Gabriel (m), Samson (m), Zechariah (m), Haniel (f), Lailah (f), or Ophaniel (f)

Valkyrie: (Female only) You were an angelic judge and warrior of Odin's pantheon. You fought bravely when the demons flooded Yggdrasil and attacked the pantheon. However, you were on Earth when the pantheon fell and are now trapped in the mortal realm. You first arrived during the Dark Ages, understand Old Norse and Old English,

and have a deep knowledge of Norse folklore and mythology.

Name: Eir (f), Göndul (f), Gunnr (f), Hildir (f), Mist (f), Róta (f), or Skögun (f)

CHARACTERISTICS

Choose gender
Female, male, or anthropomorphic

Choose clothing
Business suit, casual clothes, monk's robe, rags, or tunic

Choose two:

Ethereal Glow: Your skin is pail with an aura that gives off an ethereal glow

Majestic Face: The beauty of your face is such that even the strongest willed people can't stop but to admire you.

White Eyes: The iris of your eyes is a milky white.

Wings (Bloodied, Severed, or Tattered): You once displayed a beautiful, angelic set of wings that provided transport throughout the realms. Since losing your tethers to the pantheon, your wings have aged, broken, or been completely torn off and no longer provide you the freedom of flight you once had.

CHOOSE ONE SET

Grit 0 Stamina 0 Acumen +2 Vigilance +2 Karma -1

Grit -1 Stamina +1 Acumen +2 Vigilance +1 Karma 0

Grit +2 Stamina 0 Acumen +1 Vigilance +1 Karma -1

Grit 0 Stamina 0 Acumen +1 Vigilance +2 Karma 0

MOVES

You get all the Basic Moves. Choose two Special Moves and one Occult Move.

PARAPHERNALIA

You get

- Divine spear (2-harm, Close, Supernatural)
- +1 Occult

And choose two

- Talisman from your pantheon
- Horse
- Crown of thorns
- Tarnished gold shield (2-armor)
- Cowl
- Magnalia Christi Americana* (+1 Occult, requires 1d6 hours of studying first)

SUPERNATURAL TRAITS

You begin with

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

SPECIAL MOVES

Choose two

Intuition: You may **roll+vigilance** to read a target's body language, behavior, and reactions to know what they are truly saying. On a 7+, you get to ask the Chronicler questions. If you're able to act on one of the Chronicler's responses, you also get +1ongoing.

On a 10+, ask three questions from below.

On a 7-9, ask one of the following:

- Are they lying?
- What is their real name?
- Who are they actually referring to?
- Are they telling me everything?
- Are they trying to help me?
- Are they trying to hinder me?

This is just a sample of possible questions. The Chronicler should be flexible, but the question should pertain to understanding what the target is saying.

On a miss, you read the target at face value.

Messenger: You may **roll+acumen** to interpret a message from a being that dwells in the cosmic realm.

On a 10+, choose three from below.

On a 7-9, choose one of the following:

- You are able to translate the verbiage of the message.
- You know who the intended recipient of the message is.
- You know exactly who the message is coming from.
- You understand the hidden meaning within the message.

On a miss, the Chronicler decides how you understand the message.

Orator: When making an **influence** move, you may choose to **roll+acumen**.

Watcher: When in the presence of only humans, and not in combat, you get +1Vigilance.

OCCULT MOVES

Choose one

Decree Fate: As an angel of the pantheon, your duties included ushering souls to their eternal destination. You can spend Occult to decree whether an Incapacitated human will live or not.

Realm Walker: Angels are the messengers of the universe. Even after their tethers to the cosmic realm are severed, they are still able to breach the fabric between the realms. You can spend Occult to move between realms.

ESOTERICA

Choose two

Darkness: (Seconds, Near) You can bring darkness where no sunlight exists. The darkness envelopes an area of choice not penetrated by sunlight, removing all remnants of artificial or natural light (e.g. moonlight, starlight, phosphorescence, etc.).

ESOTERICA

Choose one

Chaos Attack: (Seconds, Touch) You channel your connection to the chaos realm to enhance an attack. The target's attack gains the supernatural tag.

Demon Form: (Minutes, Self) Although your façade is one of a human that allows you to parade around the mortal realm as if you really were a human, you are actually a demon and can alter your appearance to your true, demon form. While in demon form, you gain the terror threat tag.

USING BASIC MOVES

Coerce (roll+stamina) means to intimidate someone into standing down or taunting them to attack. The move determines how they react to you, like if they flee or come at you. **Coerce** is done before the situation devolves into full-out combat.

Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

LILIN



WHAT YOU ARE

You are an independent warrior of the chaos realm interacting with humanity; a demon parading as a human. Evil does not drive you, but rather a sense of vengeance to protect Earth from the very thing that created you. You have joined The Fallen to fight the most horrific denizens of the chaos realm and the machinations of the occult.

IMPROVEMENT

- +1 Grit (max +3)
- +1 Grit (max +3)
- +1 Stamina (max +3)
- +1 Stamina (max +3)
- +1 Acumen (max +3)
- +1 Acumen (max +3)
- +1 Vigilance (max +3)
- +1 Vigilance (max +3)
- +1 Karma (max +3)
- +1 Karma (max +3)
- new Lilin special move
- new Lilin special move
- new Lilin special move
- new Lilin occult move
- new Lilin esoterica
- special move from another playbook
- special move from another playbook
- esoterica from another playbook
- esoterica from another playbook

ORIGIN

NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT

○ ○ ○ ○ ○ ○ ○ ○

HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ORIGIN

Beings of the chaos realm are “created” at some point in Earth’s timeline. First choose your creation era then choose a corresponding culture during that era, examples are shown in parentheses. You have a deep understanding of that culture’s folklore and mythology.

- Bronze Age (Egyptian, Greek, Mesopotamian)
- Iron Age (Celtic, Roman)
- Dark Ages (Germanic, Norse, Slavic)
- Middle Ages (English, Japanese)
- Early Modern Age (Caribbean, Ottoman)
- Modern Age (Americas, Chinese)

NAME

Anael (m), Esmond (m), Skender (m), Zander (m), Eda (f), Lex (f), or Samarra (f)

CHARACTERISTICS

Choose gender

Female, male, or asexual

Choose clothing

Business suit, business casual, casual clothes, or monk’s robe

Choose two:

- Chaos Brand:** Your skin bears a marking from your connection to the chaos realm. It looks much like an occult symbol.
- Facial Scar:** You have fought many battles and a prominent scar on your face reminds you of one you nearly lost.
- Inmate Stamp:** At some point you received an inmate number and now wear it as a tattoo on your arm.
- Permafrown:** Years of anger are permanently displayed on your face.
- Piercings:** You have several piercings on your body.
- Tattoos:** Have you several tattoos on your body.

CHOOSE ONE SET

Grit +2 Stamina +2 Acumen -1 Vigilance 0 Karma 0

Grit +2 Stamina +1 Acumen 0 Vigilance +1 Karma -1

Grit +1 Stamina +1 Acumen +1 Vigilance 0 Karma 0

Grit +1 Stamina +2 Acumen +1 Vigilance 0 Karma -1

MOVES

You get all the Basic Moves. Choose two Special Moves and one Occult Move.

PARAPHERNALIA

You get

- Infantry sword (2-harm, Reach, Platinum)
- 9mm pistol (2-harm, Far)
- +1 Occult

And choose two

- A house in a chosen environment – urban, suburban, or rural
- Network of 2d6 petty criminals
- Substantial wealth
- Study filled with mysterious books (+1 Occult, requires 1d6 hours of perusing and reading first)
- Collection of aged atlases with a myriad of notations (such as *Atlas Maior, Imperii Orientalis et Circumjacentium Regionum*, and *Carte de la Louisiane et du Cours du Mississippi*)
- Collection of antique weapons (such as a Springfield Musket, U.S. Model 1812 Type II and Dragoon Flintlock Pistol)

SUPERNATURAL TRAITS

You begin with

Demon: You trace your ethos back to the chaos realm. You are immune to poison and disease and suffer -1harm from weapons and attacks that don’t include the supernatural tag.

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

Weakness-demon: You suffer +1harm from weapons with the cold iron, palladium, or platinum tag.

SPECIAL MOVES

Choose two

- Being of Chaos:** You get +1Grit to **maintain composure** when making a Panic Check.
- Combat Composure:** While the group is in combat with no more than two adversaries, get +1Stamina.
- Globetrotter:** When you are searching across the globe to find a city, landmark, or structure, **roll+acumen** to recall details of places you’ve been before and people you’ve met.

On a 10+, choose *three* from below.

On a 7-9, choose *one* of the following:

- You know exactly what country to go to.
- You recall what the target’s surrounding landscape looks like (desert, forest, mountain, etc.)
- You know who can provide directions to the target.
- You are able to secure transportation in the area.
- You already own detailed and notated maps of the area.
- You remember a place where further information can be found.

On a miss, you’ve never been to that area before or simply don’t recall a time you were there.

- Marksman:** When using a ranged weapon, and not locked in melee combat, you get +1harm.

On the Hunt: When tracking or chasing a human, **roll+vigilance** to determine how quickly you close-in on the human’s position.

On a 10+, choose *one* from below.

On a 7-9, choose *one* of the following, but the Chronicler gets to Hold 1:

- You know where the human is hiding.
- You are closing in on the human and can see him.
- You have a clear shot at the human with a ranged weapon.
- You can **roll+stamina** and on a 7+, you catch the human.

On a miss, the human gets away or is too well hidden for you to find.

Perfect Liar: When making an **influence** move to convince someone that you’re telling the truth, you may choose to **roll+grit**.

Taunt: When making a **coerce** move, you may choose to **roll+grit**.

OCCULT MOVES

Choose one

Spirit Walk: You are able to pierce the fabric between the mortal and spiritual realms. You can spend Occult to enter the spiritual realm. While in the spiritual realm, you can only interact with those in the spiritual realm. To interact with those in the mortal realm, you must choose to leave the spiritual realm.

Summon Lilin Soldier: Lilin soldiers are subservient to a demon master. You can spend Occult to summon a subservient lilin soldier who will perform one specific deed within its capability (it cannot kill supernatural beings). Once the deed is performed, the lilin soldier returns to the chaos realm.

OCCULT MOVES

Choose one

Animate: Remnants of the necrotic power required to resurrect you into an undead warrior flitters throughout your bones. You can spend Occult to draw that power out and animate the skeletal remains of a human, or animal no larger than a human, for 1 minute. The animated skeleton takes orders only from you and does whatever you ask, within its ability to do so.

Skeletal Remains: You have mastered control over your skeletal frame, controlling your undead characteristics. During combat, you can spend Occult to temporarily harden your bones to gain +1armor against the next attack.

USING BASIC MOVES

Coerce (roll+stamina) means to intimidate someone into standing down or taunting them to attack. The move determines how they react to you, like if they flee or come at you. **Coerce** is done before the situation devolves into full-out combat.

Decipher Something (roll+acumen) means trying to understand a place, thing, or event based on facts, evidence, clues, words, characteristics, or vague description. When you do it, you get to ask the Chronicler questions and she has to answer them.

Explore (roll+vigilance) means surveying the environment in order to find a person, place, or thing, including traversing unknown areas to reach your destination. The move determines if you found what you were looking for.

Influence (roll+karma) includes persuasion, lying, seduction, manipulation, legerdemain, and subterfuge. The move determines whether someone believes you or failed to see through your deception and whether they do what you're asking them to do.

Maintain Composure (roll+grit) means doing something while being pressured, hurried, or attacked. The move determines whether you can complete your task and what happens to you for attempting it.

Pass Judgment (roll+karma) means trying to understand a person, including their body language, speech patterns, and visible or audible cues. When you do it, you get to ask their player questions and they have to answer them.

Strike (roll+stamina) means attacking, fighting, or trying to maneuver against someone during a combat situation. The move determines the outcome of the action and how much you both suffer for it.

Wield the Forbidden (roll+karma) means weaving the energy of the realms to use esoterica. When you do it, you cast a spell with tags that can be manipulated by the outcome of the move.

You can also Aid or Obstruct (roll+faith) someone else who's making a roll, which provides them with a bonus or penalty. If you're making the roll, you can seek aid from your allies.

REVENANT



WHAT YOU ARE

You are an undead warrior; a mirrored reflection of what you were in life. You still carry the great strength you once did, but your time as a revenant has honed you for an eternity of fighting the darkness that spans the universe. You are unique; you were specially chosen before death to become a hardened warrior of The Fallen.

IMPROVEMENT

- +1 Grit (max +3)
- +1 Grit (max +3)
- +1 Stamina (max +3)
- +1 Stamina (max +3)
- +1 Acumen (max +3)
- +1 Acumen (max +3)
- +1 Vigilance (max +3)
- +1 Vigilance (max +3)
- +1 Karma (max +3)
- +1 Karma (max +3)
- new Revenant special move
- new Revenant special move
- new Revenant special move
- new Revenant occult move
- special move from another playbook
- special move from another playbook
- esoterica from another playbook
- esoterica from another playbook
- esoterica from another playbook

ETHOS

NAME

STATS

- Grit
- Stamina
- Acumen
- Vigilance
- Karma

FAITH

OCCULT

HEALTH

- 1 Healthy
- 2 Bruised
- 3 Battered
- 4 Wounded
- 5 Injured
- 6 Incapacitated
- 7+ Dying

ETHOS AND NAME

Spartan: You were once a hoplite in a great Greek phalanx, hailing from the great city-state Sparta. You understand Doric Greek and have a deep knowledge of Greek polytheism.

Name: Agis (m), Eurycrates (m), Myles (m), Tyndareos (m), Aerope (f), Clete (f), or Gorgo (f)

Legionary: You were a skilled soldier within one of the Roman Empire's legions. You understand Latin and have a deep knowledge of the Imperial cult, a polytheistic religion.

Name: Aurelian (m), Constantine (m), Marcus (m), Probus (m), Atia (f), Marcia (f), or Valeria (f)

Viking: You were a terrifying pirate from one of the Scandinavian lands during the Viking Age. You understand Old Norse and have a deep knowledge of Norse polytheism.

Name: Egill Gormsson (m), Haukr Sveinsson (m), Leifr Agnarsson (m), Sigurd Ragnvaldsson (m), Astrid Sveinsdotter (f), Gyda Haraldsdotter (f), or Ragnhild Olafsdotter (f)

Templar Knight: You were a brave knight from the Order of Solomon's Temple, the Knights Templar. You understand Latin and the language of your birth home (England, France, Portugal, or Scotland) and have a deep knowledge of Roman Catholic folklore and canon.

Name: Armand de Sisse (m), Guillaume d'Rancourt (m), Hugh Rigaud (m), Louis Orland (m), Richard Martel (m), Agnès Cadeil (f), Jeanne d'Albon (f), or Maria de Barcelona (f)

Musketeer: You were a uniformed soldier within the Musketeers of the Guard, a branch of the *Maison du Roi*. You were skilled as both a light cavalryman and a skilled infantryman. You understand French and have a deep knowledge of Roman Catholic folklore and canon.

Name: Charles de Bretagne (m), François d'Cleves (m), Henri d'Orléans (m), Anne d'Albret (f) Charlotte d'Amboise (f), or Marguerite de Blois (f)

Radical Inquisitor: You were a hunter of the supernatural who employed radical means to keep humanity safe. You understand English and the language of your birth home (any contemporary country) and have a deep knowledge of the machinations of the Inquisition and the occult.

Name: Ahmed Case (m), Enrique Ortega (m), Jeremiah Erickson (m), Nathaniel Gross (m), Angela Simone (f), Karol Bayer (f), or Susann Fenner (f)

CHARACTERISTICS

Choose gender
Female, male, or sexless

Choose clothing
Casual clothes, duster, monk's robe, trench coat, or tunic and pants

Choose two:

Emotionless: Your face gives nothing away, as no sign of emotion ever appears.

Empty Eyes: Your eyes are empty; appearing like dark, lost souls on an unforgiving face.

Gaunt: Your figure does not match the great strength contained within.

Hairless: Your body is completely devoid of hair.

Muted Skin Color: Your skin lacks vibrancy, much like a muted tone of your former skin color.

Pale: Your skin appears white-washed or bleached.

Scarred: Your wear centuries of battle as scars on your body.

CHOOSE ONE SET

Grit +2 Stamina +2 Acumen 0 Vigilance +1 Karma -2

Grit +1 Stamina +2 Acumen +1 Vigilance 0 Karma -1

Grit 0 Stamina +2 Acumen +2 Vigilance 0 Karma -1

Grit +1 Stamina +2 Acumen -1 Vigilance +1 Karma 0

MOVES

You get all the Basic Moves. Choose three Special Moves and one Occult Move.

PARAPHERNALIA

You get

- Mameluke sword (2-harm, Reach, Platinum)
- Glock 22 (2-harm, Far, AP)
- Armored short sleeve shirt (1-armor)

And choose two

- Round shield (2-armor)
- Aluminum spear (2-harm, Close, Platinum)
- Javelins (1-harm, Near, Platinum)
- Small chest with 2d6x10 coins from your birth home
- Hidden villa

SUPERNATURAL TRAITS

You begin with

Fallen: You are a near-immortal being. You can be resurrected within 3 days of dying and can kill beings with the immortal threat tag.

Undead: You have been resurrected after death. You are immune to poison and disease and can **roll+grit** once per day to recover health. *On a 10+*, you recover 2 health. *On a 7-9*, you recover 1 health. *On a miss*, you recover no health.

SPECIAL MOVES

Choose three

Fellowship: During combat, get +1ongoing when you **roll+faith**.

Maneuver: In or out of combat, you can **roll+stamina** to make some type of maneuver against a target without the need to inflict harm, such as disarming, tripping, or pushing them.

On a 10+, you perform the maneuver flawlessly with the desired outcome.

On a 7-9, you perform the maneuver a bit awkwardly, but with the desired outcome. The Chronicler gets to Hold 1.

On a miss, the Chronicler decides the result of the maneuver and gets to Hold 1.

Mind of a Warrior: During combat, get +1Grit.

Necrotic Vitality: The necrotic power that resurrected you has empowered your mind with the ability to manipulate the darkness. For any move, you can choose to **roll+grit** instead of **roll+karma**.

Strike True: During combat, when focusing on a single enemy, your attacks get +1harm.

Transference: When a human with knowledge of the occult dies, you can **roll+grit** to consume a sliver of their soul. *On a 10+*, you gain 1 Occult. *On a 7-9*, you gain 1 Occult and the Chronicler gets to Hold 1. *On a miss*, you gain nothing.

BASIC MOVES

AID OR OBSTRUCT [ROLL+FAITH]

When you **aid or obstruct** someone who's making a move, **roll+faith**. *On a 10+*, they take +2 (aid) or -2 (obstruct) to their roll. *On a 7-9*, they take +1 (aid) or -1 (obstruct) to their roll. *On a miss*, the Chronicler decides what happens.

COERCE [ROLL+STAMINA]

When you **coerce** another player's character, hazard, or threat, **roll+stamina**.

On a 10+, they choose *one* of the following:

- Attack you.
- Force your hand and suck it up.
- Stop talking and start listening.

On a 7-9, they choose *one* of the above or one of the following:

- Switch focus to another player's character.
- Move to a safer position.
- Tell you what they think you want to hear.

On a miss, the Chronicler gets to make a hard move.

DECIPHER SOMETHING

[ROLL+ACUMEN]

When you attempt to **decipher something**, **roll+acumen**.

On a 10+, ask the Chronicler *three* questions from below. Whenever you act on one of the Chronicler's answers, take +1 forward.

On a 7-9, ask the Chronicler *one* of the following questions:

- What is it?
- Why is it here?
- Who owns it?
- What does it say?
- What does it mean?
- Who created it?
- Who was involved?
- What type of enemy are we facing?

On a miss, the Chronicler gets to Hold 1. You can ask one question anyway, but you might not get the answer you'd hoped for.

EXPLORE [ROLL+VIGILANCE]

When you **explore** the immediate area to locate a person, place, or thing, **roll+vigilance**. Subsequent attempts to **explore** the same area incur a cumulative -1 penalty unless the Chronicler states otherwise.

On a 10+, you find *one* of the following:

- One important item or person chosen by the Chronicler.
- A hidden location.
- One minor item or person you choose.
- An indication of how to proceed.
- Or pick one from the 7-9 list.

On a 7-9, you find *one* of the following:

- A vague indication of where to go.
- One minor item or person chosen by the Chronicler.
- A sense of what to avoid.

On a miss, you simply do not find anything of interest or the Chronicler may Hold 1 to use as a hard move later and allow you another attempt to **explore**.

INFLUENCE [ROLL+KARMA]

When you **influence** another player's character or an NPC, **roll+karma**.

On a 10+, choose *one* of the following:

- If the target is an NPC, they believe you and do what you ask.
- If the target is an NPC or PC, they "saw nothing" and don't speak about it.
- If the target is a PC, they believe you, but want to know what's in it for them if they do what you ask.

On a 7-9, choose *one* of the following:

- If the target is an NPC, they don't really believe and need proof before they do what you're asking.
- If the target is an NPC or PC, they think they saw something and are now suspicious of you. You incur -1 ongoing for actions against them.

- If the target a PC, they don't really believe you and will only do it if it benefits them.

On a miss, they lose a point of Faith with you and respond how they deem fit.

MAINTAIN COMPOSURE [ROLL+GRIT]

When you need to **maintain composure** to perform a task under pressure, **roll+grit**. *On a 10+*, you do it. *On a 7-9*, you hesitate, recoil, stall for time, or give up. *On a miss*, the Chronicler may choose a worse outcome or Hold 1 to make a hard move later on.

PASS JUDGMENT [ROLL+KARMA]

When you interact with a person, you can **pass judgment** to truly understand their intentions and **roll+karma**. *On a 10+*, Hold 3. *On a 7-9*, Hold 1. While you're interacting with them, spend your Hold to ask the player or Chronicler *one* of the following questions, spending 1 Hold to ask one question.

- Is your character lying?
- What are your character's true intentions?
- Why is your character saying/doing this?
- What does your character really want me to do?
- How can I get your character to ____?
- Is your character trying to tell/show me without actually saying/doing it?

On a miss, you can still ask *one* question, but be prepared for hostility.

STRIKE [ROLL+STAMINA]

To physically **strike** a target, **roll+stamina** and exchange harm.

On a 10+, choose *three* from below.

On a 7-9, choose *two* of the following:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).
- You seize the target item.
- You impress, dismay, or frighten your enemy.
- You distract your enemy and may escape.
- You maneuver to aid an ally; they take -1harm.

On a miss, your opponent chooses one to use against you.

Strike requires you to **exchange harm**. To exchange harm, both sides simultaneously inflict and suffer harm as established by the weapons they are using or any other item that alters harm. It is simply determined as **harm as established = weapon - armor**.

- You **inflict harm** equal to the harm rating of your weapon, minus the armor rating of your enemy's armor.
- You **suffer harm** equal to the harm rating of your enemy's weapon, minus the armor rating of your own armor.
- Harm is modified by **threat tags** and weapon **tags** pertaining to different threats (e.g. the demon threat tag means the threat suffers -1harm from weapons that don't include the supernatural tag).

WIELD THE FORBIDDEN

[ROLL+KARMA]

When you **wield the forbidden** to weave the energy of the realms, **roll+karma**.

On a 10+, choose *one* of the following:

- If measured in seconds, minutes, or hours, the esoterica lasts four times as long.
- Or pick one from the 7-9 list.

On a 7-9, choose *one* of the following or the esoterica works as-written:

- If measured in seconds, minutes, or hours, the esoterica lasts twice as long.
- If close, can use at near range.
- If near, can use at far range.

On a miss, the esoterica works as-written and the Chronicler gets to Hold 1.