

The Gifted



Playing a Gifted:

You're special. Everyone around you always knew but they never expected just how far you would go. You're the best, there is no point wasting time debating, everyone knows. Why don't they grovel?

Darkest Self:

As a last resort to being taken out, (when you're out of consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

They don't appreciate what you do, who you are, anything. They're too stupid to know what's good for them. You'll guide them to the truth. You'll undermine their sanity, gaslight them, reach into their minds and break them and you'll use it all as fuel for your next big piece. You escape your Darkest Self when you see the irreparable damage you've caused and see someone you love suffer because of your actions.

Moves for all Gifted:

Choose three from this playbook and/or a subtype below:

- Stage Presence -x-

You're a genius, you know it, they know it. When you work in front of others, roll Crafting for any defensive Will rolls.

- Fervor

Given the proper situation you can lose yourself in your work, neglecting your physical and mental health, entering a trance like state while furiously working on your project. Roll Crafting;

10+ you go into a hypnotic state creating something far beyond your expectations. Add +2 to your following roll to create something.

7-9 you create something that's still amazing. Add +1 to your following roll to create something.

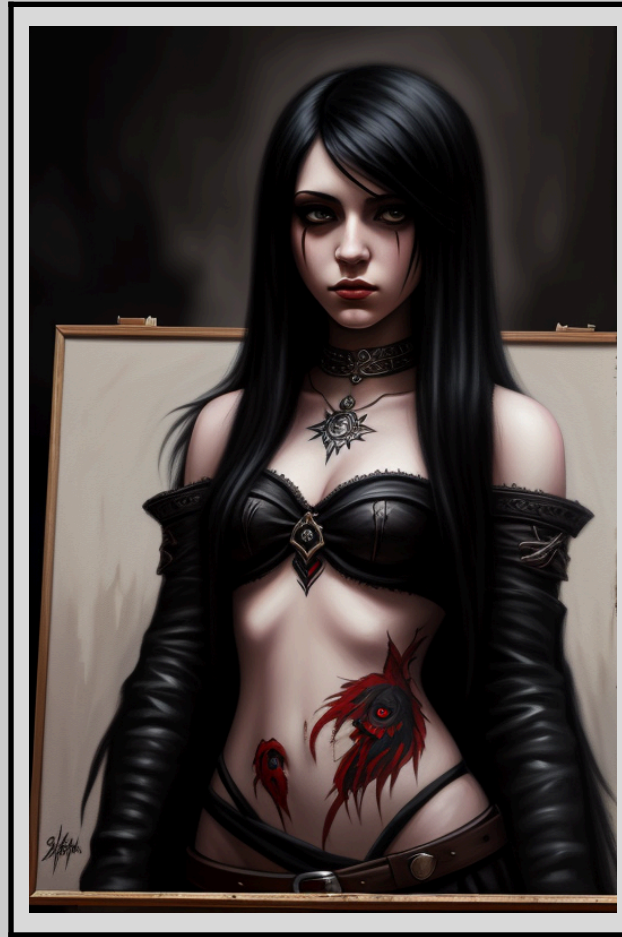
- Evocative

You can sway people to your frame of mind when they experience your work. Roll Crafting instead of Rapport or Provoke.

- Before Your Time

Once per scene, when someone argues with you against your latest project, take a Fate Point if you bite your tongue and listen to their reasoning. Take +2 to Crafting rolls for the rest of the scene if you embrace their input.

The Artist



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing an Artist:

Embrace what terrifies you as your muse and see it drive you, drive the whole process, and let it fuel your bizarre creations. Never give less than 110% put your heart and soul into your art.

Moves only for Artists:

- Blue Period -x-

If you go an extended time without food, drink, sleep, and otherwise neglect yourself in favor of your artistic craft, roll Will;

10+, you fall deep into a flow state, reroll. On a 10+ keep rerolling until you get 9 or less then stop. The number of rolls is how many days you spend isolated/ unresponsive. Your fanatic work ethic grants you a +1 to the related Crafting roll for each day spent in isolation.

7-9, you go until someone contacts you and intervenes with your self abuse, your mental and physical health slip, but your dedication gains you a +1 to the related Crafting roll.

- Allegory -x-

Your emotional attachment to your art lets you use it like a voodoo doll. Destroy the art and roll Empathy;

10+, Your dark fantasies cause a minor negative Aspect to come to them (either in a quick accident or slowly showing up).

7-9, they feel the effect as body pain, muscles, joints, headaches etc.

- Vellum -x-

You possess a piece of art that resembles you. Once per week, you can pass one of your consequences onto it, by personally changing its appearance to reflect the injury. Take note of all the consequences that the art piece has collected on your character sheet. There can never be more than one injury present in the same spot. Should the art piece ever get destroyed, you receive all the accumulated consequences at once in full.

- Showcase

Concentrating all your specific ability on a specific subject can reveal hidden truths regarding that subject. Roll Empathy;

10+, learn a hidden truth about someone, or something.

7-9, they (or someone close to you) have bizarre dreams revealing one of yours too.

The Siren



Moves only for Sirens:

- **Amplifier -x-**

When someone else's Character Aspect is invoked, you can further the effect by emphatically following them. Roll Rapport;
10+ the effect is crazy, amplifying the normal result of the invocation by 3x. (The roll gets a bonus of 6 and the story effects should reflect that.)
7-9 add an extra 2 to the roll, as your emotions push it even further.

- **Power Ballad -x-**

When singing, performing, or otherwise entertaining, you can decide to push things to the next level, solo for the crowd and roll Provoke;
10+ the crowd rages but follows your direction, demolishing/destroying whatever reasonable thing you set them upon
9-7 the crowd boils over and becomes a rioting mob rolling into the street out of control.

- **Ok Finish**

Your powerful attitude easily shuts down regular people. Anytime you let someone finish a rant or insult towards you take +2 on your comeback roll. Once per scene, when you Shut Someone Down and they end up giving you what you want, you gain a Fate Point.

- **Solipsism Exercise**

Once per scene, when you convince a PC to become intimately involved in your latest "project" you gain a Fate Point and +1 to Provoke rolls for this scene.

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You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Siren:

Their love inspires you, their fanaticism fuels you, your dreams empower you. Controlling what other people feel with just a few words is intoxicating and you are frankly quite the addict.

The Prometheus



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Prometheus:

Smart, weird, focused, and a little bit on edge. Brilliance comes with prices and, whether your ideas are greeted with blank stares or pitchforks, it can be isolating. However, sacrifice is necessary.

Moves only for Prometheus:

- Firebringer -x-

You have knowledge that far surpasses regular experts, practically magic, in particular fields (choose three) and thus have the ability to make seemingly impossible inventions a reality. AFTER spending days (or longer) working on a new fabulous project and describing it in detail; Roll Crafting. 10+ choose 1, 7-9 choose 3

- there's a constant threat of catastrophic failure.
- the time required to make it takes longer than expected
- the materials required are much more difficult to get.
- it'll work great for a while but is sure to fail sooner than later.
- it has some weird and unexpected negative side effects.

- Maniacal Laughter

Any of your Provoke rolls of 10+ grant you a +2 on your next roll.

- Apathy

Things break. That's just a simple fact and when it does you'll fix it. You get +2 to any rolls to repair or recraft something.

- The Hard Way

You always have a solution for any problem, even though it may not be the most pleasant. The first time in a scene you offer a simple solution and a PC refuses it, you gain a Fate Point.