

# The Mortal



## Playing a Mortal:

Who are you? You are nobody. All you've ever wanted was a normal life with a little excitement, then monsters start showing up and turn your world on its head. Like, how is any of this happening? Well you gotta do what you gotta do and some things aren't better left unsaid. Time to figure out how to get what you want in life and learn what the supernatural actually is.

## 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. Nobody understands you. Nobody even tries. You do so much for the people you love, and they walk all over you. Enough is enough! Betray them. Show them what it's like to be uncared for. Reveal their monstrosity and yours. Only seeing the pain that you're causing your loved ones will let you escape your Darkest Self.

## Moves for all Mortals:

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

### - Human Problems -x-

You have problems like anyone else. When you draw supernatural characters into your mundane problems, you can choose to take automatic 7's instead of rolling for the rest of the scene.

### - Flesh And Blood -x-

You can choose to refuse to roll to defend against a physical attack and allow yourself to take a Consequence to show others how fragile you are, effectively guilt-tripping them. For the rest of the scene, any overlapping damage you take is halved. (rounded up)

### - Down The Rabbit Hole

When you go poking your nose in affairs not meant for your kind and potentially dangerous to your health, the first time that a PC involved in the situation notices you and protects you, you both gain a Fate point.

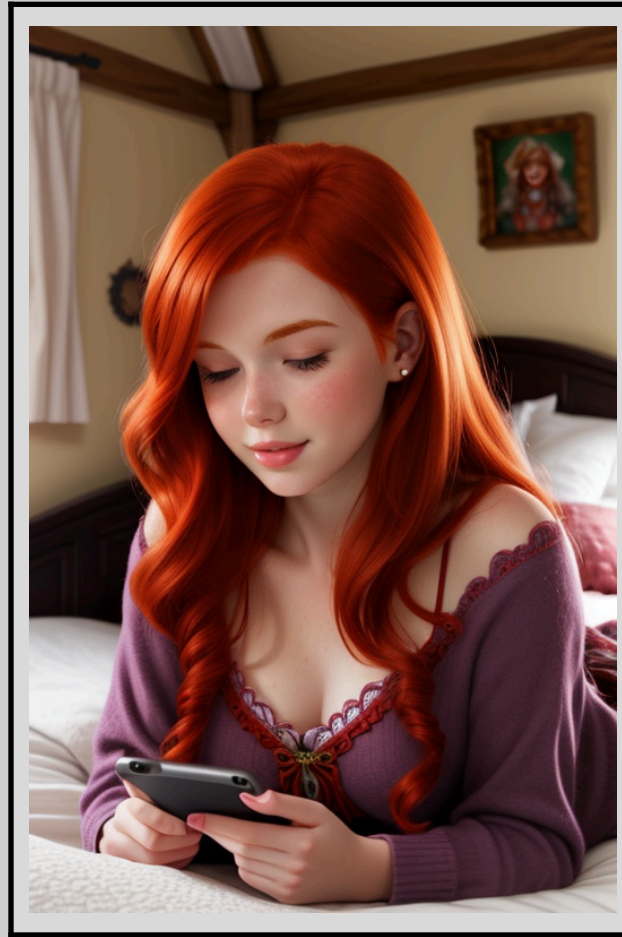
### - Spooked

When you flee to someone's arms, bringing danger behind you, take a Fate Point.

### - Fine Line

You can count any of your rolls of 9 as 10s. Can apply before or after skill bonus.

# The Smitten



**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 Smitten:**

None of them would understand. What you have here, in this dark and secret place, it's beautiful. They'd warn you that this sort of beauty is dangerous, like a raging fire. Well some things are worth getting burned for. Love has eclipsed all hope, and the dark has left you feeling beautiful. What does it matter what they are? Love is Love! The heart wants what it wants. But love is often fleeting.

## **Moves only for Smitten:**

### **- True Love**

Being alone is truly lonely sometimes, but maybe if you had someone? You could fix them, make them perfect. When you choose someone as your "true love" you get +2 on any rolls to help them but auto fail any Will rolls against them. Choose one character to be your 'true love'. They don't necessarily need to even acknowledge it. (Their player must agree though.)

### **- Mess With Me, Mess With Them**

Anytime you use someone's name for intimidation, add +2 to your Provoke roll but they hear about it when you do.

### **- Downward Spiral**

When you think about your life or self too hard, letting the darkness in, you may cause yourself harm, gain an appropriate minor injury (bleeding, bruised etc). If you do, add +2 to your first roll in the next scene.

### **- Last One Picked**

The first time in a scene that someone special overlooks you, choose:

Make a fuss about it and they receive a Fate point if they acknowledge it.

Try to ignore your feelings and take a Fate point yourself instead.

# The Neighbour



## Moves only for Neighbours:

### - Sympathy Is My Weapon

The first time in a scene you forgive someone for causing you a minor injury, excusing their base nature; gain a Fate point and +2 to your next roll involving them.

### - Excuses Are My Armor

The first time in a scene you make excuses to ignore some blatant problem, getting you into even more trouble soon, you gain a Fate point.

### - Home Life

The first time a non human PC sees how normal your life is, you gain +1 to Provoke or Rapport Rolls towards them in this scene and they choose 1:

- they gain the social Aspect 'dangerous',
- you gain the social Aspect 'delicious',

### - Lucky I Guess

The first time in a scene you willingly remain oblivious to troubling or supernatural occurrences, add 1 to your Will rolls for the rest of the scene.

**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 Neighbour:

Sometimes when you watch horror you wonder if monsters and creatures and things from beyond the grave are really real. Uncertain, messy, helpless, undecided. The Neighbor is somehow associated with monsters, could be a family member, friend, associate. Either way it's all; making choices, pushing others into making choices, and throwing themselves into situations that won't necessarily end up in their favor.

# The Sighted



## Moves only for Sighted:

### - **Street Ninja**

You are well skilled at skulking through the shadows, you've practically had to live in them. Take a +2 for every Stealth roll you make when tailing a creature.

### - **Puppy Eyes -x-a**

Nobody could be afraid of you! You're just a wittle human. Using your most sympathetic wellspring of emotion, and gaining +4 on your first Rapport roll in a conversation, you have an uncanny ability to make others at ease with you, especially the supernatural ones.

### - **Compadres**

To be fair... You actually do know someone who can help you out with this situation. If you call a supernatural friend for help you get +2 to any Provoke rolls for the rest of the scene.

### - **Self-Deprecating**

The first time in a scene you talk shit about yourself to someone;

- If they argue against it, they take a Fate point.
- If they let it slide, you take a Fate Point.

**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 Sighted:**

I hear people talk about monsters like they aren't real? How could they not be real? They're everywhere but most people can't see or refuse to see them. No point in mentioning it anymore, people think it's a prank. But why can I see them and why don't they seem to see me?