

# The Ageless



## Playing an Ageless:

You've seen generations pass, seen eras come and go. You really have been around and really got a chance to witness the human animal in its home environment, they sure are interesting, I wonder what good they are? Eventually they all go away and new ones take their place.

## 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.

The world is slipping through your fingers too quickly. You need to cling to something beautiful and as permanent as you. Harden your heart against fleeting things. Prove to the world and yourself that you never needed them; let them burn. Seize control of what matters and make sure it never leaves you. Escape your Darkest Self when you've condemned someone to a lasting fate they didn't deserve, or when you brush against your own mortality.

## Moves for all Ageless:

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

### - Been There, Seen That

When facing an extraordinary situation, roll Will to keep calm. 10+ your calm allows you to remember 2 helpful facts about it. 7-9 you remember one useful fact.

### - Repeated History

The first time in the scene you dismiss your current troubles by alluding to your storied past, roll with Deceive or Will: 10+ clear 1 negative Aspect that isn't an injury. 7-9 your listener gets +1 to their next Rapport roll.

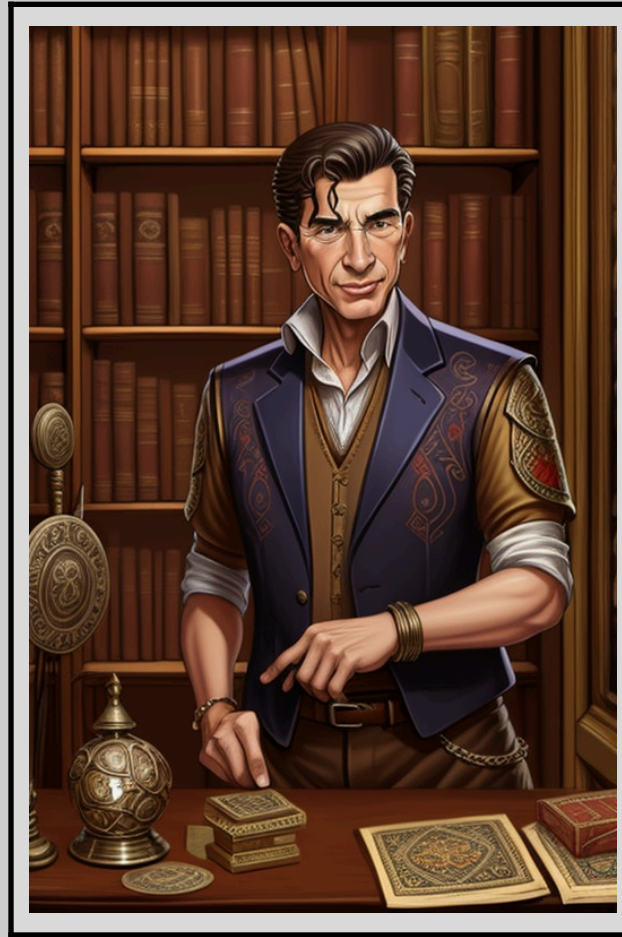
### - Enthralled By Eternity

The first time in a scene you ignore someone's interest in you or push them away, you gain a Fate point.

### - Flicker

When you look a character in the eyes you may roll Will: 10+ you can take an automatic 10 on the next roll towards that character. 7-9, they see a flicker of fire in your eyes and become aware you are more than you appear to be and you get +2 on your next roll towards them.

# The Immortal



## Moves only for Immortals:

### - Cheating Death -x-

When you take your last consequence, you come back to life after a few hours with injuries intact, unless your Weakness is triggered.

Weakness ideas: being beheaded, breaking magic, hearing your True Name, your soul bound object is destroyed.

### - I Bet...

You can almost always tell when someone is lying or not. Take +2 on any Notice or Empathy rolls to perceive deception.

### - I Know A Guy

Though they may not all be your friends, you have made a lot of contacts over the years. Your rolodex contains names and numbers for almost any contact you could ever need. You get +2 on any Contacts rolls to find a supplier:

10+, you get the items you requested, fast and cheap.

7-9, you get the items but at an extra cost and effort.

6-, you get your item but it takes a lot of extra time and money.

### - Collector

You are a collector of fine objects and have a one-of-a-kind collection of [choose what kind you specialize in]. Add 2 to any Wealth rolls you make to see if you have a specific item in your collection.

**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 Immortal:

Wise, lonely, and sophomoric. The Immortal likes to think they've seen it all, that they know enough, that they're grown up. It's patently untrue. They may have some wisdom but that will always be tempered with their own outlooks and prejudices.

# The Phoenix



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## **Playing a Phoenix:**

Everybody wants you, no they want your power. What are you really? A weapon? A collectible? A prize? How can you live like this? But maybe they really need you?

## **Moves only for Phoenixes:**

### **- Grace Of The Phoenix -x-**

Your death results in flames engulfing your body and burning it away to ash. When the ashes cool, you rise again. Remove any physical Aspects and Consequences but add the negative mental consequence “mortified”.

### **- Phoenix Tears -x-a**

Your tears have the legendary healing properties of true phoenixes. Once per scene, when something causes you such sadness that you openly cry; roll Empathy.  
10+ your falling tears heal any negative physical consequences they have.  
7-9, your tears cause their worst negative physical consequence to heal.  
(This move cannot be used on yourself.)

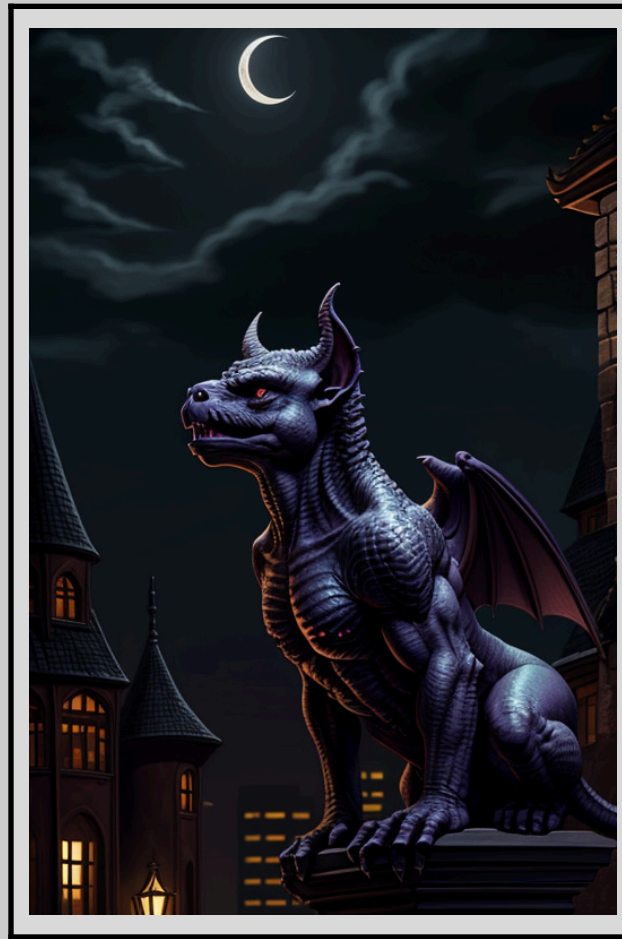
### **- Gift Of The Feather**

You can choose to give someone a feather, lock of hair or other token, they can wish and you will hear the call, +2 on your 1st roll next scene.

### **- Song Of Glory**

When singing, performing, or otherwise using your voice to entertain, roll Empathy.  
10+ choose one:  
-Gain a connection to a listener  
-Give a listener the Aspect captivated  
-Break a listener out of their Darkest Self for the duration of your song. Once you finish singing, they will return to their Darkest Self.  
7-9 One listener gains the Aspect “obsessed”.

# The Gargoyle



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## **Playing a Gargoyle:**

Not all Gargoyles are stone statues but, as a Gargoyle, you're intrinsically linked to your Sanctuary. It could be any location, but no matter what it is, it's yours and yours to protect forever.

## **Moves only for Gargoyles:**

### **- Grotesque -x-**

You may transform from human form into animated form. In this form you are an inanimate object brought to life. While animate you take harm in the form of damage to your inanimate form and get +1 to any combat rolls.

### **- Hatchery -x-**

You can invest some of yourself into any single object, turning it into an "egg". You may only have one "egg" at a time. If you die, you will be reborn from the "egg" in a relatively short time. Remove any physical adjectives and consequences and gain the negative mental consequence "mortified".

### **- Babewyn**

During your dormant period, if someone else is on your grounds you can assume your human form. If you are alone you can still become human, but it takes effort, gain the adjective "drained".

### **- Hunky Punk**

With concentration you can give your human form some of the durability of your monster form. When you fail a defense roll, you can roll Physique to brace yourself.

10+, you take a negative Aspect that reflects the physical damage to your monster form instead of a consequence.

7-9, subtract 1 from the incoming attack roll.