

The Unsated



Playing an Unsated:

That hunger is always with you, like a hum in your ears that swells and crescendos until you can't hear anything else. Unattended, it will come to dominate you - but feeding it may be just as bad. Moderation, that's the key! But can you control yourself?

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.

Your dull hunger sharpens. You can't focus on anything else but feeding. Everyone is your pawn, your plaything. You hurt them and make them vulnerable, for sport -- like a cat does with a mouse. You escape your Darkest Self when you're put in your rightful place, by someone more powerful than you.

Moves for all Unsated:

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

- The Feeding -x-

You survive off the life force of other beings. You must periodically refill your reserves by either drinking blood, drawing psionic energy or some other method. If you feed off a PC for too long, you can heal a consequence but will cause them a suitable minor injury or negative mental Aspect.

- Marked For The Hunt -x-

Feeding multiple times on one victim establishes a preternatural bond. From that point forward, you can meditate on them. Roll Will or Rapport.

10+ you can tell everything about their situation, their location, their health and state of mind.

7-9 you get a general sense of their safety only.

- Hypnotic

You can hypnotize people when they stare into your eyes.

Roll with Rapport or Will. (Against a PC is Mental conflict)

10+ you can command them to do simple things, You can only get them to do things they might actually do, just don't because of better judgment.

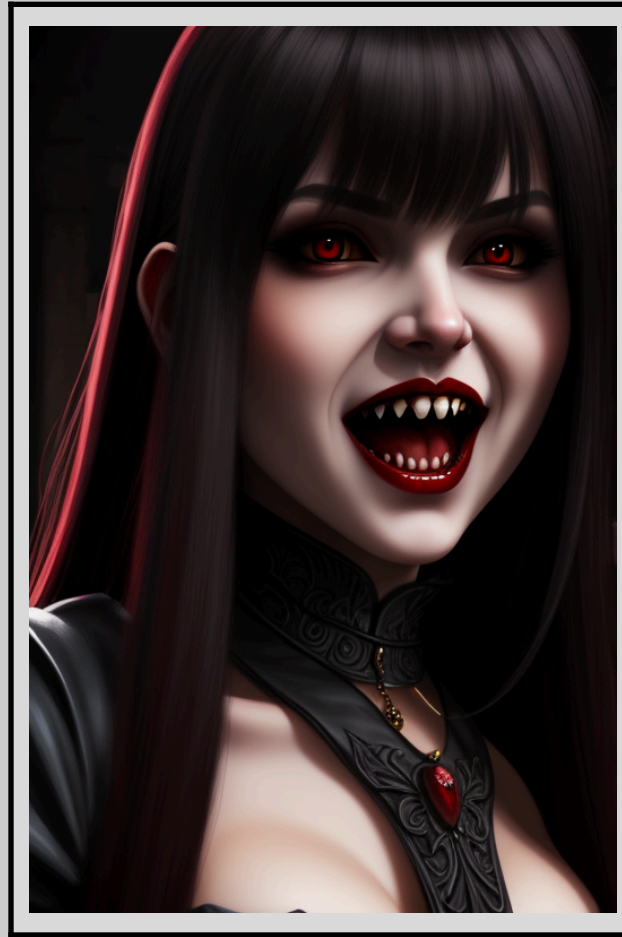
7-9, there's also a negative side effect. Choose one:

- they stay conscious and remember what's happened,
- they mess up your commands,
- they believe the directions come from a supernatural source. (God or voices in their head, etc)

- The Long Game

Time matters little when you're already dead. Once a scene, if you refuse a perfect opportunity for you to accomplish your goal in favor of creating a more optimal situation, gain one Fate Point.

The Vampire



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 Vampire:

Some vampires revel in that fact, their afterlife a tapestry of hedonism and exsanguination. Others hate the evil in their skin, solemnly vowing to a chaste and lonely existence. Either way, someone suffers. Where will you draw the line and how will you survive?

Moves only for Vampires:

- My End -x-a

You remember every gory detail of your death. When you talk about it in detail, give listeners the adjective 'morbid sympathy'. You get +4 on rolls towards convincing people with the 'morbid sympathy' aspect to be willing participants to your wishes.

- Invited

You cannot enter a home without being invited. Once per scene, whenever someone invites you in, gain a Fate point.

- Cold As Ice

Take +2 for any rolls to defend against mental attacks. (Insults, jeers, posturing)

- Inescapable

You may offer one of your Fate Points to entice characters to remain in your presence. Once per scene, if they still walk out on you, gain a Fate point.

The Ghoul



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 Ghoul:

Death changed you. It took away your contemplative joy, it dulled your senses, and it left you impossibly hungry. You get more and more and for a moment it seems better but then the craving comes back and you start to come up with your next plan. How will you get more?

Moves only for Ghouls:

- The Hunger -x-

You have a Hunger that grows over time (pick 1): fear, power, plunder, adrenaline. When you gorge yourself to satiate a Hunger, choose one:

- heal 1 minor injury or 1 negative mental Aspect
- gain a suitable positive temporary Aspect
- add 2 to your next roll.

- No Rest For The Wicked -x-

When you die, wait it out. A few hours later, you wake up with all the injuries and damage still there, but them becoming non-lethal.

- My Crypt

Your home sits upon a winding catacomb, long halls filled with rooms containing the resting bones of your ancestors. You can travel to and from distant locations with very little travel time.

- Watchful

While defending someone without their knowledge, add +1 to rolls towards that goal.

The Succubus / The Incubus



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 Succubus or Incubus:

You are beauty incarnate. You are the darkness that everyone wants to taste, but no one dares understand. It's there in your eyes, your carefully chosen words, and your every gesture: you no longer have a soul.

Moves only for Succubi and Incubi:

- Deep Hungers -x-

Your body contains many histories, and it desires many things. The emotions generated by the 7 deadly sins are your sustenance. When you recklessly pursue your target, add 2 to rolls. When you ignore a promising opportunity to fulfill that urge, roll Will to resist.

- Think Again

Gain a fate point the first time in a scene you convince someone that what they believed is, in fact, wrong and false.

- Thrall

After spending a few full minutes staring into your eyes, most mortals will happily go with almost anything you have to say, as long as they can reason it in their own minds. After their adrenaline wears off, as soon as they come to harm or think "this is insane!" They will snap out of it and remember everything.

- Beer Goggles

You give off a pheromone that acts on people that are attracted to your gender like beer goggles, making them see you slightly more like their preferred interests. If they find you attractive, gain +2 to Rapport rolls towards them.