

The Aware



Playing an Aware:

You've seen more than most will ever see and you wish you didn't. There is so much more danger, wonder, confusion than regular people could ever understand. You see it tho, you see it.

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.

Everyone is lying to you, all the time. If they will not accept your help, you must force it on them, expose the truth. There is no hope, no judgment, no reward, only oblivion to come. You escape your Darkest Self when you learn something shocking that you can't explain at all, or when someone reveals something to you that they'd prefer to keep secret, of their own free will.

Moves for all Aware:

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

- Low Places

You know people from all walks of life. Once per scene, when you turn for help to those that still scare you or that others would shun, you gain 1 Fate Point.

- Bugged

You can place a small object somewhere and then you can spend a Fate Point to see & hear what it perceives at any time.

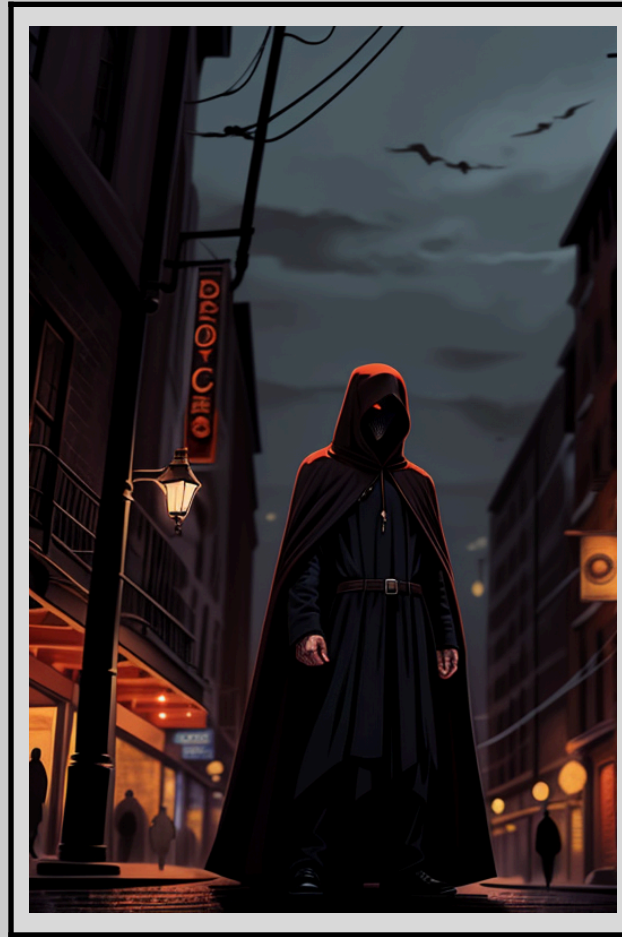
- Traces

When you meditate over someone's stuff, you can get psychic impressions. (ask relevant player)

- Push

You can push simple thoughts and feelings, roll Empathy; 10+ they feel it as a strong urge from their own minds
7-9 they feel it, but it's confusing to them
6- they feel it but it feels strangely separate and distant

The Reaper



Moves only for Reapers:

- **Reprieve -x-**

When you touch someone who has just died, they come back to life but retain all their injuries, though they become non-fatal, and you gain an appropriate negative mental consequence. If you ever touch them again, they die permanently and can never be brought back.

- **My Scythe**

You have one weapon or implement that you like to use for all your “jobs”. Overlapping damages you cause with this weapon increases by +2.

- **Kill Switch**

With simple gestures you can flick things at a distance, toggle switches, close doors or stop any annoying thing for a few minutes, be it sounds or lights or yappy mouths. It remains as long as you will it or until you leave or the scene ends.

- **Doombringer**

Your very presence in a scene should establish that harm could result from any action. Any conflict rolls in scenes you’re in get +1 on every attack roll.

This is a subtype. Subtypes are mutually exclusive.

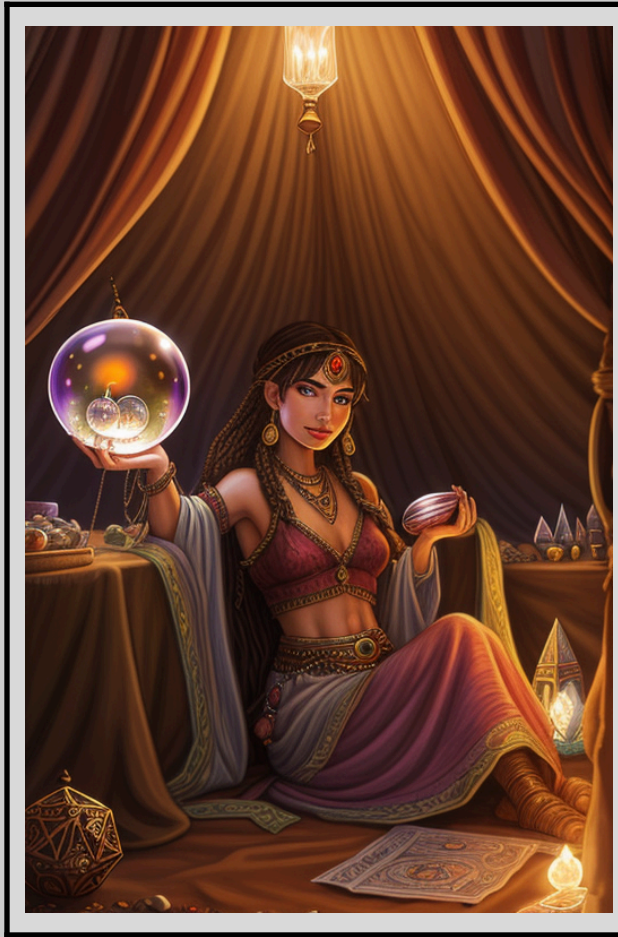
You can choose a subtype without picking a move.

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

Playing a Reaper:

Accepting a deal from Death, you must now collect difficult cases, especially those who ought to be dead but just haven’t stopped moving yet. Some people just don’t know when to quit.

The Psychic



Moves only for Psychic:

- Nothing To Hide -x-

When you look at someone and focus on them completely, you can read their mind. Roll Investigate;
10+ ask the relevant player one simple question, the character would know.

7-9 also choose one below.

- The answer you get is misleading or alarming.
- They realize you're invading their mind, somehow.
- You're locked out of their thoughts for the rest of the scene.

- Truesight

You can always see the inhuman nature of others. If they try to use a supernatural/ magic power against you, you may spend a Fate point and mutter a spell to prevent that power from working once, though no one will know you did it.

- Neural Wave

You can telepathically share your thoughts and emotions with characters you know at will. They have to be within talking distance

- Open Book

You get psychic impressions and feelings about others' intentions. Feel free to ask other players (out of character) about their characters immediate intentions, you don't need to be in a scene with them.

This is a subtype. Subtypes are mutually exclusive.

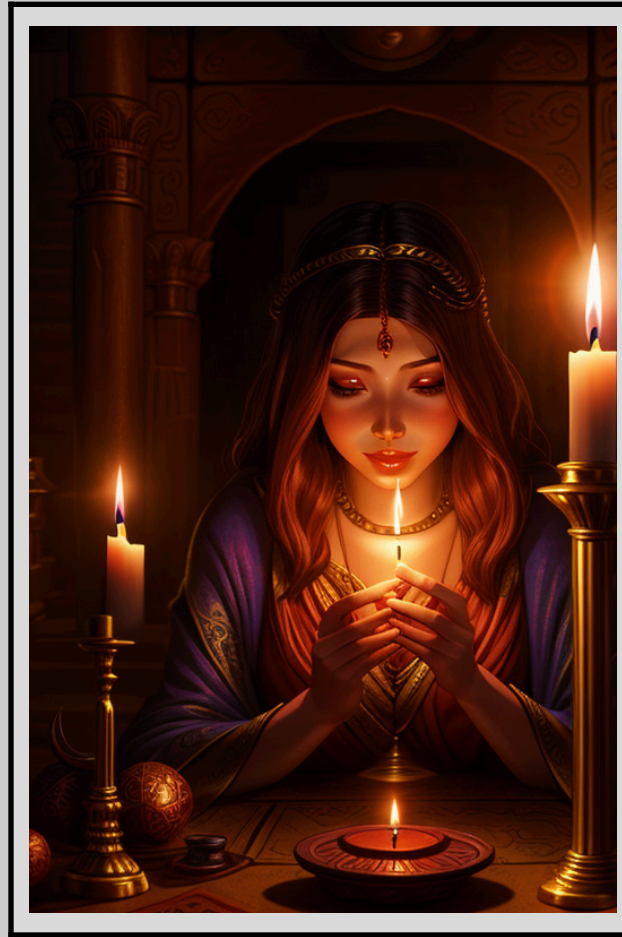
You can choose a subtype without picking a move.

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

Playing a Psychic:

Everyone has to wonder what other people are thinking. Everyone except you. The problem is without the secrecy, the comfortable lies go too. You see peoples unfiltered thoughts, like it or not.

The Oracle



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 Oracle:

You've seen the darkness underneath the masks we wear, the bandages that hide our scars. As long as they are hidden, they will fester. You have all you need to let the healing begin.

Moves only for Oracles:

- Prophecy -x-

When you tell a willing player's PC what their Fate entails, they take +1 on all Will rolls towards that destiny. Every time they roll 10+ for something opposing their destiny, they gain the negative aspect 'nauseous'.

- I know -x-a

When you foresee and extensively prepare for an upcoming event you get +2 on all rolls during the scene it happens.

- Explain This!

The first time in a scene you confront a PC with evidence of their secret:

if they let you keep it, they take a Fate Point.

if they destroy it, you take a Fate Point.

- Master Of Puppets

Any time you convince someone to do something for you, thinking it is in their own best interest, you gain +2 on any Rapport rolls to convince other PC's to join the "selfless" quest.