

THE DISCIPLE

The Disciple has bent the knee to a Higher Power. Fear, fanaticism, idealism or greed, regardless of the reasons, she is now that Power's loyal servant. Through ancient rituals and manipulation of fanatical followers, The Disciple wages a holy war for power. However, being a Disciple is not without its risks, as she is now a prime target for her Power's enemies. Perhaps she remains content serving her master, or perhaps she believes her servitude will allow her knowledge she can one day use to pursue her own divinity.



OCCUPATION

Politician, sect leader, company CEO, aristocrat, gang leader, mafia boss, occultist, video blogger, advisor, researcher, police, high school queen, celebrity.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Chosen
- ◆ Guardian
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Pact with Dark Powers

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Curse
- ◆ Fanatic
- ◆ Greedy
- ◆ Nemesis
- ◆ Protégé
- ◆ Stalker

ABILITIES

Choose 3 Abilities:

- ◆ Divine Strength
- ◆ Experienced
- ◆ Manipulate the Illusion
- ◆ Master of Rites
- ◆ Opener of Ways
- ◆ Summoner
- ◆ Templars
- ◆ Unyielding

ATTRIBUTES

Assign the modifiers +3, +1, and +0 to the three passive Attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +4, +3, +2, +1, +0, -1, and -2 to the other seven active Attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

NAME

Come up with a name according to your background and setting:

LOOKS

Select or come up with your own distinguishing features for your character. Some suggestions:

Clothes: Spectacular, suit, clerical robes, odd, strange, occult symbolism, spiritual, or proper clothes.

Face: Reassuring, pronounced, innocent, dominant, indifferent, aged, or challenging face.

Eyes: Veiled, intelligent, calculating, evaluating, passionate, arresting, or power-hungry eyes.

Body: Dignified, tense, big, spindly, broken, scarred, graceful, or fragile body.

ALLIANCES

Choose one **Power broker** as your ally and another you are in conflict with.

RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

- ◆ One of the characters is your ally. Take **+1 Relation** with them.
- ◆ One of the characters is your Higher Power's enemy.
- ◆ One of the characters has accepted your help. They take **+1 Relation** to you.
- ◆ One of the characters despises you.
- ◆ One of the characters protected something valuable to you. Take **+1 Relation** with them.

Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.

ATTRIBUTES



RELATIONS

STABILITY

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	–1 to Disadvantage rolls
<input type="checkbox"/> Unfocused	
<input type="checkbox"/> Shaken	–1 <i>Keep it Together</i>
<input type="checkbox"/> Distressed	–2 to Disadvantage rolls
<input type="checkbox"/> Neurotic	
<input type="checkbox"/> Anxious	–2 <i>Keep it Together</i>
<input type="checkbox"/> Irrational	–3 to Disadvantage rolls
<input type="checkbox"/> Unhinged	+1 <i>See Through the Illusion</i>
<input type="checkbox"/> Broken	GM makes a Move

WOUNDS

Serious Wounds (–1 ongoing)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (–1 ongoing)	Stabilized
	<input type="checkbox"/>

GEAR

- ☐ Old-fashioned radio. Set to the right frequency, allows your god to speak through the static when blood is spilled over it.
- ☐ A bronze idol of your deity.
- ☐
- ☐
- ☐
- ☐

DARK SECRET

& Personal Drives

DRAMATIC HOOKS

ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +4) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +4) ☐☐
- Increase any one Attribute +1 (max +5) ☐
- Select a new Ability from your Archetype ☐☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +5) ☐☐
- Select any new Ability or Advantage. ☐☐☐
- End your character's story arc as you see fit, and create a new character, who starts with 2 Advancements. ☐
- Change Archetype to another Enlightened one ☐

After 10 Advancements You May Also Choose:

- Awake (retire your character to godhood) ☐

ABILITIES

□ Divine Strenght

When you channel your Higher Power's strength, you take +2 to *Endure Injury* and all your attacks are at +2 **Harm** for the scene's duration. Until this divine power wears off, it manifests physically in your body; for example, your eyes turn all black, the shadows of wings appear on your back, etc. (the player describes).

□ Experienced

You have life experiences and skills from your life prior to becoming Enlightened. Choose any 1 Advantage from an Aware Archetype.

□ Unyielding

By steeling yourself and lowering **Stability** by -1, you take +2 to all rolls to *Keep it Together* whenever you resist magical influence during this scene.

□ Manipulate the Illusion

You can manipulate the Illusion and use it against extradimensional beings and threats – be it defensively or offensively. If your action is in direct conflict against a being with magical abilities, you take a penalty to the roll equal to their level of magical expertise. When you *Manipulate the Illusion* to dispel a magical force, rebuke an entity, or close a portal, roll +**Soul** –**magic level** of creature:

(15+) You permit the Illusion's overwhelming force to cancel out the magic or rebuke the being.

(10–14) You permit the Illusion's overwhelming force to cancel out the magic or rebuke the being, but there are unexpected complications, such as the magic or being has time to affect you first, or your exertion of force attracts unwanted attention.

(–9) The Illusion temporarily rejects you. You may be overwhelmed, transported elsewhere, or become the target of beings who now see you clearly. The GM makes a Move.

□ Master of Rites

You have been granted the ability to perform rituals devoted to your Higher Power. Exactly how these rituals are performed is up to you, but generally they take a long time and must be performed in a location sanctified to your Higher Power. When you perform a ritual designed to strengthen your Higher Power's influence or praise its might, roll +**Soul**: On **15+** choose 2 options, on **10–14** choose 1. On **9–** the ritual failed. The GM makes a move.

◆ Imbue a group of human NPCs (consenting or not) with your Higher Power's Principle. They are now your followers.

◆ Enslave a person present to the Principles of your Higher Power. An NPC is bound to act in accordance with this Principle. A PC who fails to *Keep it Together* becomes bound to it, and gains +1 **Stability** when acting in accordance with the Principle, and -1 **Stability** when acting in opposition to it. A PC can break this mental bondage by using magic tied to the Higher Power's domain, or by killing The Disciple.

□ Summoner

You have the ability to summon one of your Higher Power's servants to assist you with something. Archons are served by creatures native to Metropolis, while Death Angels are served by creatures from Inferno. You may summon a group of lesser creatures, such as purgatides or borderliners, or summon one more powerful being. If the summoned creature has magical abilities, you take a penalty to the roll, equal to their level of magical expertise. When you summon a servitor creature, roll +**Soul** –**magic level** of creature:

(15+) You summon the creature(s), who will obey your orders for one day.

(10–14) You summon the creature(s), who will either obey your orders for one scene or fulfill a single order that takes longer. You do not have full control over the creature(s), who will act on their own accord and interpret your orders as they wish.

(–9) You summon the creature(s), who are not under your power at all, but act according to their own whims.

□ Opener of Ways

You can open temporary portals to your Higher Power's residence. If the Illusion is weak in your current surroundings, you can open one immediately; otherwise, the process requires time. When you open a portal, roll +**Soul**:

(15+) The portal is stable and remains so throughout the scene or until you close it. If you venture through the portal, you are able to reconstruct it leading back to the same location at will.

(10–14) The portal remains open for only a few minutes, after which it seals shut. If you venture through the portal, you must open a new one to return.

(–9) The portal is unstable; it can close at any time, lead to an undetermined location, interfere with the Illusion, or attract the guardians of the Illusion. The GM makes a Move.

□ Templars

You have a group of warriors devoted to you and your Higher Power. Give them names and describe how they are armed. The templars are fanatically loyal, for as long as you act in accordance with the Principle of the power they serve. With the templars by your side, you are considered a medium-sized gang (3 **Harm**), and you can have your templars accept risks and deal Harm when you attack. When you send your templars on a mission, roll +**Charisma**:

(15+) If carrying out the mission is reasonably with the realm of their capability, they perform their tasks flawlessly and exactly as instructed.

(10–14) The mission suffers some kind of complication. Maybe it works out okay but has unexpected fallout afterwards, or things didn't work out as you intended.

(–9) Something goes wrong. Maybe the mission isn't completed according to directions, serious problems arise as a consequence, or some or all of the templars are injured, captured, or killed.

DISADVANTAGES

□ Limitation: Bound to Higher Power

As a Disciple you are bound to an Archon or Death Angel, and must abide by and proliferate the Higher Power's Principle. When you *violate your Higher Power's Principle*, Roll +0:

(15+) You receive signs or a vision of your Higher Power admonishing you, but letting you off with a warning.

(10-14) You have signs or a vision of your Power demanding penance for your sins. Should you refuse, the Higher Power punishes you as if you rolled a (-9). Penance options include (GM's choice):

- ◆ You must offer up a living sacrifice to your Higher Power. It should be one of the Power's enemies, one of your followers, or someone you care about. The victim is forced to serve the Higher Power for life, or have their life ended.
- ◆ You must accomplish something that strengthens the Higher Power's Principle, GM's choice of what.
- ◆ You must be tested in a trial to prove your devotion to the Higher Power. It is the GM's choice how, but it should be dangerous..

(-9) Your Higher Power punishes you. The GM chooses 1 option:

- ◆ The Higher Power demands a blood sacrifice of their own choosing.
- ◆ The Higher Power marks you, so all can bear witness to your sins (e.g., stigmata, misshapen body part, rotting flesh, a symbol branded onto your face, unnatural eyes, or hairlessness).
- ◆ The Higher Power gives you a mission and withdraws the Abilities it conferred upon you until you have completed it.

Each Higher Power determines which Principle you must follow, and what is considered a violation of it. E.g.: **Kether** (*Hierarchy*): Submit to someone lower than yourself, rebel against someone higher up; **Tiphareth** (*Allure*): Destroy something beautiful; **Malkuth** (*Awakening*): Deny yourself or someone else the access to knowledge or insight; etc.

See page 365 for a complete description of Powers's violations.

□ Cursed

You are cursed. In the first session and whenever you're confronted by the supernatural, roll +0 to see how strongly the curse influences you:

(15+) You temporarily avoid the curse's influence.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the curse: you or someone you care about have an accident, something of yours is taken from you, you experience terrifying visions, or you're forced to take certain actions with risk of dire consequences, if you refuse.

□ Fanatic

You are a fervent adherent of an ideology. You interpret the whole world in accordance with your ideology, which must not be questioned. Whenever someone questions your ideology, roll +0:

(15+) You can keep your emotions in check.

(10-14) You become angry, confused, or frustrated. You take -1 to your next roll.

(-9) You are forced to choose between taking steps to changing the person or situation to adhere to your ideology, or reduce **Stability** (-2).

□ Greedy

You are driven by an unquenchable desire for money and wealth, and are prepared to sacrifice your health, family, and friends to fill the emptiness inside. When an opportunity to increase your wealth arises, roll +0 to see if you are in control of your desire:

(15+) You keep your greed in check.

(10-14) The black void inside shrieks for more. As long as the opportunity exists and you do not take it, you suffer -1 ongoing to any rolls you make.

(-9) You must take advantage of every opportunity to further your wealth, or reduce **Stability** (-2).

□ Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done. In the first game session and whenever you let your guard down, roll +0:

(15+) You are safe from your nemesis for the moment.

(10-14) You have been careless and your nemesis moves against you. The GM takes 1 Hold.

(-9) You have compromised your position and your nemesis strikes in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis: your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, attack someone you hold dear.

□ Protege

You once had an understudy, who you tutored in the Truth before she disappeared. She might have been abducted by a Higher Power, or perhaps she turned against you and left of her own accord. Your protégé remains a weak spot for you. Take the protege as a Relation at +1 or +2 (your choice). At the first session and at any time where you have fulfilled your Power principles:

(15+) Nothing happens.

(10-14) Your protégé makes an appearance. The GM takes 1 Hold.

(-9) Your protégé puts you in a difficult spot. The GM takes 3 Hold.

The GM can spend a Hold to make a Move for your protege: someone extorts you by threatening to harm your protégé, your protégé might return to ask for your help, sabotage one of your plans, (threaten to) reveal one of your secrets, steal something of yours.

□ Stalker

You are hunted by a faceless enemy. Anyone you meet could be one of their minions – or even the stalker themselves. No one can be trusted. In the first game session and whenever you expose your current location, roll +0:

(15+) You are safe for now.

(10-14) Your enemies are on to you. The GM takes 1 Hold.

(-9) Your enemies have caught up to you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for your pursuers: a trusted associate has been paid off by them, one of your loved ones or allies disappears, they try to actively hurt you.