

THE ARTIST

The Artist exists only to create, to give themselves, body and soul, over to the arts. They express this desire through many mediums. A hypnotic painting, music trapping the audience in pure ecstasy, books spellbinding their readers, or a model's sculpted flesh are all the purview of The Artist. Artists have the ability to speak to the souls of others by inviting them into their own, but this ability always comes at a price.



OCCUPATION

Author, Dancer, Actor, Painter, Videographer, Photographer, Designer, Model, Musician, Singer, Cosmetologist, Television Host, Director, Blogger.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Heir
- ◆ Mental Illness
- ◆ Pact with Dark Forces
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Depression
- ◆ Drug Addict
- ◆ Nightmares
- ◆ Schizophrenia
- ◆ Victim of Passion

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Artistic Talent (Charisma)
- ◆ Fascination (Charisma)
- ◆ Notorious (Charisma)
- ◆ Observant (Intuition)
- ◆ Body Awareness (Perception)
- ◆ Enhanced Awareness (Soul)
- ◆ Forbidden Inspiration (Soul)
- ◆ Snake Charmer (Soul)

ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the 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: New Age, Gothic, Metal, peacockish, designer, bohemian, worn, or normcore clothes.

Face: Haggard, cute, pretty, captivating, beautiful, ascetic, tired, or expressive face.

Eyes: Easy, cheerful, crystal clear, magnetic, profound, burned out, hypnotizing, or passionate.

Body: Cute, agile, robust, emaciated, sexy, lanky, sensual, warped, graceful, or voluptuous body.

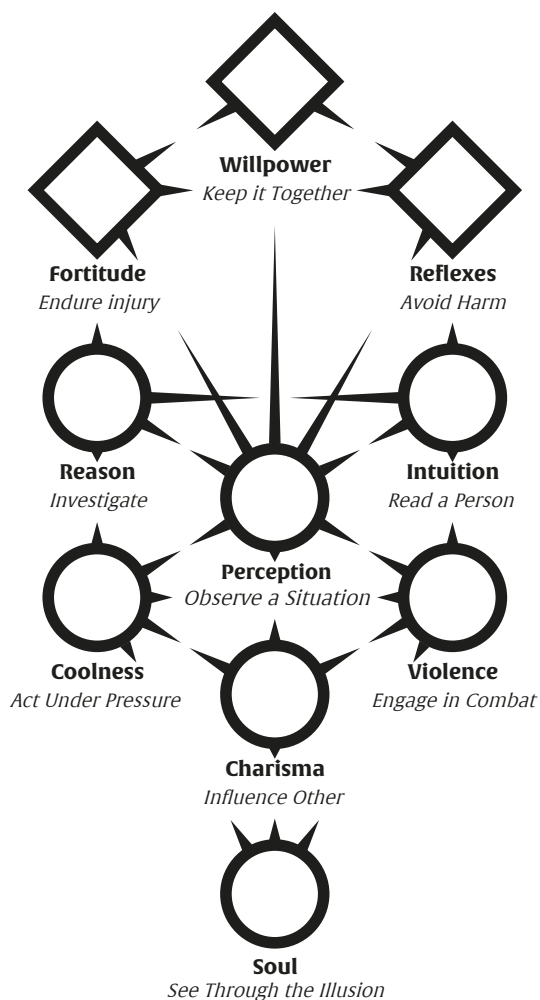
RELATIONS

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 involved in your art. Take +1 Relation with them.
- ◆ One of the characters is your lover. Take +1 Relation with them.
- ◆ One of the characters hurt you.
- ◆ One of the characters is infatuated with you. They take +2 Relation with you.
- ◆ One of the characters commissioned a work of art from you. They take +1 Relation with you.

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

- ☐ Weed infused chocolate bar.
- ☐ Old Hasselblad camera with a cracked lens.
- ☐
- ☐
- ☐
- ☐

DARK SECRET

& Personal Drives

DRAMATIC HOOKS

ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +3) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +3) ☐☐
- Increase any one Attribute +1 (max +4) ☐
- Select a new Advantage from your Archetype ☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +4) ☐☐
- Select a new Advantage from any Aware archetype ☐☐
- End your character's story arc as you see fit, and create a new Aware character, who starts with 2 Advancements. ☐
- Change Archetype to another Aware Archetype and erase one of your starting advantages. ☐

After 10 Advancements You May Also Choose:

- Advance your character to an Enlightened Archetype. ☐

ADVANTAGES

Artistic Talent

Whenever you perform your chosen art form or show your works to an audience, roll +Charisma to influence your audience at any time during the scene:

(15+) Choose up to two options any time during the scene.

(10–14) Choose one option any time during the scene.

(–9) Choose one option, but a complication/threat manifests. The GM makes a Move.

Options:

- ◆ They want to see more of your art.
- ◆ They are affected by the emotion you wanted to convey (e.g., anger, sorrow, fear, joy, lust, etc).
- ◆ They look up to you (take +1 ongoing with the audience during this scene).
- ◆ Their attention is fixed entirely on you throughout your performance.

Fascination

Whenever you use your art to seduce an NPC, roll +Charisma:

(15+) Choose one option.

(10–14) Choose one option, but the GM also chooses one of the following: -They become obsessed with you; -They want you right now.

(–9) They are affected by you in a way you didn't anticipate. The GM makes a Move.

Options:

- ◆ They are attracted to you.
- ◆ They forget their woes when experiencing your art.
- ◆ They are totally captivated by your art and forget about their surrounding environment

Notorious

You are famous in your trade. Whenever you encounter someone who has likely heard about you, roll +Charisma:

(15+) They know of your reputation; you can decide what they have heard. The GM will have them act accordingly. You take +2 to your next roll to Influence them..

(10–14) They know of your reputation; you can decide what they have heard.

(–9) They know of your reputation; the GM decides what they have heard.

Observant

Whenever you *Read a Person*, you may choose from these questions in addition to the usual ones:

- ◆ What sort of person are you?
- ◆ Is there anything odd about you?

Body Awareness

Your body and mind are as one. Whenever you perform acrobatic or agile feats, roll +Perception: On 15+ choose one option; On 10-14 choose one option but you expose yourself to danger or cost. On 9- choose one options but something goes very wrong. The GM makes a move.

- ◆ Escape bindings or restraints.
- ◆ Get past an obstacle (creature or object).
- ◆ Get into or make it through a space you normally wouldn't be able to.

Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, roll +Soul. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10–14) You get some basic impressions regarding the location.

(–9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality.

Forbidden Inspiration

Whenever you dive deep into your art and allow yourself to be inspired by the Truth, roll +Soul:

(15+) Choose two options.

(10–14) Choose one option.

(–9) You have gazed too deeply into the abyss. Choose one option, but you also experience terrifying visions or encounter something horrible. The GM makes a Move.

Options:

- ◆ Enticement: Entice an entity to come to you.
- ◆ Visions: *See Through the Illusion* into a place of your choice.
- ◆ Inspiration: Ask the GM if there is anything strange or supernatural about the situation you're in. The answer will be revealed through your art.

Snake Charmer

Whenever you perform your chosen art form for an intelligent, supernatural creature, roll +Soul to awaken a desire within them:

(15+) Choose one option immediately, and you may choose up to two more any time in the future.

(10–14) Choose one option.

(–9) The desire is beyond the creature's ability to regulate. It cannot help but attempt to devour or imprison you.

Options:

- ◆ Ask the creature for help with a problem.
- ◆ Ask the creature for something you desire.

DISADVANTAGES

□ 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. For example, 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.

□ Depression

You are constantly struggling with depression, which is only worsened by dejection and discouragement. Whenever facing personal setbacks, roll +0:

(15+) You remain in control.

(10-14) You experience temporary anxiety, decreased self-confidence, or lack of will. You take *-1 forward*.

(-9) You succumb to the sense of hopelessness or blame and punish yourself; reduce Stability (-2). Your lethargy and self-destructive urges do not go away until you numb your depression with medicine, drugs, or alcohol.

□ Drug Addict

You are addicted to hard drugs; name at least one. In the first game session and whenever you have been using, or have the opportunity to use, roll +0:

(15+) You are in control of the urge, for now.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

□ Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. During any scene when you sleep, roll +0:

(15+) You sleep in peace.

(10-14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (-1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (Keep it Together) when you wake up.

(-9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

□ Schizophrenia

You struggle with recurring psychotic episodes and terrifying hallucinations. In the first game session and whenever you go through difficult experiences, roll +0:

(15+) You maintain control of your insanity.

(10-14) The GM takes 1 Hold.

(-9) Schizophrenia overtakes you. The GM takes 3 Hold.

The GM may spend Hold to make a Move for your schizophrenia. For example, one of your hallucinations takes on physical form, you view your current surroundings as being hostile to you, you're afflicted by terrifying hallucinations, you're subjected to dark visions (true or false), or someone in your vicinity turns out to not actually be real.

□ Victim of Passion

You have an overwhelming passion for someone or something, seeking to possess it at any cost. In the first game session and whenever you encounter the subject of your passions (or anything resembling it), roll +0:

(15+) You keep your feelings in check.

(10-14) The passion awakens within you. The GM takes 1 Hold..

(-9) You are completely in the passion's grip. The GM takes 3 Hold.

The GM can spend Hold to let your passion steer your actions. For example, you yearn uncontrollably for the subject of your passion – you must seek it out or reduce **Stability** (-2), your desire drags the subject of your passion into your dreams (perhaps trapping them there), your passion becomes tainted with jealousy and anger – making you want to control and damage it (Keep it Together to resist), your longing leaves you feeble vis-à-vis the objective of this passion (-1 to all rolls while sharing the same scene), or your passion can attract creatures of lust wishing to feed off it or make pacts with you.