

# THE DESCENDANT

*Blood, soul and heritage weigh heavy on The Descendant's shoulders. She is an offspring of some mythic ancestor, a now dead family, a lost god, chosen by a dark cult or maybe the heir of some unknown power. It is the past that haunts The Descendant – the Sins of the Fathers. No matter where The Descendant goes or hides, her past will eventually catch up to her.*



## OCCUPATION

Antiquarian, Aristocrat, Author, Homeless, Tattoo artist, Occultist, Sect escapee, Preacher, Heir, Unemployed, Office worker, Craftsman, Forester.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ♦ Chosen
- ♦ Family Secret
- ♦ Heir
- ♦ Occult Experience
- ♦ Pact with Dark Powers

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ♦ Cursed
- ♦ Haunted
- ♦ Nightmares
- ♦ Phobia
- ♦ Repressed Memories
- ♦ Stalker

## ADVANTAGES

Choose 3 Advantages from the list below.

- ♦ Influential Friends (Charisma)
- ♦ Intuitive (Intuition)
- ♦ Occult Library (Reason)
- ♦ Artifact (Soul)
- ♦ Bound (Soul)
- ♦ Enhanced Awareness (Soul)
- ♦ Inner Power (Soul)
- ♦ Watchers (–)

## 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:** Old fashioned clothes, casual, ragged and worn, tailored suit, layer upon layer, odd, or black clothes.

**Face:** Childish, sharp, sorrowful, scarred, dishonest, sickly, pretty, pronounced, tense, or round face.

**Eyes:** Tired, indifferent, anxious, intense, suspicious, fearless, innocent, restless, cunning, or sad eyes.

**Body:** Weak, strong, bony, small, sickly, slender, athletic, big, spindly, hunched, stiff, or lean 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 grew up alongside you. Take **+2 Relation** to one another.
- ♦ One of the characters has seen what is hunting you. Take **+1 Relation** to them.
- ♦ You are secretly in love with one of the characters. Take **+2 Relation** to them.
- ♦ One of the characters is your contact person.
- ♦ One of the characters is intertwined with your dark secrets. 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

- ☐ Keys to an old family manor.
- ☐ Tattoo of family crest on your back, which design you never understood. Your father said one day you will.
- ☐
- ☐
- ☐
- ☐

# 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

## □ Influential Friends

You have friends with power and influence. Whenever you need to acquire an object, gain access to a restricted location, or meet a specific person, roll **+Charisma**:

**(15+)** Your friends can arrange for what you want.

**(10–14)** They can arrange for it, but you have to repay the favor later.

**(–9)** They arrange for what you want, but you get on a powerful person's bad side or attract negative publicity. The GM makes a Move.

## □ Intuitive

You can sense people's motives through subconscious readings of their body language, word choices, and behavior. Whenever you *Read a Person*, you may always ask one additional question, regardless of the outcome of your roll.

## □ Occult Library

Whenever you are in your library researching the supernatural, roll **+Reason**:

**(15+)** Ask the GM two questions from the list below.

**(10–14)** Ask the GM one question from the list below.

**(–9)** Ask the GM one question from the list below, but you have missed or overlooked something crucial. The GM takes 1 Hold, which can be spent at any time to make a hard or soft Move.

*Questions:*

- ◆ Which higher power does this have connections to?
- ◆ What do I need, or need to do, to exorcise or control this being?
- ◆ Which dimension is this associated with?
- ◆ What must I do to protect myself from this?

## □ Artifact

You own a seemingly mundane item, which actually possesses mystical powers. Its powers can be activated through certain methods, such as infusing it with blood or whispering forbidden words (you decide what is required). Whenever you activate the object, roll **+Soul**:

**(15+)** Choose one option (the GM determines what happens).

**(10–14)** Choose one option (the GM determines what happens). However, the artifact also exacts an additional price (the GM determines what is required).

**(–9)** The artifact does something unexpected, possibly dangerous. The GM makes a Move.

*Options:*

The GM may wish to modify this list of options, either on their own or by working together with the player to come up with what exactly the PC's artifact can do.

- ◆ See the true form of a creature or location.
- ◆ Receive a vision of what threatens you.
- ◆ Get yourself out of a bind.
- ◆ Call on the entity bound to the artifact and bargain with them.

## □ Bound

You are bound to an extradimensional entity whose powers you can draw upon. Explain what you think it is. At the start of each game session, roll **+Soul**:

**(15+)** You may choose up to three options at any time during the session.

**(10–14)** You may choose one option at any time during the session.

**(–9)** You may choose one option at any time during the session, but the GM makes a Move for the entity at some point during the session.

- ◆ See the true form of a creature or location.
- ◆ Disperse magic targeting you.
- ◆ Call on the entity.

## □ 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.

## □ Inner Power

You harbor a mysterious power, which you do not fully understand. The power can protect you, but you have no control over it. Whenever you release your inner power, roll **+Soul**:

**(15+)** The power attacks all opponents in vicinity, causing 2 Harm.

**(10–14)** The power attacks your closest opponent, causing 2 Harm.

**(–9)** The power attacks all living beings, including yourself, in the vicinity, causing 2 Harm.

## □ Watchers

You are being watched over and protected by a group of mysterious people who intend on keeping you alive for their own obscure purposes. Whenever you are in mortal danger, you can activate your watchers. If you do, the GM takes 1 Hold. The watchers act as a small/medium/large gang (2/3/3 Harm, 5/10/15 Wounds), dependent on how powerful the threat is. Their sole motivation is to keep you out of harm's reach. The GM can also spend Hold on the watchers' behalf to let them make a Move against you.

# 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.

## □ Haunted

You are haunted by supernatural forces. With the GM's assistance, determine the nature of what you believe is haunting you. In the first session and whenever you are distracted or weakened, roll +0 to see if the entity gains power over you:

**(15+)** The entity leaves you alone..

**(10-14)** The GM takes 1 Hold.

**(-9)** The GM takes 3 Hold.

The GM can spend Hold to make a Move for the entity. For example, it requests a service from you and threatens retribution if you refuse, the entity possesses your body for the night, or the entity reveals a clue of what it is and what it wants from you.

## □ 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.

## □ Phobia

You harbor an overpowering fear of something. Choose the stimulus that frightens you. Whenever you're confronted by the object of your phobia, you must **Keep it Together**.

## □ Repressed Memories

You have repressed an unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, based on your Dark Secrets. In situations associated with your repressed memories, roll +0 to determine if the memories resurface:

**(15+)** You continue to suppress the memories.

**(10-14)** The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must **Keep it Together**.

**(-9)** You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability** (-2).

## □ 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. You must constantly change your address and be vigilant at all times to avoid leaving any tracks they can follow. 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. For example, a trusted associate has been paid off by them, one of your loved ones or allies disappears, something you are trying to do is undermined by your enemies, or they try to actively hurt you.