

# THE SEEKER

Seekers are explorers of modern, ancient, and forgotten urban myths. They are bloggers, hackers, and storytellers of the Modern Age. On the Internet, faceless voices whisper of lies and conspiracies. In abandoned subway stations, someone leaves messages in seemingly meaningless graffiti. For the Seeker, no price is too great to find the Truth and expose it for public consumption.



## OCCUPATION

Student, Unemployed, Blogger, Hacker, Activist, Academic, Researcher, Parapsychologist, Author, Journalist, Thief, Medium, Conspiracy Theorist.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Family Secret
- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Strange Disappearance

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Haunted
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker
- ◆ Wanted

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Parkour (Coolness)
- ◆ Access the Dark Net (Perception)
- ◆ Keen-eyed (Perception)
- ◆ Hacker (Reason)
- ◆ Prepared (Reason)
- ◆ Enhanced Awareness (Soul)
- ◆ Stubborn (Soul)
- ◆ Endure Trauma (–)

## 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:** Nerdy, second-hand, leather, alternative, casual, durable, smelly, comfortable, stained or ripped clothes.

**Face:** Wrinkled, lively, cute, neotenic, pale, grim, smashed, or innocent face.

**Eyes:** Clear, hard, tired, bloodshot, doubtful, curious, avoidant, suspicious, or evaluating eyes.

**Body:** Lanky, sinewy, robust, fragile, hefty, deformed, wispy, chubby, bent, short, or youthful 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.

- ◆ You entrusted one of the characters with a secret, which could put you away in prison.
- ◆ One of the characters helped you with your investigations. Take **+1 Relation** with them.
- ◆ You look up to one of the characters. Take **+1 Relation** with them.
- ◆ One of the characters saved your life. Take **+1 Relation** with them.
- ◆ You have discovered one of the characters in the act of something criminal, obscene, or extremely shameful.
- ◆ You befriended one of the characters in the process of assisting them with some supernatural trouble. Give her **+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

- ☐ Three large purple pills that will "free your mind". You don't remember who gave it to you.
- ☐ A blacklight pen.
- ☐
- ☐
- ☐
- ☐

# 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

## □ Parkour

You are deft at running and jumping, even over difficult terrain. Whenever you execute acrobatic maneuvers, roll **+Coolness**: On **15+** choose 2 options and you may save 1 until later; on **10-14** choose 1 option. On **9-** choose 1 option but a complication or new threat emerges. The GM makes a move.

*Options:*

- ◆ Scale a seemingly impossible obstacle.
- ◆ Make a seemingly life-threatening leap without suffering Harm.
- ◆ Successfully avoid a threat.

## □ Access the Dark Net

Whenever you search the Dark Net for forbidden information, rare items, or myths, roll **+Perception**:

**(15+)** You discover what you're looking for, and may also choose one option:

- ◆ You discover a portal to another dimension, and a path you can trace back to later.
- ◆ You make contact with someone – or something – who can help you, for a price.
- ◆ You find something valuable or important, in addition to what you were looking for. The GM will tell you what it is.

**(10-14)** You find what you're looking for, but you're also exposed to repulsive and frightening stimuli. You must *Keep it Together* to see how it affects you.

**(-9)** You find what you're after, but also contact something very dangerous. It might attempt to latch onto you or follow you back into reality. The GM makes a Move.

## □ Keen-Eyed

Whenever you *Observe a Situation*, you may choose from these questions, in addition to the ones normally acquired:

- ◆ What weaknesses do they have I can use to my advantage?
- ◆ What strengths do they have I should watch out for?

## □ Hacker

Whenever you penetrate digital networks in the pursuit of confidential data, crack software, or disable security systems, roll **+Reason**:

**(15+)** You accomplish your task without a problem.

**(10-14)** Complications arise. Choose one option:

- ◆ Someone discovers the intrusion. You must take risks or compromise on how much you're able to accomplish.
- ◆ You leave traces of your intrusion.

**(-9)** Unbeknownst to you, your intrusion didn't work out as you wanted. Maybe you didn't succeed at your task as well as you imagined, or you may have been discovered by personal enemies, law enforcement, or something else lurking in the network. The GM makes a Move.

## □ Prepared

Whenever you investigate a location prior to visiting it, roll **+Reason**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** choose 1 option 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 for the location.

*Options:*

- ◆ Find or create a map of the location.
- ◆ Uncover any security systems and other obstacles.
- ◆ Pinpoint the location of something you're after.

## □ 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.

## □ Stubborn

Whenever you push yourself to the limit to overcome a threat, roll **+Soul**: On **15+** get 3 Edges, on **10-14** get 2 Edges. On **9-** get 1 Edge but you push yourself to your breaking point. 2 **Stability (-2)**.

*Edges:*

- ◆ Refuse to give up: Postpone the effects of a critical injury until you have made it out of the threat's reach.
- ◆ Will over skill: Roll **+Willpower** instead of the normal attribute whenever you avoid or fight whatever is threatening you.
- ◆ Steel yourself: Break free from a supernatural effect.

## □ Endure Trauma

You are not as easily affected by trauma as others. Whenever you reduce **Stability**, you lose 1 fewer level than normal.

# 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.

## □ 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.

## □ Wanted

You are wanted by the authorities – local, state, or federal – for crimes you have committed. Whenever you attract attention to yourself or forget to keep your head down, roll +0 to see if you've been discovered:

**(15+)** You are safe for now.

**(10–14)** You have made a mistake. The GM takes 1 Hold.

**(–9)** All eyes are on you. The GM takes 3 Hold.

The GM can spend Hold to make a Move for the authorities. For example, your mugshot appears on the TV news and in newspapers, law enforcement officers attempt to trap and catch you, or the authorities detain and interrogate someone you care about, confiscate your possessions, or turn your friends/family against you.