

# THE PROPHET

*Faith and religion bestow power, whether you're a priest, imam, houngan, rabbi or other sect leader. The Prophet may have chosen to serve their god, but it could also be a path they've been forced to walk from an early age. Being on the inside of a religious association provides access to community and a sense of higher purpose. However, the shadows cast by the Divine's light often hide abuse of power, perverted doctrine, and worship of false gods.*



## OCCUPATION

Priest, Pastor, Imam, Houngan, Rabbi, Sect leader, Sect member, Prophet, Medium, Witch, Preacher, Healer, Missionary, Seer, Cultist, Iconoclast, Elder, Oracle, Guru.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Chosen
- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Visitations

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Fanatic
- ◆ Harassed
- ◆ Involuntary Medium
- ◆ Sexual Neurosis
- ◆ Stalker

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Charismatic Aura (Soul)
- ◆ Cult Leader (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Exorcist (Soul)
- ◆ Lay on Hands (Soul)
- ◆ Voice of Insanity (Soul)
- ◆ Divine Champion (-)
- ◆ Good Samaritan (-)

## 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:** Suit, clerical robes, orthodox, organic materials, bohemian, casual, coat and hat, street, strange, or worn clothes.

**Face:** Handsome, smooth, attractive, childlike, dominant, narrow, aristocratic, open, or ascetic face.

**Eyes:** Cheerful, deep, mad, wise, forgiving, mesmerizing, piercing, or passionate eyes.

**Body:** Large, slender, thin, small, spindly, sickly, plump, firm, energetic, 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 shares your faith.
- ◆ One of the characters saved you. Take +1 Relation with them.
- ◆ One of the characters denied your god.
- ◆ You saved one of the other character's immortal soul. They take +1 Relation with you.
- ◆ One of the characters is your lover. 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

- ☐ A holy book, fully annotated in an ancient language.
- ☐ A ledger containing detailed personal information on almost every single one of your followers.
- ☐
- ☐
- ☐
- ☐
- ☐

# 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

## Charismatic Aura

You radiate an aura that makes people trust you and seek your company. Whenever your aura is noticeable, roll **+Soul**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** choose 1 option but you attract unwanted attention. GM makes a move.

*Options:*

- ◆ Catch a stranger's attention. They become curious and approach you.
- ◆ Change a person's disposition towards you from either aggressive to cautious, or cautious to positive.
- ◆ Make opponents perceive you as harmless and ignore you for as long as you do not act against them.

## Cult Leader

Whenever you and your followers perform a ritual, roll **+Soul**: On **15+** receive up to 3 visions, on **10-14** receive up to 2. On **9-** receive 1 vision but the illusion tears. You may temporarily be transported into another dimension, attract a demonic being's attention, or receive a horrifying omen. The GM makes a Move.

*Visions:*

- ◆ A creature's true form.
- ◆ A portal between dimensions.
- ◆ The cult's enemies.
- ◆ The purpose of an object.
- ◆ Your deity's wishes (take +1 to all rolls while fulfilling them).

## 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.

## Exorcist

Whenever you perform an exorcism to banish a spirit or extradimensional creature, explain what the ritual looks like and roll **+Soul**: On a success the creature is banished. On **15+** choose 2 options, on **10-14** choose 1. On **9-** the creature resists banishment and something goes terribly wrong (like the creature possessing you). The GM makes a move.

*Options:*

- ◆ Nobody is harmed during the ritual.
- ◆ The entity will not reappear later.
- ◆ The entity will not become hostile toward you.

## Lay on Hands

You are able to heal others without using medicine or first aid, but you must channel the injuries onto yourself or another living victim. To transfer the Wound, you must be able to see the victim, but not touch them and they are not required to consent. The wound transferred is of the same type, severity, and condition as the original. Whenever you lay your hands on a seriously or critically wounded person and pray, roll **+Soul**:

**(15+)** You fully heal the injured person, channeling the Wound onto yourself or a selected target.

**(10-14)** You stabilize the injured, channeling the Wound onto yourself or a selected target.

**(-9)** You may choose to stabilize the injured, but if you do, the powers break free from your control

## Voice of Insanity

Whenever you manipulate a crowd, roll **+Soul**: On **15+** choose up to 3 options, on **10-14** choose 2. On **9-** choose 1 but the crowd becomes uncontrollable or volatile. The GM makes a move.

*Options:*

- ◆ Attract other people to join in the crowd.
- ◆ Have crowd members give you all their valuables.
- ◆ Unite the crowd to fight for you.
- ◆ Incite the crowd into an orgy of unbridled emotion: sexual lust, anger, sorrow, violence, generosity, or celebrating.
- ◆ Have the crowd disperse and calmly return to their lives.

## Divine Champion

Whenever you fight your deity's enemies or fight to protect a sacred object, you do **+1 Harm** and take **+1 to Endure Injury**. If you lose such a battle, your deity becomes irate, and you take **-1** ongoing to all actions related to your deity until you have atoned for your failure.

## Good Samaritan

Whenever you help another at your own expense, gain **Stability (+1)**.

# 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.

## □ 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).

## □ Harassed

For some reason, personal or otherwise, people tend to harass you; the authorities in particular. In the first game session and whenever you draw attention to yourself, roll +0 to see if you're harassed:

**(15+)** You've managed to keep clear of harassment.

**(10–14)** The GM takes 1 Hold.

**(–9)** The GM takes 3 Hold.

The GM can spend Hold to make Moves for the harassers. For example, someone destroys your property or possessions, you are bullied and attacked by people with a prejudice against you, the authorities forcefully take something from you (rights, property, assets), someone you care about is harmed for associating with you, or you are denied your basic rights due to your identity.

## □ Involuntary Medium

You are an open vessel for any spirits or demonic entities who desire a medium to speak through or need a corporeal body to use for their purposes. Whenever you encounter spiritual entities or haunted places, roll +0:

**(15+)** You resist the possession.

**(10–14)** The entity gains influence over you. The GM takes 1 Hold.

**(–9)** The entity gains control over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the being possessing you. For example, the entity may give you a vision, make use of your body, communicate with or through you, try to harm someone else through you, follow you unseen, demand something from you, or drag you into another dimension.

## □ Sexual Neurosis

Your sexuality is a destructive, controlling force in your life. You compulsively seek out superficial sexual encounters and are willing to perform degrading acts – or even commit crimes – to satisfy your fantasies. Whenever you have the opportunity to have consensual sex or take advantage of someone vulnerable to your advances, roll +0:

**(15+)** You can control your urges.

**(10–14)** Choose between having sex with the person or reduce your **Stability** (–1).

**(–9)** You cannot resist having sex with the person and the GM chooses one option:

- ◆ You hurt, or you are hurt by, your sexual partner (physically or psychologically).
- ◆ The boundaries between dimensions are weakened; an entity from beyond catches the scent of you or your lover.
- ◆ Your sexual partner becomes obsessed with you and starts stalking you.

## □ 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.