

# THE DOLL

*The Doll strives to break free, to be human again, and assume control of her own life while others strive to possess her. She has lived a life in submission, as an outcast, a prisoner, a freak, or a trophy. Feelings of emptiness and tragedy reside within her, as well as dreams of hope, love, and happiness – dreams which are shattered over and over again.*



## OCCUPATION

Model, Sugar Baby, Enjo-Kōsai, Trophy wife, Vlogger, Reality TV celebrity, Pornstar, Abuse survivor, Imprisoned innocent, Trafficking victim.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Chosen
- ◆ Guilty of Crime
- ◆ Occult Experience
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Object of Desire [Obligatory]
- ◆ Harassed
- ◆ Owned
- ◆ Phobia
- ◆ Sexual Neurosis
- ◆ Stalker

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Perpetual Victim (Charisma)
- ◆ Backstab (Coolness)
- ◆ Ice cold (Coolness)
- ◆ Sneak (Coolness)
- ◆ Divine (Soul)
- ◆ Magnetic Attraction (Soul)
- ◆ Endure Trauma (–)
- ◆ Gritted Teeth (–)

## 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:** Revealing, frilly and fluffy, sexy, strange, trendy, impractical, spectacular, gothic, ornate, bohemian, bright, innocent, ripped, or sharp clothing.

**Face:** Pretty, smiling, sad, childish, black and blue, chiseled, reassuring, made-up, androgynous, or happy face.

**Eyes:** Innocent, beautiful, spellbinding, multicolored, frightened, purple, pale, sapphire blue, emerald green, yellow-gold, hungry, dispassionate, large, veiled, devastated, or flirtatious eyes.

**Body:** Frail, attractive, small, graceful, petite, curvaceous, athletic, dignified, lean and fit, slender, willowy, androgynous, or tall 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 in love with you. They take **+2 Relation** with you.
- ◆ One of the characters has taken care of you. Take **+1 Relation** with each other.
- ◆ You are secretly in love with one of the characters. Take **+2 Relation** with them.
- ◆ One of the characters liberated you. Take **+1 Relation** with each other.
- ◆ One of the characters is jealous of 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

- ☐ A photo, faded, with a washed out inscription.
- ☐ Trinket for an imaginary place.
- ☐
- ☐
- ☐
- ☐

# 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

## □ Perpetual Victim

Whenever you appear defenseless during a dangerous experience, roll **+Charisma**:

**(15+)** Choose three options. You may save up to two options for use later during the scene.

**(10-14)** Choose one option.

**(-9)** Someone tries to take advantage of you and your position. The GM makes a Move.

- ◆ Make someone want to take care of you.
- ◆ Make an aggressive person want to not harm you.
- ◆ Make someone confide in you.

## □ Backstab

Whenever you attack someone who's unprepared for it, roll **+Coolness**: On **10-14** choose one option, on **15+** choose two. On **9-** You expose your betrayal. The GM makes a Move.

*Options:*

- ◆ Aim for the sensitive parts: Deal +1 Harm.
- ◆ Knock out: The NPC is rendered unconscious. PCs roll to Endure Injury and become neutralized on a (-9).
- ◆ Careful: You act soundlessly and, if your victim dies, you leave no clues or traces behind.

## □ Ice Cold

You keep your calm even in the midst of violence and chaos. Whenever you are in a violent conflict, roll **+Coolness**: On **15+** get 3 Edges, on **10-14** get 2 Edges. On **9-**, get 1 Edge but you attract attention from hostiles. The GM makes a move.

*Edges:*

- ◆ Avoid an attack.
- ◆ Manage to snatch something.
- ◆ Maneuver into a better position.
- ◆ Put someone in a bad position (everyone gets +2 to any attack Moves).

## □ Sneak

Whenever you keep hidden and try to avoid drawing attention to yourself, roll **+Coolness**: On **15+** get 2 options, on **10-14** get 1 option. On **9-** get 1 options but you attract unwanted attention. The GM makes a move.

*Options:*

- ◆ Find a secure hiding spot for a while.
- ◆ Find an alternate route to avoid encountering people.
- ◆ Bypass a security system or other obstacle without being noticed.

## □ Divine

There is something about you that reminds your former servants of what you truly are. Whenever you encounter a monstrous being, roll **+Soul**:

**(15+)** The being mistakes you for a god. Choose up to three options, useable any time during this scene.

**(10-14)** You are fascinating to the creature. Choose one option.

**(-9)** Choose one option, but after using it the creature becomes determined to possess you. It might try to devour you or perhaps capture you. The GM makes a Move.

- ◆ Soothe an aggressive monstrous being.
- ◆ Command the being and force it to obey an order.

## □ Magnetic Attraction

Whenever you attract everyone's attention, roll **+Soul**: On **15+** choose up to 3 options, on **10-14** choose one. On **9-** choose one but someone present becomes obsessed, wanting to have you, keep you, and own you for themselves. The GM makes a Move.

*Options:*

- ◆ People forget what they're doing and can do nothing but stare at you.
- ◆ Draw someone to you.
- ◆ Get someone to do what you ask.

## □ Endure Trauma

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

## □ Gritted Teeth

Abuse, violence, self-harm, and assaults have become familiar, and the pain hardly affects you at all anymore. You suffer no penalties from wounds, whether serious or critical.

# DISADVANTAGES

## Object of Desire

There is just something special about you. You ignite deep unhealthy desires in others, which they are unable to keep in check. At the first game session and whenever you meet one or more new people, roll +0:

**(15+)** The desire is not awakened at this moment.

**(10–14)** Someone becomes desirous of you. The GM takes 1 Hold.

**(–9)** A strong desire is awakened in one or several people. The GM takes 3 Hold.

The GM can spend Hold to ignite a person's desires, influencing their behavior. For example, someone can be afflicted with an uncontrollable passion for you, attempt to force themselves on you, become intensely jealous of you, or harm themselves or someone else because of their desire of you.

## 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.

## Owned

You used to be a dangerous person's private property, willingly or not. Since your escape, your former owner has been looking for you. Decide who your former owner is. In the first game session and whenever you draw attention to yourself in public, roll +0:

**(15+)** For the moment, you are safe.

**(10–14)** Your former owner picks up your scent. The GM takes 1 Hold.

**(–9)** Your owner finds you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your former owner. For example, they appear unexpectedly to convince you to return, send henchmen after you, kidnap or harm someone you care about, directly threaten you, destroy something important to you, try to mutilate you so nobody else would want you, or kill you outright so nobody else can have you.

## 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.

## 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*.