

# THE OCCULTIST

*The Occultist seeks the answers to life's mysteries through occult theories. Ancient tomes, mad sect leaders, and obscure internet forums speak of different dimensions, magical rituals, and powers that can turn men into gods. The Occultist has discovered enough information to begin experimenting with these forces, but not nearly enough to give them any degree of control. Magic always comes at a high price, and The Occultist's account is coming due.*



## OCCUPATION

Antiquarian, Medium, Exorcist, Linguist, Theologian, Professor, Morgue employee, Student, Bureaucrat, Disability collector, Librarian, Recent convert, Thelemic.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Guardian
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Visitations

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Guilt
- ◆ Haunted
- ◆ Involuntary Medium
- ◆ Nightmares
- ◆ Repressed Memories
- ◆ Stalker

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Crafty (Intuition)
- ◆ Occult Library (Reason)
- ◆ Dabbler in the Occult (Soul)
- ◆ Dreamer (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Exorcist (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Thirst for Knowledge (-)

## 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:** All black, suit and trenchcoat, hippie, occult symbolism, casual, spiritual, flashy, shimmering, tattered, new age, peculiar or spectacular clothes.

**Face:** Big bushy beard, long black hair and pale skin, bony, disfigured, worn, pretty, tense, pallid, indifferent, scornful, bored, wrinkled or aged face.

**Eyes:** Hollow, lucid, mad, piercing, arresting, interrogating, distant, tired, defeated, power-hungry, or sad eyes.

**Body:** Emaciated, scarred, broken, towering, trembling, tattooed, burned, wispy, hunched, lanky, obese, stiff, or inviting 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 participated in one of your rituals.
- ◆ One of the characters is related to someone you lost. Take +1 Relation with them.
- ◆ One of the characters is your friend. Take +1 Relation with them.
- ◆ One of the characters assists you with acquiring books, information, and artifacts. Take +1 Relation with them.
- ◆ One of the characters hates you for doing something to them, despite your love for them. Take +2 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 set of bone “runes” but not the Norse ones.
- ☐ Membership card of a gentlemen's club that serves as the cover for an occult society.
- ☐
- ☐
- ☐
- ☐
- ☐

# 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

## □ Crafty

Whenever you manipulate an NPC in a longer conversation, roll **+Intuition**: On **15+** choose 2 options, on **10-14** choose 1. on **9-** they're on to you. The GM makes a move.

*Options:*

- ◆ They become suspicious of someone else of your choosing.
- ◆ They view you as their ally, for as long as you don't betray them (+1 to all rolls against them).
- ◆ They willingly do a favor for you.

## □ 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?

## □ Dabbler in the Occult

You know a little of occult rituals, but have never gone beyond performing written instructions. Whenever you attempt to perform a ritual from a set of instructions, roll **+Soul**:

**(15+)** You perform every step correctly; the ritual works as intended.

**(10-14)** You make a minor error. The GM chooses one complication:

- ◆ You do not have working protection against the forces or entities the ritual summons.
- ◆ The effects of the ritual are slightly different than what you had imagined.
- ◆ The ritual summons unexpected entities or forces.

**(-9)** You misunderstand the scripture and perform the ritual with no control whatsoever over the resulting outcome. The GM makes a Move.

## □ Dreamer

You are a talented, self-taught dream wanderer. Whenever you want to meet someone or find out the truth about something in the Dream, roll **+Soul**:

**(15+)** You meet the intended person or arrive at the specific place in the Dream.

**(10-14)** You meet the intended person, or arrive at the specific place. However, some element has changed, or something followed you or the person in question.

**(-9)** You are lost in the Dream and cannot wake up until you find your way back.

## □ 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.

## □ Magical Intuition

You have an innate ability to perceive auras and sense the presence of magic. Whenever you do it, roll **+Soul**:

**(15+)** Choose up to three options. Two may be saved until later this scene.

**(10-14)** Choose up to two options. One may be saved until later this scene.

**(-9)** Choose one option, but you also get an unexpected vision or attract attention. The GM makes a Move.

- ◆ Learn something about a creature's true nature.
- ◆ Learn if something has a magical nature.
- ◆ Learn where the Illusion is weakest towards other dimensions

## □ Thirst for Knowledge

Whenever you learn new information about alternate planes of existence, a supernatural entity, or a Higher Power, gain **Stability (+1)**.

# DISADVANTAGES

## □ Guilt

You carry heavy guilt for your past sins, having harmed one or several people through your actions or inaction. In the first game session and whenever everything appears okay, roll +0:

**(15+)** Your guilt isn't on your mind at the moment.

**(10–14)** You are reminded of your guilt. The GM takes 1 Hold.

**(–9)** Your guilt catches up to you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for your guilt. For example, relatives of the people you've hurt seek you out, demons and other creatures are attracted by your guilt, the dead haunt you with nightmares or visions, or you fall victim to anxiety and self-doubt.

## □ 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.

## □ 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.

## □ 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.