

THE CURSED

The Cursed is living on borrowed time. They might be the unfortunate victim of a deadly disease or the target of a higher power's rage. Usually, however, The Cursed has sealed their own fate by selling their soul for fortune and fame. Now their time is almost up, and The Cursed has realized life itself is the most worthwhile thing they possess. No price is too high to pay to thwart their destiny, even if it means sacrificing others.



OCCUPATION

Occultist, Cult escapee, Police officer, Detective, Gangster, Politician, Disability collector, Amateur magician, Jailbird, Businessman, Playboy, Researcher, Internet celebrity.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Chosen
- ◆ Curse
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Returned from the Other Side

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Condemned [Obligatory]
- ◆ Drug Addict
- ◆ Greedy
- ◆ Haunted
- ◆ Nightmares
- ◆ Stalker

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Occult Studies (Reason)
- ◆ Bound (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Death Drive (Violence)
- ◆ Ruthless (Violence)
- ◆ Desperate (–)
- ◆ Sealed fate (–)
- ◆ To the Last Breath (–)

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: Brand name, tailored suit, unconcerned, trenchcoat and suit, heavy metal, designer, tattered and stained, all black, foreign, business casual, or blood-soaked clothes.

Face: Haggard, emaciated, sharp, model, tanned, smiling, scarred, branded, fleshy, pale, flushed, masculine, sorrowful, or sickly face.

Eyes: Desperate, devious, hard, surrendered, fearless, burned, intimidated, beautiful, shades, dark, tired, stubborn, or hopeful eyes.

Body: Sickly, well-trained, tanned, taut, shaky, trembling, weak, attractive, muscular, slender, corpulent, curvy, crippled, cowering, towering, straight-backed, or dejected 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 knows the fate awaiting you. Take **+1 Relation** with them.
- ◆ One of the characters inadvertently caused your fate to befall you. They take **+1 Relation** with you.
- ◆ You utilized your prior success to help one of the other characters. They take **+1 Relation** with you.
- ◆ One of the characters is assisting you in avoiding your fate. Take **+2 Relation** with each other.
- ◆ One of the characters is standing in your way, preventing you from avoiding your fate. Determine how together.

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 memento from your life before the curse.
- ☐ A battered old radio that appears to emit strange noises when something bad is about to happen.
- ☐
- ☐
- ☐
- ☐
- ☐

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

Occult Studies

You are a student of the occult. Upon coming in contact with a magical knowledge, entity or phenomenon for the first time, roll **+Reason**: On **10-14** you know something about it (ask the GM what is and take +1 ongoing when acting on the answer) or know where to find more information. On **15+**, both. On **9-** you have only a hazy memory (ask the GM what it is).

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.

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

Death Drive

Whenever you fight with no regard for your personal safety, roll **+Violence**:

(15+) Get 3 Edges, to spend any time during the scene.

(10-14) Get 2 Edges, to spend any time during the scene.

(-9) Get 1 Edge, but afterwards you discover you have been injured without noticing it (*Endure Injury*, the GM determines the amount of Harm based on who attacked you and how).

Edges:

- ◆ Eager: *Engage* an additional hostile in Combat.
- ◆ Vicious: deal **+2 Harm** with one attack.
- ◆ Frantic: get within reach to attack a hostile.
- ◆ Reckless: frighten your opponents by laughing into the face of death (*+1 ongoing* during the fight).

Ruthless

Whenever you sacrifice another to save your own skin, roll **+Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges.

(-9) Things turn out in a bad way for you instead. The GM makes a Move.

Edges:

- ◆ Human shield: force them to take all the Harm from one attack for you.
- ◆ Bait: expose someone to danger so you can flank an enemy (deal +1 Harm).
- ◆ Sacrifice: Leave them to the enemy while you slip away.

Desperate

Whenever you try to make it through overwhelming odds, take +1 on all rolls until you're clear of the threat.

Sealed Fate

Whenever you are dealt a Critical Wound, you may mark 1 Time from *Condemned* to immediately stabilize the Wound.

Whenever you die, mark 2 Time from *Condemned* and reawaken, injured and weak, but alive. All your Wounds will be stabilized.

To the Last Breath

When you refuse to give in even if the odds turn against you, mark 1 Time on *Condemned* to reroll the dice.

DISADVANTAGES

Condemned

Time: □□□□□□□□

Your fate has already been sealed. Perhaps you're dying from a disease, been promised as sacrifice to a forgotten god, or you've sold your soul to some entity, waiting to drag you off to hell when your time is up. At the start of every game session, roll +0:

(15+) You still have some time remaining.

(10-14) Your fate approaches. The GM chooses one of the following options:

- ◆ The player marks 1 Time.
- ◆ You're tortured by dreams or visions of your fate. Reduce Stability (-2).
- ◆ You're haunted by the entity or event that sealed your fate.
- ◆ Someone in your vicinity is negatively affected by your fate.
- ◆ Something provides you with false hope of escaping your fate.

(-9) Your end approaches. The GM holds two options from the list above or marks 2 Time.

When you finally run out of Time, you meet your ultimate fate

Drug Addict

You are addicted to hard drugs; name at least one. In the first game session and whenever you have been using, or have the opportunity to use, roll +0:

(15+) You are in control of the urge, for now.

(10-14) The GM takes 1 Hold.

(-9) The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

Greedy

You are driven by an unquenchable desire for money and wealth, and are prepared to sacrifice your health, family, and friends to fill the emptiness inside. When an opportunity to increase your wealth arises, roll +0 to see if you are in control of your desire:

(15+) You keep your greed in check.

(10-14) You must take advantage of every opportunity to further your wealth, or reduce **Stability (-2)**.

(-9) You must take advantage of every opportunity to further your wealth, or reduce **Stability (-2)**.

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.

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.