

THE DRIFTER

The Drifter never stays in one place long enough to feel at home. The road is their home. It could be an uncontrollable urge to never put down roots, or a reaction to pursuers always on their heels. The Drifter has learned to live with whatever fits in their backpack or the back of their car. What is important to others lacks meaning to The Drifter, who never gets attached to anything. The eternal question for those who meet them: what are you running from?



OCCUPATION

Homeless, Vagabond, Runaway, In witness protection, Draft dodger, Small-time crook, Backpacker, Refugee, Prison escapee, Courier, Day laborer, Outsider.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Family Secret
- ◆ Mental Illness
- ◆ Returned from the Other Side
- ◆ Rootless

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Harassed
- ◆ Haunted
- ◆ Schizophrenia
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Street Contacts (Charisma)
- ◆ Driver (Coolness)
- ◆ Improviser (Coolness)
- ◆ Character Actor (Intuition)
- ◆ Vigilant (Intuition)
- ◆ Wanderer (Perception)
- ◆ Artifact (Soul)
- ◆ Enhanced Awareness (Soul)

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: Worn, odd, biker, ripped, practical, street, wilderness survival, layer upon layer, wrong season, cheap suit, or hobo clothing.

Face: Ravaged, innocent, weathered, pronounced, filthy, friendly, tough, tattooed, scarred, or memorable face.

Eyes: Cloudy, tired, restless, blind, one-eyed, bloodshot, tense, suspicious, fearful, cheerful, sarcastic, or intelligent eyes.

Body: Wiry, bony, hobbled, fast, dirty, scarred, slim, androgynous, tall, disproportionate, laid back, tense, twisted, tattooed, or animalistic 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 lets you stay with them sometimes. Take **+1 Relation** with them.
- ◆ One of the characters got you out of a bind. Take **+1 Relation** with them.
- ◆ One of the characters is an old friend. Take **+2 Relation** with them.
- ◆ One of the characters is someone you know in the underworld.
- ◆ One of the characters gives you occasional jobs.

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 sawed-off shotgun.
- ☐ A password that will get you help from a widespread criminal organisation. Usable one time only.
- ☐
- ☐
- ☐
- ☐
- ☐

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

□ Street Contacts

You have contacts among the homeless, crazies, and other societal outcasts. Whenever you need to know something and check in with them, roll **+Charisma**: On **15+** ask up to 3 questions, on **10-14** ask up to 2. On **9-** ask 1 but someone become suspicious or aggressive. The GM makes a move.

Questions:

- ◆ What do you know about the [building/person/organization/event]?
- ◆ What rumors are circulating on the street at the moment?
- ◆ How can I get into [location]?
- ◆ Who in this city would know more about this supernatural thing?

□ Driver

You are a trained professional at operating motor vehicles (car or motorcycle). Whenever you drive your vehicle under pressure and in dangerous situations, roll **+Coolness**: On **15+** get 3 Edges, on **10-14** get 2. On **9-** get 1 Edge but the situation worsens somehow – maybe you speed past a police car, additional vehicles start pursuing you, or you or your vehicle is damaged. The GM makes a Move.

Edges:

- ◆ Make a risky maneuver to get out of the way.
- ◆ Shake off one pursuing vehicle.
- ◆ Use your vehicle as a weapon against a pedestrian (2/3/4 Harm depending on speed).
- ◆ Sideswipe another vehicle off the road.

□ Vigilant

Whenever you *Read a Person*, you may choose from these questions in addition to the usual ones:

- ◆ Are you hiding anything from me?
- ◆ How do you really feel about me?

□ Improviser

Whenever you attempt to get out of a dangerous situation by winging it, roll **+Coolness**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** your improvisation makes the situation worse. The GM makes a move.

Options:

- ◆ Come up with a convincing lie.
- ◆ Hide from a pursuer.
- ◆ Find something you can use as a makeshift weapon (2 Harm chop/stab/crush).
- ◆ Set a trap that gives you a surprise advantage (+2 to your first attack Move).

□ Character Actor

Whenever you try to blend into a place or crowd by adapting your appearance and behavior to the others present, roll **+Intuition**: On **15+** choose 3 options, on **10-14** choose 2. On **9-** choose 1 but something goes wrong. The GM makes a move.

Options:

- ◆ Placate someone who is becoming suspicious.
- ◆ Get access to a place outsiders aren't allowed to go.
- ◆ Get someone to tell you about this place's secrets.
- ◆ Get someone's assistance with something here.

□ Wanderer

Whenever you are heading out to a community or another part of the city, roll **+Perception**: On **15+** choose 2 options, on **10-14** choose 1. On **9-** choose 1 options but something bad happened here. The GM says what and makes a move.

Options:

- ◆ Ask the GM one question about this place.
- ◆ You have a contact at this place who could help you, with a bit of convincing.
- ◆ You have a hideout here, where you can put your head down and get some rest.
- ◆ You know something about this place. Tell the others what.

□ Artifact

You own a seemingly mundane item, which actually possesses mystical powers. Its powers can be activated through certain methods, such as infusing it with blood or whispering forbidden words (you decide what is required). Whenever you activate the object, roll **+Soul**:

(15+) Choose one option (the GM determines what happens).

(10-14) Choose one option (the GM determines what happens). However, the artifact also exacts an additional price (the GM determines what is required).

(-9) The artifact does something unexpected, possibly dangerous. The GM makes a Move.

Options:

The GM may wish to modify this list of options, either on their own or by working together with the player to come up with what exactly the PC's artifact can do.

- ◆ See the true form of a creature or location.
- ◆ Receive a vision of what threatens you.
- ◆ Get yourself out of a bind.
- ◆ Call on the entity bound to the artifact and bargain with 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.

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.

□ 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.

□ 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.

□ Schizophrenia

You struggle with recurring psychotic episodes and terrifying hallucinations. In the first game session and whenever you go through difficult experiences, roll +0:

(15+) You maintain control of your insanity.

(10–14) The GM takes 1 Hold.

(–9) Schizophrenia overtakes you. The GM takes 3 Hold.

The GM may spend Hold to make a Move for your schizophrenia. For example, one of your hallucinations takes on physical form, you view your current surroundings as being hostile to you, you're afflicted by terrifying hallucinations, you're subjected to dark visions (true or false), or someone in your vicinity turns out to not actually be real.

□ 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.