

# THE ABOMINATION

*Through radical experiments, magical rituals, or the darkness within her, The Abomination has been transformed into something not entirely human. A raging monstrosity lives inside her, always ready to surface and cause terror, and death. The Abomination continually struggles to avoid losing her last remnants of humanity. She hides from society, who fears her, and Elysium's prison guards, who hunt her. Only among the misshapen and insane can she find peace, forever condemned to look out at a humanity she has lost.*



## OCCUPATION

Homeless, soldier, mental hospital patient, prize fighter, escaped experiment, mad scientist, occultist, hunter, criminal, freak, murderer, war veteran.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Family Secret
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Victim of Medical Experiments

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Creator
- ◆ Curse
- ◆ Jealousy
- ◆ Nemesis
- ◆ Schizophrenia
- ◆ Stalker

## ABILITIES

Choose 3 Abilities:

- ◆ Dark Vision
- ◆ Immunity
- ◆ Invulnerability
- ◆ Natural Weapons
- ◆ Quick
- ◆ Regenerate
- ◆ Experienced
- ◆ Unnaturally Strong

## LIMITATIONS:

Choose 2 limitations:

- ◆ Cannibalism
- ◆ Hunting Instincts
- ◆ Inhuman Appearance
- ◆ Sensitivity
- ◆ Uncontrolled Shapeshifting

## ATTRIBUTES

Assign the modifiers +3, +1, and +0 to the three passive Attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +4, +3, +2, +1, +0, -1, and -2 to the other 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 and dirty, blood-stained, leather and fur, athletic wear, street, or ill-fitting.

**Face:** Worn, hard, disfigured, ugly, bearded, grim, captivating, or mutilated face.

**Eyes:** Angry, burning, mad, desolate, sorrowful, curious, empty, or suspicious eyes.

**Body:** Massive, deformed, sinewy, fast, hunched, strange, scarred, muscular, or tall body.

## ALLIANCES

Choose one **Power broker** as your ally and another you are in conflict with.

## 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 you from when you were still human. Take **+1 Relation** with them.
- ◆ You have accidentally harmed one of the other characters.
- ◆ One of the characters has seen your true nature.
- ◆ You are secretly in love with one of the characters. Take **+2 Relation** with them.
- ◆ One of the characters trusts you to remain in control. They take **+1 Relation** with 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 mask.
- ☐ A broken syringe used by the people who did this to you. There is a company logo engraved on it.
- ☐
- ☐
- ☐
- ☐

# DARK SECRET

& Personal Drives

## DRAMATIC HOOKS

## ADVANCEMENT

When you accumulate 5 xp, choose an advancement option:

- Increase one active Attribute by +1 (max +4) ☐☐☐☐☐
- Increase one passive Attribute +1 (max +4) ☐☐
- Increase any one Attribute +1 (max +5) ☐
- Select a new Ability from your Archetype ☐☐☐

After 5 Advancements You May Also Choose:

- Increase any one Attribute +1 (to max +5) ☐☐
- Select any new Ability or Advantage. ☐☐☐
- End your character's story arc as you see fit, and create a new character, who starts with 2 Advancements. ☐
- Change Archetype to another Enlightened one ☐

After 10 Advancements You May Also Choose:

- Awake (retire your character to godhood) ☐

# ABILITIES

## □ Dark Vision

You see just as well in the dark, as in the light. When you use the darkness against your enemy, roll **+Perception**: On **15+** choose 3 Edges, on **10-14** choose 2. On **9-** choose 1 but the darkness is not as safe as you thought. The GM makes a move.

## □ Immunity

You are immune to an elemental effect which is lethal to normal humans. When you are subjected to this element, only your clothes, gear, and other equipment suffer damage. Choose 1 option: Fire, electricity, radioactivity, cold, chemicals (acids/poisons/drugs), etc.

## □ Invulnerability

You are invulnerable to a particular type of injury. When you are subjected to this type of injury, you get **+3** to your *Endure Injury* roll. Choose 1 option: Firearms, slicing and piercing weapons, bludgeoning and crushing weapons.

## □ Natural Weapons

Your body incorporates natural weaponry. These can include claws, fangs, tentacles, horns, armored limbs, or technological alterations, such as integrated knife blades. When you Engage in (close) Combat using your natural weapons, you deal **3 Harm**.

## □ Quick

You are impossibly quick. When you unleash your capacity for dazzling speed, roll **+Reflexes**: On **15+** choose 3 Edges, on **10-14** choose 2. On **9-** choose 1 Edge but you attract unwanted complications. The GM makes a Move.

- ◆ Immediate interrupt: Act before someone else completes their action.
- ◆ Blur of motion: Instantly transport yourself between two range increments before anyone can react; for example, moving from field to room, or from room to arm.
- ◆ Attack with the speed of lightning: Engage someone in (close) combat so rapidly they do not get a chance to Avoid Harm.
- ◆ Flurry of blows: Engage in combat with one additional target, over and above the number of targets the attack normally allows.

## □ Regenerate

Your body heals unnaturally fast. Serious wounds vanish completely in a few hours and critical wounds heal within a day. However, severe injuries may leave ugly scars and misshapen tissue.

## □ Unnaturally Strong

You are extremely strong. Actions like bending iron bars, bashing in doors, or lifting hundreds of kilograms are not a problem for you. You get **+1 Harm** to all close combat attacks, and once you have locked someone during unarmed combat, you can choose this attack option:

- ◆ Crush [4] [Distance: arm, victim must already be locked].
- ◆ Throw heavy object [3] [Distance: room].

## □ Experienced

You have life experiences and skills from your life prior to becoming Enlightened. Choose any 1 Advantage from an Aware Archetype.

# DISADVANTAGES

## □ Limitation: Cannibalism

You must consume human flesh in order to survive. If you haven't eaten the equivalent of one adult or three children within two week's time, you suffer a Critical Wound from decomposition, which can only be healed by eating the flesh you require – if not more. If you go an additional week without sustenance, you end up in a coma. The week after that, you die, unless someone feeds you human flesh.

## □ Limitation: Hunting Instincts

You are driven by instinct to hunt and kill a particular type of prey. Decide which prey you seek; examples include children, murderers, police officers, singers, etc. When your prey is within reach, you sense it instinctively and must roll **+Willpower**: on **15+** you keep your instincts at bay, on **10-14** if you choose to resist it you lose **Stability (-1)**. On **9-** if you don't have your prey now, suffer **Stability (-4)**.

## □ Limitation: Inhuman Appearance

You look inhuman and must wear a disguise to be able to exist around others. For example, your skin might be rotting, your limbs are warped, mechanical objects have been integrated in your skin, or you have features of insects. When humans perceive your true appearance, they are overcome by panic.

## □ Limitation: Sensitivity

You're particularly sensitive to something. You don't enjoy being in the vicinity of the element, and if you take Harm involving your sensitivity, you receive an additional **+2 Harm**. Choose 1 option: Fire, electricity, iron, cold, silver, sunlight, etc.

## □ Limitation: Uncontrolled Shapeshifting

When your emotions are heightened, you're transformed into an animalistic beast. Work together with the GM to describe the details of the monstrous form you turn into. Pick the emotion that triggers it for you (lust, anger, sorrow, jealousy, fear...) Whenever you feel this emotion or experience traumatic events, roll **+Willpower**:

**(15+)** You retain your human form.

**(10-14)** You gain some inhuman features.

**(-9)** You are contorted into something entirely inhuman. The GM takes control of your character until it wears off, at most one full scene after your transformation.

## □ Creator

You are the result of your creator's terrible experiment or inhuman ritual. You managed to escape, but they are still looking for you. At the first session and anytime you show your true self for someone, roll **+0**:

**(15+)** You are safe from your creator.

**(10-14)** Your creator catches your scent. The GM takes 1 Hold.

**(-9)** You have revealed yourself to your creator. The GM takes 3 Hold.

The GM can spend a Hold to make a Move for your creator. For example, your creator might send henchmen or other experiments to bring you back, target someone you care about, gives you an order and expects you to follow through, or provides you with unexpected insights into your origin or purpose.

## □ 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: 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.

## □ Jealousy

There is someone who has the life you want to have, and you would do anything to possess it. Whenever you encounter the subject of your jealousy or their life's trappings (possessions, family, friends, etc), roll **+0** to see if you can keep your cool:

**(15+)** You maintain control over your jealousy.

**(10-14)** You're afflicted by jealousy and take **-1** ongoing for as long as you remain in the subject's vicinity, and you do not suppress your jealous desires.

**(-9)** Your jealousy takes hold of you. You must Keep it Together to refrain from harming, destroying, or stealing from the subject of your jealousy.

## □ Nemesis

Through some terrible act you have made an enemy, who does everything in their power to take revenge. Decide who your nemesis is and what you have done. In the first game session and whenever you let your guard down, roll **+0**:

**(15+)** You are safe from your nemesis for the moment.

**(10-14)** You have been careless and your nemesis moves against you. The GM takes 1 Hold.

**(-9)** You have compromised your position and your nemesis strikes in full force. The GM takes 3 Hold.

The GM can spend Hold to make Moves on behalf of your nemesis: your nemesis may strike when you're alone, use secrets they've uncovered to extort you, intimidate you, attack someone you hold dear.

## □ 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. 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: a trusted associate has been paid off by them, one of your loved ones or allies disappears, they try to actively hurt you.