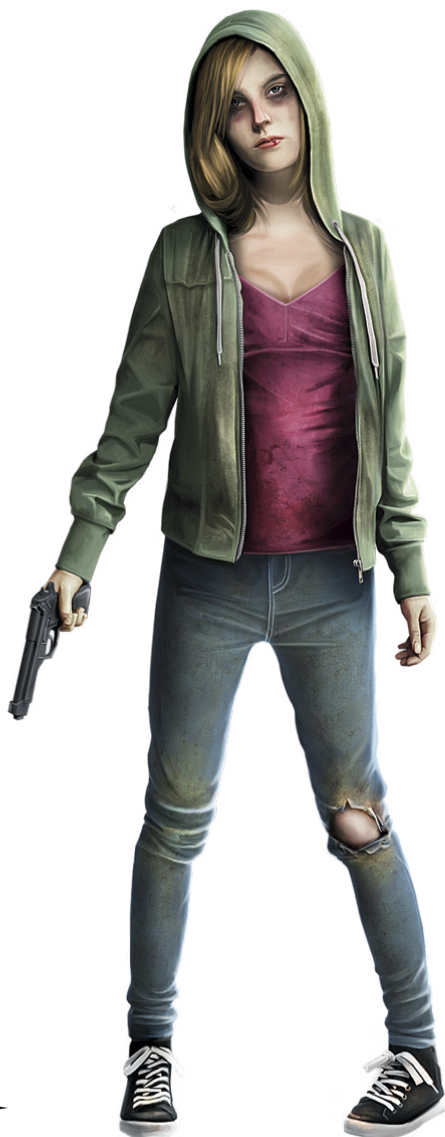


THE AVENGER

The Avenger has been robbed of something dear to them, be it their loved one, job, family, humanity, honor, memories, or life goals. Regardless of what was taken, it's loss can only be paid for in blood. The only thing remaining is revenge, and The Avenger won't let anything get in their way, regardless of consequences.



OCCUPATION

Homemaker, Ex-Cop, Panhandler, Unemployed, Student, Criminal, Refugee, Prison escapee, Prize fighter, Widow(er), Washed-up celebrity, Science experiment on the run.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Guardian
- ◆ Returned from the Other Side
- ◆ Strange Disappearance
- ◆ Victim of Crime
- ◆ Victim of Medical Experiments

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Oath of Revenge [Obligatory]
- ◆ Mental Compulsion
- ◆ Nightmares
- ◆ Schizophrenia
- ◆ Stalker
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Animal Speaker (Intuition)
- ◆ Instinct (Perception)
- ◆ Enhanced Awareness (Soul)
- ◆ Intimidating (Violence)
- ◆ Survival Instinct (Violence)
- ◆ Code of Honor (-)
- ◆ Eye for an Eye (-)
- ◆ Rage (-)

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: Leather, survival, filthy, mismatched, coat-covered, casual, or worn clothes.

Face: Haggard, sharp, neotenic, scarred, bony, thin, mutilated, or dour face.

Eyes: Ruthless, frosty, indifferent, desolate, sorrow-filled, tired, mad, or dark eyes.

Body: Robust, deformed, plump, mutilated, slender, animalistic, bony, emaciated, willowy, massive, strong, or youthful 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.

- ◆ You have entrusted one of the characters with a secret, which could put you in prison if revealed.
- ◆ One of the characters tried to get you to forget your oath of revenge. Give them **+1 Relation** with you.
- ◆ One of the characters tried to help you fulfill your oath of revenge. Take **+1 Relation** with them.
- ◆ One of the characters has ties to the target of your revenge.
- ◆ One of the characters is connected to your past life somehow.

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

- ☐ Print-out bundle of different social-media profile pages.
- ☐ A menacing melee weapon or large caliber handgun.
- ☐
- ☐
- ☐
- ☐

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

Animal Speaker

You are able to understand and control animals. Whenever you attempt to control an animal, roll **+Intuition**:

(15+) Choose three options. You may save up to two for later.

(10–14) Choose two options. You may save one for later.

(–9) Choose one option, but the animal is affected by your memories and Disadvantages. The GM makes a Move.

Options:

- ◆ Make the animal go against its instincts.
- ◆ Make the animal follow you.
- ◆ Make the animal protect you against an attacker.

Instinct

Whenever you *Observe a Situation* and act on the GM's answers, take +2 instead of +1.

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.

Intimidating

There is something about you that instinctively makes others fear you. Whenever you're trying to frighten another person, roll **+Violence**:

(15+) They succumb to fear and give in to your demands.

(10–14) They run away from you or give in to you, GM's choice.

(–9) They see you as their primary threat and act accordingly. The GM makes a Move for them.

Survival Instinct

Whenever you suffer a serious or critical injury yet refuse to yield, roll **+Violence**. On a success, you may temporarily ignore the effects of the injuries, but you will need treatment to stabilize them as soon as the time limit expires:

(15+) You ignore your injuries until the conflict is over, as well as choose one:

- ◆ Viciousness: +1 ongoing to *Engage in Combat* rolls for the remainder of the fight.
- ◆ Adrenaline rush: +1 ongoing to *Endure Injury* rolls for the remainder of the fight.

(10–14) You ignore your injuries until the conflict is over.

(–9) You overexert yourself and after a few moments your injuries cause you to pass out and collapse. After your next action, the GM decides when and how you pass out.

Code of Honor

You abide by a strict code of honor. Decide its nature. Whenever you take risks or sacrifices for your code of honor, gain **Stability (+1)**.

Eye for an Eye

Whenever you suffer a serious or critical injury, name the person you feel is responsible. You get +2 ongoing to all rolls against them, forever. All rolls targeting the person count, but rolls targeting the person's family, friends, minions, and property only count if the GM feels they're applicable.

Rage

When in combat, you may awaken your inner rage. Lose Stability (–1) and mark 1 Rage. Every time you get a wound, increase Rage by +1. Rage lasts until the end of the combat.

During this combat you may spend 1 Rage to choose 1 Edge:

- ◆ Brutal assault: take +1 **Harm** to your attack.
- ◆ Ignore the pain: take +2 to *Endure Injury*.
- ◆ Lost in frenzy: shake off and ignore psychological or supernatural influence.

DISADVANTAGES

□ Oath of Revenge

You have sworn to avenge an unforgivable injustice. Decide who is the subject of your vengeance and what they have done to you. It could be a single individual, people who share a certain trait, or members of an organization. Whenever the target of your vengeance (or someone/something associated with them) appears, roll +0:

(15+) You remain in control of your vengeful nature and can act rationally.

(10–14) You can't focus on anything, other than the target of your vengeance. Take *–1 ongoing* until the target's involvement in the scene ends.

(–9) You become obsessed and can act only to further your revenge. Doing anything else requires you roll *Keep it Together*. Your obsession cannot be assuaged while the target remains in the same scene with you.

□ Mental Compulsion

You are fixated on a particular idea or action, to the point of it strongly impacting your life. Choose a compulsion when you take this Disadvantage. In situations where you could be distracted by your compulsion, roll +0:

(15+) You control your compulsions and can focus on things.

(10–14) You become distracted and take *–1 ongoing* to all rolls until you have removed yourself from the situation or succumbed to your compulsion, taking any actions it demands of you.

(–9) You become completely obsessed with your compulsion. If you focus on anything else, reduce **Stability** *(–2)*

Compulsions:

- | | |
|-------------------|------------------------|
| ◆ Cleaning | ◆ Kleptomania |
| ◆ Counting | ◆ Cursing |
| ◆ Triple-checking | ◆ Confessing your sins |
| ◆ Showering | ◆ Eating |
| ◆ Memorizing | ◆ Hypochondria |

□ 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.

□ 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.