

THE DECEIVER

You were in love. You finally met Mr. Right. Your future was certain, the wedding was planned, and everyone felt you were perfect for each other. Then one day, your beloved disappeared along with your bank account and all your jewelry. You were another target of the Deceiver. Deceivers are masters of masking their true feelings, and can become exactly the person their victims want. Deceivers leave a trail of bitter enemies in their wake. When their past catches up to them, it often ends in tragedy.



OCCUPATION

Model, Between jobs, Catfisher, Lover, Escort, Heir(ess), Jetsetter, Party animal, Secretary, Marriage swindler, Con artist, Gigolo, Scammer, Thief, Snitch, Pornstar.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Heir
- ◆ Mental Illness
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Cursed
- ◆ Greedy
- ◆ Liar
- ◆ Nemesis
- ◆ Sexual Neurosis
- ◆ Wanted

ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Erotic (Charisma)
- ◆ Impostor (Charisma)
- ◆ Seducer (Charisma)
- ◆ Backstab (Coolness)
- ◆ Eye for Detail (Perception)
- ◆ Intuitive (Intuition)
- ◆ Grudge (–)
- ◆ Manipulative (–)

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: Tight-fitting, designer, sexy, revealing, bohemian, stylish, trendy, proper, peacockish, exclusively-cut, distressed, or attention-grabbing clothes.

Face: Elfin, handsome, neotenic, youthful, chiseled, defined, soft, round, gorgeous, innocent, dignified, or cheerful face.

Eyes: Mischievous, twinkling, intense, vulnerable, innocent, pretty, understanding, friendly, large, penetrating, or warm eyes.

Body: Slim, sexy, masculine, curvy, towering, sensual, voluptuous, petite, toned, youthful, hearty, tall, short, thin, or wiry 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 helped you kill one of your many enemies. Take **+1 Relation** with them.
- ◆ One of the characters knows one of your victims.
- ◆ One of the characters met you during a rare moment when you were your true self.
- ◆ One of the characters is your current victim. They take **+2 Relation** with you.
- ◆ One of the characters is attracted to you. 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

- ☐ Sizeable collection of fake ID papers and documents, many with your pictures on them, but some still blank.
- ☐ A half-used blister pack of antipsychotic medication.
- ☐
- ☐
- ☐
- ☐

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. ☐

ADVANCES

□ Erotic

Whenever you make moves to attract an NPC to you, roll **+Charisma**: On **15+** choose up to 3 options, on **10-14** choose 2. On **9-** choose 1 option but the nature of attraction is different from what you had hoped. The GM makes a move.

- ◆ The person must have you, and will abandon their normally reasonable behavior to do so.
- ◆ The person is distracted by you for as long as you're in the vicinity, unable to concentrate on anything else.
- ◆ The person becomes jealous of anyone competing for your attention, and tries to dispose of them by any means necessary.
- ◆ You make them uncertain and confused. You take +1 ongoing against them during this scene.

□ Impostor

You maintain relationships with numerous people who all believe you are their soulmate, yet are unaware of each other. Whenever you need money, a safehouse, protection, or other help one of your victims can provide, describe who they are and roll **+Charisma**:

(15+) They can provide you with whatever you require.

(10-14) One of them might be able to help, but it will take some convincing.

(-9) You know someone who can help, but they have already seen through your game. If you want their assistance it will require threats or blackmail to get them to provide it.

□ Backstab

Whenever you attack someone who's unprepared for it, roll **+Coolness**: On **10-14** choose one option, on **15+** choose two. On **9-** You expose your betrayal. The GM makes a Move.

Options:

- ◆ Aim for the sensitive parts: Deal +1 Harm.
- ◆ Knock out: The NPC is rendered unconscious. PCs roll to Endure Injury and become neutralized on a (-9).
- ◆ Careful: You act soundlessly and, if your victim dies, you leave no clues or traces behind.

□ Seducer

You can consciously make people fall in love with you. Whenever you have an intimate moment with someone, roll **+Charisma**: On **15+** choose up to 3 options, on **10-14** choose up to 2. On **9-** choose 1 option but you develop feelings for the person. Increase your Relation to them by 1.

- ◆ Give you something you want.
- ◆ Reveal a secret.
- ◆ Fight to protect you.

NPCs who fall in love with you cannot oppose you, as long as you haven't expended all your options.

Against PCs, you may only choose the following options:

- ◆ Make them feel bad for opposing you (they must Keep it Together)
- ◆ They feel happy in your presence, and gain **Stability (+2)**.

□ Eye for Detail

Whenever you have had time to study somebody for a while, roll **+Perception**: On **15+** ask 3 questions, on **10-14** ask 2. On **9-** ask 1 question but you expose your inquisitiveness to the person you're observing. The GM makes a Move.

- ◆ Where are you from?
- ◆ Are you capable of violence?
- ◆ How could I seduce or tempt you?
- ◆ Why are you here?
- ◆ What are you working on?

□ Intuitive

You can sense people's motives through subconscious readings of their body language, word choices, and behavior. Whenever you *Read a Person*, you may always ask one additional question, regardless of the outcome of your roll.

□ Grudge

When someone directly or indirectly ruins your plans, you take +1 ongoing against them until you have taken revenge or received restitution of equal worth to what you lost.

□ Manipulative

Whenever you do someone a favor or learn one of their secrets, you may later choose one of the options below, by reminding them of your prior services or hint at the secret you know:

- ◆ Take +2 to Influence them.
- ◆ Take +2 to Hinder them.

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.

□ 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) The black void inside shrieks for more. As long as the opportunity exists and you do not take it, you suffer –1 ongoing to any rolls you make.

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

□ Liar

You're a compulsive liar, who invents stories at every opportunity, especially when it's beneficial for you. At the start of every session, roll +0 to see what trouble your lies have gotten you into this time:

(15+) You have kept your lies tangle-free.

(10–14) You've told one too many lies. The GM takes 1 Hold.

(–9) Your web of lies has come completely unraveled. The GM takes 3 Hold.

The GM can spend Hold whenever a PC encounters someone they know to ask, "What have you lied about to this person?" or to invent a troublesome lie the PC has told in the past.

□ 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 to earn their vengeance. In the first game session and whenever you let your guard down, roll +0 to see if your nemesis moves against you:

(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 against you in full force. The GM takes 3 Hold.

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

□ Sexual Neurosis

Your sexuality is a destructive, controlling force in your life. You compulsively seek out superficial sexual encounters and are willing to perform degrading acts – or even commit crimes – to satisfy your fantasies. Whenever you have the opportunity to have consensual sex or take advantage of someone vulnerable to your advances, roll +0:

(15+) You can control your urges.

(10–14) Choose between having sex with the person or reduce your Stability (–1).

(–9) You cannot resist having sex with the person and the GM chooses one option:

- ◆ You hurt, or you are hurt by, your sexual partner (physically or psychologically).
- ◆ The boundaries between dimensions are weakened; an entity from beyond catches the scent of you or your lover.
- ◆ Your sexual partner becomes obsessed with you and starts stalking 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.