

THE REVENANT

Sometimes when people die, their souls refuse to leave the land of the living. Instead, they manifest physically or possess another body in order to walk amongst the living. These creatures, who were once human, are called Revenants. Ruthless experiments, curses, and dark powers can also warp a human, causing her to lose part of her humanity and become a Revenant – forever condemned to walk the boundaries between life and death.



OCCUPATION

Con man, model, playboy, actor, aristocrat, artist, club owner, avenger, escaped experiment, musician, politician, occultist, prostitute.

DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Curse
- ◆ Occult Experience
- ◆ Pact with Dark Powers
- ◆ Returned from the Other Side
- ◆ Victim of Crime

DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Curse
- ◆ Nightmares
- ◆ Oath of Revenge
- ◆ Persecutors
- ◆ Sexual Neurosis
- ◆ Stalker

ABILITIES

Choose 3 Abilities:

- ◆ Bewitching
- ◆ Commanding Voice
- ◆ Ethereal
- ◆ Invulnerability
- ◆ Memories of Past Lives
- ◆ Mind Manipulator
- ◆ Telekinesis

LIMITATIONS:

Choose 2 Limitations:

- ◆ Soul thirst
- ◆ Bloodthirst
- ◆ Controlled by External Force
- ◆ Sensitivity
- ◆ Symbol Bondage

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: Old-fashioned, kinky, latest fashion, revealing, attention-grabbing, or strange clothes.

Face: Pale, beautiful, cruel, sickly, childish, dignified, androgynous, or sad face.

Eyes: Indifferent, dark, intense, cunning, mad, understanding, or concerned eyes.

Body: Skinny, sexy, trembling, voluptuous, frail, malformed, androgynous, or wispy 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 is your ally. Take **+1 Relation** with them.
- ◆ One of the characters had something bad happen to them because of you.
- ◆ One of the characters asked you for help with something regarding death.
- ◆ One of the characters fears you.
- ◆ One of the characters is your enemy.

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

- ☐ Battered smartphone with videos of your lost loved ones.
- ☐ A wedding ring.
- ☐
- ☐
- ☐
- ☐

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

□ Bewitching

You exert a strong attractive force on people. When you use your powers to manipulate someone, roll **+Charisma**: On **15+** choose 3 options, on **10-14** choose 2. On **9-** choose 1 option but you also make your victim become obsessed with you. They will be dying to meet you again, making every effort to do so.

- ◆ Make your victim like you. They take **+1 Relation** to you.
- ◆ Influence your victim as if you rolled a (15+).
- ◆ Make your victim desire you.

□ Commanding Voice

You may order people and creatures about. When you give an intelligent non-player creature an order, roll **+Soul -magic level** of creature:

(15+) The person or creature must obey your order, unless doing so would cause them direct harm.

(10-14) The person or creature must obey your order, unless doing so would expose them to danger.

(-9) The person or creature acts unpredictably. The GM determines if they resist the order, misunderstand it, carry out your instructions incorrectly, becomes angered at you, or carries out your order, but gains a magic bond to you that it will exploit later.

When you give a PC an order, she must *Keep it Together*. If she fails, she's unable to resist the order.

□ 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, or bludgeoning and crushing weapons.

□ Memories of Past Lives

Choose any 1 Advantage from an Aware Archetype.

□ Ethereal

You are able to transform your body into a fine, ghostly mist. When you assume your ethereal form, roll **+Soul**: On **15+** choose 3 Edges, on **10-14** choose 2. On **9-** choose 1 Edge but you attract spirits or other ethereal creatures. The GM makes a Move.

Edges:

- ◆ Ghostly movement: Move through a physical obstacle such as a person, wall, or door.
- ◆ Weapons pass right through me: Completely avoid physical Harm.
- ◆ Unrestrainable: Get out of a hold, bondage, or other physical objects trapping you.

□ Mind Manipulator

You can intrude upon people's minds, in order to find information there or to implant false memories. When you force yourself into someone's head, roll **+Soul**: On **15+** choose 3 options, on **10-14** choose 2. On **9-** choose 1 but you also open your mind to the person you're reading. They pick one option to use against you as well.

- ◆ Search their memories for a specific event. You experience this memory as if it was your own.
- ◆ Ask the person what their surface thoughts are at the moment.
- ◆ Search for specific information the person should know.
- ◆ Plant a false memory. It will fade and disappear within a few hours, but will feel real until then.

□ Telekinesis

You can move objects using the power of your mind, but the larger they are, the more mental effort is required. When you use telekinesis as a weapon, you can perform the following attacks:

- ◆ Launch a small object [1] [Distance: room, e.g., glass, vase, bottle].
- ◆ Launch a medium-sized object [2] [Distance: room, decreases **Stability** by **-1**, e.g., television, table, armchair].
- ◆ Launch a large object [3] [Distance: room, decreases **Stability** by **-2**, e.g., car, shipping container].

DISADVANTAGES

□ Limitation: Soul Thirst

You must feed on people's life force to survive. The drinking from a person's soul usually occurs during sex, or by kissing a sleeping or unconscious person. You must devour the equivalency of one human soul per week (10 *Stability* points). It could consist of one victim who you devour entirely – leaving an apathetic husk in your wake – or several, who are all tapped of a bit of their life force. Anyone subjected to this gradually loses their life force, becoming pale and depressed (–1 to –9 *Stability*). When the victim's *Stability* reaches 0 (Broken), you devour the final remnants of her soul. If you fail to devour the equivalency of one human soul each week, you lose an amount of *Stability* equal to that which you lacked (i.e., if you lack 3 *Stability* 'feeding' points by week's end, you lose 3 *Stability*). If your *Stability* reaches 0 due to this, you become an ethereal phantom until you once again gain the chance to devour human souls.

□ Limitation: Bloodthirst

You must drink human blood to survive. If you haven't drunk the equivalent of one adult's or three children's blood supply within two week's time, you suffer a Critical Wound from withering away, which can only be healed by drinking the blood 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 blood. To drink blood without causing 2 *Harm* is an *Act Under Pressure*.

□ Limitation: Controlled by External Force

You have made a pact with a demon or Higher Power (see Chapter 21 – Pacts and Magic). It could be a nepharite, an angel, a forgotten god, or even an Archon or Death Angel. If the pact is broken in any way, you could lose your powers, become human again, or be obliterated.

□ 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: Symbol Bondage

You are bound to a symbol. It could be anything from a piece of jewelry to a building or a tattoo on someone else's body. Whenever the symbol is harmed, you suffer sympathetic injuries. If the symbol is destroyed, you are also obliterated. For as long as the symbol remains intact, you cannot truly die; rising from the grave, if you do. However, if someone discovers the symbol, they can gain power over you – even summon you to them to do their bidding. Furthermore, for as long as they possess the symbol, you cannot harm them.

□ 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.

□ 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.

□ 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 –*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*.

□ Persecutors

You are hunted by a group or organization of people sworn to eradicate your kind. At the first session and whenever you reveal your true nature to human witnesses, roll +0:

(15+) You are safe from your persecutors, for the moment..

(10–14) You've left a trail for them to follow. The GM takes 1 Hold.

(–9) They have tracked you down. 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.

□ 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, 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.

□ 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.