

# THE BROKEN

*The Broken has gazed into the Abyss and escaped with their mind in tatters. They could be a homeless person who subconsciously performs rituals to forgotten gods, a mental patient who became a test subject for experimental medications, or a sinner who was physically dragged down to hell, yet somehow managed to escape. In exchange for their trauma, they've been granted unique insights about the Truth. The question is, how far can they trust their own senses?*



## OCCUPATION

Homeless, Escaped mental patient, Street peddler, Street performer, Thief, Addict, Street artist, Freelance journalist, Tattoo artist, Abuse survivor.

## DARK SECRET

Choose 1 or more Dark Secrets:

- ◆ Forbidden Knowledge
- ◆ Mental Illness
- ◆ Occult Experience
- ◆ Returned from the Other Side
- ◆ Victim of Medical Experiments

## DISADVANTAGES

Choose 2 Disadvantages. Suggestions:

- ◆ Broken [Obligatory]
- ◆ Drug Addict
- ◆ Involuntary Medium
- ◆ Mental Compulsion
- ◆ Schizophrenia
- ◆ Stalker

## ADVANTAGES

Choose 3 Advantages from the list below.

- ◆ Street Contacts (Charisma)
- ◆ Intuitive (Intuition)
- ◆ Daredevil (Perception)
- ◆ Contagious Insanity (Soul)
- ◆ Enhanced Awareness (Soul)
- ◆ Magical Intuition (Soul)
- ◆ Sixth Sense (Soul)
- ◆ Wayfinder (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:** Hobo, streetwear, ripped suit, strange, ragged and worn, alternative, casual, kinky, formal, amulets and fetishes, or dirty clothes.

**Face:** Haggard, tattooed, bony, wild beard and long hair, grimacing, cheerful, sorrowful, dirty, scarred, or apprehensive face.

**Eyes:** Obscured, staring, desolate, deranged, frightened, anxious, furious, unfocused, fearless, darting, intense, or carefree eyes.

**Body:** Jerky, crouching, feral, skinny, large, tattooed, scarred, hairy, misshapen, obese, tall and gangly, dirty, or unsteady 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 is trying to get you back on your feet again. Take **+1 Relation** with each other.
- ◆ One of the characters was with you when you were broken. Take **+1 Relation** with them.
- ◆ One of the characters is your closest friend. Take **+2 Relation** with them.
- ◆ One of the characters was the reason you were broken. Take **+1 Relation** with them.
- ◆ You are angry with one of the characters. Take **+1 Relation** with them.

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

- ☐ Unlabelled bottle of psychiatric drugs.
- ☐ A memento from your childhood.
- ☐
- ☐
- ☐
- ☐

# 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 outsiders and outcasts. Whenever you need to know something and check in with your contacts, roll **+Charisma**:

**(15+)** Ask up to three questions.

**(10–14)** Ask one question.

**(–9)** Ask one question, but someone becomes suspicious or aggressive. The GM makes a Move.

- ◆ 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?

## □ 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.

## □ Daredevil

Whenever you're entering a dangerous situation, roll **+Perception**:

**(15+)** Choose three Edges. You may spend them during the scene.

**(10–14)** Choose two Edges. You may spend them during the scene.

**(–9)** Choose one Edge, but you are in over your head. The GM makes a Move.

- ◆ Keep your eyes open: Discover a threat before it discovers you.
- ◆ Get out of the way: Avoid an attack.
- ◆ Get the jump on them: Harm your opponent before they can react.

## □ Contagious Insanity

Whenever you allow your madness to infect someone you're speaking with, roll **+Soul**:

**(15+)** Choose two options.

**(10–14)** Choose one option.

**(–9)** Your intended victim's own terrors and Dark Secrets manifest within you, instead. You must *Keep it Together*.

- ◆ Afflict your victim with a temporary psychosis, in which they are haunted by their fears (NPCs only).
- ◆ Trigger a Disadvantage within another person (PCs only, roll for the Disadvantage).
- ◆ Affect an additional victim.
- ◆ Call for creatures of madness to haunt the infected.

## □ 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.

## □ Magical Intuition

You have an innate ability to perceive auras and sense the presence of magic. Whenever you do it, roll **+Soul**:

**(15+)** Choose up to three options. Two may be saved until later this scene.

**(10–14)** Choose up to two options. One may be saved until later this scene.

**(–9)** Choose one option, but you also get an unexpected vision or attract attention. The GM makes a Move.

- ◆ Learn something about a creature's true nature.
- ◆ Learn if something has a magical nature.
- ◆ Learn where the Illusion is weakest towards other dimensions.

## □ Sixth Sense

At the start of each game session, roll **+Soul**: On **10–14** choose 2 options to use during the session. On **15+** choose 3:

- ◆ Act first in a threatening situation. Including surprise attacks.
- ◆ Sense whether someone wishes good or ill towards you.
- ◆ Discover or sense a clue or lead when you're off track.

**(–9)** Your instincts will fail to trigger in a dangerous situation. The GM makes a Move at some point during the session.

## □ Wayfinder

Whenever you travel to a place in the city and allow your madness to guide you through the alleys, roll **+Soul**:

**(15+)** You reach your destination within a few minutes, no matter the distance.

**(10–14)** You discover a shortcut, but there is also some sort of obstacle you will need to get past.

**(–9)** You discover a shortcut, but it leads you into a dangerous situation, such as the lair of some creature or an ambush set by some gang. The GM makes a Move.

# DISADVANTAGES

## Broken

Some experience in your past has broken your psyche so badly you've been unable to recuperate from it. As a result, your Stability can never increase beyond Distressed (6).

## Drug Addict

You are addicted to hard drugs; name at least one. In the first game session and whenever you have been using, or have the opportunity to use, roll +0:

**(15+)** You are in control of the urge, for now.

**(10-14)** The GM takes 1 Hold.

**(-9)** The GM takes 3 Hold.

The GM may spend Hold to make a Move for your addiction. For example, you cannot resist using the drug, run out of drugs, become indebted to a dangerous person, put yourself in danger while under the influence of drugs, or ruin something important to you – like a relationship – while under the influence.

## Involuntary Medium

You are an open vessel for any spirits or demonic entities who desire a medium to speak through or need a corporeal body to use for their purposes. Whenever you encounter spiritual entities or haunted places, roll +0:

**(15+)** You resist the possession.

**(10-14)** The entity gains influence over you. The GM takes 1 Hold.

**(-9)** The entity gains control over you. The GM takes 3 Hold.

The GM can spend Hold to make Moves for the being possessing you. For example, the entity may give you a vision, make use of your body, communicate with or through you, try to harm someone else through you, follow you unseen, demand something from you, or drag you into another dimension.

## 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         |

## 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.