

# Eschaton

A Game by  
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*The Apocalypse is a given fact. Whether or not you are trying to start, stop or simply survive it, the potential for destruction is always present. You and the community know this. You work over the years to confront it. Yet every Generation ekes closer to this final revelation only to be mired by their own weaknesses. The outside world does not know what is coming for them, but you do.*

**Children of Revelations** is a *Powered by the Apocalypse* (PbtA) hack set in a pre-apocalyptic world. During the course of play, characters reckon with the **Apocalypse** over a series of **Generations**. You will work, live, and play on a commune owned by an apocalyptic religious movement. This commune is led by a Supreme Leader, the ultimate authority for the community.

To play you need a Game Master (GM), paper, writing utensils, some six-sided dice, and three different types of tokens to keep track of emblems.



**Children of Revelations** was created for the [Legacy Jam](#), hosted by Mousehole Press. The game was inspired by the *Parable* series by Octavia Butler and is a PbtA hack. The cover image is by [Ian Parker from Unsplash](#). The above image is by [Marcus Castro from Unsplash](#). Thanks Gabe!

# Playing the Game

## PbtA Summary

If you are already familiar with PbtA games, skip to **Getting Started**.

If you have never played a Powered by the Apocalypse game before, see the following summary for guidance:

- **Play is centered around conversations.** The GM is not an arbiter of the truth but rather facilitates the drama. Everyone, the GM and the players, contribute to the narrative.
- **Make Moves.** Whenever a character attempts an action that could not be easily accomplished by an average person, they should make a Move.

There are Basic Moves that cover common actions, Special Moves that are triggered in specific

## Getting Started

During the first session, you create your community and player characters. Once you have finished community and character creation, you should either take a break or continue the play in the next session. During this time, the GM should create their Generation and Apocalypse Hooks. For your first session, follow the instructions below:

**1. Choose a GM.** The GM should be familiar with all the rules. Introduce **Children of Revelations**. Pass out the Basic Moves, Special Moves, Emblems, and character playbooks pages to the player.

**2. Choose a character playbook.** To create a character, do the following:

- Choose a name, gender, and age.
- Assign the following modifiers to your stats: **+2, +1, +1, +0, +0, -1.** Pick one move.
- Introduce your character.
- Choose a PC to have a soul emblem for. Describe your relationship.

You play this character for one **Generation**. When you **Transcend**, you create and play a new character.

**3. Create the community.** The GM asks the players the following questions:

- What is the name of your community?
- What are community members called?

circumstances, and Class Moves that are unique to character playbooks. When you make a Move, describe in fiction what you are doing.

- **See what happens next.** To find out the result of your Move, roll two six-sided dice and add any relevant modifiers. Depending on the result of the roll, the GM will tell you what happens next.

Generally, a result of 10 or more is a full success or you get exactly what you want. A result of 7 - 9 is a partial success, meaning you might get what you want but complications are sure to occur. If you get anything less than a 6, you get a missed roll. On a miss, bad shit happens.

In certain conditions you can modify rolls with a forward modifier. Forward modifiers only apply to your next roll.

What do outsiders call you?

- What does your community believe about the **Apocalypse**? What will trigger it? Do they want to stop or start it?
- What do you think of your Supreme Leader? How do they look and act like?

**4. Create religious tenets.** Each player character creates a tenet. Write each tenet on a card and place them where everyone can see them. Upstanding members of the community always uphold these tenets. If you break them, there will be consequences.

**5. Draw a map of the commune and surrounding area.** To fill out the map, the GM asks the players the following questions:

- How isolated is the commune from outside world?
- Where do people sleep at night? Is it in a communal space? In separate rooms?
- Does the Supreme leader live there?
- What impressive feature do members show off to visitors?
- Where do people gather for celebrations or service?
- Where can only high-ranking officers enter?

# Basic Moves

## Clout

When you try to persuade a person to do what you want, roll +Spirit.

- On a 10+: Choose two.
- On a 7-9: Choose one:
  - They do want you want.
  - You are not reported.
  - You charm them and gain an influence emblem.
- On a miss: You fail to convince the displeased target. Gain a doubt emblem.

Use **Clout** when you are trying to convince someone to do or believe something they normally would not. If your request is relatively simple and within reason, you do not need to make a **Clout** move.

## Anguish

When you suffer physical, emotional or mental harm, roll +Fortitude.

- On a 10+: Your resilience protects you from lasting harm. The community is in awe of your perseverance. Gain an influence emblem.
- On a 7-9: You will eventually heal from your wounds but at the moment you can only think about your pain. Gain a trauma emblem.
- On a miss: You wallow in your suffering. Gain a doubt and a trauma emblem.

When you fail a roll with dire consequences, the GM might ask you to make an **Anguish** move.

## Defiance

When you act against the authority or tenets of the community, roll +Will.

- On a 10+: Choose two:
- On a 7-9: Choose one:
  - You are not punished.
  - Your faith is not questioned and you do not gain doubt emblem.
  - You gain respect for your daring and gain an influence emblem.
- On a miss: Rumors spread of your heresy. Gain a doubt and a trauma emblem.

If you are trying to persuade someone else to take the action for you, use **Clout** instead.

*Basic Moves cover the most common actions PCs take during play. If a move does not cover an action, roll the most appropriate stat and the GM will decide the outcome. If you have Soul with the target of a Move, always add +1.*

## Good Works

When you aid a person in need, roll +Charity.

- On a 10+: Choose two.
- On a 7-9: Choose one:
  - Remove a doubt emblem from you and the target of your aid.
  - Your kind spirit is celebrated and you gain an influence emblem.
  - You aid works. Add +1 to the target's current roll.
- On a miss: Your assistance is misunderstood or unwelcomed. Gain a trauma emblem.

You can use **Good Works** to aid another player character's move.

## Leap

When you attempt the impossible, roll +Faith.

- On a 10+: Your efforts succeed against all odds. Remove a doubt emblem.
- On a 7-9: You just barely manage to accomplish your goal but not without some cost.
- On miss: Bad stuff happens. Gain a doubt and a trauma emblem.

When you attempt a high risk action, the GM might ask you to make a **Leap** move. If the action is against the authority or tenets of the community, you should make a **Defiance** move instead.

## Interpretation

When you analyze a person or situation using your knowledge of sacred texts, roll +Dogma.

- On a 10+: Ask the GM three questions.
- On a 7-9: Ask one:
  - What is hiding in plain sight?
  - What can I use to my advantage?
  - How can I prove my faith?
  - What is going to happen next?
  - How can I protect myself from harm?
  - Who can I trust?
- On a miss: The GM gives you incorrect or misleading information. Gain a trauma emblem.

You get +1 forward when you act on the answers.

*Special Moves are triggered by events in the fiction. If you attempt an action that could be either a Basic or Special Move, make the Special Move.*

# Special Moves

## Conversion

When you try to convert a non-believer, if your appeal is a message of love and compassion, roll +Charity. If it is based in a fear of the apocalypse, roll +Dogma.

- **On an 10+:** They decide to join the community. The new convert is indebted to you and the community rejoices. Gain an influence emblem and a soul emblem for them.
- **On a 7-9:** They join the community but they are not a great fit. They might cause trouble for you. Gain a soul emblem.
- **On a miss:** They do not join the community and your reputation suffers. Gain a doubt and a trauma emblem.

You are more likely to use **Conversion** when you **Leave the Commune** in an officially sanctioned manner. However, sometimes curious non-believers might wander on to the commune.

## Excommunication

If your doubt reaches the maximum, you are put on trial by the community authorities. Roll without adding any modifiers.

- **On a 10+:** You are granted mercy. Remove all doubt emblems and gain a trauma emblem.
- **On 7-9:** The decision is a close one but you can stay if you agree to the conditions. Even if you agree to the conditions, the community will have a hard time trusting you in the future. Remove half of your accumulated doubt emblems and gain a trauma emblem. If you do not agree to the conditions, you are excommunicated. Make a new character.
- **On a miss:** You are excommunicated from the community. This may happen immediately or over a series of weeks. However, you are powerless to stop it. Make a new character.

If you leave the community as a result of **Excommunication**, you do not **Transcend**. The new character you create does not gain any of your previous moves, stats, influence emblems or trauma emblems. Any influence emblems this character contributed to the collective influence are removed from the total.

## Leave the Commune

When you leave the commune to enter the outside world, if it is an officially sanctioned trip, you do it. If it is not sanctioned by community authorities, roll +Will.

- **On a 10+:** Choose two:
- **On a 7-9:** Choose one:
  - You do not raise any suspicions and do not gain a doubt emblem.
  - You accomplish your goal.
  - You do not face any trouble during the trip.
- **On a miss:** You are caught. Be prepared to face consequences for your transgressions. Gain a trauma and a doubt emblem.

**Leaving the Commune** is frowned upon unless you are on an official trip as a representative of the community. Official trips generally serve the purpose of **Conversion**. They might take the form of community outreach, sermons at outside churches or seminars. High-ranking officers might **Leave the Commune** to secure resources to further the community's goals. If a trip is ordered by the Supreme Leader it is an official trip. If anyone else asks you to **Leave the Commune** you cannot know for certain if you are actually allowed to leave.

You might also **Leave the Commune** for your own purposes. If there is something or someone you need that is not on the commune you might use this move. The very faithful might go on **Conversion** trips of their own volition without the express permission of community authorities.

When you **Leave the Commune**, say what you are trying to achieve with the move. If you going on a **Conversion** trip, you must still make a **Conversion** move even if you get a success on the initial **Leave the Commune** move.

# Special Moves

*Special Moves are triggered by events in the fiction. If you attempt an action that could be either a Basic or Special Move, make the Special Move.*

## Transcend

If the influence maximum for the current **Generation Hook** has been reached, all players must **Transcend**.

You always **Transcend** in between sessions. If the group reaches the maximum in the middle of the session, play out the rest of the fiction and begin the next session with the **Transcend** move. When you **Transcend**, do the following:

- **Divide the influence emblems evenly among the group.** If you cannot divide the emblems evenly, reward the extra emblems to the player who triggered the most influence. If this results in a tie, the new **Generation Hook** starts with the excess influence.
- **Spend influence emblems to alter the community.** The GM decides how many influence emblems each change the players request costs. For example: a mysteriously burn-out home (1 emblem), a splinter faction (4 emblems), an ostentatious temple (7 emblems) or a violent change in leadership (10 emblems).
- **Start a new Generation Hook.** If the previous **Generation Hook** was not resolved, it is still ongoing. You can have as many unresolved

hooks in play at a time. However, when you **Transcend** you must introduce a new hook. A new **Generation Hook** is a chance to describe how the players influenced the community and the outside world.

- **Create a new character.** You can choose a new playbook or keep your old one. Your new character has the same stats and moves as your old one. They should have some connection with your old character. For example the new character could be a forgotten relative, a person you converted or a reincarnated version of you. Describe this connection. Describe their physical appearance. Choose a player character to have a soul emblem for.

- **Spend all of your trauma emblems.** You can spend your trauma emblems on the following:
  - A new move or stat increase. You cannot increase a stat above +3.

You can only pick this once every time you **Transcend**.

- A soul emblem. You can only pick this once every time you **Transcend**.
- A new trait. You can pick this as many times as you want.

# Emblems

*Emblems represent how the world affects you and how you affect the world. You gain them as a byproduct of making moves. The GM might reward or punish you with an emblem depending on your actions. There are trauma, soul, doubt, and influence emblems.*

## Trauma

You gain trauma when you experience distressing events.

You always gain trauma on a failed roll. You receive penance when you reach a trauma level. Each character class has a different penace and trauma level which is indicated on the character playbooks. Trauma levels are represented by the bolded emblems. Penace is represented by the emblems near the penalized stat. When you **Transcend**, you spend trauma to gain new abilities and traits.

Traits are aspects of your new character's personality. They derive from your previous character's trauma and their influence on your new character. They are neither positive or negative. The GM rewards you when you roleplay these traits. Attributes do not carry over **Generations**.

Useful traits can be interpreted in more than one way. For example, you can take the traits Direct. A character roleplaying a Direct attribute might be a straight-forward leader or a rude boor.

## Soul

You gain soul for people you have a strong bond with.

This bond can be either negative or positive.

When you make a move with someone you have soul for, add +1 to the roll for every soul emblem you have for them.

## Doubt

You gain doubt when you or the community questions your faith.

Every player character has a maximum amount of doubt they can possess at one time. If you exceed the maximum amount of doubt, you face **Excommunication**.

## Influence

You gain influence when you make an impression in the community. The GM tracks the total amount of collective influence. Players track their contributions to the collective influence.

Every **Generation Hook** has a maximum amount of influence before **Transcend** is triggered. When you **Transcend**, you can spend influence to add features to the community, tools to help you meet your goals. The more influence you accumulate the closer you come to the **Apocalypse**.

# Creating Hooks

*Lasting change takes Generations and yet the Apocalypse does not wait. While the world's end is always looming over the community, interpersonal conflicts often get in the way of addressing it. In Parable of Revelations, the GM structures the broader Apocalypse narrative in Apocalypse Hooks and the smaller interpersonal conflicts in Generation Hooks.*

## Apocalypse Hook

While community members fight amongst themselves, with each subsequent **Generation** the **Apocalypse** grows nearer.

During community creation, players decide what triggers the **Apocalypse**. The **Apocalypse Hook** describes the conditions that result in that trigger. Depending on the motivations of the community and the individual player characters, the **Apocalypse** can either be stopped or ushered in.

When creating **Apocalypse Hooks**, keep the following in mind:

- **Define the trigger.** The players will tell you what their community believes is the trigger. The GM should fill in the details of this trigger. These details may change over the campaign, but use this initial trigger outline as a starting point.

- **Create conditions.** Working backwards from the trigger, create the conditions that lead up to the trigger. For example, if the trigger is nuclear winter,

sketch out how that might occur over **Generations**. Use these conditions in your **Generation Hooks** to relate them back to the **Apocalypse Hook**.

- **Be flexible.** More than likely the actions of your player characters will require you to change the conditions. Use the **Apocalypse Hook** as an outline for the overarching campaign. Change it when necessary.

- **Use foreshadowing.** As the Apocalypse grows nearer, omens of its coming should appear in the background of the fiction. These strange events should become more present the closer the influence maximum is to 0.

- **Remember the influence maximum.** When the influence maximum is 0, the **Apocalypse** is foretold to be imminent. The current and final **Generation** must achieve the community's ultimate goal at this time.

## Generation Hooks

**Generation Hooks** are where interpersonal conflict happens.

These hooks are small scale scenarios that generally deal with human foibles and focus on a single **Generation**, or set of player characters, in the community. These hooks are the differences in opinion that get in the way of the greater good. As the GM, you will unfold such scenarios over a few sessions.

When creating **Generation Hooks** keep the following in mind:

- **Define a clear antagonist.** This can be an internal or external force. A person or an event.
- **Define motivation.** Why does this person want to do this? If it is an event, why is it happening?
- **Create NPCs.** They could be the player

character's allies or enemies but they are invested in the outcome of the hook.

- **Relate the hook to the Apocalyptic Hook.** Solving immediate problems can also be a set up for resolving the greater issue. If players are especially good at addressing the **Generation Hook**, reward them with a step closer to the greater goal.

- **Set the influence maximum.** The influence maximum determines how much influence the player characters can have on the community before a **Transcend** move is triggered. Your first hook should have an influence maximum of 15.

Whenever you create a new **Generation Hook**, the influence maximum is reduced by at least 2 from the previous maximum. As the GM, you can adjust how much each subsequent maximum is reduced by. Once the influence maximum reaches 0, the **Apocalypse** has arrived.

# Character Classes

## Missionary

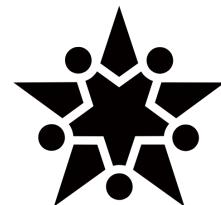
Missionaries are true believers. While other community members might have ulterior motives, missionaries worship with unadulterated faith. They seek to spread the gospel using their unwavering Faith as an inspiration to non-believers. They believe in the power of Charity to heal the fallen and bring them into the community's fold. However, missionaries follow the spirit of their religion rather than the law and when asked about specifics might be hard-pressed to give satisfying answers.



Disillusioned by the modern world, Disciples seek direction and purpose from their religious practice. They credit any and all successes in their life to the community and enthusiastically participate in service to the group. Subsequently, they tend to be followers with high Faith in the goodness of others. Sometimes this dedication leads to favor within the movement. Sometimes it means they are easily manipulated. Regardless, they have the Fortitude to weather any storm.

## Director

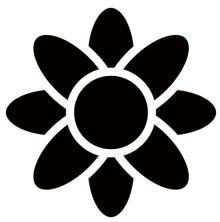
Destined for greatness, hungry for power, Directors believe in their right to rule. Directors want nothing more than to ensure the future of the community and know they are the only person to do it. Focused on the higher good, they are not above using less than moral means to achieve their vision. Their lively Spirit and charisma can influence the direction of the community. When advocating for their beliefs, they consult their deep knowledge of the community's Dogma to win over believers, but they might fudge the details.



Survivalists know the world is going to end and they want to be on the side that lives. They might not have the sincerest belief in all of the community's tenets, but they sure do believe the community knows what it takes to survive. Paranoid, cynical, and distrusting, Survivalists horde resources to face the impending doom, often to the detriment of others. They have the Fortitude to live through anything and the Will to push back on any teachings that do not include their world view.

## Skeptic

Skeptics are hesitant towards the community, but admire their quest for truth. Skeptics question everything, to the of other members, but their inquiries are always in the service of self-discovery. In their search for answers, they might use their strong Will to advocate alternative interpretations to the community's teachings. Skeptics always back up their arguments with Dogma. It is not as if they do not believe in the community, they just want the best belief possible.



Bohemians are counter-culture radicals. Free-loving and free-spirited, they prize self-expression above else. They enjoy the freedom the community gives them to indulge in their alternative lifestyle. However, they are not so keen on the community's rules. Although they occasionally brush up against the more conservative community members, they truly love all and use Charity to the betterment of their peers. Their unblushing behavior and mesmerizing Spirit can seduce members to their lifestyle.

Name \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_

# Missionary



## History

- What inspired your unshakeable faith?
- How do you convince skeptical non-believers to join the community?
- Have you ever doubted your faith? Why or why not?
- What do you think of your Supreme Leader?
- Are you close to your family?

## Penance

When you reach a new trauma level, add -1 to **Charity** rolls. Penace stacks.

## Traits

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Faith	Charity
Dogma	Fortitude
Spirit	Will

## Moves

▢ **Grace:** Your inherent worthiness grants you divine favor. Things tend to work out for you despite the unbelievable odds.

▢ **Bless:** Once a session, you can remove one doubt emblem from another character you have a soul emblem for.

▢ **Pilgrimage:** When you **Leave the Commune**, you do not gain a doubt emblem, even on a miss.

▢ **Affective:** When you successfully appeal to a non-believer's sense of compassion or love during **Conversion**, get +1 forward on related actions.

▢ **Preach:** Once a generation, when you preach about the **Apocalypse** to other community members, roll **Faith**.  
**On a 10+:** Your audience is captivated by your fervor. Gain an influence emblem and remove a doubt emblem.

**On a 7-9:** You try your best but not everyone is convinced. People are more likely to have a strong opinion about you but it is not always a favorable one.

**On miss:** You stumble over your words. Gain a trauma token and a doubt emblem.

## Soul

## Doubt

## Trauma

## Influence



Name \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_

Gender \_\_\_\_\_



## History }

- What made you lose faith in the outside world?
  - Who do you trust more than anyone else?
  - How does the community fulfill your purpose in life?
  - Who betrayed you? Why did you forgive them?
  - What do you attribute your resilience to?

## { Penance }

When you reach a new trauma level, add -1 to **Faith** rolls.  
Penace stacks.

## Traits

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# Disciple

Faith	Charity
	
Dogma	Fortitude
Spirit	Will

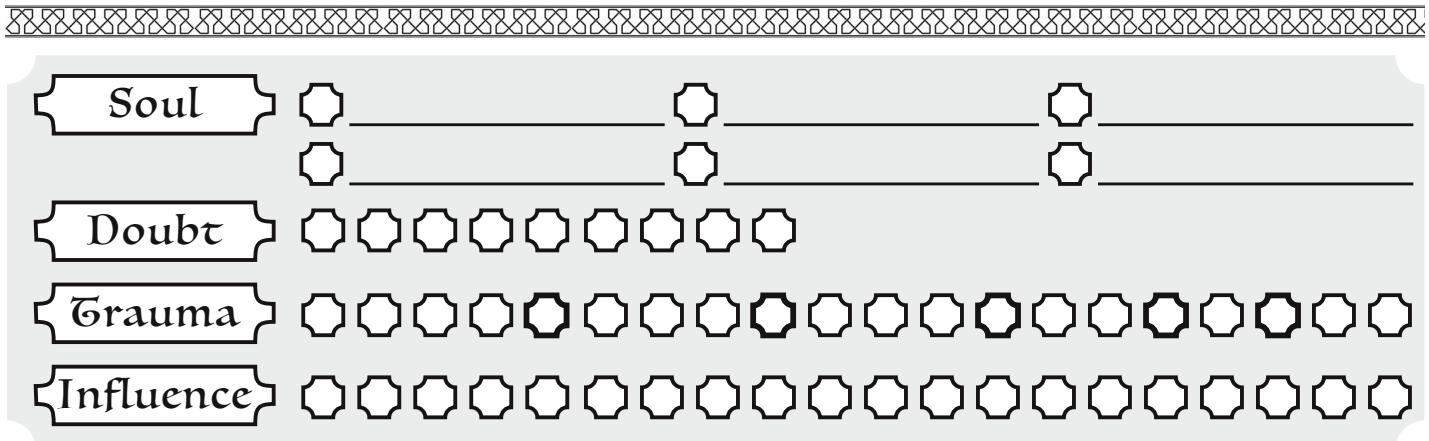
## Moves

- ▢ **Sacrifice:** When another player character would gain a doubt emblem, take the doubt emblem instead and gain one trauma emblem.
  - ▢ **Blind:** When someone obviously lies to you, you can choose to believe them regardless. If you do, remove a doubt emblem.
  - ▢ **Oath:** You can swear an oath of fidelity to a person that you have a soul emblem for. You are

forever bonded. You always gain an additional +1 ongoing on rolls with this person as a target. An oath can never change. When you **Transcend**, your oath carries over to the player's new character.

-  **Sanctuary:** You are comforted by people with high **Faith** (+3). When you interact with such people you gain +1 forward on related actions.

- ▢ **Tithes:** When you financially support the community, either with money or labor, roll **Fortitude**.  
**On a 10+:** Your efforts are rewarded. The community repays you for your time or money. Gain an influence emblem.  
**On a 7-9:** People do not seem to notice your sacrifice.  
**On a miss:** You do more harm than good. Gain a trauma emblem.



Name \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_



# Director

## History

- What makes you the only person suitable to lead the community?
- What prophecy do you believe is about your rise to power?
- When did you begin to study sacred texts? How did you learn them?
- What draws people to you?
- What secret are you hiding?

## Penance

When you reach a new trauma level, add -1 to **Dogma** rolls. Penace stacks.

## Traits

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Faith	Charity
Dogma	Fortitude
Spirit	Will

## Moves

☐ **Usurp:** When you steal a high-ranking officer's position in the community, remove a doubt emblem.

☐ **Maneuver:** If you lie to the target for a **Clout** move, add an additional +1 to the roll.

☐ **Inquisition:** When you accuse someone of heresy, roll **Spirit**.

**On a 10+:** Choose two.

**On a 7-9:** Choose one:

- The accused is found to be

a heretic and is excommunicated.

- No one attempts to take revenge for your wickedness.
- Your virtue is commended.

Gain an influence emblem.

**On a miss:** Your plans backfire.

Gain a trauma emblem.

☐ **Canon:** Once a generation, you can introduce a new tenet. When you do this, roll **Dogma**.

**On a 10+:** Your new tenet is adopted by the community. Gain an influence emblem.

**On a 7-9:** Some are hesitant to trust your words as godly. You need to convince them, perhaps through nefarious means.

**On a miss:** Your tenet is mocked for its idiocy. Gain a doubt and a trauma emblem.

☐ **Right Hand:** Once a generation, you can gain the trust of a high ranking officer. Gain a soul emblem for the officier.

<b>Soul</b>			
<b>Doubt</b>			
<b>Trauma</b>			
<b>Influence</b>			



Name \_\_\_\_\_

# Survivalist

Age \_\_\_\_\_

Gender \_\_\_\_\_



# History

- Why do you believe in the **Apocalypse**?
  - Where do you keep your stash?
  - What made you distrust others?
  - What skills have you learned to survive the **Apocalypse**?
  - What have you hoarded to barter with?

## Penance

When you reach a new trauma level, add -1 to **Fortitude** rolls. Penace stacks.

## Traits

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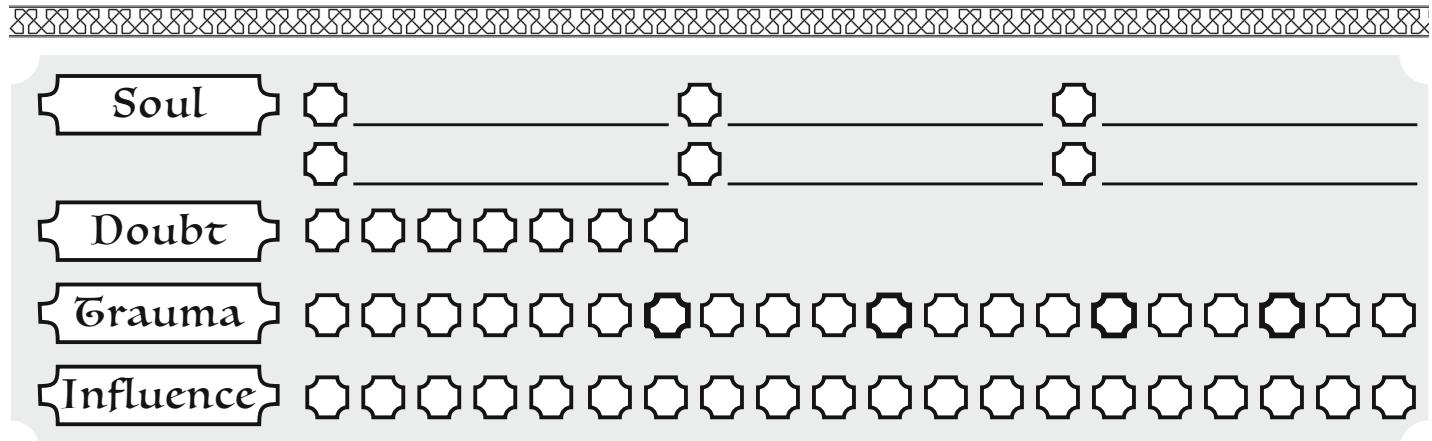
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Faith	Charity
Dogma	Fortitude
Spirit	Will

## Doves

- ▢ **Prep:** When you prepare for the worst, gain +1 forward to related **Anguish** rolls.
  - ▢ **Paranoia:** When you uncover a plot against you, remove a doubt emblem.
  - ▢ **Goblin:** Once a generation, you can use your craftiness to get away with a secular or religious crime.
  - ▢ **Off-Grid:** When you **Leave the Commune** to obtain supplies, you can roll **Fortitude** instead of **Will**.
  - ▢ **Zombie:** When someone in need asks you for help and you deny their request, roll **Will**
    - On a 10+:** No one blames you for denying the request. There are no consequences and your self-reliance is admired. Gain an influence emblem.
    - On a 7-9:** The target resents

you but the community  
understands your reasoning.  
**On a miss:** Your selfishness is  
noted by the community. Gain a  
trauma and a doubt emblem.





Name \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_



# Skeptic

## History

- What attracted you to the community?
- Why do you have your doubts?
- What is your strongest conviction?
- What do people dislike about you?
- Where do you like to go when you ponder deep questions?

## Penance

When you reach a new trauma level, add -1 to Will rolls. Penace stacks.

## Traits

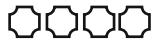
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Faith	Charity
Dogma	Fortitude
Spirit	Will



## Moves

 **Misdirect:** When you make a Defiance move using your knowledge of sacred texts, you can roll Dogma instead of Will.

 **Catechize:** You can ask an additional question when you make an Interpretation move.

 **Cabal:** You can create a secret faction within the community based on your beliefs. When you enlist someone into your faction, you gain a soul emblem for them.

If your faction is discovered, gain a trauma emblem.

 **Iconoclast:** When you interrogate a player character's beliefs, you can give the target a doubt emblem and remove a doubt emblem from yourself.

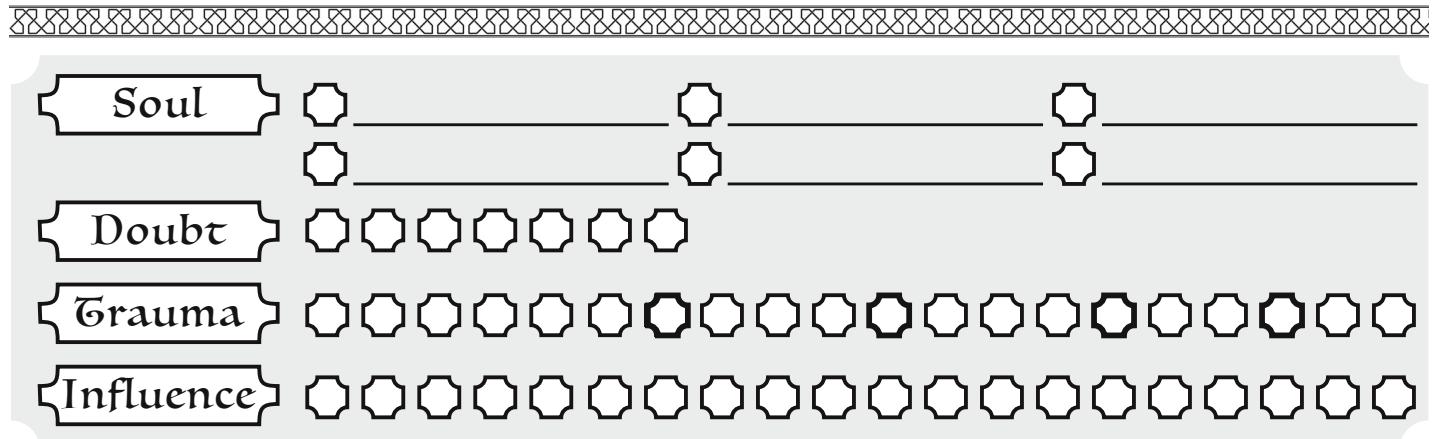
 **Apostate:** When you interfere in a player character's Leap move by sowing doubt, roll Will.

**On a 10+:** The Leap move fails. Gain an influence emblem and a

soul emblem for your target.

**On a 7-9:** You fail to change the outcome of the move but no one notices your pedantic ravings.

**On a miss:** Your disbelief in miracles irks many. Gain a doubt and trauma emblem.





Name \_\_\_\_\_

# Bohemian

Age \_\_\_\_\_ Gender \_\_\_\_\_



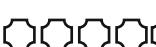
## History }

- Why were you shunned by the outside world?
  - What do you find most holy?
  - In what way are you a hypocrite?
  - What is the one thing you hate?
  - How do you express yourself?

## { Penance }

When you reach a new trauma level, add -1 to **Spirit** rolls. Penace stacks.

## Traits

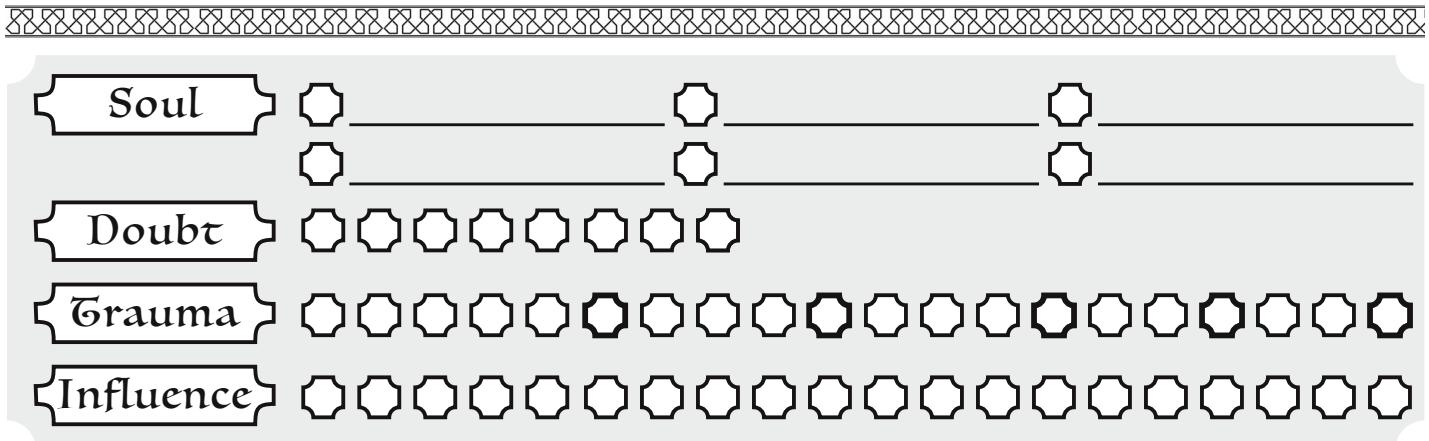
Faith	Charity
Dogma	Fortitude
Spirit	Will
	

## Doves

- ▢ **Mother Earth:** When you commune with nature, remove a doubt emblem.
  - ▢ **Mystic Arts:** You can create an artifact infused with your essence. Once a generation, you can destroy the artifact to lessen a consequence. Gain a trauma emblem.
  - ▢ **Incarnate:** You remember all of your past lives. Once a session, you can use this knowledge to add +1 to any roll.
  - ▢ **Free Love:** When you get a partial or full success for a **Good Works** move, you can choose to gain a soul emblem for the target in addition to the other options.
  - ▢ **Prophetic:** When you share a vision of the future, roll **Spirit**.
    - On a 10+:** The vision comes true. Gain an influence emblem.
    - On 7-9:** The vision comes true

but not in a way you wanted or expected it to.

**On a miss:** Nothing happens and you are ridiculed. Gain a trauma and doubt emblem.





# The Commune

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↑



Supreme Leader \_\_\_\_\_

Genets \_\_\_\_\_

Officers \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Influence Maximum \_\_\_\_\_

Influence





Player Name \_\_\_\_\_

## Timeline

begot                    begot                    begot  
begot                    begot                    begot

## Moves

## Notes