

The Hive

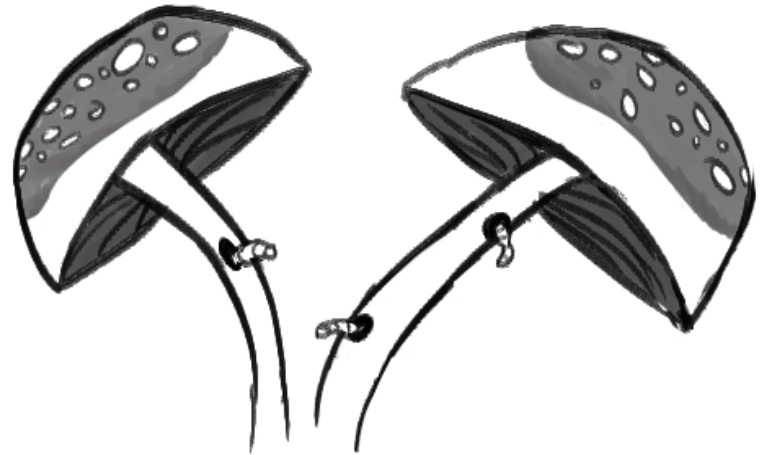
You have been touched by the Corruption. Whether your calling is the creeping rot of disease, the swarming onslaught of insects, or the subtle perversion of bureaucratic systems, you are bound to the corruption and dissolution of this world.

Character Name:

Player Name:

Inventory/Notes:

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	Agile
	Tact
	Force
	Thought
	Power

Harm

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Humanity

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Experience

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Moves

- ☐ Nauseating Presence. You have the ability to induce mild illness. Roll +Power.
- ☐ Rotting Vessel. You can heal by corrupting another. When you deal harm with an entity attack, heal 1 harm.
- ☐ Flesh Hive: Insects crawl under your skin- you can send them to do your bidding.
- ☐ Swarm: When you make an Act of Assault in the presence of insects, you can add +1 to your roll.
- ☐ Corrupt Structures: You can manipulate power structures to your favor. Add +Power to Elicit Private Evidence rolls when involving police or government structures.

Inhuman Moves (3 or less humanity)

- ☐ Contagion: Roll +Power to unleash a plague with your choice of symptoms. While infected, individuals are bound to you.
- ☐ Blight: Roll +Force to overwhelm an individual with an insect swarm originating from within you.

Ritual (0 humanity)

- ☐ Rotten Core: Bring The Corruption into the world of the living.

The Voyeur

You have been touched by the Eye. Learning and knowing has always been important to you. Your quest for knowledge has brought you a turning point- will you forge on, sacrificing life and limb to know more?

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Moves:

- ☐ Statement Compulsion: When you Perform an Interrogation, roll +Thought and +Power and pick the higher result.
- ☐ The Knowing: You can learn facts about a person, place, event, or object by rolling +Power.
- ☐ Knowledge Thirsty: Taking in vital information heals you- but going too long without new knowledge deals you harm.
- ☐ Shared Knowledge: You can press thoughts and knowledge into another person's mind. Roll +Thought to determine clarity of information.
- ☐ The Marked: You can see when entities have Marked an individual.

Inhuman Moves (3 or less humanity)

- ☐ All Seeing Eye: You can see through any eye- real or representative. Roll +Thought to see through another's eyes.
- ☐ Mind Split: When someone refuses to produce a statement, you can reroll +Force and Power. Whether this fails or succeeds, the subject dies.

Ritual (0 humanity)

- ☐ Watcher's Crown: Expose the world to the eye of the Ceaseless Watcher.

The Distortion

You have been touched by the Spiral. Fractals and spirals and patterns inspire you, and you can't help but want to cover the world in their mystery.

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Moves:

- ☐ Twisted Perspective: You can lie and entirely change someone's viewpoint. Roll +Power. (Against other PCs, this is a Contested Roll).
- ☐ Stolen and Forgotten: Objects you take vanish from the memory of all but their owner.
- ☐ No Closed Doors: Any standard door, locked or not, is open to you. When a door is guarded by another Entity, you must spend a humanity point.
- ☐ Expert Wanderer: Your glance into the Unending Maze has granted you navigational prowess- you do not need a map to traverse unknown spaces.
- ☐ Embellished Story: When another person believes and spreads your lie, take +1 forward on rolls regarding that lie.

Inhuman Moves (3 or less humanity)

- ☐ Connecting Halls: You can traverse the Spiral to teleport and exit out of any door. You can spend a humanity point to create new doors.
- ☐ Induce Madness: You can tap into the Spiral's disruptive energies to drive a person mad. Roll +Power or +Force.

Ritual (0 humanity)

- ☐ The Great Twisting: Plunge the world into the Spiral.

The Confines

You have been touched by the Buried. Never have you felt so at home as when you are held tight in the earth's damp embrace. Surely everyone wants to feel that same warm softness.

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Moves:

- ☐ Compact: You can fit into seemingly too-tiny spaces.
- ☐ Vibrations in the Earth: You can use vibrations in the ground to sense other creatures and structures. Roll +Power.
- ☐ Sleepless Depths: When you would normally fall unconscious due to harm, you are unstaggered.
- ☐ Suffocating Presence: You can call on the Buried to induce the sensation of breathlessness. Roll +Force.
- ☐ Breathless: You can spend one humanity point to go without air for 10 minutes, without consequence.

Inhuman Moves (3 or less humanity)

- ☐ Entombation: You can shift the earth around you to swallow an individual. Roll +Power.
- ☐ Hidden Sanctuary: Being underground heals and restores you. When beneath the earth, heal 1 harm ongoing.

Ritual (0 humanity)

- ☐ Sunken Sky: The Buried devours and consumes the world of the living.

The Isolation

You have been touched by the Lonely. Other people seem so distant to you- so untouchable. Life is simpler alone, you can't be hurt or hurt anybody. And isn't it nice to simply go unseen?

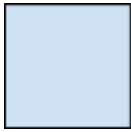
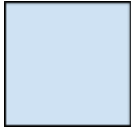
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Moves:

- ☐ Better Alone: When you split from the group, take +1 forward on rolls.
- ☐ Wallflower: You can enter crowded spaces and go entirely unnoticed by passerby.
- ☐ Alienation: You can convince a person that their friends and family would be better off without them. Roll +Tact.
- ☐ Dropping Eaves: When in the presence of other people, you can expand your focus and listen to the conversations around you. Roll +Thought.
- ☐ Severing Ties: When you orchestrate a separation, heal 1 harm or take +1 forward.

Inhuman Moves (3 or less humanity)

- ☐ Phasing Out: You can fade to an invisible state between the Lonely and the world of the living.
- ☐ Fog World: You can tap into the Lonely to engulf a person or area in untraversable fog. Roll +Power.

Ritual (0 humanity)

- ☐ The Silence: The fog of the Lonely leaves each person stranded, forgetting their loved ones and themselves.

The Puppeteer

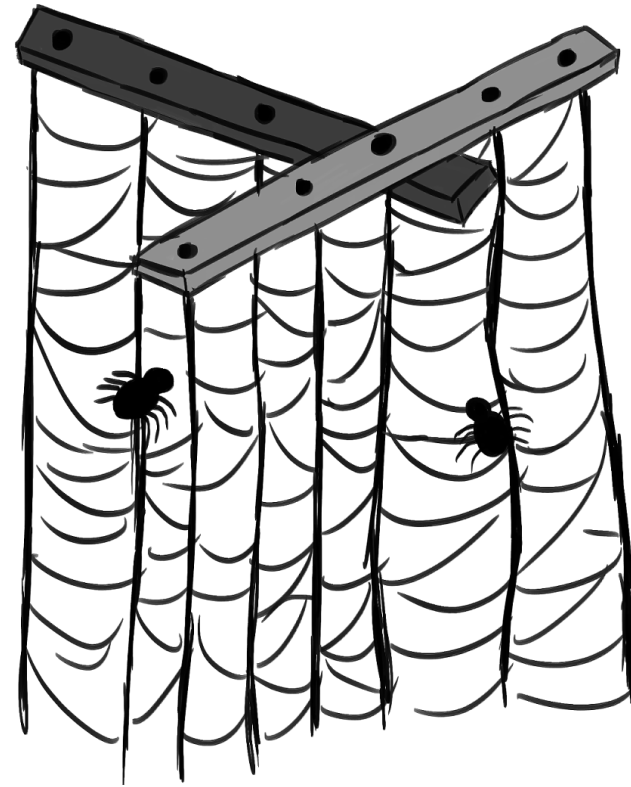
You have been touched by the Web. Control has always been something you crave, and now you can have it. A tug of the string is all it takes to have the world at your fingertips.

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Moves:

- ☐ Tugging Strings: You can manipulate a person into taking a path you want them to follow. Roll +Tact.
- ☐ Spider Eyes: You have a spider you can send out to be your eyes and ears. If it is killed, spend a humanity point to create another.
- ☐ Deep Web: You have proficiency in finding information through technological routes. Add +Power to rolls involving tech.
- ☐ Stitched Up: You can use spider webbing to heal injuries. Spend humanity points equivalent to harm.
- ☐ Arachnophobia: You can swarm a person or space with spiders- it is your choice if these spiders are physical or hallucinatory. Roll +Power.

Inhuman Moves (3 or less humanity)

- ☐ Puppet Master: You can physically manipulate the body of another person. Roll +Power to take control.
- ☐ Web Husk: When you kill or take control of a person, you can turn them into a husk which adds to your power. Take +1 forward on rolls where your husk aids you.

Ritual (0 humanity)

- ☐ Spinner's Tale: The world is ensnared in the Web.

The Ringmaster

You have been touched by the Stranger. A million smiles for a million faces- you are everyone and no one. And everyone deserves to lose themselves at the circus every now and again.

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Moves:

- ☐ Faceless: If you don't want to be remembered, you won't be- people won't recognize your face or voice unless it's recorded analog.
- ☐ Tempting Melody: You can coax someone off of their beaten path to follow you. Roll +Tact.
- ☐ (Im)Perfect Mimicry: You can mimic voices and mannerisms to impersonate another person. Roll +Power.
- ☐ Mesmerizing: You can trap another person in your gaze and leave them immobilized. Roll +Power.
- ☐ Digital Interference: You can destroy or corrupt digital files and devices. (Note: this ability becomes uncontrollable at Inhuman)

Inhuman Moves (3 or less humanity)

- ☐ Malleable Form: You can change your appearance at will, taking elements from any person you have ever interacted with.
- ☐ Instill Life: You can bring mannequins, puppets, dolls, and other such things to life as servants. Add +1 to rolls when aided by your puppets.

Ritual (0 humanity)

- ☐ The Unknowing: Welcome the entire world into the Circus of the Other.

The Endless

You have been touched by the Vast. The wonder of space, the intrigue of the deep ocean, the peace of an empty field. Knowing the world is bigger than you could ever dream of is a thrill and a comfort.

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Moves:

- ☐ L'appel du Vide: You get a thrill from feats of excitement. Take +1 forward on Agile or Force rolls in high places or deep water.
- ☐ Light Footed: When falling, you can spend one humanity point to nullify the fall distance, landing safe and easy on your feet.
- ☐ Star Searcher: You can look to the sky for guidance- roll +Thought and Power to find your way in unfamiliar spaces.
- ☐ Sea Legs: You can induce vertigo by making direct eye contact with a person. Roll +Power.
- ☐ Overwhelming Presence: You can intimidate a person by making them feel small in the world. Roll +Force.

Inhuman Moves (3 or less humanity)

- ☐ Zero Grav: You can throw a person into an endless floating and falling para-dimension. Roll +Power.
- ☐ Friends in the Deep: You can call on the Vast's deep creatures for help. The creature gives a +1 to all rolls, but must be fed.

Ritual (0 humanity)

- ☐ Awful Deep: Submerge the world in the endless, open plane of the Vast.

The Inevitable

You have been touched by the End. We are all born to die, there is nothing wrong with embracing that fact. Whether a close call of your own or the visions of another, you have come to terms with death for everyone.

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Moves:

- ☐ Visions of the End: You can see hints and dreams of how people close to death will pass.
- ☐ Untouchable: You cannot experience fear due to a near-death experience. The other Entities have no hold on you, but you are heedlessly reckless.
- ☐ Stolen Prey: You can steal a person from the grip of another Entity and end their suffering. Roll +Power or +Force.
- ☐ Second Chance: When reduced to 0 harm, you can spend 1 humanity point to cling to life.
- ☐ Astral Projection: You can temporarily exit your body and experience an area from an outside perspective. While doing so, your body is vulnerable.

Inhuman Moves (3 or less humanity)

- ☐ Deathless: You cannot be permanently killed. Upon reaching 0 harm, you will die and be resurrected, with a death mark of your choosing.
- ☐ Doomed Sight: You can overwhelm a person with terrible visions of their death or the deaths of their loved ones. Roll +Power or +Thought.

Ritual (0 humanity)

- ☐ Corpse Routes: Walk the world down its inevitable path to death.

The Marrow

You have been touched by the Flesh. What is the body but a canvas, a work of clay to be sculpted to your own whims? And if you have to give or take a little to achieve those whims, so be it.

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Moves:

- ☐ Skin Graft: You can heal yourself by damaging others. For every point of harm you deal, you can heal yourself for one point.
- ☐ Perfect Form: You can manipulate your own flesh to change your physical appearance. To use this ability on others, you must spend humanity. Roll +Power.
- ☐ Nourished: You can strengthen yourself by feeding off others. After consuming flesh add +1 forward to rolls for the next hour.
- ☐ Muscle Mass: You have preternatural strength. Add +1 to all rolls involving Force.
- ☐ Obligate Carnivore: You can consume meat of any kind to regain harm proportional to the kind and quantity of meat.

Inhuman Moves (3 or less humanity)

- ☐ Bone Turning: You are capable of removing, adding, and shaping bone. Roll +Power.
- ☐ Flesh Vessels: You can create and animate 'perfect bodies' to do your bidding. Spend 1 humanity point per perfect body (limit 3).

Ritual (0 humanity)

- ☐ The Last Feast: The world of the living is fully consumed.

The Relentless

You have been touched by the Hunt. You saw something that you couldn't forget, and you cannot let it go. The world is full of monsters, and it is your responsibility to end them. When does the Hunter become the Hunted?

Character Name:

Player Name:

Inventory/Notes:

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Humanity

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Experience

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Moves:

- ☐ Hunter's Mark: You can mark a target and track them so long as they do not enter another Entity's domain.
- ☐ Cat-like Grace: You are skilled in feats of dexterity and strength. Take +1 forward to Force and Agile rolls.
- ☐ Thrill of the Chase: You are incapable of tiring when hunting a mark. Spend a humanity point for every two days you go without sleep, or single day without food and sleep.
- ☐ Natural Weapons: Your body is a weapon. Your hands deal 2 harm instead of the usual unarmed 1.
- ☐ Prior Experience: You have extensive knowledge of creatures you've hunted before. Pick two Entities- take +1 forward on rolls involving these.

Inhuman Moves (3 or less humanity)

- ☐ Become the Monster: You have given yourself over to the Hunt. Take +1 to all Force, Agile, and Power rolls and -1 on all Tact and Thought rolls.
- ☐ Silent Stalker: You are untraceable while hunting. Until you emerge to take an action, you cannot be perceived except by Entities, other Hunters, or with the Knowing.

Ritual (0 humanity)

- ☐ The Ever Chase: The world is lost chasing an unattainable goal.

The Bellicose

You have been touched by the Slaughter. A bloodlust older than humanity sings in your veins, eager to be fed. There is nothing more powerful than watching civilized people turn to savagery and rage. Drink it all in.

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Moves:

- ☐ Unfathomable Rage: When emotionally charged, you gain unnatural strength. During times of duress, add +1 to Force rolls.
- ☐ Compelled Duel: You can incite another person to bloodthirst. Roll +Power to compel another person to rage. (Against another PC, this is a contested roll)
- ☐ Hired Muscle: You can use your strength and energy to intimidate others. When making a Perform an Interrogation roll, you can use Force instead of Thought.
- ☐ Fight or Flight: You can inspire fear in others. Roll +Power to immobilize a person or send them running.
- ☐ Fighting Spirit: You have great endurance. When at 3 harm, rather than becoming unconscious, receive 1 harm back.

Inhuman Moves (3 or less humanity)

- ☐ Spark of Anger: You can incite entire crowds to murderous rage. Roll +Power. The resulting massacre empowers you, take +1 forward.
- ☐ Army of the Dead: You can call upon the souls of dead soldiers to aid you. Add +Power on top of any normal modifier to rolls in the presence of the soldiers.

Ritual (0 humanity)

- ☐ The Risen War: The souls of the world are ensnared in an all-consuming war.

The Destruction

You have been touched by the Desolation. Hope is not something you believe in, and you don't believe anyone else should either. There's nothing so exhilarating as taking away a person's pride and joy- leaving them empty with nothing in the world.

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Moves:

- ☐ Inner Fire: You burn with an internal flame. When touched, you can choose to Inflict Harm with a +Power roll.
- ☐ Pyromania: It empowers you to destroy the work of others. When you burn evidence or part of a statement, gain +1 forward.
- ☐ Hopeless Gaze: You can inspire despair with a look. Roll +Power to burn the hope out of an individual.
- ☐ Heat Wave: You can spend one humanity point to exude a terrible heat for 10 minutes. Liquids will boil, metals become malleable, and creatures can be killed by this heat.
- ☐ Wax Flesh: Your body is made of malleable, heat resistant wax. You can reform it at will. To engulf someone, spend 1 humanity and roll +Power.

Inhuman Moves (3 or less humanity)

- ☐ Phoenix Rising: You can entirely self-immolate and burn the area in your vicinity. Spending a humanity point prevents harm to your body or another's.
- ☐ Despairing Presence: You exude an energy that leeches the hope out of people. Roll +Tact and Power Gain 1 harm back for every person you drive to total despair.

Ritual (0 humanity)

- ☐ The Scoured Earth: The world is salted and burned beyond help, leaving its inhabitants hopeless.

The Shadow

You have been touched by the Dark. The notion of being sightless means nothing to you in comparison to the oldest, deepest power- the fear of the consuming darkness.

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Moves:

- ☐ Sightless Sense: You do not need to see to perceive. You can make observation rolls in dark places, or with obscured vision.
- ☐ Shadow Step: You can pass easily from shadow to shadow. Add +1 to Agile rolls when in cover of darkness.
- ☐ Blinding Sand: You can induce blindness in an individual. Spend a humanity point and roll +Power to blind up to 3 people temporarily.
- ☐ Shadow Figures: You can inspire paranoia by shaping the shadows in the corners of people's eyes. Roll +Power.
- ☐ Hard Water: You can track an individual touched by dark water. Roll +Thought to find them.
- ☐ Hooded Eyes: Looking into your eyes consumes an individual in the void. Add Power to a roll while revealing your entity.

Inhuman Moves (3 or less humanity)

- ☐ Lightless Beast: You can summon a beast of darkness to do your bidding. Gain +1 forward, but this beast must be fed.
- ☐ Blind Messiah: You are left without vision, but can transfer your conscience and memories to another vessel. Reset with cleared harm and humanity bars.

Ritual (0 humanity)

- ☐ Extinguished Sun: The world is plunged into eternal darkness.