

NAME

LOOK

Bussa, Castus, Fredrick, Gottwald, Grigori, Kuma, Tunni  
Alita, Casella, Grigg, Harriet, Jaime, Murphy, Wheatley  
#41, Breda, Crixus, Helot, Strogg, Turner, Omega, 009

Calm Eyes, Fiery Eyes, Inscrutable Eyes  
Bald Head, Close-Shorn Hair, Tangled Dreads  
Branded Face, Concealed Scars, Prosthetic Augmentations  
Stooped Soldiers, Twisted Posture, Unbending Demeanor

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

## Your Drive

### Absolute Freedom

Indulge in something you were once denied, regardless of whatever your current state of affairs may be.

### Hatred and Vengeance

Burn out the corruption of those that thought they owned you.

### Saving Others

Prevent somebody from suffering a similar fate.

## STARTING MOVES

### Aggressive Alterations

They changed you, whether with magic or steel, turning you into something... else. Choose two.

- ① They put things in your head. Your skull bulges in disconcerting spots. You never lose your balance and never get lost.
- ① They took your feet, and replaced them with hands. They're fully as capable as your other pair. You also take +1 to climb or cling to things when not wearing shoes.
- ① They changed your joints into knobby, knurled things. You can flex and rotate and bend in unlikely ways. You can slip through and fit into impossibly small spaces.
- ① They did something to your senses, making them into or replacing them with something alien. Your senses are powerful, but also easily overwhelmed.
- ① They engineered you into a beast of burden. You're slow, but powerful. Add +3 to your Load. You also take +1 to shifting, lifting, and carrying heavy things.
- ① Were they planning on using you as an art piece or infiltrator? You can change the color of your hair, skin, and eyes at will. Under moonlight you will always look washed out and grey.

## Your Once-Keepers

### The Fae

You escaped from your durance almost unrecognizable from the person you were before. Choose one option from Aggressive Alterations or Ongoing Alterations, and add it to your character.

### The Impostors

They can look just like you, like anyone. They can be anywhere. Their tendrils reach all levels of society. When you trigger Troublemaker take +1 forward.

### THE UNDERFOLK

Any treasures your keepers had were things stolen from the surface, much like you. Your stolen talisman does not recognize your keepers or their authority.

### Eyes of the Other

You can see through the veils or camouflage of your keepers. You cannot be fooled by their attempts to hide themselves or their places or possessions. You have a working grasp of their language.

### Troublemaker

When you arrive at a place where your keepers are active, roll for Outstanding Warrants regardless of whether you've been there before or not. When doing this, add the complication *You draw the attention of your once-keepers* to the 7-9 list. Regardless of your roll, you get to ask the GM one of the following:

- ① What can I do here to hurt my keepers?
- ① Where here do they usually take their victims from?
- ① What can I do to throw them off my trail while I am here?

### My Sisters and Brothers

There are others like you, those taken who have escaped. Most choose to try live a normal life, avoiding the notice and control of your keepers. You're an exception. Some of them look up to that. When you seek aid from those like you, roll +Cha. On a 10+ choose 2; on a 7-9 choose 1.

- ① They know something useful.
- ① They have something you need.
- ① They can help you right now.
- ① They don't ask for much in return.

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ was nearly taken by them, once. I wonder if they know this?

I think life has been unkind to \_\_\_\_\_ too.

I don't trust \_\_\_\_\_; something about them reminds me of *them*.

I doubt \_\_\_\_\_ has ever experienced true tribulation.

LEVEL

XP

# THE STOLEN

# GEAR

Your load is 6+STR.

Choose your clothing:

- Faded yet immaculate servant's shift (0 armour, 0 weight)
- Scarred gladiatorial gear (1 armour, 1 weight)
- A loincloth (0 armour, 0 weight)

Choose your weapon:

- A worn, ornate dagger (hand, 1 weight)
- A cruelly-shaped, bizarrely-weighted blade (close, +1 damage, 2 weight)
- A guard's spear (reach, 2 weight)
- A set of broken shackles (+1 armour, hand, 2 weight)

Choose a stolen treasure:

- A weapon with strange enchantments; did you take it, or did it take you? Apply 2 from the following tags to your weapon: *forceful, stunning, glowing, thrown, elemental* (specify)
- A small construct that usually looks and behaves like the animal that inspired its shape. It follows you, and understands your words. Choose 2 of the following qualities: *calm, intelligent, quick, quiet*
- An oddly heavy little mirror. It doesn't reflect the world that you see; what does it reflect? (2 weight)
- A casket that will only open for you now. If somebody else forces it open, it's empty (1 weight)
- A music box. It doesn't play music, though. Just memories (1 weight)

# ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

## ONGOING ALTERATIONS

Whether you're modifying yourself further or the changes in you are continuing on their own, you're still changing into something other than what you were. Add these options to the list from Aggressive Alterations. Select 2 more. You may replace one of your original choices with a new one from the expanded list.

- You've got a stomach of cast iron and jaws of steel. You've developed a taste for improbable things. You don't require rations.
- Your liver is a crucible. You are unnaturally resistant to poisons.
- You have new eyes. They're not on your face. When they're uncovered, you can see through them as well as you can through your originals. You also cannot be surprised from behind.
- You produce a hallucinogenic toxin in your mouth or on your skin. It acts on contact.
- Your skin has changed or been replaced by something stronger. Take +1 Armour.

## ACQUIRED RESISTANCE

Your durance and adventures have exposed you to exotic dangers. They didn't kill you. Now you are stronger. Choose 1 resistance.

- Corrosive magics and materials.
- Extreme heat, by magic or mundane means.
- Extreme cold, by magic or mundane means.
- Suffocating gases, liquids, and the like.

## I STOLE YOUR DEMONS

Your keepers had a different brand of magic than that of your own people. A dangerous, unpredictable brand of magic. You've reverse-engineered some of it through trial and error. Perhaps more error than you'd hoped. Choose a focus:

- Corrosion and Decay
- Ill Fortune and Fear
- Elemental Chaos

When you perform a crude ritual to manipulate magical forces you don't fully understand, roll +Cha. On a 10+, choose 2; on a 7-9, choose 1.

- No unintended things from beyond bleed into the world.
- The forces involved will not lash out at you or yours.
- The intended effect will end when you wish it to.
- You do not announce your location and activities to your once-keepers or their agents.

## SECRET WAYS

Your former masters had their ways of travel, whether above, below, or *between*. You've gotten good at exploiting their ways as well. When you use the hidden paths of your keepers, roll +Wis. On a 10+, choose 2; on a 7-9, choose 1.

- There's an entrance close by.
- You encounter no trouble in the way.
- The exit is exactly where you need it to be.

## STOLEN CRAFTS

You've been trying to reverse-engineer some of the creations of your once-keepers. When you attempt to copy or modify one of their artifacts, tell the GM what you want and what you want it to do. They'll tell you yes, but with 1 or more of the following caveats:

- It will break or fail after a limited number of uses.
- It will require stealing one or more minor or major artifacts from your former masters.
- It will take a few days/weeks/months of experimentation and work.
- It will still recognize the authority of your once-keepers as well as your own.
- It will have motives of its own.

## I AM NOBODY'S SLAVE

You were bound and shackled in body and mind once. Never again. When you refuse to be coerced or manipulated into a task or course of action, take +1 forward.

## HERO OF THE TAKEN

Your name is becoming more well-known among your brethren, captive or free. When you trigger My Sisters and Brothers, select one more option, even on a failure. When you recruit among your brethren, you treat your result as one step higher.

## IN THE MIDST OF IT

You're becoming a major piece in the coming conflict between your people and your keepers. When you find yourself caught in a situation between the two, take +1 forward.

## CUNNING IMPOSTOR

You know the ways of your once-keepers and their agents. More importantly, you know how to exploit them. When you pass yourself off as a powerful agent of the ones who once kept you, roll +Cha. On a hit, they'll follow the orders you've given them until they receive conflicting ones. On a 7-9, their suspicion has been aroused and they'll try to confirm your claims.

## WORLDLY

Choose one move from a playbook nobody else in the party is currently using.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

## THE NEW FLESH

(Requires Ongoing Alterations)

It's happening more swiftly now. Add the following options to the list from Aggressive Alterations. Select two more. You can replace up to two of your former picks with new ones from the expanded list.

- You're almost more construct than flesh now. You no longer need to eat, drink, or sleep; from time to time you need to fulfill a more esoteric need.
- When you wish to be, you are utterly terrifying to behold.
- You can fly now.

## ACQUIRED IMMUNITY

(Requires Acquired Resistance)

You are now immune to your original choice from Acquired Resistance, and you may choose another option from the list.

## ... AND MADE THEM MY OWN

(Requires I Stole Your Demons)

You've come to understand your stolen magics better. Replace the trigger for I Stole Your Demons with When you perform a ritual to manipulate dangerous magical forces. On a 10+, you succeed with no complications. Otherwise you may choose one additional option, even on a miss.

## VEILS OF THE OTHER

When you use your former master's techniques to hide something or somebody, roll +Wis. On a 10+, it's supremely well-hidden. On a 7-9 choose 1:

- Anyone who knows the same methods will be able to spot it.
- It doesn't look quite right close up.
- It's only temporary.

## ALIEN CULTURE

You understand them better than your own people, sometimes. When you Parley with your keepers' kind, you can always find leverage.

## FIRST AMONG EQUALS

(Requires Hero of the Taken)

You're becoming a legend. When you trigger My Sisters and Brothers, on a 10+ you gain all 4 options. When you spend preparation from Bolster, you may choose to announce that one of your people has prepared something, be it an opened door, equipment cache, etc.

## A NAME TO CONJURE WITH

(Requires In the Midst of It)

You're not a piece, you're a player. Sure, you have more enemies now, but that's the cost of real freedom. When you take a direct hand in the conflict brewing between your former masters and your people, take +1 ongoing.

## OTHERWORLDLY

(Requires Worldly)

Choose one move from a playbook nobody else in the party is using.