

DIVISION

CHARACTER CREATION OPTIONS



DOOMSDAY DELIGHTS • NEW DIVISION MOVES

Get in Loser, We're Doing Alien Stuff [ABYSS]

ABYSS has a dozen or so bio-ships in residence at any given time. While conversation takes a bit more effort without an alien liaison, agents are encouraged to interact with those not hibernating—and even use them for transport.

When you take this move, answer at least one of the following questions:

- ✦ Which bio-ship is the favorite on base? What has that ship privately shared with you?
- ✦ Which bio-ship refuses to interact with you, personally? What did you do to raise its ire?
- ✦ Which bio-ship can no longer leave the base? Why does it love you?

When you ask a bio-ship to take you somewhere, spend Darkness Tokens and roll.

ON AN 8-10 the bio-ship takes you somewhere interesting or helpful, and you uncover a Key. In addition, gain a bond with that bio-ship.

ON AN 11+ the bio-ship takes you somewhere confusing or dangerous but you uncover a Key. Draw a line between that Key and a Facet on the Mystery Map. Declare an irrevocable truth about the Mystery.

ON A 7- the bio-ship goes without you. The Keeper describes how long it's gone, and what horror it brings back with it.

Reality Shift Manipulation [Change]

When you use the resources of the Department of Change to directly interact with a Reality Shift Incident, describe how you touch the very fabric of the universe. Spend Darkness Tokens and roll.

ON AN 8-10 reality bends to your will, the truth of the universe being molded to your vision. Choose one:

- ✦ You prevent a RSI from occurring and stabilize it. This corner of the world becomes a Foundational Reality Point. Clear a Condition.
- ✦ You reverse a change that was made, even if it was many versions ago. Name a person who benefits from this and gain one Bond with them.
- ✦ You nudge a Reality Shift Incident to make a change that you want. Uncover a Key at great cost.

ON AN 11+ your meddling causes additional warping of reality, rippling far beyond your touch. Choose one from above and one below:

- ✦ A dark whisper remarks how terribly beautiful it is to manipulate the universe. Mark Ruin.
- ✦ The universe pushes back, reflecting the power you have poured into it. Mark a Condition.
- ✦ The Reality Shift Incident changes a relationship you have with someone. Destroy one Bond with them.

ON A 7- the fabric of the universe collapses onto itself, folding multiple versions of reality together into a horrific paradoxical combination. The Keeper will tell you what happens next.

The Shattered Me [HOURGLASS]

When you use the resources of Project HOURGLASS to look through the shatterpoint, describe an alternative version of yourself from another timeline and how you reach out to them. Spend Darkness Tokens and roll.

ON AN 8-10 a part of the shatterpoint heals and the timeline is strengthened. Choose one:

- ✦ Uncover a Key, the Keeper describes the great cost your alternative self pays.
- ✦ Gain a new temporary Condition, *Timelost*. When you mark this Condition, gain a memory from a future that will soon come to pass—erase this Condition from your playbook.
- ✦ Gain one new temporary power of darkness: **TIME CLONE CREATION**, **MEMORY DISTORTION**, **TEMPORAL STORM CONTROL**, or something similar.

ON AN 11+ a new crack forms along the shatterpoint. Choose one:

- ✦ Several alternative versions of you awaken the Harbinger within them. The Keeper describes which one comes through and what it awakens within you in turn. Write down What the Darkness Demands of You and gain a Bond with it.
- ✦ Ask any one question, the Keeper will answer it honestly and with great detail by showing you shattered visions of the truth. For every follow-up question you ask, an aspect of this timeline is corrupted.

ON A 7- the shatterpoint cracks along several timelines as the Harbinger within you stirs, and your alternative self slips into this reality and escapes. This timeline buckles and warps, irreversibly distorting reality. The Keeper will tell you what happens next.



I AM A VESSEL OF AN UNKNOWN AND INHUMAN ENTITY
 THAT DEMANDS HORRIFIC JUSTICE
 I EMBODY THE TERROR AND CONSEQUENCE OF THE APOCALYPSE
 MY POWER IS PROTECTIVE, UNCOMPROMISING, AND MERCILESS
 MY HEART YEARS TO PUNISH AND BE PUNISHED

THE BETRAYED

PLAYSHEET

VITALS

NAME

ORIGIN

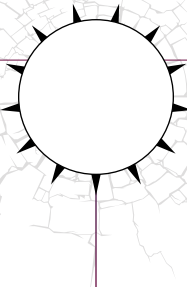
LOOK

WHAT HAS TAKEN UP RESIDENCE IN YOUR SOUL

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ☛ Feel judgemental or guilty
- ☛ Overreact to protect someone
- ☛ Ask someone to trust me
- ☛ Ask someone to make me a promise
- ☛ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
 Choose between *What the Darkness Demands of You* and your mission.

POWERS OF DARKNESS

BONDS

WHO BOND RATING

WHAT THE DARKNESS DEMANDS OF YOU

REMEMBER TO...

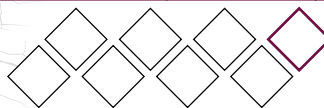
- ☛ Relive your betrayal again and again
- ☛ Embody vengeance to protect those you love
- ☛ Hold on to the tattered remains of your humanity

BREAKING POINT (when you mark your last named condition)

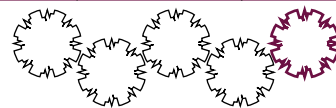
Vengeance rises within you and burns away everything else that held you to this world. All that is left of you is betrayal and pain, shame and fury. You deserve this, to have your humanity stripped away to reveal the monster you've always been. You'll make sure, however, that the world burns with you.

Describe how your betrayal transforms you into a monstrous tool of despair, and what unforgivable horrors you commit to perform cruel justice. The Keeper will tell you how the entity within you claims another to serve vengeance.

EXPERIENCE (XP Advance at 8)



RUIN (Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- Did you have an intimate or violent moment with the entity of vengeance that has taken residence in your soul?
- Did you break your own heart in order to deliver retribution?
- Did you seek escape and reprieve through intimacy and connection?
- Did you hurt the innocent in your quest for vengeance?
- Did you choose love over pain?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ☛ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ☛ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ☛ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ☛ Did you uncover at least a Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- Take a new Summoned move
- Take a new DIVISION move
- Take a move from another playbook
 - Describe a new way to gain Darkness Tokens
 - Take a new Power of Darkness from your playbook
 - Change your playbook

RUIN ADVANCES

- Take a new Ruin Move
- Take Ruin Move from another playbook
- Permanently mark a Condition
- Gain a new Ruin Condition
 - Retire your character. You become a Harbinger of the apocalypse.

CONDITIONS

- RAGING
- UNREACHABLE
- LONELY
- OBSESSIVE
-
-

I AM A VESSEL OF AN UNKNOWABLE AND INHUMAN ENTITY
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I EMBODY THE TERROR AND CONSEQUENCE OF THE APOCALYPSE
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THE? BETRAYED

PLAYSHEET

MOVES

■ I Am Vengeance *(starting move)*

The entity within you can always sense those nearby who bear the scars of trespass and the burden of regret.

When you merge with the entity and deepen your senses to see the full weight of a soul, describe what you find there. Spend Darkness Tokens and roll.

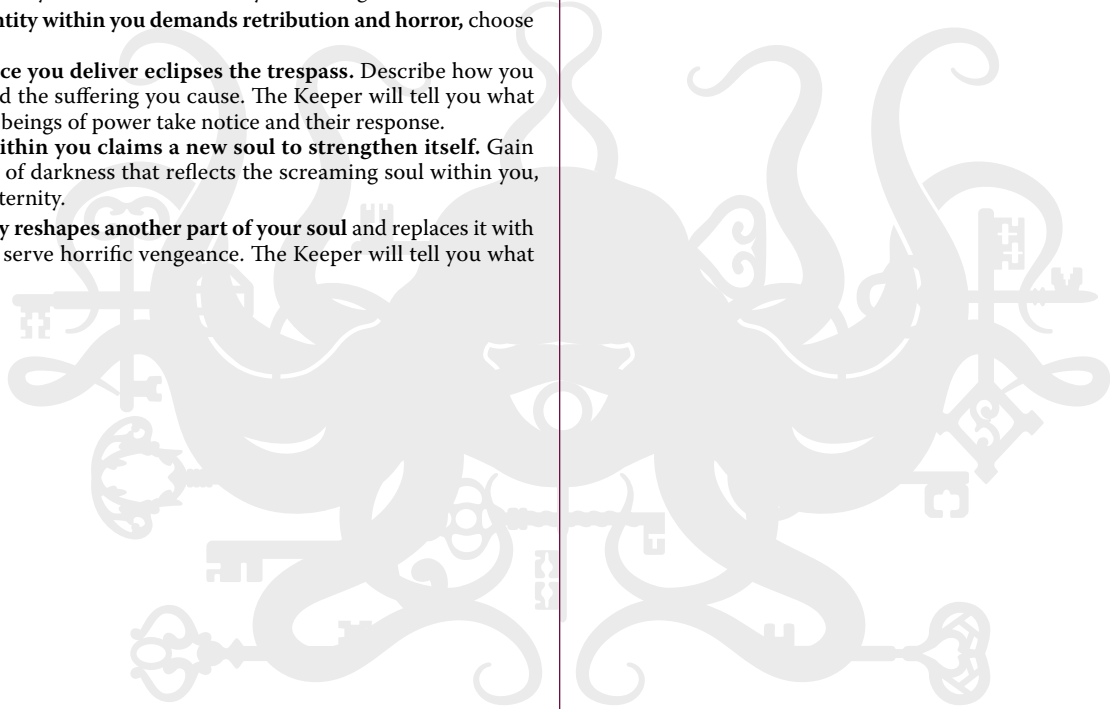
ON AN 8-10 the entity within you tempers justice with mercy, choose two:

- ✦ **Their greatest trespass is revealed by the darkness.** Create a power of darkness that you have access to, for now.
- ✦ **Declare how they must make amends to appease your need for justice.** Gain one Bond with them.
- ✦ **Your souls burn and resonate together.** Inflict two Conditions on them but take one in return.
- ✦ **The soul you peer into cannot hide the truth from you.** Ask the Keeper any question, they will answer it honestly and with great detail.

ON AN 11+ the entity within you demands retribution and horror, choose one:

- ✦ **The vengeance you deliver eclipses the trespass.** Describe how you go too far and the suffering you cause. The Keeper will tell you what supernatural beings of power take notice and their response.
- ✦ **The entity within you claims a new soul to strengthen itself.** Gain a new power of darkness that reflects the screaming soul within you, trapped for eternity.

ON A 7- the entity reshapes another part of your soul and replaces it with what may better serve horrific vengeance. The Keeper will tell you what happens next.



THE BETRAYED

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CHARACTER CREATION OPTIONS

CHOOSE CHARACTER DETAILS

Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME

(choose 1)

- a sweet name that bears the curse of betrayal
- a name given to me by those whom I failed to protect
- a name that was chosen for my rebirth
- a name and title whispered across millennia
- a name that will break me and reshape me one day

YOUR LOOK

(choose 1-3)

- eyes rendered hollow by a promise left unfulfilled
- loud and garish clothing that announces my intentions
- a cocky smile that belies a bitter truth
- an ever-moving cloak that hides how little of my soul remains
- a symbol of my station in life that has fused with my flesh
- scars I came by in place of those who named me their savior
- a truly monstrous form that reveals itself in the face of evil
- something that hints at my struggle to be human

YOUR ORIGIN

(choose 1)

- I made a deal with the devil to save the one I loved most, and was, in turn, betrayed by love
- I was betrayed by my own Order when they sought to create new empyrean lords, and have been barred from the next life for standing in their way
- I was betrayed by society and ever since, I have been one of many souls deemed worthy and bound to the hunger for cruel justice
- Something else that describes the betrayal that has hollowed out my soul and chained me to vengeance

WHAT HAS TAKEN RESIDENCE IN YOUR SOUL TO DELIVER MERCILESS RETRIBUTION?

(choose 1)

- A fallen divine being fueled by the desire to inflict righteous punishment, who delivers vengeance upon those who tempt demonic intervention
- The many lords of order and chaos, and they deliver vengeance to those who corrupt the balance
- My future and past incarnations have broken the laws of time and reality, and deliver vengeance upon those who would rewrite the future
- Something else that shows how just my cause is and how easy it would be to go too far to serve vengeance

YOUR POWERS OF DARKNESS

(choose 2)

- Cursed armor and weaponry
- Imbuement of hellfire
- Cosmic senses and insight
- Transformation fueled by vengeance
- A sentient form of supernatural transportation

WHAT DOES THE DARKNESS DEMAND OF YOU?

(choose 2)

- To destroy those I love
- To strengthen those who betray me
- To become a Harbinger's tool of vengeance
- To transform the innocent into Harbingers
- To free monsters from the chains of humanity
- To forever shatter the laws of cosmic justice
- Something else that would feed the eternal cycle of betrayal and pain

STARTING BONDS

- ✦ You were there when I was still reeling from my betrayal. What oath did we swear to each other? (*Gain 1 Bond with them*)
- ✦ You've betrayed my trust again and again. Why do we still love each other? (*Gain 2 Bonds with them*)
- ✦ Why am I tempted to give into What the Darkness Demands? (*Gain 1 Bond with What the Darkness Demands of You*)

WHEN PLAYING THE BETRAYED REMEMBER...

- ✦ Relive your betrayal again and again
- ✦ Embody vengeance to protect those you love
- ✦ Hold on to the tattered remains of your humanity



THE BETRAYED

CHARACTER CREATION OPTIONS

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PLAYBOOK MOVES

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The Betrayed has their Starting Move I AM VENGEANCE. Other Playbooks cannot take this Starting Move as an advance.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a DIVISION Move (make sure everyone knows which one).

☐ I Am Vengeance (starting move)

The entity within you can always sense those nearby who bear the scars of trespass and the burden of regret.

When you merge with the entity and deepen your senses to see the full weight of a soul, describe what you find there. Spend Darkness Tokens and roll.

ON AN 8-10 the entity within you tempers justice with mercy, choose two:

- ☛ Their greatest trespass is revealed by the darkness. Create a power of darkness that you have access to, for now.
- ☛ Declare how they must make amends to appease your need for justice. Gain one Bond with them.
- ☛ Your souls burn and resonate together. Inflict two Conditions on them but take one in return.
- ☛ The soul you peer into cannot hide the truth from you. Ask the Keeper any question, they will answer it honestly and with great detail.

ON AN 11+ the entity within you demands retribution and horror, choose one:

- ☛ The vengeance you deliver eclipses the trespass. Describe how you go too far and the suffering you cause. The Keeper will tell you what supernatural beings of power take notice and their response.
- ☛ The entity within you claims a new soul to strengthen itself. Gain a new power of darkness that reflects the screaming soul within you, trapped for eternity.

ON A 7- the entity reshapes another part of your soul and replaces it with what may better serve horrific vengeance. The Keeper will tell you what happens next.

☐ Vengeance Reveals the Truth

When you hold the vulnerable close, describe how you become vengeance incarnate and perceive what connects them to the encroaching apocalypse. Spend Darkness Tokens and roll.

ON AN 8-10 the soul reveals all, choose two:

- ☛ Declare the trespasses of their past and declare an irrevocable truth about the Mystery—rewrite or add a Facet of the Mystery that reflects this evil.
- ☛ Declare the trespasses that their future holds, draw a line between a Key and a Facet of the Mystery. Declare an irrevocable truth about the Mystery that reflects this evil.
- ☛ Declare the shared trespass that binds your souls together. Uncover a Key at great cost.

ON AN 11+ the soul burns and threatens to consume you whole. Choose one:

- ☛ Choose one from above but carry the full weight of those who suffered. Until the end of the Mystery, you now have a new way of gaining Darkness Tokens: Give voice to the wronged and seek cruel justice.
- ☛ Your power burns away their regret and shame, and the vengeance within you hollows out an additional host. Before they vanish, they give you a Key at great cost. When they return, they will be a more powerful servant of vengeance than you are.

ON A 7- your own soul buckles under the weight of their sin, leaving you vulnerable to the entity residing in what remains of your soul. The Keeper will tell you what happens next.

☐ An Eye for an Eye

You are a scion of vengeance, you are enslaved and empowered through eternal punishment.

When you UNLEASH THE DARK by acting out on the behalf of vengeance, you can also choose one from below, even on a miss:

- ☛ Infect them with inescapable guilt and horror for their trespasses
- ☛ Grant immeasurable power to those they have wronged most
- ☛ Cleanse their soul of all trespasses, binding it to your own
- ☛ Declare a just punishment for the trespasses on their soul—it will come to pass by the end of the Mystery, in one way or another

☐ The Bindings of Retribution

Every soul chosen to mete vengeance is bound to your soul, for better or worse.

When you travel the paths of betrayal and vengeance that connect all hearts, ask one and gain one Bond with one who the Keeper names:

- ☛ Who here suffers from betrayal in silence?
- ☛ Who here proudly wears the scars of betrayal?
- ☛ Who here is unaware they are held in the grasp of coming vengeance?
- ☛ Who here will become a tool of vengeance?

The Keeper will answer you honestly and with great detail. Mark a Condition that reflects how this makes you feel.

You may ask a second question and uncover a Key but the Keeper will give you a difficult task to appease the entity of vengeance within you. If you are unable to fulfill it by the end of the current Mystery, prepare for the worst.

☐ In Service of a Greater Power

One day your quest for vengeance will break you and leave nothing of your soul but for now you must persevere and survive all odds.

At the end of each session, reflect on your quest for vengeance. Choose two:

- ☛ Did you serve vengeance over yourself and what you care for? Clear one Condition.
- ☛ Did you feed the entity within your fear, anger, or despair? Mark Ruin once.
- ☛ Did you revel in the monster that you are and cast aside your humanity? Gain one Bond with What the Darkness Demands of You.

☐ The Weakness of my Heart

There is one human, weak and imperfect, who looks you in the eyes and sees past the monster you are. Declare who your Heart is and what makes them vulnerable. The Keeper will describe what measures DIVISION has taken to ensure their safety.

When you share an intimate moment with your Heart, spend Darkness Tokens and roll.

ON AN 8-10 the entity within you loses its grasp on you, and your humanity blooms in fragile hands. Choose one:

- ☛ Describe who you wish to be for your Heart, and clear all your Conditions.
- ☛ Describe who you wish your Heart could be for you, gain one Bond with them and one Bond with What the Darkness Demands of You.
- ☛ Describe what you could have been together, if vengeance hadn't claimed you. The entity within you changes in response, gain a temporary power of darkness that reflects this.

ON AN 11+ the entity within you seeks control and your Heart goes too far to protect you. Choose one:

- ☛ You push them away, betraying their love for you. Gain two Bonds with What the Darkness Demands of You but mark a Condition to reflect how this makes you feel.
- ☛ You hold them close and watch vengeance consume a part of them. Erase your Ruin track as the entity reshapes your Heart.

ON A 7- your enemies use this opportunity to endanger your Heart. The Keeper will tell you what happens next, prepare for the worst.

THE BETRAYED

CHARACTER CREATION OPTIONS

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RUIN MOVES / ADVANCES

RUIN MOVES

Shadows of a Life Unlived

Your betrayal eats away at what remains of your soul as you obsess over who you could have been if life were kinder to you.

When you ask the entity within you what could have been, mark one Ruin and ask one of the questions below. The Keeper will answer you honestly and with great detail.

- ✦ **How could I have avoided betrayal, if I had been more cruel?** Gain two Bonds with What the Darkness Demands of You. If you accept this answer, cross out the question and clear all your Conditions.
- ✦ **What kind of life would I have had, if vengeance had not claimed me?** Gain a new power of darkness permanently that reflects this truth. If you accept this answer, cross out the question and clear your Ruin track.
- ✦ **Which PC would have saved me, if I had allowed myself to be weak?** Gain two Bonds with them. If you accept this answer, cross out the question. Both of you permanently gain the Condition **"Soulbound"**.
- ✦ **Who would have loved me, if I had never become vengeance?** Gain one Bond with them, and one Bond with What the Darkness Demands. If they're a PC, they erase one Ruin. You can never accept this answer.

The Blade of Forgiveness

In your time as serving as a vessel of vengeance, the cosmic forces of the universe have responded to your actions. The spirit of forgiveness was forged but it embodies unknowable laws that are beyond the ken of men. To be forgiven is perhaps a heavier burden to bear than anything in the known universe.

When you call upon the Spirit of Forgiveness, describe how the sharp light cuts through you to reveal a monstrous truth about you. The Keeper will describe the avatar of Forgiveness that comes to your side. Choose one:

- ✦ Mark one Ruin. Ask the avatar a question and they will answer it honestly and with great detail. In addition, gain a temporary power of darkness that reflects what you have learned.
- ✦ Mark two Ruin. Reach out and ask the avatar to cut through to your heart, and gain one Bond with Forgiveness. In addition, clear all your Conditions and replace one of them with one of the Forgiveness Conditions below:

Ephemeral Haughty Deceptive Cryptic

When you have replaced all your Conditions with Forgiveness Conditions, replace your Breaking Point with the one below:

The Vengeance you have sought and delivered forces the universe to respond with the cold cosmic nature of Forgiveness. Your humanity hollows out to reveal the vessel you are, the bright light within you burns away the darkness and recolors your memories to the palest shade of nothingness. In this moment you are only the cosmic avatar of Forgiveness, and nothing else.

Describe what cold revelation Forgiveness speaks through you and who you empower to balance the scales of the universe. The Keeper will tell you how celestial fire reshapes the world around you, revealing the terrifying truth beneath the surface of reality.

We Who Serve Vengeance

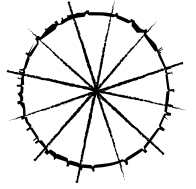
The entity within you can always recognize another wretched soul broken enough to be vulnerable to vengeance's desire.

When you perceive the full weight of a soul vulnerable to you, describe how you draw down the entity of vengeance into their being. Choose:

- ✦ **Mark one Ruin and create a temporary Envoy of Vengeance.** Until the end of the Mystery they will assist you in fighting back the apocalypse but will become a Harbinger and retreat to the shadows.
- ✦ **Mark two Ruin and create a terrifying Emissary of Vengeance**, grant them more power than you yourself possess. As an Emissary they will perform horrifying feats of supernatural power before they vanish. The Emissary will spend the rest of their immortality working towards fulfilling What the Darkness Demands of You.

The Face of My Betrayal

You are determined to free yourself from this soul-crushing servitude, even at the expense of the innocent. Describe an innocent being that trusts you. The Keeper will describe how they know you will ultimately betray them and why they still love you.



When you take this move, create your own personal Doomsday Clock with 12 ticks and name it ***I Had No Other Choice***.

When you share a vulnerable moment with this innocent, choose:

- ✦ Mark one Ruin, and tick ***I Had No Other Choice*** once. Ask them to care for you, and turn away from how the entity within you corrupts them. Clear all your Conditions and gain one Bond with what the Darkness Demands of You.
- ✦ Mark two Ruin, and tick ***I Had No Other Choice*** twice. Ask them to perform one cruel deed for you, no matter how impossible, and touch them with the hand of vengeance. They will gain temporary powers of darkness to fulfill your will perfectly.

When the *I Had No Other Choice* clock fills, their innocence is shattered and your full betrayal comes to pass. They are now a new entity of Vengeance, completely separate from your own power and calling upon the full might of the encroaching apocalypse. The current Mystery is set aside. In this moment, they have become the next Harbinger of the apocalypse, emerging from an ancient Door of Power. The vengeance they offer the world is mesmerizing and cruel, loving and despairing. Give them a new name and title befitting the unspeakable horror they have become.

You and the other PCs must deal with them, one way or another. Once this apocalyptic threat is dealt with, decide if you will be fully consumed by vengeance as penance or seek another innocent. If you are consumed by vengeance, say your last goodbyes and retire this character and create a new one. If you seek another innocent, clear the Doomsday Clock ***I Had No Other Choice*** and choose a new innocent to betray.

RUIN ADVANCES

Each Playbook has several options for a Ruin Advance.

Take a New Ruin Move

Refer to *Apocalypse Keys*, page 83, for details.

Take a Ruin Move From Another Playbook

Refer to *Apocalypse Keys*, page 83, for details.

Permanently Mark a Condition

Choose 1 Condition from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

Refer to *Apocalypse Keys*, page 84, for additional details.

Gain a New Ruin Condition

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | | |
|----------------------------------|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Guilty | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Haunted | <input type="checkbox"/> Possessive | <input type="checkbox"/> Reckless |

Refer to *Apocalypse Keys*, page 84, for additional details.

Retire your Character and Become a Harbinger of the Apocalypse

Refer to *Apocalypse Keys*, page 84, for details.



I AM A WEeping WOUND OF ABANDONMENT
 I EMBODY THE PAIN AND PERFECTION OF THE APOCALYPSE
 MY POWER IS REFLECTIVE, MANIPULATIVE, AND ELEGANT
 MY HEART YEARNs TO FEEL AND BE FELT

THE UNTETHERED

PLAYSHEET

VITALS

NAME

ORIGIN

LOOK

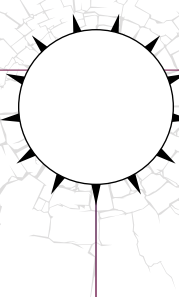
WHO YOU COULD HAVE BEEN

THE WEAKNESS YOUR DOPPELGANGERS SHOW

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ☛ Feel unwanted or ashamed
- ☛ Behave perfectly
- ☛ Ask someone a question instead of answering theirs
- ☛ Ask someone to set their feelings aside
- ☛ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
 Choose between *What the Darkness Demands of You* and *your mission*.

POWERS OF DARKNESS

BONDS

WHO BOND RATING

WHAT THE DARKNESS DEMANDS OF YOU

REMEMBER TO...

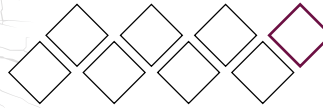
- ☛ Aspire to be better than you are
- ☛ Imagine alternate realities in which you are still with your community
- ☛ Struggle with vulnerability

BREAKING POINT (when you mark your last named condition)

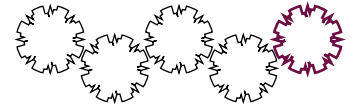
You almost achieved perfection and it destroyed what was left of your humanity. The last vestiges of compassion and kindness were wrung from you, leaving your heart overgrown with bitterness and despair. Even if you were perfect, you would still be unloved, unwanted, and unworthy. Your soul shatters.

Describe how the anguish of not being enough warps you until you are too much, and bleeds into everyone and everything around you. The Keeper will tell you what bloody doppelganger crawls from the residue to reveal the monster you really are, and what permanent wound this reality suffers as a result.

EXPERIENCE (XP Advance at 8)



RUIN (Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- Did you harm yourself in pursuit of perfection?
- Did you deny yourself comfort from another monster?
- Did you blame someone else to hide your own inadequacies?
- Did you let yourself believe you could be loved?
- Did you put your own desires above the needs of others?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ☛ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ☛ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ☛ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ☛ Did you uncover at least a Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- Take a new Summoned move
- Take a new DIVISION move
- Take a move from another playbook
 - Describe a new way to gain Darkness Tokens
 - Take a new Power of Darkness from your playbook
 - Change your playbook

RUIN ADVANCES

- Take a new Ruin Move
- Take Ruin Move from another playbook
- Permanently mark a Condition
- Gain a new Ruin Condition
 - Retire your character. You become a Harbinger of the apocalypse.

CONDITIONS

- INSECURE
- LONELY
- TENDER
- TRUSTING
-
-



I AM A WEEPING WOUND OF ABANDONMENT
I EMBODY THE PAIN AND PERFECTION OF THE APOCALYPSE
MY POWER IS REFLECTIVE, MANIPULATIVE, AND ELEGANT
MY HEART YEARNS TO FEEL AND BE FELT

THE UNTETHERED

PLAYSHEET

MOVES

■ In Another Life, Perhaps *(starting move)*

There exist multiple realities in which your community kept you, but that's not the one you're in.

When you reach through realities to connect to an alternate version of yourself that your community accepted, spend Darkness Tokens and roll:

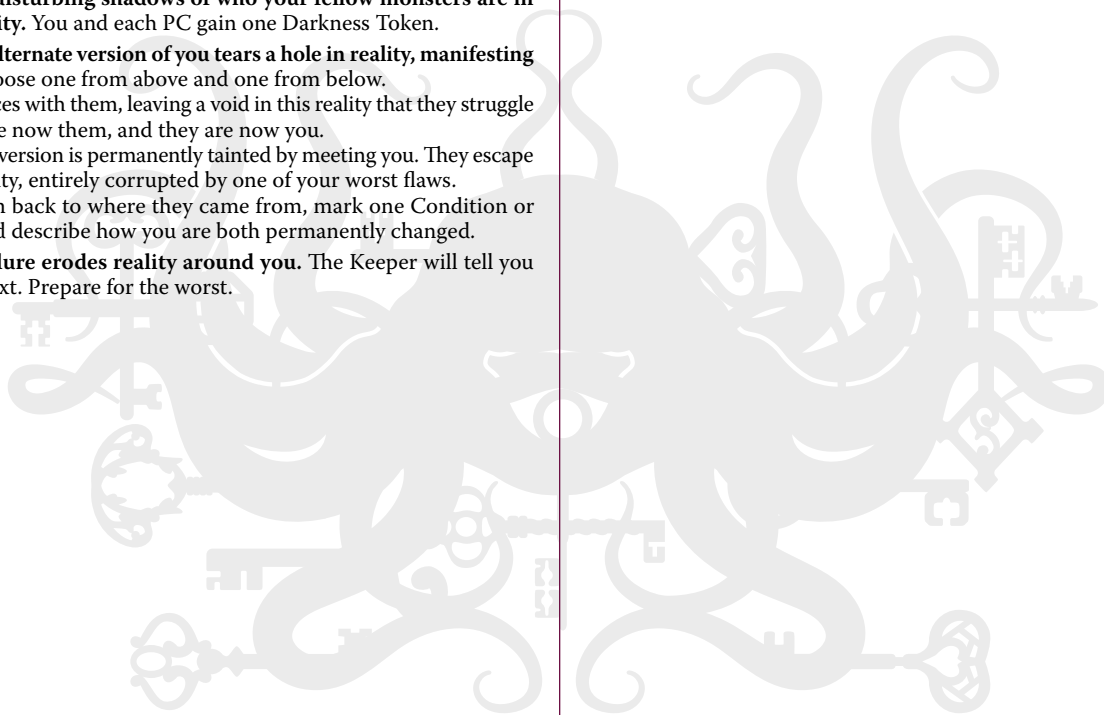
ON AN 8-10 you resonate with your alternate self and subtly rewrite this reality. Choose two:

- ✦ If you can embody who you could have been, perhaps you could be them one day. You emulate your alternate self's perfect grace and inspire those around you. You and another PC mark XP.
- ✦ For a moment, you feel the love your alternative self feels. They relinquish their strength to you, and you share it with a PC or NPC of your choosing. You gain one Bond with the recipient of this strength. If they're a PC, they also gain one Bond with you.
- ✦ You see the disturbing shadows of who your fellow monsters are in another reality. You and each PC gain one Darkness Token.

ON AN 11+ that alternate version of you tears a hole in reality, manifesting at your side. Choose one from above and one from below.

- ✦ You swap places with them, leaving a void in this reality that they struggle to fill. You are now them, and they are now you.
- ✦ The alternate version is permanently tainted by meeting you. They escape into this reality, entirely corrupted by one of your worst flaws.
- ✦ To send them back to where they came from, mark one Condition or one Ruin, and describe how you are both permanently changed.

ON A 7- your failure erodes reality around you. The Keeper will tell you what happens next. Prepare for the worst.



THE UNTETHERED

I AM A WEEPING WOUND OF ABANDONMENT
I EMBODY THE PAIN AND PERFECTION OF THE APOCALYPSE
MY POWER IS REFLECTIVE, MANIPULATIVE, AND ELEGANT
MY HEART YEARNS TO FEEL AND BE FELT



CHARACTER CREATION OPTIONS

CHOOSE CHARACTER DETAILS

Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME *(choose 1)*

- a derogatory name
- a name I share with someone else I knew
- a name I found in a book
- a name that conveys beauty and potential
- a name I must learn to pronounce one day

YOUR LOOK *(choose 1-3)*

- one voice that sounds like many
- a birthmark mirrored on the body of a family member
- muscles tensed in pursuit of control
- intricate clothing worthier than me
- my shadow, ever out of sync
- hair that never falls out of place
- something that hints at my struggle to be human

YOUR ORIGIN *(choose 1)*

- my community deemed me too broken to want in their midst
- the laws or customs of my culture called for my abandonment
- others sensed the darkness in my heart and left me out of fear
- they already had someone better than me and I was useless to them
- something else that describes why my home and people rejected me, and how I must prove myself

WHO COULD YOU HAVE BEEN IF YOUR COMMUNITY HAD KEPT YOU? *(choose 1)*

- A fallen divine being fueled by the desire to inflict righteous punishment, who delivers vengeance upon those who tempt demonic intervention
- The many lords of order and chaos, and they deliver vengeance to those who corrupt the balance
- My future and past incarnations have broken the laws of time and reality, and deliver vengeance upon those who would rewrite the future
- Something else that shows how just my cause is and how easy it would be to go too far to serve vengeance

WHAT WEAKNESS DO YOUR DOPPELGANGERS SHOW THAT YOU WOULD NEVER PERMIT IN YOURSELF? *(choose 1)*

- they express their emotions through anger and violence
- they show their vulnerabilities and connect with others
- they invite physical intimacy and allow others to touch them
- they give compliments freely and genuinely
- something else that I secretly long to do

YOUR POWERS OF DARKNESS *(choose 2)*

- Blood Magic
- Deflector Shields
- Item Replication
- Shapeshifting
- Uncanny Charm

WHAT DOES THE DARKNESS DEMAND OF YOU? *(choose 2)*

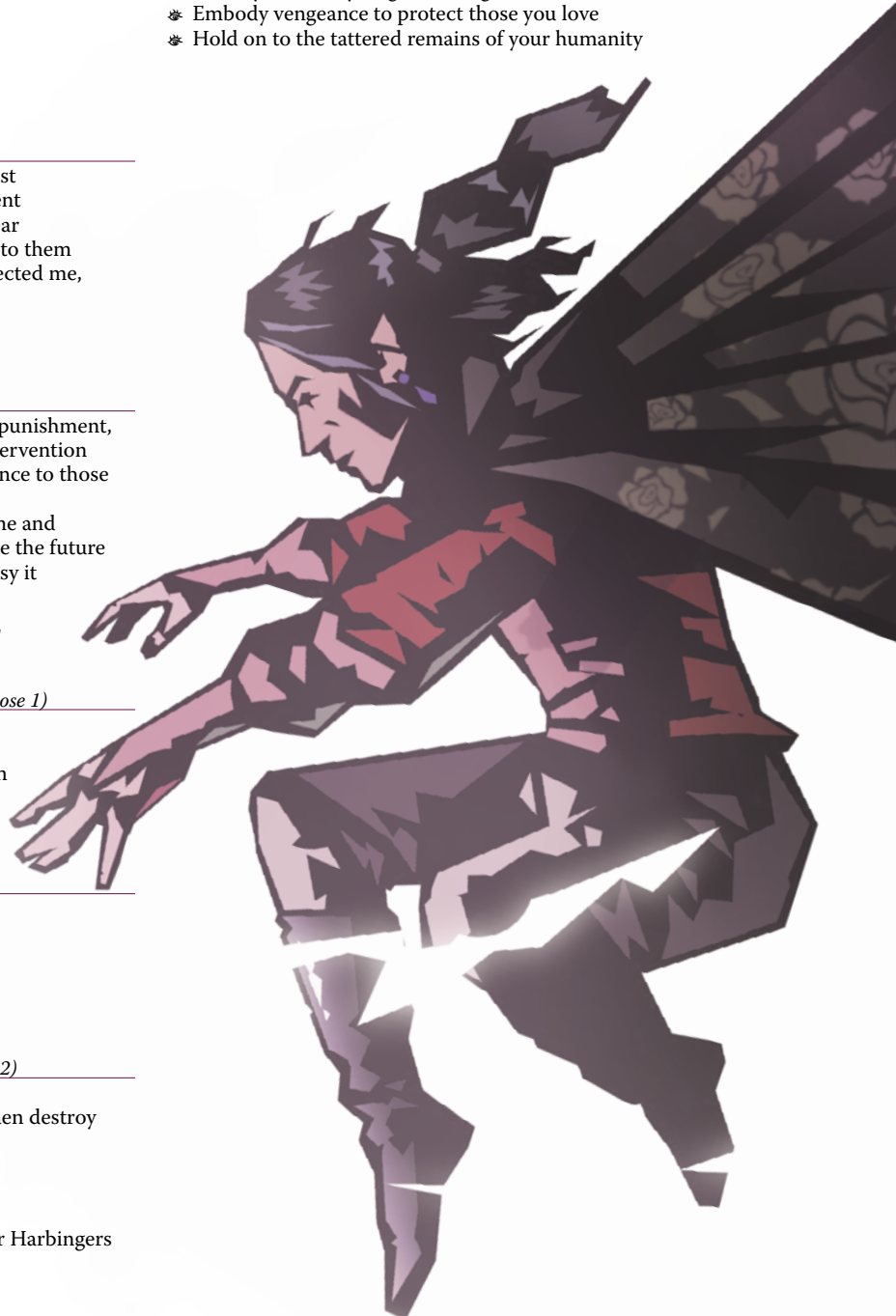
- to never trust another
- to destroy every last person who made me feel unworthy, then destroy those who say they love me
- to break and remake myself
- to make those I care about feel as unwanted as I do
- to bend others to my will
- to become a Harbinger powerful enough to destroy all other Harbingers
- something else that would make me perfect

STARTING BONDS

- ✦ You were there when my community cast me out. How did my indignation hurt you? Why did you stay by my side? *(Gain one Bond with them)*
- ✦ You love me, but I have never loved before and I don't know if I can. Why do you think you can show me how? *(Gain two Bonds with them)*
- ✦ Why am I tempted to give into What the Darkness Demands? *(Gain 1 Bond with What the Darkness Demands of You)*

WHEN PLAYING THE UNTETHERED REMEMBER...

- ✦ Relive your betrayal again and again
- ✦ Embody vengeance to protect those you love
- ✦ Hold on to the tattered remains of your humanity



THE UNTETHERED

I AM A WEEPING WOUND OF ABANDONMENT
I EMBODY THE PAIN AND PERFECTION OF THE APOCALYPSE
MY POWER IS REFLECTIVE, MANIPULATIVE, AND ELEGANT
MY HEART YEARNS TO FEEL AND BE FELT



CHARACTER CREATION OPTIONS

PLAYBOOK MOVES

PLAYBOOK MOVES

The Untethered has their Starting Move IN ANOTHER LIFE, PERHAPS. Other Playbooks cannot take this Starting Move as an advance. Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a DIVISION Move (make sure everyone knows which one).

In Another Life, Perhaps (starting move)

There exist multiple realities in which your community kept you, but that's not the one you're in.

When you reach through realities to connect to an alternate version of yourself that your community accepted, spend Darkness Tokens and roll:

ON AN 8-10 you resonate with your alternate self and subtly rewrite this reality. Choose two:

- ✦ If you can embody who you could have been, perhaps you could be them one day. You emulate your alternate self's perfect grace and inspire those around you. You and another PC mark XP.
- ✦ For a moment, you feel the love your alternative self feels. They relinquish their strength to you, and you share it with a PC or NPC of your choosing. You gain one Bond with the recipient of this strength. If they're a PC, they also gain one Bond with you.
- ✦ You see the disturbing shadows of who your fellow monsters are in another reality. You and each PC gain one Darkness Token.

ON AN 11+ that alternate version of you tears a hole in reality, manifesting at your side. Choose one from above and one from below.

- ✦ You swap places with them, leaving a void in this reality that they struggle to fill. You are now them, and they are now you.
- ✦ The alternate version is permanently tainted by meeting you. They escape into this reality, entirely corrupted by one of your worst flaws.
- ✦ To send them back to where they came from, mark one Condition or one Ruin, and describe how you are both permanently changed.

ON A 7- your failure erodes reality around you. The Keeper will tell you what happens next. Prepare for the worst.

The Price of Perfection

You will be flawless, no matter the cost. You can reach through the fabric of reality and access weaker counterparts of yourself with one redeeming quality.

When you take this move, choose one basic move. You cannot choose UNLOCK DOOM'S DOOR.

When you trigger that basic move, instead of rolling you can shatter one of your alternate selves to harvest their redeeming quality. You add it to your perfection. Choose one:

- ✦ Describe how you take more than you can handle from your counterpart and absorb them completely. Mark two Conditions and gain one Bond with What the Darkness Demands of You. Trigger the move as if you had rolled an 8-10 instead.
- ✦ Describe what part of yourself shatters in the process. Mark one Ruin and trigger the move as if you had rolled an 11+ instead. In addition, rewrite one of the ways you gain Darkness Tokens to reflect the redeeming quality you stole.

Your Desires Laid Bare

You have doppelgangers hidden in this reality, and they spy on the hearts of others.

When you take this move, you can listen to the whispers of your spies at any time to learn what someone else's base desire is.

When you UNLEASH THE DARK by telling someone what they truly want, choose one from below, even on a miss.

- ✦ They believe you can help them achieve their desire. They'll put themselves in harm's way for you as long as they believe your promises.
- ✦ They falter and reveal a permanent weakness that involves you.
- ✦ They are afraid of what you know. They submit to your commands, for a time.

Conceal Your Heart

You can't stand to be vulnerable with others, even though your soul screams for it.

When you would REVEAL YOUR HEART, you can choose to lie and maintain the mask of perfection you wear. When you do this, you CONCEAL YOUR HEART instead. Spend Darkness Tokens and roll.

ON AN 8-10 you turn away from your feelings. Choose two:

- ✦ You close yourself off and behave the way you think they want. Convert one Bond with them into one Bond with What the Darkness Demands of You. If you have no Bond with them, gain two Bonds with What the Darkness Demands of You.
- ✦ Your heart sighs in relief, safe from their prying. Clear one Condition.
- ✦ Your heart hardens to protect you from the pain of being known. Mark XP.

ON AN 11+ your grip on your heart tightens painfully and noticeably. Ask each other, "Why do you trust me?" After you both answer, you each choose one:

- ✦ Tell them how much you loathe being vulnerable, on a scale of 0 to 4. That becomes the number of Ruin that they can erase and the number of Darkness Tokens they now have.
- ✦ They tell you what makes them believe you care for them. They choose another power of darkness from any playbook. They have access to it, for now.

ON A 7- they know you're hiding something.

If you CONCEALED YOUR HEART from a PC: until the end of the Mystery, they have a new way of gaining Darkness Tokens. They choose one:

- ✦ Feel suspicious or secretive
- ✦ Know that the Untethered is telling a lie
- ✦ Ask the Untethered a sincere question and receive an honest answer
- ✦ Ask somebody else to tell them about the Untethered
- ✦ Embody a Condition that affects the Untethered

If you CONCEALED YOUR HEART from an NPC: the Keeper describes what flaw of yours they notice and how they take advantage of it.

Best Friends

You hold your allies to the same impossible standards as yourself.

When another PC fails to act perfectly, tell them how much they've disappointed you and what they should have done instead.

If they accept your truth, they mark a Condition and they choose one:

- ✦ You gain one Bond with What the Darkness Demands of You and the PC in question gains one Bond with you.
- ✦ They get the chance to do exactly what they should have done, to horrifying effect.
- If they respond otherwise, or not at all, they deny your truth. Choose one:**
- ✦ You feel the disappointment of the Harbinger within you. The PC transfers one of their Ruin marks to your own track.
- ✦ Your disappointment in them becomes disappointment in yourself. They clear one Condition and you mark one Condition.

My Double-edged Blade

You have learned to weaponize your multitudinous feelings about your rejection to manipulate others without sacrificing your own integrity.

When you share an intimate moment with another and tell them what quality of yours you wished your community accepted, ask them if they accept that part of you. Gain one Bond with them and describe how you hint at one of the following emotions.

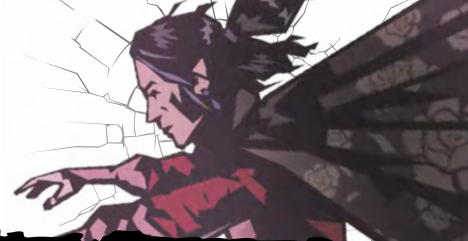
- ✦ the ardent fury that roils inside you
- ✦ the empty sadness that gnaws at you
- ✦ the weighty shame that crushes you
- ✦ the cold fear that constricts you
- ✦ the hazy confusion that traps you
- ✦ the endless exhaustion that erodes you

If they are a PC and they accept: they gain one Bond with you and they choose one:

- ✦ They reveal one of their weaknesses to you.
- ✦ They share one of their secrets with you.
- ✦ They tell you what your display of emotion compels them to do.

If they are an NPC and they accept: the Keeper tells you how best to use one of their weaknesses to your advantage.

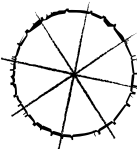
If they respond otherwise, or not at all, take that as a sign of rejection. You gain one Bond with What the Darkness Demands of You, and the dark whispers one of their secrets to you. Ask them what you learn.



RUIN MOVES

My Happy Family

You try to build something beautiful by creating a new community of your own. **When you take this move, declare who the first clone you create is, and why they love you.** The Keeper will tell you what the new community needs to thrive. Name your community. Then, create your own personal Doomsday Clock with 8 ticks and name it *My Happy Family*.



When you create a clone based on someone you know, choose one:

- ✦ Mark one Ruin, and tick *My Happy Family* once. Choose an NPC you have met, and create a clone of them. The Keeper tells you the one sign that reveals they are a clone. You gain one Bond with them and they obey one order of yours before going home to your new community.
- ✦ Mark two Ruin and tick *My Happy Family* twice. Choose an NPC you have met, and describe the clone of them that you create right now to aid you. Each PC gains one Bond with them. They do everything you ask and they would die for you if you demanded it. When they have carried out your order, they wait for your next command. If you dismiss them, they return to your new community.
- ✦ When the clock fills, the Keeper tells you what event makes your new community see you, their creator, for the monster you are. They turn against you and become a Faction, intent on hunting you down and destroying you. Give them a new name befitting their hatred. Once this Faction is established, clear the Doomsday Clock *My Happy Family*, create a new clone for another new community and start a new clock.

Immaculate Reflection

A secret facility within DIVISION houses several of your alternate selves. You are drawn to one of your doppelgangers in particular—they are now your **Mirror**. Choose why you are drawn to your Mirror:



- ✦ Their flaws remind you of your own
- ✦ They are closer to perfection than you could ever be
- ✦ They make you feel wanted

When you take this move, create your own personal Doomsday Clock with 6 ticks and name it *Immaculate Reflection*. When you have a moment of intimacy with your Mirror, describe how it becomes harder to tell you apart and choose one:

- ✦ Mark one Ruin and tick *Immaculate Reflection* once. Your Mirror tells you exactly what you want to hear: how perfect and brilliant and beautiful you are. Gain one Bond with your Mirror and choose one power of darkness from any playbook that reflects your love. You have access to it, for now.
- ✦ Mark two Ruin and tick *Immaculate Reflection* twice. You tell your Mirror how your love will destroy them. Gain one Bond with your Mirror and gain two new permanent powers of darkness, one that reflects the Harbinger in you, and one that reflects the Harbinger in them.

When the *Immaculate Reflection* clock fills, your Mirror reveals to you that the only way to reach perfection is to give into the darkness. They offer you a choice: embrace them now and join with them to become the next Harbinger of the apocalypse, or remain as you are.

Whatever the current Mystery is, it is set aside. In this moment, if you join with your Mirror, you become the next Harbinger of the apocalypse, emerging from an ancient Door of Power. You are no longer part of DIVISION. You merge and become the most powerful version of yourself that you could ever imagine. Give yourself a new name and title befitting your transcendence. Tell everyone how your first community reacts when your darkness threatens to tear apart the world. The other PCs must deal with you, one way or another. Once your apocalyptic threat is dealt with, retire this character and create a new one.

If you reject your Mirror, you remain as you are and they wield your power with more beauty and devastation than you ever could. Give them a new name and title befitting their flawlessness. You and the other PCs must deal with your Mirror, one way or another. Once this apocalyptic threat is dealt with, decide if you will leave DIVISION or stay. If you leave, retire this character and create a new one. If you stay, clear the Doomsday Clock *Immaculate Reflection* and choose a new Mirror.

Unparalleled Resilience

You survived the unthinkable; your first community took away the love and safety of your home. That didn't end you—and neither will holding back the apocalypse. **When you are about to hit your Breaking Point, you can choose to embrace perfection instead.** Choose one:

- ✦ Mark one Ruin and tell everyone how a part of your body shows the imperfection that lies beneath your surface. You clear one Condition and you avoid hitting your Breaking Point.
- ✦ Mark two Ruin and reject one of your Conditions, declaring that it will never control you again. Tell everyone how a part of your body becomes eerie and perfect when you purge yourself of this weakness. You permanently remove the rejected Condition from play. This removed Condition can't be marked and is no longer on your list of Conditions. Cross it out. You clear all of your remaining Conditions and you avoid hitting your Breaking Point. You can choose this option until you have one Condition left.

I'll Make You Proud

The one who made sure you were expelled from your community is alive and well, thriving in your absence. When you take this move, tell the Keeper why they rejected you and what lies they tell about you. Explain why you still crave their approval. Gain one Bond with them.

When you wonder if what you're doing right now would impress them, choose one:

- ✦ Mark one Ruin and describe a flashback in which they corrected your behavior and implied that they could be proud of you one day. How does it spur your need for acceptance? Clear one Condition and gain one Bond with them.
- ✦ Mark two Ruin and they appear on the scene, defying logic or plausibility. They mysteriously offer to help you, for now. Gain one Bond with them and one Bond with What the Darkness Demands of You.

RUIN ADVANCES

Each Playbook has several options for a Ruin Advance.

Take a New Ruin Move

Refer to Apocalypse Keys, page 83, for details.

Take a Ruin Move From Another Playbook

Refer to Apocalypse Keys, page 83, for details.

Permanently Mark a Condition

Choose 1 **Condition** from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

Refer to Apocalypse Keys, page 84, for additional details.

Gain a New Ruin Condition

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | | |
|----------------------------------|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Guilty | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Haunted | <input type="checkbox"/> Possessive | <input type="checkbox"/> Reckless |

Refer to Apocalypse Keys, page 84, for additional details.

Retire your Character and Become a Harbinger of the Apocalypse

Refer to Apocalypse Keys, page 84, for details.



I AM DRAGGED INTO THE DEPTHS OF THE WILL OF OTHERS
 I EMBODY THE FURY AND SHADOW OF THE APOCALYPSE
 MY POWER IS HEAVY, RESTRICTIVE, AND NOT MY OWN
 MY HEART YEARNS TO CONNECT AND BE CONNECTED WITH



PLAYSHEET

VITALS

NAME

ORIGIN

LOOK

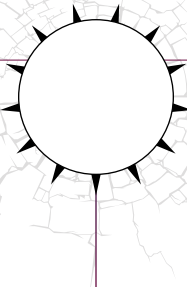
VIOLENT NATURE OF THE FURY INSIDE

THE REACH OF YOUR HANDLER, LONGER THAN YOU KNOW

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ☛ Feel constricted by expectations
- ☛ Abandon your responsibilities
- ☛ Ask someone to tell you what to do
- ☛ Ask someone to help carry your burden
- ☛ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
 Choose between *What the Darkness Demands of You* and your mission.

POWERS OF DARKNESS

BONDS

WHO BOND RATING

WHAT THE DARKNESS DEMANDS OF YOU

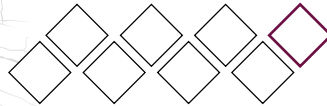
REMEMBER TO...

- ☛ Aspire to be better than you are
- ☛ Imagine alternate realities in which you are still with your community
- ☛ Struggle with vulnerability

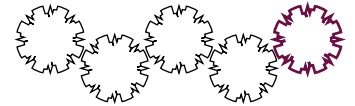
BREAKING POINT *(when you mark your last named condition)*

You know that your life will never belong to you. You know that there is no use fighting against the chains that weigh you down. You will never be free of your Fury, of your Handler. For this moment, you must choose whether you will be overcome by the violent whims of your Fury, or be subsumed into the layers and schemes of your Handler. At this moment, it's time to give in. **Choose who you hand control of your chains to.** Choose how your monstrous Fury rampages, unfettered by any vestiges of humanity, or how your Handler draws those you care about into the heart of their web, marking them forever as their pawns. Based on which you choose, the Keeper will then tell you how an aspect of your Fury finds a permanent hold in the world, or how your Handler climbs ever higher toward the top of the pyramid.

EXPERIENCE *(XP Advance at 8)*



RUIN *(Ruin Advance at 5)*



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- Did you allow your Fury to rampage, endangering others?
- Did you entangle another in the schemes of your Handler?
- Did you reject the expectations of others at the worst possible time?
- Did you shoulder the responsibility of another you know you shouldn't care for?
- Did you blame someone you care for for your own mistakes?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ☛ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ☛ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ☛ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ☛ Did you uncover at least a Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- Take a new Summoned move
- Take a new DIVISION move
- Take a move from another playbook
- Describe a new way to gain Darkness Tokens
- Take a new Power of Darkness from your playbook
- Change your playbook

RUIN ADVANCES

- Take a new Ruin Move
- Take Ruin Move from another playbook
- Permanently mark a Condition
- Gain a new Ruin Condition
- Retire your character. You become a Harbinger of the apocalypse.

CONDITIONS

- LISTLESS
- DESPERATE
- CLINICAL
- BLOODTHIRSTY
-
-



I AM DRAGGED INTO THE DEPTHS OF THE WILL OF OTHERS
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MY HEART YEARNS TO CONNECT AND BE CONNECTED WITH

THE CHAINED

PLAYSHEET

MOVES

■ Ego Death *(starting move)*

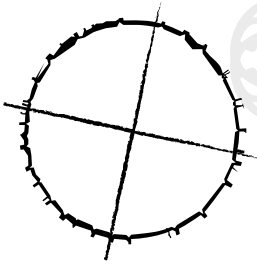
The Chained is pulled in two different directions; lured toward violent and bloody destruction by the monstrous Fury within them, or pulled into a web of schemes and oblivion as a pawn of their Handler. The Chained's identity is inseparable from their connections to others. You desire any form of connection, and have a bad habit of drawing others into your ever tangling web.

At the start of each session choose one:

- ✦ Gain a Bond with your Fury and swap out one of your powers of darkness with a new one for the rest of the session. What does your Fury crave that you do not want it to have?
- ✦ Gain a Bond with your Handler and uncover one **Shadow Key**. This Key is shrouded in shadow for now. Write down "Shadow Key" on the Mystery Map. What do you believe your Handler wants from you in the coming moments?
 - ✦ When anyone **UNLOCKS DOOM'S DOOR**, your Handler speaks in spirals and reveals a version of truth, exposing the nature of the aforementioned Shadow Key. At that moment flesh out the details of what this Key is, and how it connects your Handler to the Mystery.
- ✦ Gain a Bond with another PC and choose one of the options below as a new way of gaining Darkness Tokens when interacting with them for the rest of the session. What about that PC resonates with your Handler or Fury right now?
 - ✦ Feel drawn to their raw power
 - ✦ Feel chilled by their cold logic
 - ✦ Feel ensnared by and tangled in their own chains

You have two personal **Doomsday Clocks** with 4 ticks each. They are named **Edge of Destruction** and **Spirals and Shadows**. When either clock is filled, clear the Doomsday Clock and you are **TORN BETWEEN**. Resolve **TORN BETWEEN** after every other move has been resolved in the scene.

EDGE OF DESTRUCTION



SPIRALS AND SHADOWS



When you spend a Bond with your Fury, tick **Edge of Destruction** once and clear one Condition. If no Conditions are marked, mark one Ruin instead.

When you spend a Bond with your Handler, tick **Spirals and Shadows** once and choose one question to put to the Keeper who will answer it honestly and with great detail.

- ✦ What did my Handler do in the past that is now affecting this investigation?
- ✦ Who has a secret connection to my Handler?
- ✦ What truth has been hidden by my Handler?

If you spend Bonds with both your Fury and Handler for the same roll, choose only one clock to tick once. In addition, if you spend multiple Bonds at a time with your Fury or Handler, the effect activates only once.

The following choices replace the standard **TORN BETWEEN** options when **EGO DEATH** is triggered. Choose one:

- ✦ Describe how your Fury permanently changes your body and mind, as it explodes outward in a sudden and dangerous outburst. Mark one Ruin.
- ✦ Describe how your Handler slowly advances their shadowy plans behind the scenes. You have no knowledge or power to stop this. Lose all Darkness Tokens.
- ✦ Spend a Bond with someone who is not your Fury or Handler. Describe how you latch onto them in this moment, resisting the pull of your Fury or Handler at least for a time.



CHARACTER CREATION OPTIONS

CHOOSE CHARACTER DETAILS

Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME (choose 1)

- A name from before that I still cling to
- A name twisted and warped by the **Fury** inside me
- A name that is utilitarian and simple, on loan from my **Handler**
- A name that reaches out toward the future I can never have
- A name I need to take as my own one day

YOUR LOOK (choose 1-3)

- an office drone's uniform
- arcane seals all over my body
- a distant, almost-blank stare
- eyes that burn with an intruding frenzy
- heavy metal restraints around my wrists
- a muzzle covering most of my face
- deep scars that criss-cross across my body
- something that hints at the many directions I am pulled in

WHAT IS THE VIOLENT NATURE OF THE FURY THAT HAS TAKEN UP RESIDENCE INSIDE YOU? (choose 1)

- A wrathful spirit that pushes me to seek bloody retribution
- A sinister demon that whispers dark schemes to me while I sleep
- A raging elemental that gleefully pushes me to destroy everything around me
- An ancient ghost that demands I fulfill its final bloody desires
- A strange interdimensional parasite that fills my mind with its cold surgical goals
- Something else that forces me toward a wretched goal not my making

HOW IS THE REACH OF YOUR HANDLER FAR LONGER THAN YOU KNOW? (choose 1)

- They have been a part of DIVISION from the very beginning, slowly making their way nearly to the top
- They are the secret head of the largest multinational technology corporation, the cruel brain of a massive and hungry hydra
- They are the innocuous leader of a growing religious movement, spreading their sinister influence to the growing throngs of believers
- They are the elusive director behind the most popular wellness brand, their dangerous message spread through charismatic influencers
- Something else that foreshadows how they have been a puppet master behind the scenes for a very long time

YOUR POWERS OF DARKNESS (choose 2)

- Monstrous blades that burst from my body
- Barely contained raging primordial energy
- Horrific transformation into a deadly form
- Malevolent and intricate magical rituals
- Inhuman strength and agility

WHAT DOES THE DARKNESS DEMAND OF YOU (choose 2)

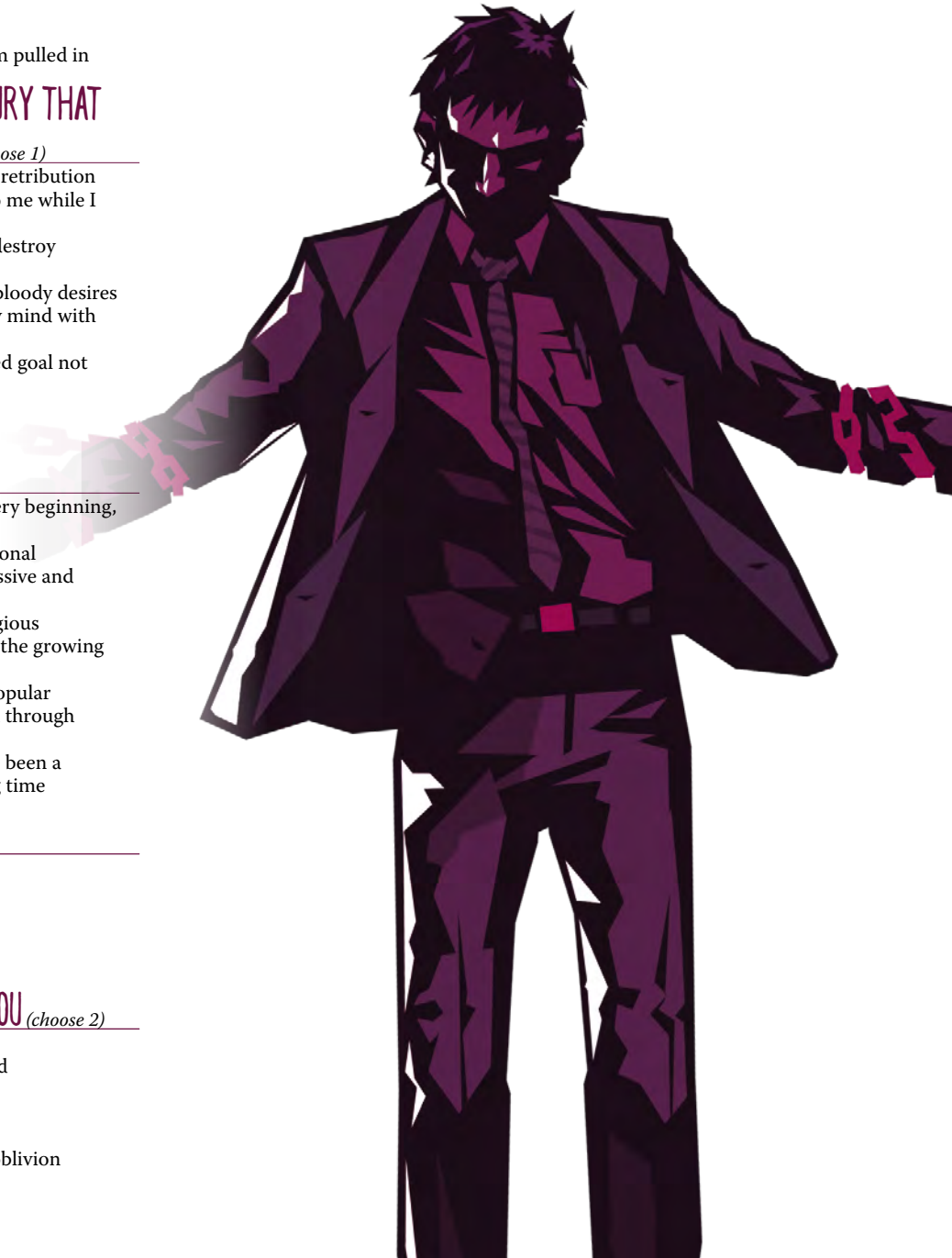
- To claw my way to the top of the food chain
- To keep others chained with me holding the lead
- To make my fellow monsters my pawns
- To follow the dark destiny that is set before me
- To be the last one standing at the end of it all
- Something else that tugs me toward a brilliant oblivion

STARTING BONDS

- ✦ You were the sole person able to restrain my Fury when it threatened to overwhelm me for the first time, why did it listen to you? *(Gain 1 Bond with them. They gain 1 Bond with your Fury.)*
- ✦ You were there when I was first dragged into DIVISION with my Handler watching. Why did my Handler want you to be part of the retrieval team? *(Gain 2 Bonds with them. They gain 1 Bond with your Handler.)*
- ✦ Why am I tempted to give in to What the Darkness Demands? *(Gain 1 Bond with What the Darkness Demands of You.)*

WHEN PLAYING THE CHAINED REMEMBER...

- ✦ Reach out to forge Bonds with everyone around you
- ✦ Strain to reject the destiny laid out by others
- ✦ Struggle with the many demands of others that you choose to take on





PLAYBOOK MOVES

The Chained has their Starting Move **EGO DEATH**. Other Playbooks cannot take this Starting Move as an advance.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

■ Ego Death (starting move)

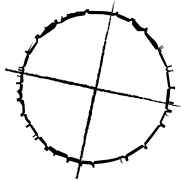
The Chained is pulled in two different directions; lured toward violent and bloody destruction by the monstrous Fury within them, or pulled into a web of schemes and oblivion as a pawn of their Handler. The Chained's identity is inseparable from their connections to others. You desire any form of connection, and have a bad habit of drawing others into your ever tangling web.

At the start of each session choose one:

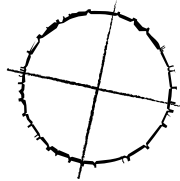
- ✦ Gain a Bond with your Fury and swap out one of your powers of darkness with a new one for the rest of the session. What does your Fury crave that you do not want it to have?
- ✦ Gain a Bond with your Handler and uncover one **Shadow Key**. This Key is shrouded in shadow for now. Write down "Shadow Key" on the Mystery Map. What do you believe your Handler wants from you in the coming moments?
- ✦ When anyone **UNLOCKS DOOM'S DOOR**, your Handler speaks in spirals and reveals a version of truth, exposing the nature of the aforementioned Shadow Key. At that moment flesh out the details of what this Key is, and how it connects your Handler to the Mystery.
- ✦ Gain a Bond with another PC and choose one of the options below as a new way of gaining Darkness Tokens when interacting with them for the rest of the session. What about that PC resonates with your Handler or Fury right now?
 - ✦ Feel drawn to their raw power
 - ✦ Feel chilled by their cold logic
 - ✦ Feel ensnared by and tangled in their own chains

You have two personal **Doomsday Clocks** with 4 ticks each. They are named **Edge of Destruction** and **Spirals and Shadows**. When either clock is filled, clear the Doomsday Clock and you are **TORN BETWEEN**. Resolve **TORN BETWEEN** after every other move has been resolved in the scene.

EDGE OF DESTRUCTION



SPIRALS AND SHADOWS



When you spend a Bond with your Fury, tick **Edge of Destruction** once and clear one Condition. If no Conditions are marked, mark one Ruin instead.

When you spend a Bond with your Handler, tick **Spirals and Shadows** once and choose one question to put to the Keeper who will answer it honestly and with great detail.

- ✦ What did my Handler do in the past that is now affecting this investigation?
- ✦ Who has a secret connection to my Handler?
- ✦ What truth has been hidden by my Handler?

If you spend Bonds with both your Fury and Handler for the same roll, choose only one clock to tick once. In addition, if you spend multiple Bonds at a time with your Fury or Handler, the effect activates only once.

The following choices replace the standard **TORN BETWEEN** options when **EGO DEATH** is triggered. Choose one:

- ✦ Describe how your Fury permanently changes your body and mind, as it explodes outward in a sudden and dangerous outburst. Mark one Ruin.
- ✦ Describe how your Handler slowly advances their shadowy plans behind the scenes. You have no knowledge or power to stop this. Lose all Darkness Tokens.
- ✦ Spend a Bond with someone who is not your Fury or Handler. Describe how you latch onto them in this moment, resisting the pull of your Fury or Handler at least for a time.

□ Another Link in the Chain

There are times when you may long for a reprieve from the pull of your Fury and Handler but these chains are inescapable.

When you seek an intimate moment with another PC, describe how they remind you of your Fury or your Handler. Spend Darkness Tokens and roll.

ON AN 8-10 Ask them if their darkness draws them closer to resonate with yours, drawing them closer to you. If they say yes, choose two:

- ✦ Gain a Bond with them
- ✦ Choose a power of darkness from their playbook, you have access to it, for now
- ✦ They clear one Condition
- ✦ They gain a Bond with you

If they say anything that isn't yes, take it as a rejection. It stings, but you're used to this. Tick **Edge of Destruction** or **Spirals and Shadows** once, and choose two:

- ✦ Gain as many Darkness Tokens as you'd like
- ✦ Gain a Bond with your Fury
- ✦ Gain a Bond with your Handler
- ✦ Gain a Bond with What the Darkness Demands

ON AN 11+ They become entangled in your chains, tick **Edge of Destruction** or **Spirals and Shadows** once and choose one.

- ✦ The storm that swirls around you reaches out and beckons to them. They gain a Bond with both your Fury and Handler. Both of you mark **1 Ruin**.
- ✦ They stand strong, stronger than you, against the tides. They erase **1 Ruin** mark, transferring it to your own track. You gain a Bond with them.
- ✦ You allow them to take the lead. They gain two Bonds with What the Darkness Demands of You and you mark one Condition.

ON A 7- The darkness around you all reacts violently, creating a dangerous maelstrom. The Keeper will tell you how both of your darknesses clash against each other to pose a threat to everyone around you.

□ Obedient Dog

When you pause to reflect on the Mystery, remembering the cold wisdom and dark advice of your Handler, spend Darkness Tokens and roll.

ON AN 8-10 your Handler's instructions come through, as though they were whispering it directly in your ear. Gain a Bond with your Handler and choose two:

- ✦ Your Handler sends words of cold encouragement. Gain one Bond with your Handler.
- ✦ Your Handler soothes your bruises with dispassionate caresses. Clear one Condition.
- ✦ Your Handler leaves you a cryptic piece of information. Uncover a Key. However, your Handler assigns you a seemingly innocuous task you must complete by the end of the session or your Handler will punish you.
- ✦ Your Handler communicates how you are the perfect weapon to target an enemy's weakness. Gain one Bond with the target.
- ✦ Your Handler grants you special permissions. Temporarily gain a useful and classified item from their personal stash.

ON AN 11+ your Handler unexpectedly tightens the collar around your throat as they bring you to heel. They are far more involved in this Mystery than you could ever have imagined. Tick **Spirals and Shadows** once and choose one.

- ✦ Draw a line between a Key and a Facet of the Mystery. Declare an irrevocable truth that reveals how your Handler is playing a dangerous role in the Mystery.
- ✦ Gain a Bond with your Fury and describe how its fury and violence is just enough to keep your Handler from dragging you further into their shadow.
- ✦ Your Handler schemes, planting seeds of doubt in your mind. Mark **1 Ruin**.

ON A 7- your Handler continues to erode your sense of self. Tick **Spirals and Shadows** once. The Keeper will tell you how you play the role of the perfect pawn.



□ Eruption

When you admit that you lack the strength to tackle the problem on your own and recede into the hot, grasping flames of your Fury, your Fury violently transforms your body into the perfect weapon for this moment. Spend Darkness Tokens and roll.

ON AN 8-10 the form your Fury grants you is finely calibrated to the necessary destruction, choose two:

- ✦ Your Fury rushes out like a flash flood. Deal massive, monstrous, damage to a target. Inflict two Conditions on them.
- ✦ You become like a Harbinger, in all your glorious fury. Force an enemy that is more powerful than you to stand down in awe of what you may one day become. Gain one Bond with the Harbinger that lurks within you.
- ✦ The raw monstrosity of your Fury is staggering and beautiful. Other monsters are drawn to your displays of violence. Gain one Bond with another PC.
- ✦ The boundary between you and your Fury grows ever-hazier as you find yourself relishing the destruction you wreak. Gain a Bond with your Fury
- ✦ Your Fury worms its way to your very core, reshaping you in explosive and immutable ways. Permanently rewrite a Condition to better reflect the tempestuous nature of your Fury.

ON AN 11+ your Fury transmutes you into a form that is raw, unchecked, and truly monstrous. Every step you take leaves storms of destruction in your wake. Tick *Edge of Destruction* once and choose one:

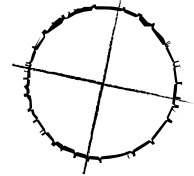
- ✦ Your Fury takes more than you wanted. Destroy the immediate area around you.
- ✦ Gain a Bond with your Handler and describe how their will is the only thing that keeps the worst of your Fury at bay.
- ✦ Your Fury explodes outward, wrecking everything around you but leaves you drained and vulnerable. You hate feeling this way. Ask the Keeper what cruel whispers your Fury leaves you with as it retreats inside your heart. Gain one Bond with What the Darkness Demands of You.

ON A 7- your Fury takes control of your wrathful, weaponous body, running free, rampaging out of control, destroying too much. Tick *Edge of Destruction* once. The Keeper will tell you something important that you cared for, that your Fury destroys.

□ Ties that Bind, Ties that Bite

Choose one NPC that your chains reach out to, one who will elevate you into something greater. Gain one Bond with that NPC. Create another personal Doomsday Clock with 4 ticks and name it *Crown, or a Collar?* You may only have one *Crown, or a Collar?* clock active at any given time.

CROWN, OR A COLLAR?



Every time you ask for protection from that NPC, at great personal cost to them, gain one Bond with them.

When you spend a Bond with that NPC, choose two.

- ✦ *Crown, or a Collar?* does not tick once. If this option is not chosen, tick *Crown, or a Collar?* once.
- ✦ The Bond instead grants a +2 or a -2 bonus.
- ✦ The NPC is touched by your Fury and becomes stronger for it. But you see a growing darkness in their eyes.
- ✦ The NPC gains a valuable piece of insight because of your Handler's whispers. But you now see how that NPC's ambition grows ever-sharper and ever more subtle.

When the *Crown, or a Collar?* clock fills, choose one.

- ✦ Your Handler sinks their hooks into the NPC and they become their new right-hand, now instrumental in their dark schemes. Gain one Bond with your Handler and tick *Spirals and Shadows* once.
- ✦ Your Fury corrupts them and they become filled with its darkness before setting out to violently reshape the world. Gain one Bond with your Fury and tick *Edge of Destruction* once.
- ✦ Burn the Bond forever, you can never form a Bond with them again. They will never be able to trust you again, and your memories of them only bring you pain. However, they are freed from the threat of ever being tangled in your ultimate fate.

□ Monstrous Bonds

You can reinforce the ties that you have with other monsters, with those who are closest to understanding you.

When someone spends a Bond with you to modify a roll by +1 or -1, they choose one:

- ✦ You mark a Condition and they clear one of their own.
- ✦ The Bond instead grants a +2 or a -2 bonus.
- ✦ They choose one of your playbook's Powers of Darkness to gain temporary access to. Tick *Edge of Destruction* once.
- ✦ They gain a piece of valuable insight. Tick *Spirals and Shadows* once.
- ✦ Gain one Bond with them.



RUIN MOVES

Behold, A White Horse

Your Handler knows that you make mistakes; even the most obedient of dogs will occasionally make a mess. Despite this, they are ever so graciously there for you. This time.

When you are utterly convinced that only your Handler can pull you out of this current disaster, choose one:

- ✦ Mark **1 Ruin** and explain to your Handler how this mess is your fault, and how grateful you are for their guidance. Your Handler will effortlessly right your wrongs using their formidable and far-reaching resources.
- ✦ Mark **2 Ruin** to beg your Handler to swoop in and pull you out of the deep end. Describe a valuable resource your Handler must use to assist you, and how pleased they are with your barks. In addition, uncover a **Key**.

Hero of Hell

When you give in completely and entirely to What the Darkness Demands of You, your wretched Fury temporarily assumes control, subsuming your being and performing feats of terrible, impossible might. Your Fury has placed you in the path of the oncoming storm. In addition, describe how your Fury irreparably changes the current circumstances to better suit What the Darkness Demands of You, leaving an indelible mark upon the world. Choose one:

- ✦ Mark **1 Ruin** to decimate a Facet, leaving it hollow and ruinous. Declare an irrevocable truth about the Mystery. Rewrite the Facet to reflect how your Fury fills the space left behind.
- ✦ Mark **2 Ruin** to lash yourself to the Mystery. Write your name down as a **Key** and draw a line between your name and a Facet of the Mystery. Declare how your Fury has transformed you into an irrevocable truth.

Together Forever

These are the chains you choose for yourself. When you take this move, declare which monster you wish to chain yourself to forever. Ask them if they will shackle their fate eternally with yours. If they say yes, you both mark Ruin and your destinies become one. They become your **Anchor**.

Taking this move means you are always attuned to their state. No matter the size of it, you know what danger they might be in. There is something deep within you that neither your Fury nor your Handler can claim, that knows your Anchor must be protected at any cost.

When you choose to protect your precious Anchor, immediately appearing at their side, defying all logic and plausibility, choose one:

- ✦ Mark **1 Ruin** to save your Anchor from danger. You show up to 'fix' the problem. But your chains are thorny and alive, seemingly ready to clutch at unsuspecting obstacles, connecting your Anchor to your Fury or Handler. Your Anchor gains one Bond with your Fury or Handler. Ask your Anchor what about your Fury or Handler calls out to them.
- ✦ Mark **2 Ruin** to completely destroy that which dares to threaten your Anchor. You have saved them but your chains grow heavier around them. Both of you gain one Bond with What the Darkness Demands of You. In addition, your Anchor gains one Bond with your Fury or Handler. Ask your Anchor how they think your Fury or your Handler can help their own darkness grow ever-deeper.

Crown of Thorns

Your chains are needy, seeking out connections to bolster your ruinous might. You begin to resemble your Fury and Handler ever more so. Mark **1 Ruin** to immediately gain two Bonds with any NPC that you know.

- For any NPC that you have a **Bond** with, at any time mark **1 Ruin** and choose one:
- ✦ See through their eyes and know what they hold most precious
 - ✦ Feel their emotions and replace them with one that better suits your schemes
 - ✦ Know what they fear most and wear it like a mask
 - ✦ Plant the seed of an idea and force it to grow and consume their drive
 - ✦ Stoke the embers of their rage and let it lead to blazing violence

RUIN ADVANCES

Each Playbook has several options for a **Ruin Advance**.

Take a New Ruin Move

Choose any new Ruin move from your own playbook. You may rewrite the premise of the move to better suit your character. The Ruin move should still work functionally the same, but the narrative can be adjusted to fit better.

Take a Ruin Move From Another Playbook

You can choose any Ruin move from another playbook, incorporating those themes for your PC.

If a **Ruin** move from another playbook sounds like fun but you want to rework the themes a little to better suit your PC, you may rewrite the premise or reword triggers to better suit your own character. Consider your powers of darkness, origin, and so on.

Permanently Mark a Condition

Choose **1 Condition** from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

This Ruin Advance communicates how you are losing your ability to control your powers of darkness, and how much easier it is for you to hit your Breaking Point.

Gain a New Ruin Condition

This Ruin Condition is always marked and cannot be cleared like your regular playbook Conditions. You can gain Darkness Tokens whenever you embody this Ruin Condition, just like any other Condition.

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | | |
|----------------------------------|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Guilty | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Haunted | <input type="checkbox"/> Possessive | <input type="checkbox"/> Reckless |

A Ruin Condition reflects how much closer you are to becoming a Harbinger, and how that affects your emotions and actions.

Retire your Character and Become a Harbinger of the Apocalypse

When you take this advance, your character chooses to pursue the ancient Doors of Power for themselves. They join the other Harbingers and work towards ushering in the apocalypse. The character may appear in future Mysteries and directly antagonize the PCs.

When all other Ruin Advances have been marked, you must take this one. However, you can choose to take this Ruin Advance at any time—this does not have to be the last advance you take.

When your character becomes a Harbinger, work with the Keeper to describe what this moment looks like. Is there a direct confrontation with someone from DIVISION before you storm off? Is there an actual conflict with high stakes? Do you disappear into the shadows, seeking out your own agenda?

Once you've retired this character, pick a new playbook and make a new character.