

Insight & Growth

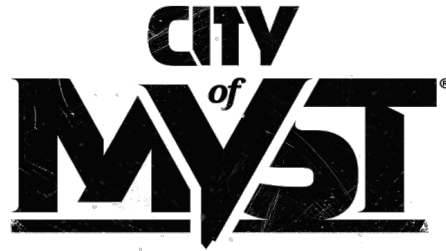
When you complete 5 Insight\Growth on a theme, choose one:

- Add a power tag and a weakness tag
- Remove a weakness tag
- Remove one Crack/Fade
- Rephrase Identity/Mystery
- Choose a special move from your themebook
- Mark Evolution:

Evolution ▶

- Permanently remove a nemesis you have vanquished
- Add a new theme with one power tag and one weakness tag
- Shift a theme between Logos-Mythos
- Enhance a core move

Nemeses



Declan L'Estrange



I know that somewhere out there, there's an answer, a key, that could shed a light on all our questions. It could explain why we are all asleep, why we are all blind to the truth that everything around us is nothing but a dream. Perhaps it's a dusty manuscript, or a sealed urn, or a broken sword. But it's out there, I know it.

I know, because I already found it. I found it -- and then I lost it. But something remained, some sort of guidance that appears in the most unexpected moments and when it does, it changes everything. If you saw the things I've seen, you wouldn't care about money, fame, or family. You'd be focused on one thing and one thing only - finding the truth.

Status Spectrums

TAG: HURT



TAG: RESTRAINED



TAG: _____



TAG: _____



TAG: _____



TAG: _____

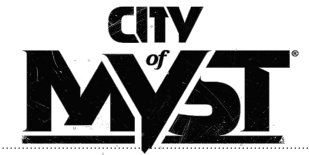


Temporary Tags

Declan L'Estrange

Real name:

Player:



Mythos 1

Logos 3

Living in a Dream

Dubious Antiques Dealer

Gunslinger

Worldly-wise

Adaptation

Insight: ♦ Fade:

Occupation

Growth: ♦ Crack:

Training

Growth: ♦ Crack:

Personality

Growth: ♦ Crack:

The world around Declan changes like a dream: he can open a door at home and find himself in a marketplace or suddenly become invisible without warning.

Declan searches after ancient artifacts or texts that will explain the mysterious force that guides him. To do so, he has set up a thriving antiques dealership.

Declan's line of work has put him in some sticky situations before, so he always packs a pistol or two, with custom ammo created by a talented associate.

Declan has learned to take of himself in a world of betrayal and danger. He needs others but he keeps a close look on those few he works with.

Mystery:

"Who is guiding the dream?"

Identity:

"The ancients knew something, and I'm going to find out what."

Identity:

"I can't let danger daunt me on my search for the truth."

Identity:

"In the end, I can only rely on myself."

POWER TAGS

- mysterious reality bending
- subconscious reaction speed
- premonitions
- lucky
- creative spark

POWER TAGS

- archaeologist
- history
- ancient scripts
- smuggling
- business connections
- haggler

POWER TAGS

- a good shot
- gunslinging stunts
- adhesive foam ammo
- explosive ammo
- cable gun extension

POWER TAGS

- rugged
- authoritative
- good judge of character
- common sense
- light sleeper

WEAKNESS TAGS

- no conscious control of dreams

WEAKNESS TAGS

- black market heat
- cash flow problems

WEAKNESS TAGS

- weapon jam

WEAKNESS TAGS

- arrogant

Ally

Threat

Ally

Threat

Ally

Threat

Ally

Threat

IDEAS FOR IMPROVEMENTS

- guiding whispers
- deeper power over reality

IDEAS FOR IMPROVEMENTS

- disabling security systems
- rich

IDEAS FOR IMPROVEMENTS

- leap out of harm's way
- tactical coordination

IDEAS FOR IMPROVEMENTS

- leadership
- better off on my own