

NAME:

Choose one from each, or make up your own:

Your Name: Adelier, Agitha, Burns, Casper, Diggs, Dulcinea, Evangeline, Graves, Ivan, Lilliana, Maverick, Morticia, Necrosa, Shawl, Telmin, Velebeth, Walpurga

Your Curse: Sunbanned, Worldbanished, Terrorfriend, Anchored, Nightlocked, Godblighted, Hopelost, Doomridden, Dustmade, Soultethered, Joyseeker, Bloodwild, Formbroken, Deathbreaker



LOOK

Circle one from each list, or make up your own:

- Dark Eyes, Empty Eyes, or Searching Eyes
- Bald Head, Flowing Hair, or Punk Hair
- Battered Armor, Funeral Clothes, or Tattered Rags
- Ambiguous Figure, Emaciated Form, or Shattered Body

AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

An Old Grudge

Hassle, thwart, and destroy your ancient enemies at every opportunity.

Don't Forget

Dwell on your pain. Tell us about how things used to be.

Live In The Moment

Forget the past. Forget the future. Act in the now.

STATS

Two of your stats are determined by your Curse. Assign +2, +1, +0 to your other stats.

When a stat is damaged, mark the small box. When all of them are damaged, Darkness Reigns.

 BLOOD

 COURAGE

 GRACE

 SENSE

 WISDOM

WHAT IS YOUR CURSE?

Choose the option that best represents what's left of your people:

A CURSE OF BLOOD (+2 BLOOD, -1 ANY)
Your blood boils and writhes beneath your skin. You are constantly on edge, and you need your fix to calm down. An ally may damage their Blood stat to trigger *Feed On Pain* for you.

When you *Feed On Pain* by drinking their blood, on your next roll, you roll three dice and keep the best two.

A CURSE OF DUST (+2 ANY, -1 BLOOD)
You are cursed with eternity, and your body will live on even after being ground to dust. Your natural armor has 2 Uses. You can spend 1 Use of your Armor to prevent harm to an ally within your reach. When you *Feed On Pain*, you may recover 1 Use of your Armor instead of healing.

A CURSE OF HUNGER (+2 ANY, -1 GRACE)
You are cursed with an unending hunger, and an overwhelming desire to eat. You still cannot *Fill Your Belly*, because eating provides you no sustenance, no fulfillment. Instead, you can eat anything. Your bite is a *Melee, Necrotic* weapon, and anything you put in your mouth and eat is destroyed forever, unable to be retrieved by any means.

A CURSE OF SPIRIT (+2 GRACE, -1 ANY)
You are cursed to exist only as a spirit, without the ability to touch, to feel, to eat, or to rest. Your body has long since disappeared. You can float through walls, disappear, and fly, but you also cannot touch anything or anyone. It all passes through you.
You do not choose a weapon when choosing your Gear, and you cannot use violence to *Finish Them* or *Keep Them Busy*.

PLAYING AS THE REMNANT

The Remnant is cursed. Your people are shattered shells of what they once were, living in the dark places outside civilization. The Remnant offers you the ability to ignore fear and pain, drain strength from your enemies' weaknesses, and play a hero enveloped in darkness and angst.

Play as The Remnant if you want to lament your cursed existence, if you are drawn to the glamour of the grave, if you want to play a dark and brooding hero, or if you just want to be a monster with cool, death themed superpowers.

REMNANT'S CORE

All Remnants have these moves.

UNENDING DESPAIR

You can never have Hope. The dead simply don't feel things quite like the living do. Your positive emotions are very small, and pass quickly.

You can never have Despair. Injury and pain do not hold you back, and you cling to this world out of spite.

This Move cannot be Shared with the Living.

FEED ON PAIN

When you cause harm to another, you heal one damage. The type of harm does not matter - emotional or physical, it all sustains you.

You no longer need to eat or breathe to survive. In fact, you cannot eat - you can never *Fill Your Belly*, and Food is worthless to you.

This Move cannot be Shared with the Living.

THE LOST ONES

Your people are gone, forgotten, but their legacy lives on. You can Command Lore about the curse that plagues you, the nature of undeath, the plight of your people, and the ruins they've scattered throughout this world.

When you arrive somewhere you've been before (your call), tell us what it was like back then, and tell us one thing that hasn't changed.

This Move cannot be Shared.

INNER DARKNESS

You cannot be Taken Out. **While all of your stats are damaged,** you lose all of your other Agendas, and gain the Agenda **Darkness Reigns.**

Darkness Reigns

Your curse consumes you.

Act with vengeance and lash out in despair.

When Darkness Reigns within you, you are easily controlled. You cannot disobey an order given to you by a **Threat to the World**, and the Overlord can make you *An Offer You Can't Refuse.*

REMNANT'S CUSTOM

Choose two of these moves to further define what it means to be Remnant.

ANCIENT HISTORY

You have remembered something of your old self. Take a Custom Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

BOOGEYMAN

When your enemies stand outside the light, you may *Keep Them Busy* no matter how many there are. **When an enemy is alone with you in the darkness,** you can kill them.

CORNERED RAT

While you are damaged, your attacks gain the *Dangerous* tag.

LIFELIKE

You blend in better than most. No one will immediately notice your curse, and most who see you find you wholly forgettable. **When you *Get Away* into a crowd,** you may roll with +Wisdom instead of +Grace. **When you sit in a public place and listen a while,** you may ask the locals a question from the *Speak Softly* list without rolling.

LASH OUT (BLOOD)

When you wildly strike out with intent to kill them, roll +Blood. **On a 7+,** you may pay a price to deal damage to them. **On a 10+,** you also deal damage to them. **On a 6-,** you may damage all of your stats to deal damage to them anyway, in addition to whatever Hard Cut the Overlord gives you.

REMEMBER ME?

Those who you hurt do not forget. **When you *Feed On Pain,*** you may Forge A Bond with them. Bonds forged this way do not make them your Companion. You may erase a Bond you hold to make the listed person run from you.

SPEAK WITH DEAD

You can *Speak Softly* with corpses. **When doing so,** you may also ask, "How did you die? What do you regret most?" regardless of your roll.

UNNATURAL TENACITY

Pain means nothing to you. **When you roll one of your damaged stats,** you may take one damage to roll three dice and take the best two for your result.

REMNANT ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL** it. You may only choose each option once. You begin the game at level 1.

- Increase your Blood or Grace by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Remnant Custom.
- Strengthen your curse. Choose another Gear option that your curse makes easy, or remove a Gear option that your curse makes difficult.
- Take another Remnant Custom, ask someone to Share a Move with you, or strengthen your curse (as above).
- Share one of your Moves with another player.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change,** choose a Destiny you meet the requirements for and take its first Move.

SHARED CUSTOMS

Record the moves you've learned from your allies here:

My people are dead. Our cities are ruins. Our culture is lost. But some small part of me can't let go. I can't watch it happen again, happen to more of you living folk. I can't let this pain I feel be felt again.

I have seen this Overlord you all fear. You have good reason to. It's happening all over again. More will be lost, more destroyed. The world is ending, you know? I can't help but despair. This is all so very hopeless. We'll never make it.

But I can't help but try. I can't let it happen again. I can't watch another become like us, so hollow, so hungry, so empty and angry and hurt and empty and hungry and hurt and... and...

Forgive me. I am but a Remnant of the past.

And I can't let go.



BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

When _____ tells me they do not fear me, I believe them.

_____ 's fate is bound to mine in ways we do not yet understand.

_____ found me in the ruins.

_____ understands the darkness inside me.

_____ is a precious light I must protect.

I cannot let _____ fail in their quest.

_____ gives me purpose when nothing else does.

I often go hunting alongside _____.

_____ has promised they won't forget me.

I've been haunting _____ for all their life.

Record your other bonds here:

REMNANT'S GEAR

You carry your memories and little else, although you are naturally hard to wound (Armor, 1 Use).

Choose your weapon, all are Melee:

- An ancient weapon, poorly maintained, but it will last a little longer.
- A puppet you carry, ready to fight for you.
- Dark shadowy magic, clinging to your soul.
- Your frightening claws and mighty fangs.

Your Curse makes some things difficult.

Choose one or two difficulties:

- Blessings.** You cannot enter holy places, harm someone in holy clothes, or approach someone holding up a holy symbol.
- Daytime.** Direct sunlight weakens you. You cannot make Moves other than *Get Away* while in direct sunlight.
- Doors.** You cannot enter a room or building without an invitation.
- Water.** You cannot swim, and rain makes travel difficult for you. Touching running water deals damage to you.
- _____. Write something common, such as silver, wood, or birds. Touching this damages you, and you cannot *Overcome* attacks made using this thing.

Your Curse makes some things easy.

If you chose one difficulty, **choose one:**

If you chose two difficulties, **choose two:**

- Conversation.** Your voice is strangely hypnotic, and people are always willing to listen to you when you *Talk Sense*.
- Nighttime.** You can see perfectly in the dark, and anyone who meets you at night will fear and avoid you if they see you.
- Open Ground.** You are very fast, and may even be able to teleport. You can travel across an entire room in an instant.
- Walls.** You can climb along any surface with ease, even the ceiling, and you climb as quickly as you can run.
- Weaponry.** Mundane swords and arrows cannot harm you. At best, they only slow you down. Weapons made of supernatural materials, such as silver, cold steel, or blessed wood, work normally on you.

REMNANT COMPANIONS

Remnant companions will rarely join the cause, although they may help for a time. Most of these Companions will be others like you, cursed to wander the world, and they won't be trying to advance a noble cause like you are.

GHOUL

This undead is endlessly hungry, and always looking for their next meal.

NAME: HUNGRY TOUGH AS NAILS

NAME: HUNGRY TOUGH AS NAILS

SKELETON

These skeletal warriors use whatever weapons they used in life, and spend most of their time trying not to fall apart.

NAME: JUST BONES WEAPONS TRAINING

NAME: JUST BONES WEAPONS TRAINING

SPECTER

These ghostly spirits like to cause trouble, but they are mostly harmless. They'd rather scare you than kill you.

NAME: SPOOKY POLTERGEIST POWERS

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VAMPIRE

These refined undead have more self control than most, but at the end of the day, they still just want to kill you and eat you.

NAME: DANGEROUSLY SEXY BLOOD FRENZY

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EARNED FELLOWSHIP

When you gain Fellowship with a community, the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

REMNANT NOTES

Use this space to take notes.

Write about your curse, your history, your ruins.

Write about the people you've met,

the places you've been, and the things you've found.

If you think it's important to you or what you've left behind, write it down.