

# THE INHUMAN

“My Eidolon can \_\_\_\_\_.”

Range: --

**CHARACTER NAME:**

☐

**POW**

☐

**ELE**

**EIDOLON NAME:**

☐

**GEN**

**PLAYER NAME:**

☐

**GLAM**

☐

**BIZ**

**APPEARANCE**

☐☐☐☐☐

**Fresh Winded Battered Desperate Defeated**

**THE COUNTDOWN**

**4.** ☐ **3.** ☐ **2.** ☐ **1.** ☐

**RESONANT CARD**

**DISSONANT CARD**

**LVL**

When you play your resonant card, apply the following Forecast: “You make the world a stranger and more wonderful place.” Name one law of any kind; for the remainder of the session, this law no longer applies.

When you play your dissonant card, apply the following Forecast: “Your actions send dark ripples through the Undertow.” Reduce The Countdown by one; describe a new detail about your old home in the Undertow, or the forces from it that are after you.

## Starting Moves

- ☒ **The Bill Comes Due:** When The Countdown reaches 0, an agent of the Undertow forces that are after you will appear to capture you. After either the agent is defeated or you escape from them, reset The Countdown to 4.
- ☒ **Noclip:** You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.

- ☒ **Facade:** You can make yourself look like a human being, and revert back at will. If The Countdown goes down while you are in your human form, draw **GLAM**, and apply the following in addition to the Forecast:
- On a **positive card**, you maintain your disguise.
  - On a **neutral card**, you slowly begin to revert to your true form.
  - On a **negative card**, you instantly revert to your true form.

### ***Advanced Moves***

- ☐ **Last Surprise:** When making a Move against a human target in a way that no human could predict, you can Push Yourself by reducing The Countdown by one instead of advancing the Phantom Clock. You may not use this Move again until after The Countdown has been reset.
- ☐ **Forbidden Memories:** When you Reveal Your Master Plan, and your plan involves exploiting knowledge of the Undertow that is unknown or unknowable to human beings, you may draw with **BIZ** instead of **GEN**.
- ☐ **Smile Like You Mean It:** You've figured out how to act in your human body to come across as more charismatic. Take +1 Ongoing when Dazzling while wearing your Facade.
- ☐ **Otherworldly Horror:** Take +1 Ongoing when Threatening someone who's never seen a Shade or Eidolon before. This Move doesn't work if you're wearing your Facade.
- ☐ **Shuffle Time:** Once per session, when you successfully Dredge the Undertow, you may swap the discard pile with the Fate Deck; shuffle the discard pile and set it face down, then discard all cards in the Fate Deck.
- ☐ **Psychometry:** You can feel the years of Undertow presence in an area. When Investigating, instead of asking "what happened here recently?," you may ask "what has happened here?"
- ☐ **Empty Facade:** Instead of using your Facade to disguise yourself, you can tick the Phantom Clock to split it off from yourself entirely, controlling it as a second body. If The Countdown advances while the Empty Facade is in use, it disappears immediately.

- ☐ **Strange Journey:** You can create a temporary portal to the Undertow. Draw **BIZ**. In addition to the card's Forecast, choose two of the following if you play a Positive card and one of the following if you play a neutral card:
  - The other side of the portal is in a safe location.
  - The portal can only be seen and used by those who you permit.
  - You can close the portal whenever you want.
  - Once closed, the portal can only be re-opened by using Strange Journey again.
  
- ☐ **Soul Hacker:** You can draw **BIZ** to try to reprogram someone's Eidolon to carry out a task of your choosing, as long as it doesn't involve directly harming someone.
  
- ☐ **Reach Out To the Truth:** Take the Soul Spyglass Move from The Navigator's Playbook.

When you play a positive or neutral card to Dredge the Undertow, you can ask any one question about one of the characters in your immediate vicinity. The player of that character must answer your question as truthfully as they can, possibly even revealing information that the character themselves does not know. If you play a neutral card, they also get to ask you a question about your character, and you must answer truthfully.
  
- ☐ **This IS My Beautiful House:** When in your Facade and pressed for details about your human life, you can attempt to conjure physical evidence to back up your answers. Draw **GLAM**. In addition to the card's Forecast: when you play a positive card, the physical artifacts of your life appear as you describe them; when you play a neutral card, something about them is strange or unsettling, as described by the GM.
  
- ☐ **Nocturne:** Once per session, when making a Move, you may siphon power from your friends' connections to the Undertow to force the hand of fate. Everyone except you loses 1 **BIZ** for the rest of the session (to a minimum of 1). Do not draw for your Move, and instead apply the Forecast of The Star.

### ***Master Moves (Requires Level 5 or higher)***

- ☐ **Conditional Surrender:** Immediately set The Countdown to 0, and surrender yourself to the Undertow. In exchange, you may ask your captors to do something to help your friends, and they will do everything within their power to fulfill your request.
  
- ☐ **Scapegoat** (*Requires Strange Journey*): When you have utterly defeated an enemy, you can summon a portal to the Undertow and send them there, tricking your pursuers into thinking that they're you. Set The Countdown to 4. You may not use this Move again until after The Countdown has been reset.
  
- ☐ **Drag Out the Darkness** (*Requires Soul Hacker*): When using Soul Hacker, you can program the Eidolon to carry out explicitly violent actions. If the Move succeeds, the Eidolon transforms into a Phantom; if the Move fails, tick the Phantom Clock three times, in addition to any other effects of your played card's Forecast.

### ***TIES***

<b><i>NAME</i></b>	<b><i>MAT</i></b>	<b><i>TIE</i></b>	<b><i>AFF</i></b>