

Playing The Fomorian

Alienated, terrifying, powerful, and unyielding. The Fomorian knows they would have ruled in a fairer world, but they've been passed over. Whether they were born an outsider or fate happened to throw them a curve ball, they are unable to perfectly blend in with society. Perhaps it's something about their physical appearance or their supernatural aura unsettles the ignorant masses. But every Fomorian carries something that changes the way the world sees them, and living with that reaction has changed how they see the world.

Their stats rely as much on how the world views differences (Hot -1) as their own outlooks. They may have reacted by pushing back, self-assured and commanding (Cold 2 & Volatile 1) or by turning their anger outwards onto the world (Cold & Volatile 2). Either way, their stats and moves revolve around making themselves forces to be reckoned with.



The Fomorian

Differences. Do they only see differences? You're like them, mostly. Close enough it should count. But it seems like they have nothing to offer but rejection. And they must not realize who they're offering it to. If they won't accept you perhaps they can fear you. You've stared into the abyss long enough, it is time to let it stare back and quake in fear at what it sees.

Credits

This skin designed by Sawyer Rankin

Identity

Name: Bertrand, Dante, Eunice, Grace, Jakob, Lugh, Mallory, Orpheus, Scott, Tytos, Ursula

Look: classical, moth eaten finery, obvious birth defect, scarred, seething

Eyes: engorged eyes, cloudy eyes, myopic eyes, blind eyes, bloodshot eyes

Origin: bloodline whelp, history maker, cursed, primordial scion, infected with greatness

Your Backstory

A friend laughs with you, not at you. Give them 2 Strings on you and take 2 Strings on them.

Someone has criticized you. Give them 2 Strings on you.

Strings

Darkest Self

Hate is what you know best. Unleash all of Dante's hells upon people; crush the weak before you and force the strong to bow. Any slight is met with the grandest show of force you can muster. Stay in your Darkest Self until you drive someone to seriously doubt themselves or a person you hate admits they fear you.

Harm



Experience



- Add +1 to one of your stats.
- Take another Fomorian move.
- Take another Fomorian move.
- Take a move from any Skin.
- Take a move from any Skin.
- You inherit some **Baleful Servants**.

Conditions

Hot -1	Cold 2	Volatile 1	Dark -1
--------	--------	------------	---------

Hot -1	Cold 1	Volatile 2	Dark -1
--------	--------	------------	---------

Fomorian Moves

Choose two:

Eye of Balor

You can levy curses on people—choose bad weather, blight, or illness, then roll Volatile. On a 10 up, your curse strikes at the worst time for your target. On a 7-9 it strikes immediately, and you are obviously the source. On a miss it doesn't happen and you gain the Condition **enraged**.

Malformed Morals

When you spend a String to enhance a roll to *Shut Someone Down* add 2 instead of 1.

Cinder Child

You are immune to Harm from fire or smoke.

Dragons Don't Scare Me

When you get a 7-9 on a roll to *Keep Your Cool* and you don't back down, ask a question as if you got a 10+.

Ruling Over Ashes

When you retaliate with unnecessary force or overkill, gain the Condition **enraged** and either deal 1 extra Harm or gain a String on a character, whichever is most appropriate.

Whelped Before Promises

If you have the Condition **enraged** you can tag it yourself when you *Shut Someone Down* or *Lash Out Physically*.

Sex Move

When you share intimacy with someone mark experience if they love you. They mark experience if you love them.