

Playing The Immortal

Wise, lonely, and sophomoric. The Immortal likes to think they've seen it all, that they know enough, that they're grown up. It's patently untrue. They may have some wisdom but that will always be tempered with their own outlooks and prejudices. They may insist that they're above it all, but they crave human connection as much as anyone. Their detached, mysterious style is an effort to convince themselves that they can go it alone—and also a lure, designed to peak curiosity and get others to cross the distance for them.

Throughout their long life, the Immortal often flickers between the wounded isolationist (Hot 0, Volatile & Dark 1) and the charming observer dipping their toe back into humanity (Hot & Cold 1, Volatile 0). Either way, their bets are hedged, their skills and horizons broad. The Immortal can be decent at any stat but never exceptional without stopping to really commit.

When you play the Immortal, remember to balance your air of detached mystery with enough motivations to keep you in the game and tied to the unfolding drama. If want to *Cheat Death*, consider coming up with a geas (a magical vow or compulsion) that pushes you to interact with the other main characters, or put your soul-bound object in the path of a character you think you can trust. In order to keep pushing people away with *Enthralled by Eternity*, you need a reason, like your *Heart of Gold*, for people to keep seeking you out.

Credits

This skin designed by Sawyer Rankin



The Immortal

You're familiar enough with infinity to know that you haven't seen it all. No, not by a long shot. You will though, given time. You'll see more empires crumble and more generations vanish while you stay put, forever static.

You keep yourself at arm's length and watch the mayflies flicker by. You do love seeing them live out their lives, and every now and then you get lonely enough to intervene. They live with such a beautiful, naïve desperation, like every moment matters. You wish it were infectious, but you still have your doubts. If everything is so fleeting, does any of it matter?

You have all the time in the world to find out...

Identity

Name: Allie, Benjamin, Cassidy, Jacqueline, Kahurangi, Leon, Norman, Raquel, Tien, Zachariah

Look: ten years behind, vintage, too perfect, try hard, apathetic

Eyes: sorrowful eyes, dying eyes, old eyes, curious eyes, vibrant eyes

Origin: old soul, blood bather, ate ambrosia, decided not to die, respawn point

Your Backstory

You come off as just a bit too weird, give everyone a String on you.

Who do you wish could walk with you through eternity? Take 2 Strings on them.

Strings

Darkest Self

The world is slipping through your fingers too quickly, you need to cling to something beautiful and as permanent as you. Harden your heart against ephemeral things. Prove to the world and yourself that you never needed them; let them burn. Seize control of what matters and make sure it never leaves you. Escape your Darkest Self when you've condemned someone to a lasting fate they didn't deserve, or when you brush against your own mortality.

Harm



Experience



- Add +1 to one of your stats.
- Add +1 to one of your stats.
- Take another Immortal move.
- Take another Immortal move.
- Take a move from any Skin.
- Take a move from any Skin.

Conditions

Hot 0	Cold -1	Volatile 1	Dark 1
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Hot 1	Cold 1	Volatile 0	Dark -1
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Immortal Moves

Choose two:

Cheating Death

When you take 4 Harm, you come back to life after a few hours unless your Weakness is triggered. Work with the MC to determine what your weakness is, or circle one: being beheaded, breaking a geas, hearing your True Name, having an object bound to your soul destroyed.

Been There, Seen That

When you get a 10 up to *Keep Your Cool* ask two questions instead of one.

Repeated History

When you dismiss your current troubles by alluding to your storied past, roll with Cold. On a hit, erase one condition. On a 7-9 someone listening carries 1 forward to discover the truth about you

Heart of Gold

When you help someone clear a condition by putting their problems into perspective, gain a string on them.

Value of Life

When you *Lash Out Physically* you can choose to take 1 Harm instead of spending a String to add 1 to the roll or add 1 to the Harm.

Enthralled by Eternity

When you ignore someone's interest in you or push them away, you mark experience and they gain a String on you.

Sex Move

After you have sex with someone you may tempt them to do something for you without spending a String.
