

# Playing The Prometheus

Smart, weird, focused, and a little bit on edge. The Prometheus knows just enough to be dangerous and not enough to be safe. Brilliance comes with prices, and whether your ideas are greeted with blank stares or pitchforks it can be isolating. Sacrifice is necessary for growth, and the Prometheus is intellectual fecundity personified.

Whether they're keeping their cool or gazing into the abyss, a Prometheus sees further than most. Your stat choice shows whether you prefer to use cold logic and sharp wit to cut through your critics (Cold 2 & Dark 1), or whether you tend to turn inward (Cold 1 & Dark 2). Either way, convincing people to support your ideas or escaping when things go wrong aren't your strong suits. Like your namesake, expect to be stuck with some backlash and consequences for your innovation.

Taking the move *Da Vinci Science* can make you a classic mad scientist, but remember that your projects don't necessarily have to be technology-based. You could be making new art, campaigning for an ideology, or starting a new business, so long as your ideas are on the bleeding edge of innovation and liable to backfire.



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## The Prometheus

*There is no turning back now. You've come way too far to even think about that. Twitching under your hands is what you've been dreaming of for what feels like eons, now it is complete. Now it is yours.*

*Now they will understand.*

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## Credits

*This skin designed by Sawyer Rankin*

## Identity

**Name:** Brianna, Catherine, Daniel, Ethan, Helena, Ian, Jorge, Lily, Lou, Tyson, Wallace

**Look:** unconcerned with style, tweed covered, outcast, button ups, hand me downs

**Eyes:** gray eyes, hectic eyes, smart eyes, sinister eyes, deep eyes

**Origin:** spark, demigod, on the edge of madness, precocious, MENSA candidate

## Your Backstory

You have been watching the right people. Take 1 String on two people or 2 Strings on one person.

You're super weird. Everyone gains a String on you.

## Strings

## Darkest Self

They don't appreciate what you do, who you are, anything. They're too stupid to know what's good for them. You'll guide them to the truth. Even if it takes a hefty dose of tyranny and violence. Your Projects teach through misery and pain. Weapons, mind control, psychological warfare, it's all fair game and kind of fun. Escape your Darkest Self when you see people accept your ideas or when they recognize and praise your work.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Prometheus move.
- Take another Prometheus move.
- Take a move from any Skin.
- Take a move from any Skin.
- Join a **Power Think Tank**

## Conditions

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

## Prometheus Moves

You get *Firebringer* and one more:

### ● *Firebringer*

You may create grand projects or explore revolutionary ideas. Roll Dark and on a 10 up choose 3, on a 7-9 choose 2:

- ✦ Your project has no weird side effects.
- ✦ Your project is cheap and easy to make and maintain.
- ✦ Your project is accepted or admired by the masses.
- ✦ Your project never randomly fails or backfires.

### ○ *Da Vinci Science!*

Your projects no longer are limited by physics or modern science.

### ○ *Before Your Time*

When someone rejects your ideas out of hand, mark experience.

### ○ *Solipsism Exercise*

Once per session you may tempt any character by spending a String you possess on a different character. If the temptation is rejected you gain the Condition **confused**.

### ○ *Maniacal Laughter*

When you get a 10 up to *Shut Someone Down* you may always gain a String on them even if they have Strings on you.

### ○ *Fine Line*

If you use a gadget you created from *Firebringer* to *lash out physically*, do so with Dark.

## Sex Move

Intimacy sparks creativity. Create your next *Firebringer* project as if you rolled a 10 up, and give your partner a String on you.