

Playing The Tengu

Wild, hard-hitting, angry, and hurt. The Tengu is about being that bad boy or bad girl that is so wistfully talked about. The smoking outlier with more bruises than common sense and a braggadocious attitude that drives people wild. This wildness can be to their benefit as much as their detriment when people feel like they can change them or are brought to them like moths to a flame.

Tengus have a problem showing their own feelings with a low Hot stat no matter what. Their manner may be more aloof and steady (Cold 2 & Volatile 1) or brooding and dangerous (Volatile 2 & Dark 1). The Tengu can handle their own problems very easily but they think spilling their guts is just as disgusting as it sounds.

Like the Ghoul or Infernal the Tengu definitely has traces of “bad guy” all over them. When designing a Tengu remember that many teenagers just want to belong and that your character is no different. The Tengu is designed to hide loudly – behind bluster and bruises. They defend their friends with as much vigor as anyone else; perhaps even more since they would have fewer people to call friends. Don’t be a one-note villain twirling a moustache while everyone falls to ruin. Bring your dark wings down only on those who need it and realize it takes a flock to fly in formation.



The Tengu

What can buy happiness? Some people say nothing can. But you can buy something close with a little bit of misery. It is always more fun to purchase the pain of someone else. Maybe just venting a fraction of your own angst will make you feel better, just for a little bit. Sometimes it's the briefest moments that make life worth living. Sometimes the briefest moments have the darkest consequences. It's your job to make sure other people pay for it.

Credits

This skin designed by Sawyer Rankin

Identity

Name: Bliss, Chakor, Eustace, Faith, Ichigo, Jax, Khia, Michiko, Napoleon, Riley, Vickie

Look: bruise kissed, rich bastard/bitch, covered in band buttons, sulky, excitable

Eyes: devious eyes, devoid eyes, primal eyes, searching eyes, black eyes

Origin: angry at the world, from the mountains, heartless, bad egg, egocentric

Your Backstory

Someone ruffles your feathers. Take a String on them and give them 2 on you.

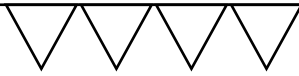
You laughed at someone's attempt to insult you. Take 2 Strings on them and give them 1 on you.

Strings

Darkest Self

Violence breeds violence and you can too. Every slight is an outrage and deserves the most primal response. Treat all insults as the deepest cutting slurs and fire back in the way that hurts that person the most. If they don't back down, or if they don't cower properly, it is time to strike back with all your might. Stay in your darkest self until you pick a fight you cannot win or badly injure someone in front of an authority figure.

Harm



Experience



- Add +1 to one of your stats.
- Take another Tengu move.
- Take another Tengu move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have **Callous Contacts**.

Conditions

Hot -1	Cold 2	Volatile 1	Dark -1
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Hot -1	Cold -1	Volatile 2	Dark 1
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Tengu Moves

Take *Tempestuous* and *Selfish Guru*, and choose one more:

● *Tempestuous*

Add 1 to any roll to escalate a situation to violence.

● *Selfish Guru*

Any time a character confides a secret to you, they gain a String on you.

○ *Nose for Trouble*

When you insert yourself in a conflict that doesn't include you, mark experience.

○ *Peanut Gallery*

When you take someone's side in a dispute, you gain a String on them and they take a String on their adversary.

○ *Bruises Are Badges*

You may spend a String on someone to lower the Harm they deal to you by 1.

○ *Magnificent Maleficence*

When you help a character clear a Condition you may ask them one of the following questions:

- ✦ What was your lowest moment?
- ✦ Who do you hate the most in the world?
- ✦ What is your biggest regret? They must answer honestly.

Sex Move

When you have sex with someone tell them a secret about yourself and mark experience.
