



**ME, MYSELF & YOU**  
**IDENTITIES FOR UNKNOWN ARMIES**

**UNKNOWN**  
**STATOSPHERE**  
**ARMIES**

# NEW MUNDANE IDENTITY FEATURES

## READ PASSION OR OBSESSION

What makes people tick is vital to understanding who they are. With this feature you've honed your sense of one part of the human landscape to the point you can pick up on the subtle cues that everyone puts out about it.

Pick a type of Passion (or the Obsession) and with a little observation and a successful roll you can get an idea of what someone's got going on in that department. The better the result the more specific the GM should be. Fail or botch on the other hand and they're a lacuna or you get the entirely wrong idea.

Very useful to set yourself up to take advantage of someone's foibles or avoid uncomfortable topics at the dinner table.

# NEW SUPERNATURAL IDENTITIES

## ALTER PASSION

**Examples:** MKUltra Washout, Devil's Tongue, Svengali Wannabe.

You've developed the ability to realign someone's foundational beliefs. A drastic change like this is only temporary without maintenance and will likely have lasting consequences.

Select a passion (fear, rage of noble) and method of alteration to be effected by your identity. The method should be classed as long-exposure or short-exposure depending on the lengths you have to go to. Changing someone's mind with a handshake and some measured words has less impact than tying someone to a chair and forcing them to listen to a looped recording while pumped full of LSD for hours on end. This identity provides no special insight into people's passions.

**Fumble or Matched Failure:** The target reacts in an extremely negative way and takes, at minimum, a rank-5 Unnatural check (and likely some others depending on the circumstances).

**Failure:** Nothing changes. Depending on the method the target probably thinks you're weird, dangerous or crazy.

**Success:** You alter the target's passion in a major way. There must be some connection, however tenuous, between the original and the implant. Reversals are common and actually easier than picking something unrelated. The change lasts for a number of minutes equal to the roll for short-exposure or hours equal to the tens place of the roll for long-exposure.

**Matched Success or Crit:** You completely rewrite the target's passion. The change lasts for a number of hours equal to the tens place of the roll for short-exposure or days for long-exposure.

## TOTEM

Everyone relies on beliefs for comfort. They form the bedrock of our world and provide succor and a sense of security in times of peril. For some people this takes the form of a bond with an object like a memento, religious icon or encouraging text message from a departed loved one.

By psychologically leaning on the object and what it represents you can steel yourself and negate the panic, paralysis or frenzy result of a failed stress check with a successful roll. The object must be at hand or relevant to the situation for more abstract totems. Totems do not remove Hardened or Failed notches or deal with the long-term problems that come with maxing out gauges. The talking cure isn't so hot when your psychiatrist is a 1911.

The flip-flop/roll for that passion is available if it has not already been used this session. Acting against an altered passion is a Self check with a rank equal to the tens place of your roll. Other Self checks are likely during and after the effect, depending on the circumstances. The erosion of Self likely to accompany ongoing exposure to this identity will manifest as a disorder related to the modifications.

## TERRORIZE

**Examples:** Night Hag, Kurdaitcha, Hallucinogenic Pheromones.

You have a supernatural capability to monster someone whether it's through dream invasion, a jacked-up personal presence or psychically tickling the right/wrong parts of their brain. Pick a gauge and a method of transmission for your identity.

**Fumble:** As Matched Failure plus the target knows who you are and what you tried to do – although they probably can't prove it.

**Matched Failure:** The target resists your influence so handily that you cannot target them again until they fail a stress check on the relevant gauge.

**Failure:** Nothing Happens. You cannot target that person again for a while.

**Success or Matched Success:** The target suffers a stress check ranked equal to the tens place of the roll.

**Crit:** The target suffers a stress check ranked equal to the tens place of this identity.

Menacing someone repeatedly in a short period of time does not inflict additional stress checks, although it may increase the rank of the check at GM discretion.

# MUNDANE IDENTITIES

## AMNESIAC

Pure retrograde amnesia. That's what the doctors called it. Like something out of a movie they explained that while your previous memories had been, hopefully temporarily, lost that you would have no difficulty forming new ones.

Less like out of a movie, your home life is a mess: you're constantly introduced to strangers who know you intimately, you're surrounded by reminders of things you cannot recall and you're not sure how you feel about the person who says they're your spouse.

**I'm an Amnesiac, of course I can** surprise myself with hidden competencies, act like I know people, not remember a damn thing from before it happened.

**Substitutes for:** Lie.

**Feature:** Resists challenges to Isolation.

**Feature:** Unique – Can shift 10% per session from this identity into others as (or if) memories resurface.

## ASTROTURFER

Call it shilling, public relations or advertising – you use a swath of digital tools to create the false impression of grassroots support for business, politics, ideologies, whoever pays the bills short of the outright criminal really. One week you could be pushing a climate change denial angle and the next discrediting fracking. Anyone who does this for very long either checks out of having opinions or develops a thick callous around them for the sake of sanity.

**I'm an Astroturner, of course I can** follow a script, espouse principles I don't care about, regret going to college for this.

**Substitutes for:** Connect.

**Feature:** Knowledge.

**Feature:** Resists challenges to Self.

## ATAVISTIC PREDATOR

Dehumanized and savage. You've embraced the idea that you are both less and more than human, reveling in the bestial desires that are only natural. If people were honest with themselves they'd see the world free of the cage of civilization like you do.

**I'm an Atavistic Predator, of course I can** lay in wait for hours, make people cross the street to avoid me, tell the wolves from the sheep.

**Substitutes for:** Pursuit.

**Feature:** Substitutes for Struggle.

**Feature:** Substitutes for Secrecy.

## AUTODIDACT

Everything you learned, everything important at least, you taught yourself. You've got a natural inquisitiveness and gumption when it comes to discovering new things and not a lot of patience for the stuffy confines of traditional learning.

**I'm an Autodidact, of course I can** act like an authority on any given subject, spout malapropisms, fix problems with solutions from unrelated fields.

**Substitutes for:** Knowledge.

**Feature:** Substitutes for Notice.

**Feature:** Resists challenges to Unnatural.

## BARFLY

You like to drink, you like to be social and there's nothing wrong with that. Some folks might call you a drunk but that's only because they haven't had the chance to really appreciate the charm and community that whiling away the hours in a bar has to offer.

**I'm a Barfly, of course I can** open a tab, tell a bunch of stories "about that time", get a twofer out of the jukebox.

**Substitutes for:** Connect.

**Feature:** Resists challenges to Isolation.

**Feature:** Unique – You have a place where everybody knows your name.

## BLACK SHEEP

The tenured professor with the outlandish opinions, the artsy sibling of a buttoned-down family, the guy with a steady job in a circle of delinquent friends: like these you are an outsider within a group. Whether cast in this role by yourself or others you've learned to play the part of dissident for the social cachet it grants you.

**I'm a Black Sheep, of course I can** get away with behavior that would get other people ostracized, avoid group engagements, be the one people turn to in secret.

**Substitutes for:** Status.

**Feature:** Substitutes for Secrecy.

**Feature:** Resists challenges to Isolation.

## BIG

You're a big guy or gal. Towering and hefty, your size draws stares and comments wherever you go. Whether you revel in it or try to ignore it and get on with your day it sometimes comes in handy.

**I'm Big, of course I can** reach things down off the high shelf, clear a path, bang my head on doorframes.

**Substitutes for:** Struggle.

**Feature:** Resists challenges to Violence.

**Feature:** Provides Wound Threshold.

## BOUNTY HUNTER

Subject to state requirements you are licensed and bonded to act as a recovery agent for a bail bondsman. When someone jumps bail it is your job to track them down and bring them in using guile or force to earn your commission.

Depending on your tactics (and if not covered by another identity) consider switching in more physical features such as Struggle and Provides Firearm Attacks or mental/social features like Knowledge and Coerces a Gauge.

**I'm a Bounty Hunter, of course I can** tail someone, sift through records, reach out to local law enforcement.

**Substitutes for:** Pursuit.

**Feature:** Substitutes for Notice.

**Feature:** Substitutes for Lie.

## BUREAUCRAT

You are the glue that holds modern society together. Without the functionaries that make large organizations possible we'd be stuck living in anarchy or tyranny. While often ignored or disparaged by those who take the rules as a personal affront you have made it your life to master a chunk of this ecosystem. From the lowliest clerk to the highest administrator you understand the power inherent in your role. How do you handle it?

**I'm a Bureaucrat, of course I can** parse byzantine forms and legalese, know who gets things done in an organization, deal with indignant people.

**Substitutes for:** Knowledge.

**Feature:** Coerces Helplessness.

**Feature:** Resists challenges to Helplessness.

## CANNIBAL

Eating human flesh is a major taboo in just about every culture on earth. Wherever you developed your taste for it from you've learned to keep things tidy, behave normally in polite company and hold your predations to a minimum.

The average adult male has roughly 126,000 calories of meat on him and given that you are able to supplement your diet with other foodstuffs you can go a long time between restocking. Still that leaky chest freezer in the garage might not be the best place to keep that guy who sassed you.

**I'm a Cannibal, of course I can** dress and joint a carcass, dispose of evidence, explain away that shirt stain as ketchup.

**Substitutes for:** Struggle.

**Feature:** Substitutes for Lie.

**Feature:** Resists challenges to Violence.

## CHARLATAN

There's no such thing as ghosts. The same goes for psychic powers, cryptids, magic and whatever other nonsense people cook up to make sense of the world. That said it's a solid market niche and the rubes are lining up to fill someone's pockets. Might as well be you.

Alternatively you really believe your own press or save the real stuff for when it matters. In this case consider switching Lie for Connect or even Status. Other versions might include taking a Unique feature for 'out there' technical skills, like creating and performing illusions.

**I'm a Charlatan, of course I can** take credit for seemingly supernatural events, cold read people, identify a credulous mark.

**Substitutes for:** Lie.

**Feature:** Evaluates Unnatural.

**Feature:** Coerces Unnatural.

## CHILDISH

People take life too seriously. Not you. You've discovered that the only things you need to be concerned with are what you learned in your first decade or two. Everything else is just the chains people wear to make themselves feel grown-up and important. How sad is that?

**I'm Childish, of course I can** avoid responsibility, exude infectious excitement, inspire scorn, jealousy or pity in adults.

**Substitutes for:** Connect.

**Feature:** Resists challenges to Self.

**Feature:** Resists challenges to Helplessness.

## COLLECTOR

You just have to have it. 'It' in this case can be just about any type of object: books, art, autographs, deodands, antique cans, people in small cages. Motivated by an emotional connection to whatever it represents (security, a time and place or the satisfaction of pursuit and attainment) the important thing to you is assembling an extensive and well-maintained collection of your object of desire.

**I'm a Collector, of course I can** tell you everything you don't want to know about my collection, maintain exhaustive spreadsheets and dossiers, keep in touch with a host of like-minded obsessives.

**Substitutes for:** Knowledge.

**Feature:** Totem (item from collection).

**Feature:** Unique - Has a collection of a specific type.

*If you are what you eat, what are you when you're eaten?*

## CONNECTED

You have influence based upon association with an establishment that translates into social status. Variants of this identity range from the criminal (Mobbed Up) to the moneyed (Heiress) to the political (Aide De Camp), but all are united by the fact that ultimately your power derives from others. You might resent this status and seek to establish yourself independently or revel in turning the mass of greater forces to your own ends.

**I'm Connected, of course I can** get that parking ticket fixed, rub shoulders with a restricted social set, demand attention.

**Substitutes for:** Status.

**Feature:** Resists challenges to or Coerces a Gauge (pick one).

**Feature:** Unique – Call in a favor.

## CONSPIRACY THEORIST

It's all connected and someone is doing *it* on purpose, if people can't see that then they're just not paying attention. You've managed to put it all together though, making the connections and finding the evidence that *they* don't want people to know.

Despite this the public still labors under the assumption that none of *it* is going on. In a world where mass-surveillance and heinous government malfeasance have proven genuine this is mind boggling to you. You need to either find a way to shake them out of their complicit stupor or at least protect yourself.

**I'm a Conspiracy Theorist, of course I can** make wild leaps of logic, blame a (possibly fictional) group for everything, keep a stock of tin-foil and pretty concerning gear on hand.

**Substitutes for:** Knowledge.

**Feature:** Resists challenges to Helplessness.

**Feature:** Resists challenges to Isolation.

## COWARD

You're terrified of pretty much everything but you're not afraid to admit that much, being scared is just a survival mechanism that is unfairly regarded. Sure, rugged courage gets things done but fear covers every case where survivorship bias tries to plaster over the consequences of failure.

There's nothing wrong with the ability to back down from disaster rather than inviting it in. So why take the risk since you know there will always be other pies to take a slice from?

**I'm a Coward, of course I can** cave under pressure, run like the devil is after me, maintain a constant low-grade paranoia.

**Substitutes for:** Pursuit.

**Feature:** Substitutes for Dodge.

**Feature:** Provides Initiative.

## CRYPTOZOOLOGIST

Ghost hunters, Bigfoot researchers and Thylacine seekers are all united by their search for entities widely regarded to not, or no longer, exist. Spurred by a sense of wonder in the face of an increasingly measured and categorized world you are an expert on the subject of these and other cryptids.

**I'm a Cryptozoologist, of course I can** cobble together an EMF reader, map the distribution of yeti sightings over a geographical area, pull out my (heavily) annotated history of the Chupacabra.

**Substitutes for:** Knowledge.

**Feature:** Substitutes for Notice.

**Feature:** Evaluates Unnatural.

## CULT LEADER

People need meaning, it's a cornerstone of the human psyche that everything requires an order and proper place. For a lot of people it's their faith or political leaning or community that provides this bedrock. For the downtrodden and the vulnerable, it's you.

You take these people from their fallen state and fill them up with love and purpose. You give shape and order to the chaos of their world. All that you ask in return is complete and undying obedience.

**I'm a Cult Leader, of course I can** project an authoritative presence, sway the hopeful with a mishmash of philosophy and spiritualism, delegate my dirty work.

**Substitutes for:** Status.

**Feature:** Reads Fear.

**Feature:** Coerces Self.

## EMOTIONAL VOYEUR

People are fascinating. Observing all their troubles and dramas allows you to experience the gamut of human interactions without the messy entanglements that come with being involved in them.

You like to position yourself as disconnected but available. Keeping people at arms length lets you retain your sense of being above it all. It also lets you walk out on any problems that become too rough to watch.

**I'm an Emotional Voyeur, of course I can** tell you all about micro-expressions, ask probing questions under the guise of concern, know the juiciest gossip.

**Substitutes for:** Connect.

**Feature:** Evaluates Self.

**Feature:** Reads Passion or Obsession (pick one).

## FORMER AVATAR

You were on the path of an avatar and you fell. Hard. All the way down. It might have gotten too difficult to walk the narrowing confines demanded by the collective unconscious. It might have been a case of being pushed out by the competition. Maybe you just found something else that was more important to you.

Even without being plugged directly into the statosphere you catch glimmers of the old power here and there and you also have the experience to play them off like more than they are if necessary. It'd be a long, hard climb if you wanted to get back in that saddle though. Too hard.

Are you off the path for good?

**I'm a Former Avatar, of course I can** make guesses about the collective unconscious that are better than a stab in the dark, hobnob in the Occult Underground like I'm not a has-been, make dire predictions.

**Substitutes for:** Secrecy.

**Feature:** Evaluates Unnatural.

**Feature:** Use Gutter Magick.

## FREEGAN

4.4 pounds of garbage is generated per person per day in the USA. You are a lifestyle dumpster diver taking advantage of this wealth of waste while thumbing your nose at the corporate-inspired consumerism that drives it on principle. Depending on your underlying motivations and temperament your ethos might range from community-minded hipster to anti-corporate recluse to something a little more Paper Street Soap Company.

**I'm a Freegan, of course I can** mentally map locations where goods are disposed of, evade security, live within a barter economy.

**Substitutes for:** Notice.

**Feature:** Substitutes for Pursuit.

**Feature:** Resists challenges to Isolation.

## GOOD PERSON

You've got a strongly internalized sense of the fact that you're a thoroughly decent human being. Whatever the source ("WWJD"?), your guiding principles give you the courage to act on your convictions and the people around you appreciate you for it.

**I'm a Good Person, of course I can** get someone to vouch for me, rely on a strong moral compass, keep track of everyone's needs.

**Substitutes for:** Connect.

**Feature:** Therapeutic.

**Feature:** Resists challenges to Self.

## "GOOD PERSON"

The flipside to Good Person is someone who believes they have those qualities, but doesn't. Maybe you started out decent before the real-world came and ground you down so that only the patchwork self-image remained. Maybe you've always been kind of a shit.

In either case you're an awful human being hiding behind the certainty that you're the good guy. Every villain is the hero of their own story.

**I'm a "Good Person", of course I can** rationalize my actions, guilt-trip my loved ones, lie about terrible things I've done without blinking.

**Substitutes for:** Lie.

**Feature:** Resists challenges to Self.

**Feature:** Resists challenges to Isolation.

## GUN NUT

It could be that you understand that the only thing keeping society intact is the ability of the individual to shoulder the burden of self-protection that governments can't and wont. Or you grew up with firearms and they're as much a part of you as any other life-long hobby. Or maybe you just like the way that holding a gun makes you feel.

Regardless of the reason, you love firearms and what they represent. That intricate piece of machinery capable of spitting little pieces of metal at high velocity is really something else and you get a great deal of satisfaction from using and learning about them.

**I'm a Gun Nut, of course I can** identify firearm models by sight, maintain constant vigilance, rattle off pro-gun statistics and politics.

**Substitutes for:** Notice.

**Feature:** Provides Firearm Attacks.

**Feature:** Totem - Specific firearm.

## HACK WRITER

See that guy sitting in the coffee shop with their laptop writing their first novel like a worn-out cliché? That's not you. It might have been you a decade and a half and thirty-five pounds ago but you've descended beyond that.

It might have once been about art or the need to tell a story but now it's just because you don't know any different. For the most part you do piece work in the gig economy to keep afloat and harass publishers. Sure, you could get a job writing copy somewhere and make a living wage but that would mean swallowing what little pride you have left and admitting defeat. You haven't come this far to do that.

**I'm a Hack Writer, of course I can** crap out a shitty novel for pennies per word, drink and smoke a lot, wrestle with self-publishing and publishers.

**Substitutes for:** Knowledge.

**Feature:** Evaluates Self.

**Feature:** Resists challenges to Helplessness.

## HARDCASE

You're tough. You're tougher than tough. You're the toughest there is and you know it. You've built a big part of who you are around how tough you are and you make sure that everyone around you knows it too.

**I'm a Hardcase, of course I can** pretend to walk off being stabbed, use improvised objects as weapons, open a beer bottle with my eye socket.

**Substitutes for:** Struggle.

**Feature:** Coerces Violence.

**Feature:** Provides Wound Threshold.

## IMPOSTOR

Perhaps you were mistaken for a long-lost family member? Maybe you deliberately set out to use someone else's identity to get that job? Or was it opportunistic when you found the guy who looked a whole lot like you dead in the parking lot? Whatever the circumstance you've taken on the identity of another person and are using it as a vehicle to live a whole new life.

It's time for you to sit back and enjoy all the perks that being someone new has to offer while occasionally navigating the pitfalls that come with never really owning it. Would you ever go back to your old life? What would you do to defend the new one if someone found out?

**I'm an Impostor, of course I can** live a lie, plaster over inconsistencies in my story, leverage people's motivations.

**Substitutes for:** Connect.

**Feature:** Substitutes for Lie.

**Feature:** Resists challenges to Self.

## LIMINAL SEEKER

You saw or experienced something impossible and now it's all you can think about. No ordinary Pony, your sudden galvanization is all-consuming and the Occult Underground will either open the door to you or you will find a way to break in. As your former life withers around you you will you complete this transition or pull back and salvage the vestiges of normalcy?

**I'm a Liminal Seeker, of course I can** ignore my friends and family, clear out the 'witchcraft' section of the local bookstore and library, dip into my emergency fund for magick beans.

**Substitutes for:** Notice.

**Feature:** Evaluates Unnatural.

**Feature:** Casts Rituals.

## NEGOTIATOR

You're an expert at getting people to cooperate. You can look at the needs and desires of two parties and if not find a way where both benefit then at least make them both think they got the better end of the deal. Backed up with the gift of the gab and a studied technique in human manipulation you might work in sales or public relations or maybe you're someone a community turns to when they need a mediator (or someone who can skewer one).

**I'm a Negotiator, of course I can** get where someone is coming from, identify compromise and advantage, exploit personal narratives.

**Substitutes for:** Connect.

**Feature:** Substitutes for Lie.

**Feature:** Substitutes for Notice.

## OCCULT BURNOUT

The depressingly common failure state of the Liminal Seeker is someone the Occult Underground chews up, spits out and then charges rent. On the wrong side of one too many raw deals, destitute and usually homeless you can only dream of the normal life you once lived. Maybe there's some ritual or artifact out there that can get it all back for you?

**I'm an Occult Burnout, of course I can** scream hysterically at things that aren't there, trail a wake of unnatural phenomena, disappear when no one is looking.

**Substitutes for:** Secrecy.

**Feature:** Coerces Unnatural.

**Feature:** Use Gutter Magick.

## OLD

Your back might hurt, your knees might be creaky and your eyesight might not be so great anymore but you don't get to be your age without figuring out how the world works. People will underestimate you just because you've been around the block a few times but when you pick your battles you can still surprise them.

**I'm Old, of course I can** tell a heck of a lot of stories, know how to do things without using the internet, sell my medication for extra cash.

**Substitutes for:** Knowledge.

**Feature:** Resists challenges to Self.

**Feature:** Resists challenges to Unnatural.

## ORGAN TRAFFICKER

A bathtub full of ice, a poorly stitched incision and a note to the victim. That's the urban myth. The truth is that demand outstrips supply, waiting lists take years to traverse and human nature is infinitely corruptible. You navigate the sidelines of official commerce in the organ trade, taking advantage of both sides for personal gain. How you live with that is up to you.

**I'm an Organ Trafficker, of course I can** eyeball an appropriate dose of anesthetic, make use of red market contacts, muss official paperwork.

**Substitutes for:** Lie.

**Feature:** Medical.

**Feature:** Resists challenges to Self.

## POLITICIAN

You are an elected representative, theoretically beholden to the will of your constituents. In practice those who prioritize electioneering and horse-trading over principle tend to survive however, so it's little wonder that the stereotype of your profession is unflattering. You may have gotten into politics to make a difference (or not), the real measure is whether you can (or want to) avoid losing sight of it.

**I'm a Politician, of course I can** sort out an appointment, smear my opponents, indulge in a little brinkmanship.

**Substitutes for:** Status.

**Feature:** Substitutes for Lie.

**Feature:** Coerces Isolation.

## PRIVATE INVESTIGATOR

Occasionally you'll get an interesting case like a missing person but by and large petty human perfidy – insurance fraud and cheating spouses – is your bread and butter. If there's a dollar in exposing wrongdoing or uncovering mysteries it's your business. How far you go is down to what the client is willing to pay and your own scruples.

**I'm a Private Investigator, of course I can** look people up, sit in a car or alleyway for hours, take compromising pictures.

**Substitutes for:** Notice.

**Feature:** Substitutes for Lie.

**Feature:** Substitutes for Secrecy.

## PSYCHIATRIST

A medical doctor focused on the treatment of mental illness, your specialty involves prescribing drugs to quiet the maladies of your patients. But that's only half the job. Once you've started pharmaceutical triage the attempt to heal or manage the condition by getting to the root of the problem really begins.

**I'm a Psychiatrist, of course I can** prescribe medication, talk people down, keep a secret.

**Substitutes for:** Connect.

**Feature:** Medical.

**Feature:** Therapeutic.

## PSYCHIC SURGEON

You have the ability to plunge your bare hands into a patient's body and physically remove their illness. With a little tweaking this identity could fit a faith healer (consider switching out Coerces Unnatural for Connect unless your practices are particularly Pentecostal). Often mundane con-artists and hoaxers will use claims of this ability to take advantage of the desperate and needy (see also Charlatan), be careful you're not taken for one.

**I'm a Psychic Surgeon, of course I can** evade a medical board investigation, know rudimentary anatomy, stay one step ahead of the Sleepers.

**Substitutes for:** Status.

**Feature:** Medical.

**Feature:** Coerces Unnatural.

## PSYCHONAUT

Altered states are the biggest frontier of human exploration and you're on the beachhead. You've run the gamut of consciousness-twisting experiences and feel like you've come away a greater person for it. Ego death, depersonalization and psychedelia are all just stepping stones on the path to personal transcendence.

**I'm a Psychonaut, of course I can** discuss Buddhist philosophy and lucid dreaming, score some good psychoactive substances, set up a sensory deprivation tank.

**Substitutes for:** Notice.

**Feature:** Evaluates Self.

**Feature:** Resists challenges to Unnatural.

## RELENTLESS

Quitting is for suckers and like a Terminator on crack you refuse to countenance the idea when you've set yourself to purpose. Whether it's a pathological inability to submit or a rewarding sense of sheer bloody-mindedness means little to the people and things that are trampled in your wake.

**I'm Relentless, of course I can** shrug off defeat, inspire fear and envy with my determination, push myself past the point of exhaustion.

**Substitutes for:** Fitness.

**Feature:** Coerces Helplessness.

**Feature:** Provides Wound Threshold.

## RUNAWAY

You were trapped somewhere and now you're not. Whether it was the law, a cult or a horrible family situation things got so bad that taking off with the clothes on your back and what little you could carry made the most sense at the time.

People are looking for you and there have been a couple of close calls but the time you've spent living on the lam has given you the skills you need to survive.

**I'm a Runaway, of course I can** figure out which dumpsters have good food in them, know the best spots to sleep rough, try to look unimportant to law enforcement.

**Substitutes for:** Pursuit.

**Feature:** Substitutes for Secrecy.

**Feature:** Provides Initiative.



## SHADY LAWYER

"The law is an ass." It's been a known quantity for centuries and yet we persist in the charade that the basis for our society is anything other than a handshake and some sweet words. You get it, the public gets it, those in charge certainly get it – but no one with a stake is interested in actually saying so.

That's where you come in. You're willing to jack the law up like a car making expensive noises and get in underneath it while everyone else worries about their fingernails. You are willing to do whatever it takes to free your client, secure those damages and slip that contractual obligation. Plus so long as you don't get caught breaking the rules you get paid handsomely for it.

Switch Lie for Status to represent someone with a more wholesome take on the rule of law or Connect for Status for someone who is very successful at this side of it.

**I'm a Shady Lawyer, of course I can** dazzle John Public with legalese, find loopholes, know a guy who knows a guy.

**Substitutes for:** Lie.

**Feature:** Substitutes for Connect.

**Feature:** Unique – Qualified and licensed to practice law.

## SKETCHY

You come off as untrustworthy and, frankly, kind of dangerous. Probably because you are. This could be a conscious persona you've adopted or maybe you're the product of an environment that selects for it. It could be both.

**I'm Sketchy, of course I can** survive on the edge of society, rip people off, give people the heebie-jeebies.

**Substitutes for:** Secrecy.

**Feature:** Resists challenges to Self.

**Feature:** Coerces Helplessness.

## SPY

No Jason Bourne you, for that kind of bad-assery look elsewhere. You're a seedy individual who spends the time you aren't stuck pretending to work a normal job inveigling and blackmailing people for the greater good. Or so your side can get a leg up on the opposition. Or money, money works too and after all the drudgery and ambiguous directives you've been exposed to maybe you deserve a little extra compensation?

**I'm a Spy, of course I can** run a dead drop, tell how far to push an asset, work a cover.

**Substitutes for:** Lie.

**Feature:** Coerces Self.

**Feature:** Reads Noble.

## SURVIVOR

You went through something terrible. It damaged you in ways that you'll never fully recover from. People talk about not letting the experience of their trauma define them but you think differently. You came away from your experience with a set of tools you'll use to keep yourself better protected and stronger than before. You'll be damned if you'll let things go back to the way they were.

**I'm a Survivor, of course I can** endure, see trouble brewing, take precautions.

**Substitutes for:** Notice or Fitness (pick one).

**Feature:** Resists challenges to a Gauge (pick one relevant to the trauma).

**Feature:** Totem (pick one relevant to the trauma).

## TABLOID JOURNALIST

It used to be print publications of celebrity gossip and wild stories about alien-Hitler babies that no one believed. Now the new frontier is all clickbait and fake news that merely strains credibility in a post-postmodern era.

The underlying premise is still the same for you though – feed the public from the trough of the most salacious and outrageous stories you can find, for profit. The internet age has made it easier than ever to vote with eyes and ears and emotional impulse is king.

**I'm a Tabloid Journalist, of course I can** color outside the lines on the details of a story, insinuate that I'll portray someone poorly to secure an interview, substitute cigarettes and coffee for food and sleep.

**Substitutes for:** Knowledge.

**Feature:** Coerces Helplessness.

**Feature:** Resists challenges to Self.

## TROLL

Emotional outbursts are entertaining. Push some buttons, get a response. Negative responses are easier to provoke and come with a bigger bang, but maybe that's not the reason you find them so satisfying.

**I'm a Troll, of course I can** shamelessly push people's buttons, devise and maintain a facade, cyber-stalk people.

**Substitutes for:** Lie.

**Feature:** Coerces Helplessness.

**Feature:** Reads Rage.

## TRUE BELIEVER

Not necessarily religious in nature. You have a deep, sincere and persistent belief in something: be it an ideology, faith, sports team or aliens. Everything else is a pale reflection in comparison to this belief and if more people understood the way the world works like you do it would be a better place.

**I'm a True Believer, of course I can** take solace in my beliefs, explain things by allegory, have the courage of my convictions.

**Substitutes for:** Connect.

**Feature:** Resists challenges to Unnatural.

**Feature:** Totem (pick one based on your belief).

## URBAN EXPLORER

Whether it's plumbing the depths of drainage systems beneath the streets, scaling unbuilt towers or documenting the crumbling remains of once vibrant places, urban exploration is about discovery of the hidden and forgotten in humanities' most populated places. You might be motivated by a curatorial spirit, an adventurous bent or just get a kick out of being places you shouldn't be.

**I'm an Urban Explorer, of course I can** break into construction sites and abandoned buildings, take photographs and draw maps, freerun through/over obstacles.

**Substitutes for:** Fitness.

**Feature:** Substitutes for Pursuit.

**Feature:** Substitutes for Secrecy.

## VIGILANTE

At a certain point enough is enough. If the police and the courts can't protect the public someone else has to step up to the plate. You or someone close to you might have been the victim of a crime or you might have more abstract motivations for taking the law into your own hands.

**I'm a Vigilante, of course I can** remember to wipe down my fingerprints, tail someone, make sure I have an alibi.

**Substitutes for:** Struggle.

**Feature:** Substitutes for Secrecy.

**Feature:** Coerces Violence.

## WEALTHY

You're not just well-off, you've learned to use money in a way that is unique to the very rich. Its influence opens doors for you and colors any interaction you exercise it in. While it insulates you from many of the struggles of the human condition you've found it serves to draw other aspects to the fore.

If you're the type inclined to throw your financial weight around consider exchanging Resists challenges to Helplessness for Coerces Isolation or Helplessness.

**I'm Wealthy, of course I can** gain access to exclusive events, get treated with kid gloves by the law, not have to worry about choosing between rent and buying that collection of antique sideshow fetuses.

**Substitutes for:** Status.

**Feature:** Resists challenges to Helplessness.

**Feature:** Unique - Gobs of money.

## WELL TRAVELLED

You've spent a large part of your life traveling the world. Whether out of wanderlust, work or circumstance you never put down roots anywhere but instead ended up living in more places than most people will see in their lifetimes. You don't really feel at home anywhere but you're never completely a stranger either.

**I'm Well Traveled, of course I can** fall back on my frequent flyer miles, know enough Urdu to get lost on my way to the bathroom, figure out what I'll need to pack.

**Substitutes for:** Knowledge.

**Feature:** Resists challenges to Isolation.

**Feature:** Unique - Can navigate other cultures and languages.



# SUPERNATURAL IDENTITIES

## ABULIC STORYTELLING

You have a gift for a very particular form of writing. You can create happy, semi-biographical stories about a person which they will find incredibly engrossing if they give reading something that creepy a shot. The details are always at least a little off (depending upon how well you know them, this identity doesn't provide any special insight into their lives) but it isn't until they reach the end that the full extent of the differences that have crept up on them are apparent. Ripped away from a fantasy world of second chances and fulfilled regrets that they were never aware existed the reader is scarred by the phantom loss your story generates.

This identity uses the Terrorize feature. The transmission method is a story specifically tailored to a single person which pings their Isolation meter.

There are two additional qualities, the first is that the stories are addictive. It is a Self check equal to the rank of the highest story encountered, each week a reader goes without immersing themselves in something you wrote with this identity. The rank of this check drops by one per week but is refreshed upon re-exposure.

The second quality is that each story is a reusable source of Isolation checks but each time it is less potent – reduce the rank of the check by one, cumulatively. When it drops below the threshold of the reader's hardened notches in Isolation the story is spent and no longer effective for quenching the addiction.

## EX-AGENT OF RENUNCIATION

You don't remember much from before, it's all a little hazy. Something to do with a woman on a throne dressed in green, a street in what might have been India, the notion of misspent power and then being shoved through a door before your first concrete recollection – dodging traffic on a busy highway.

If there's one thing that has stuck out to you about the world in the years since it's how passionate people are about things. It's the passion that's the important aspect, not the issues themselves. Of this you're certain and you can prove it. With a stern rhetorical push you can convince people to defy their deepest principles but the drive always remains. Sure they run straight to the other end of the spectrum when you do, but where else is all that passion to go once it's untethered?

This version of the identity is a short-exposure Alter Passion: Noble with the conditions that it can only invert the target's Noble passion and you have to demonstrate to them why the current Noble passion is inadequate. It doesn't need to be a categorical refutation, the same standard it would take to coerce somebody is sufficient. Other versions of this identity target the other passions with the same conditions.

## FLAGELLANT

Mortification of the flesh, scarification and auto-sacrifice: many cultures attribute special credence to the idea that purposeful harm to the body is purifying and even empowering. You've been taught or developed your own practices which rest upon these well-worn universal furrows. Even something as hokey as a homemade Gom Jabbar can carry the right resonance for those sufficiently focused.

After a period of ritualized self-harm roll this identity. Take the result as hand-to-hand damage and if successful gain a minor charge. This effect works a maximum of once per day, but that doesn't stop practitioners from all but flaying themselves alive. More sedate variants of flagellants, such as those who practice inedia, generate charges more slowly (say, once a week). By default you can't do anything other than use the charges to power a ritual, beef up some gutter magick or discharge them as undirected minor unnatural phenomena (which happens automatically after about a week anyway). For adepts charging this way is a taboo violation, but it has been a gateway for more than one budding flesh mage.

## GNOMIC PROPHECY

You've got some kind of line on the future, the only problem is that it comes out a bit garbled. This is Vague Information which you inflict upon another person in the form of an oblique pronouncement: a cryptic couplet, inscrutable aphorism or enigmatic koan. It's a fun identity for players and GMs who want the chance to wax lyrical and sneak double-meanings into predictions.

Unlike a conventional hunch roll the result does not have to be used for the next roll. Instead it is banked until circumstances arise in which the prophecy could apply, in which case they can choose to use it. This is a two-edged sword however, the GM can steal or trigger the hunch roll if they beat that character to the punch on realizing the prophecy. It's one per customer: if you want to load someone up with a new prophecy you have to wait until the current one is discharged.

See "Terrorize" on page 2.

See "Vague Information" on page 45 of Book 1.

See "Alter Passion" on page 2.

## MAGICKAL REFUGEE

You are the product of magickal interference, either by creation or transformation, and now you depend on a steady diet of charges to survive. This identity covers everything from displaced denizens of a previous universe or Otherspace to abandoned tulpas and excommunicated hivemind members. It provides two features instead of one, balanced by a substantial cost.

The first acts as Provides Wound Threshold with the caveat that it caps Wound Threshold regardless of value. If this identity has a value of less than 50 then you're more deflated or ephemeral than the average person.

The second is Versatility under the umbrella of your origin or modification: poltergeist effects for someone frankensteined together out of a bunch of ghosts or the ability to notice and take advantage of metaphysical inconsistencies for a Neverwhen Person exploring the Mandela effect. You can get away with using it more than once per day at a cost in minor charges equal to the previous number of daily uses.

The upkeep for this identity is a daily tariff in minor charges. Either one charge or the highest number of charges used to activate Versatile in the past 24 hours, whichever is greater. If you can't pay reality will take it out of your hide, your Magickal Refugee identity will hemorrhage 5% daily for a number of days equal to any outstanding charges. Gaining enough juice to cover the shortfall will stop the bleeding but not restore lost percentiles. No prizes for guessing what happens if your identity hits 0%. Hope you've got a reliable source.

## NEO-ALCHEMIST

There is an entire school of magick built around the refinement of narcotic substances that elevate the user physically and spiritually into their purest platonic forms. That's not you.

You're part of a group of students and students of students of a failed Narco-Alchemist apprentice who, depending on who you listen to, either killed, robbed or fled the killers of their former master dragging with them all the scrawled notes and unnatural recreational substances they could carry. They never put enough of it together to sail into glories of adepthood themselves but they did get something replicable out of the bargain. Something they could teach.

This identity allows you to imbue gutter magick effects into consumable objects (food, drink, drugs, etc.). All the other criteria and features of using gutter magick apply – you have to build a ritual around the desired effect, gather appropriate components, etc., – but if the roll succeeds you've got yourself a handy one-use minor magickal artifact at the end of it. It is worth noting that Neo-Alchemist creations are unstable and only keep for a limited time: three days with a success, three weeks with a matched success and three months with a crit. There's always talk kicking around of someone who's found a way to circumvent this limitation but it hasn't amounted to anything yet.

Narco-Alchemists tend to be leery of Neos and the mistrust is mutual. Even in the absence of hostility any temptation to cooperate and learn from one another is tainted by the suspicion that one side is ultimately going to try to strip the other for parts.

## NOBODY

You're forgettable, completely and utterly forgettable. People don't remember your name, what you look like or whether they've met you before. It's not down to you being a complete nebbish, you just slide right out of people's minds when they can't see you. Carjack someone? Half an hour later the driver is struggling to explain to the cop that they can't remember your hair color, height or age. A little later and you're down to a vague blur in their mind. Did you trade away your ability to be recognized for something? Is this the result of a curse? Or are you so intensely reclusive that the universe does its best to ignore you?

This identity has a unique effect that is always active. Whenever someone attempts to recall details of a previous interaction with you it takes an opposed Knowledge roll against this identity to grasp particulars. This compounds over time: previously remembered details require a roll to retain every time they are recalled, once forgotten something is gone for good. It's predictably difficult to maintain relationships.

Nobody does not effect physical records such as surveillance camera recordings or cell phone pictures or interfere with the ability to identify you in the present. Neither does it work on anyone with a supernatural identity including adepts and avatars, they're sufficiently plugged in to the unnatural that you're harder to scratch out of their minds.

## RELATIONSHIP CHAMELEON

When you talk to people you unconsciously alter your diction and body language to play off their reactions. Everyone kind of does this just to fit in, but not like you. When you do it people can't help but associate you with their nearest and dearest. That newlywed waiting at the bar knows you aren't his wife, but he'll be damned if you don't make his heart ache just like her. Is this a sympathetic phreaking of their connection? Do you subliminally signal yourself as some kind of ur-expression of social expectation? Or are you an emotive empty vessel just waiting to be filled up by interaction?

Mechanically you can hijack existing relationships for your own benefit. This identity works as Influence with the following additions. When you create the identity pick one of the five relationships (Favorite, Guru, Mentor, Responsibility or Protege), this is the persona you project to others. For the first roll the identity is capped at a target's relationship as you trigger a subconscious association with that person. If they don't have one that fits you take its place at the default level until contact ends. Fail this initial roll and you don't manage to breach the target's social amnion, leaving them puzzled and your efforts frustrated.

However after a successful roll you may use this identity to coerce that relationship with all the attendant costs levied against them (the relationship will drop by 5%, pass or fail excluding a matched failure or fumble which resolves as per Influence and renders this identity useless on that person thereafter). For unoccupied relationships your plundering damages the prospects and percentiles of future connections. Once bitten, twice shy.

See "Provides Wound Threshold" on page 44 of Book 1.

See "Vague Information" on page 48 of Book 1.

Gutter magick effects are listed on pages 179-180 of Book 1.

Coercing relationships is covered on page 37 of Book 1.

## SIN-EATER

You have the ability to consume the wrongdoings of others, alleviating their emotional burdens while increasing your own. This involves some sort of symbolic trade (the ritual consumption of proffered food is traditional but by no means universal) and willful intent to dispense themselves of the experience. It only works for experiences which the target was responsible for whether by action or inaction. You can only eat up the notches gained in a car wreck if the person caused the crash somehow.

The identity works as follows: make the exchange and roll, if the successful you take a stress check commensurate with the experience to be shouldered (or equal to the target's hardened notches in the appropriate gauge if the GM is uncertain) as it worms its way into you. If doing so causes you to gain a hardened or failed notch then the target gets the immediate benefits of long-term therapy based on your roll. You also get some weird, new memories. If you don't gain a notch then nada, your capacity for soaking up hardship is as finite as its effect on you.

## TIME TRAVELLER

You're from the future or believe you are and now you're stuck here. You might have been stranded after your time machine broke down or been flung on a one-way trip through time by a magickal accident. You might not even be in your original body, instead having commandeered the brain of someone from the present. You have some knowledge of the past/present but like all heretofore hypothetical scenarios you were a lot less prepared for this eventuality than people usually tell themselves they are.

This is Vague Information covering things your character might readily recall or infer about events based on their future knowledge. If you whiff the roll you either recalled incorrectly or have changed things enough that the timeline has begun to diverge (is that even a thing?). You might even be able to push for big changes like amassing wealth and developing future tech based on your know-how but those are considerable undertakings: use the objective rules.

## PROXY PIE

### Minor Artifact – Neo-Alchemist

A pastry of dubious quality, the Proxy Pie incorporates an elemental representation of one individual ready for consumption by another. When eaten it skips right by the requirement to bond two targets and proxies the consumer to the one baked in effigy. Multiple servings are possible from one pie (at an equal cost in minor charges when created), otherwise it only hits whoever eats the most. The effect lasts as long as the pie is within their digestive system (3-4 hours, notwithstanding syrup of ipecac or the runs).

Owing to an upswing in popularity Proxy Pies are becoming successively harder to concoct, requiring increasingly baroque methodologies to create them (-10% shift to rolls to create a Proxy Pie unless the ingredients are especially weird or unique).

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