

THE EYE OF CHAOS

AN APOCALYPSE WORLD HACK FOR DARK FANTASY

NAME

TYPE

LOOK

STATS HIGHLIGHT

FINESSE ○

DANGER, SKULLDUGGERY

FORCE ○

THREATEN, VIOLENCE

INFLUENCE ○

SEDUCE & MANIPULATE, CIRCLES

INSIGHT ○

READ A PERSON OR SITCH, PLAN

WILL ○

STEEL YOURSELF, SPELLCASTING

WOUNDS ◀◀○▶▶▶▶

NIGHTMARES ◀◀○▶▶▶▶

SCANDAL ◀◀○▶▶▶▶

SUSPICION ◀◀○▶▶▶▶

CHAOS ◀◀○▶▶▶▶

FATE ◀◀○▶▶▶▶

EXPERIENCE ○ ○ ○ ○ ○

IMPROVEMENTS

GEAR, WEAPONS, GANG, FOLLOWERS

- INCREASE A STAT +1 (MAX +3)
- INCREASE A STAT +1 (MAX +3)
- GET A NEW MOVE
- GET A NEW MOVE
- GET A NEW MOVE
- GET A NEW MOVE
- GET A NEW MOVE
- GET A NEW MOVE
- INCREASE A STAT +1 (MAX +3)
- EXPAND 3 BASIC MOVES
- EXPAND THE OTHER MOVES
- CREATE A 2ND CHARACTER
- CHANGE TYPE
- RETIRE TO SAFETY

MOVES

CONTACTS, RELATIONSHIPS, FAMILY, ENEMIES

HOLDS, FORWARD

BASIC MODES

When you **act in the face of imminent danger**, roll+**finesse**. On a 10+, you do it. On a 7-9, you do it but the GM will introduce a sudden complication, a hard bargain, or an ugly choice.

When you **undertake skullduggery** roll+**finesse**. On a 10+, all three. On a 7-9, choose two:

- *You've done it; you go unnoticed, you gain access, or you've pulled off your deception.*
- *You've left behind no tell-tale signs of what you've done.*
- *You avoid danger, compromise, or cost.*

On a miss, GM, remember harm! 1- or 2-suspicion, perhaps.

When you **make a threat**, roll+**force**. On a hit, you impress or frighten them with your threat and the subject must choose: do what you want or force your hand. On a 10+, if they force your hand, inflict your harm now and take +1 forward if they fight back. On a 7-9, take +1 forward if they fight back.

When you **engage in violence**, roll+**force**. On a 10+, you outmaneuver your opponent. You inflict harm as established or choose two below. On a 7-9, choose one:

- *You and your opponent both inflict harm as established.*
- *You seize an advantageous opportunity. Take +1forward.*
- *You force your opponent back and disengage for a moment.*
- *You detect a weakness in your opponent's defense. Do +1harm when you next inflict harm on them.*
- *You take defensive measures. +1armor for the next exchange.*
- *You change the fighting distance, terrain, or nature of the contest (e.g. from swordplay in the hall to close grappling on the balcony)*

On a miss, the GM may inflict harm on you, choose two from the list above for your opponent, or make a hard move.

When you use leverage to **seduce, charm, or manipulate**, roll+**influence**. On a 10+, hold 3. On a 7-9, hold 1. While you interact with them, spend your hold on the following:

- *They're distracted by you or enticed to follow you.*
- *They're willing to take your word for something.*
- *They're receptive to a bargain, even one that favors you.*
- *They're inclined to grant you a favor, service or gift.*
- *They open up to you. Take +1bond or +1forward with them.*

For a PC, on a 10+: 1) they do what you want and mark experience, and 2) if they resist you they face danger. On a 7-9, it's one or the other, your choice. On a miss, GM, remember harm! 1- or 2-scandal or -suspicion, perhaps.

When you **reach out to your circles of contacts for assistance**, roll+**bond** (for an existing contact) or roll+**influence** (for a new one). On a 10+, you get the assistance you seek. Increase your bond with your contact by +1. If this takes your bond to +4, reset it to +1 and mark experience. On a 7-9, choose one:

- *You get something, you know, pretty close.*
- *You get what you want, but you incur danger, retribution, cost, or enmity (a new bond at -2).*

On a miss, GM, remember you can inflict harm! 1- or 2-scandal is often appropriate.

When you **read a person or situation**, roll+**insight**. On a 10+, hold three. On a 7-9, hold one. While observing the situation or interacting with your subject, spend your hold 1-for-1 to ask questions:

- *What is your character really feeling right now?*
- *What does your character think of __, frankly?*
- *What or whom does your character value highly?*
- *How might I get your character to __?*
- *To what or whom is your character beholden?*
- *What are your character's ambitions, intentions, dreams?*
- *What or whom does your character greatly fear?*

- *What is my escape route / way in / way past?*
- *Who is most vulnerable to me?*
- *Who is the biggest threat?*
- *Who's in control here?*
- *Is there anything I should be on the lookout for? If so, what?*

When you act on any of the GM's answers, take +1.

When you **steel yourself**, roll+**will**. On a 10+, you're fine. On a 7-9, you're shaken. Choose one:

- *Flee, freeze in shock, scream in terror, beg for mercy, or collapse in fear.*
- *Take -1 ongoing until you are safe.*
- *Suffer 1-harm (nightmares) but you're free to act.*

On a miss, you break. Flee, freeze in shock, scream in terror, beg for mercy, or collapse in fear and also suffer harm (nightmares) as established.

PERIPHERAL MODES

When you **make a plan**, roll+**insight**. On a 10+, hold 3. On a 7-9, hold 1. While outlining your plan, spend your hold 1-for-1 to introduce an opportunity or advantage. When someone follows through on that opportunity or advantage during the execution of the plan, they take +1.

When you **suffer wounds**, roll+**wounds suffered** (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-wound.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*
- *You're dazed; you can't be sure of the events of the last few moments.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1wound.

When you **carouse & partake of pleasures**, roll+**influence** or roll+**wealth spent**. On a 10+, choose 2. On a 7-9, choose 1:

- *You made a new friend! Start at bond+1.*
- *You're invigorated. Take +1forward.*
- *You recuperate. Heal 1-wound.*
- *You relax and enjoy yourself. Heal 1-nightmare.*
- *You make a good impression all around. Heal 1-scandal.*
- *You lay low for a while. Heal 1-suspicion.*

When you **push yourself**, roll+**will**. On a 10+, you're fine. On a 7-9, take a short rest or suffer -1 ongoing until you do. On a miss, you have to rest now or collapse.

When you **contend with something that is clearly beneath you**, take +1. When you **contend with something that's out of your league**, take -1. When you **contend with something beyond the pale**, take -2.

HALF DEMON

Unstoppable: When you're in danger, roll+**will**. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1-for-1:

- *heal yourself of 1-harm.*
- *decline to roll the harm move.*
- *mirror the damage you just took on someone near you (you both take it).*

On a miss, you mirror the damage anyway, but it's worse for you, +1wound.

Demonic Gaze: When you meet a person's gaze, roll+**influence** to get the effects of going aggro on them without interacting. If they force your hand, your demonic soul counts as a weapon (s-harm 1-nightmare close loud optional)

Deepest Secrets: When you have time and intimacy with someone, roll +**insight**. On a hit, ask one; on a 10 - 11, ask two; on a 12+, all three:

- *What is their vice?*
- *What length will they go to satisfy their vice?*
- *What have they done recently to satisfy their vice?*

On a miss, you can still ask one, but you also take 1-suspicion.

The Eye of Chaos: When you look deeply into the Eye of Chaos, roll+**insight**. On a 10+, the GM will tell you something new and interesting about the situation. On a 7-9, you'll get impressions. The Eye of Chaos may ask you questions or make demands of you.

Whispers of Chaos: When you look into your demonic self to see what you should do, roll+**will**. On a 10+, mark experience and take +1forward if you do as your demon half wishes. On a 7-9, take +1 if you do it, and act under fire if you don't. On a miss, you must act under fire or follow-through on its wishes.

Chaos Born: You are immune to chaos effects. You can't take chaos damage, and effectively don't have a chaos track. If you're a spellcaster, you can take wounds to avoid chaos events.

True Form: When you reveal your terrifying demonic form to your enemies, roll+**force**. On a 10+, deal 1-nightmare to everyone who can see you. On a 7-9, choose one victim who can see you and deal 1-nightmare to them.

You do not see me: When you wish to remain unseen (under any circumstances, even impossible ones) roll+**will** instead of roll+**finesse**. On a 7-9, a viewer can choose to see you, but takes 1-nightmare.

The Warp: When you are the target of a spell, the spellcaster takes -2 to the roll. If they miss, the spell is cast anyway, but you choose its target (the GM makes moves and invokes chaos effects against the caster as normal). Against NPC spellcasters, roll+**will**. On a 10+, their spell is cast and you choose a new target. On a 7-9, the spell is miscast.

WITCH

Hex: When you reveal to someone your secret knowledge of them and pronounce your hex, roll+**bond** (if a PC) or roll+**will** (if an NPC). On a hit, hold 1. 10+, also take +1 forward against them. Until you spend your hold, you can help interfere with them, no matter where you are. You can spend your hold to:

- *be where they are, with or without explanation.*
- *cause them to suffer an accident (1-harm or 2-harm).*

They can spend your hold by:

- *doing something you tell them to do*
- *fighting to protect you*
- *giving you something you want.*

On a miss, they hold 1 over you, same terms.

Familiar Companion: Choose your familiar's profile.

- *Fierce+2, Looks+1, Sight=0, weakness+1*
- *Fierce+2, Looks+0, Sight+1, weakness+1*
- *Fierce+1, Looks+0, Sight+2, weakness+1*
- *Fierce=0, Looks+2, Sight+1, weakness+1*

Your familiar can't suffer harm. Any harm your familiar takes, you take. It can never die.

Choose its **strengths** (equal to Fierce, min. 1): *Agile, aggressive, brave, charming, clean, fast, friendly, huge, inconspicuous, keen senses, quiet, strong, close bond, independent.*

Choose its **looks** (equal to Looks, min. 1): *Beautiful, broken, cute, cruel, decorated, demonic, fat, fearsome, flashy, gentle, lean, noble, radiant, sleek, small, squat, strange.*

Choose its **power:** *Tough (1-armor), burglar, danger-sense, deadly (+1harm), dominator (optional s-harm), flying, poisonous, shape-changer, stealthy, swift, tracker.*

Choose its **weakness:** *Angry, argumentative, complainer, dirty, disobedient, greedy, lunatic, petulant, savage, show-off, slack, troublemaker.*

Guardian: With your familiar at your side, you have 1-armor. If you wear armor, use that instead. In addition, take -2 when you make the harm move (this is good for you).

Dire: Choose another power for your familiar. You may choose deadly again. (+2 harm total).

Psychic Link: You can sense what your familiar senses and vice versa.

Bonded: At the beginning of the session, roll+**will**. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 (nothing bad happens). Spend your hold 1-for-1 on the following:

- *when you do violence with your familiar, add its Fierce to your roll.*
 - *when you seduce or manipulate with your familiar, add its Looks to your roll.*
 - *when you read a person or situation with your familiar, add its Sight to your roll.*
-

Spellcaster: Choose any non-chaos Lore. You know a number of spells according to your level of training.

SORCERER

Bound Demon: You have arranged — through extreme danger, hardship, and sacrifice — to bind a demon to your will. By default, your demon is a savage and terrifying horror from out of chaos. Profile: 2-harm 2-armor savage terrifying. Choose two:

- *Your demon has an unusual form of movement, such as flight or teleportation (which it can use to transport you as well). Add +mobile.*
- *Your demon can pass for a human, elf, or dwarf (your choice), albeit an exotic-looking one. Remove -terrifying.*
- *Your demon is especially well-disciplined and reserved. For a demon. Remove -savage.*
- *Your demon is not to be trifled with. In combat it counts as a small gang.*
- *Your demon commands earthly fortunes which it can sometimes bestow to you. Add surplus: 1-wealth.*
- *Your demon is deeply attuned to the ebb and flow of fate. Add surplus: +insight.*
- *Your demon remains an open conduit into Chaos. Add surplus: +augury.*

GM, choose one Desire and one Need for the demon. The desire is what the demon enjoys to do or inflict. The need is what it requires to live (it must consume its need regularly or devolve into a raging horror of pure chaos).

Desires: *Mayhem, perversion of the sacred, deception & betrayal, innocent suffering, dread & despair, chaos mutations, destruction of knowledge, etc.*

Needs: *Bones of spellcasters, ancient & rare books, lovers' hearts, terror-filled screams, twisted carnal pleasures, confessions of secrets, scarred human skin, etc.*

NOTE: IF SLAIN, YOUR DEMON VANISHES AND RE-FORMS IN CHAOS OVER A 24-HOUR PERIOD. IT MAY BE SUMMONED AGAIN USING AN HOUR-LONG RITUAL COSTING 1-WEALTH IN MATERIALS.

Command Demons: roll+**will**. (like *Pack Alpha*, used on bound or held demons. Also, roll before the session to see if the demon is in need. 10+ = surplus. 7-9 = surplus + need. miss = need.)

Rededicated to Chaos: Choose another feature for your demon.

Dark Soul: When you are a full participant in the fulfillment of your demon's need or desire, hold 2. Spend your hold for +1harm or +1 to a *violence* or *threat* roll.

Spellcaster: Choose any Lore. You know a number of spells according to your level of training.

Scholarly Magic: when you cast a spell, roll+**insight** instead of roll+will.

Battle Magic: When you do harm with a spell, inflict +1harm.

Defensive Wards: When not wearing armor, your carefully-prepared defensive wards grant you 1-armor.

THE LORE OF LIGHT

Novice: May learn the first five spells. You start with three.

Adept: May learn the first seven spells. You start with five.

Master: May learn all spells. You start with seven.

Dazzling Brightness: You create a burst of light that disorients everyone who can see it. You, of course, are immune. (s-harm close area fast). Casting roll modifier: 0.

Radiant Gaze: Your gaze focuses radiant power hot enough to burn through flesh. Sometimes looks really can kill. (2-wounds ap close). Casting roll modifier: 0.

Shimmering Cloak: You surround yourself with a field of light that protects you from attacks. (2-armor). The cloak lasts the duration of the battle. Casting roll modifier: 0.

Healing of Hysh: Your touch heals 1-wound. Casting roll modifier: 0.

Inspiration: You open your mind to Hysh and let the light of wisdom illuminate you. The GM will tell you something useful and interesting about the subject of your study. Take +1 forward when dealing with it. Casting roll modifier: -1.

Banish: You entangle a demon with the luminous burning tendrils of Hysh. (2-wounds ap restrained close demons-only). If you know the demon's true name, it takes +3 wounds. Any demons "killed" with this spell are banished. Casting roll modifier: -1.

Eyes of Truth: Your eyes shine with the light of truth. You can see through illusions, magical and mundane darkness, invisibility, and disguises until the next sunrise or sunset. Casting roll modifier: -1.

Blinding Light: You create an explosion of radiance that blinds everyone who can see it. You, of course, are immune. (messy fast). Casting roll modifier: -3.

Demonbane: You strike every demon in the area with the luminous tendrils of Hysh. (2-wounds ap close area demons-only). If you know a demon's true name, it takes +3 wounds. Any demons "killed" with this spell are banished. Casting roll modifier: -3.

Pillar of Radiance: You concentrate the energy of Hysh into a deadly column of burning light. All spellcasters within a 5-mile radius are aware the disturbance in the winds of magic that this spell creates. (5-wounds area loud). Casting roll modifier: -4.

SPELLCASTING

When you **cast a spell**, roll+**will**. On a 10+, your spell takes effect. On a 7-9, choose one:

- *The spell takes effect, but it's wild & dangerous. +messy major-chaos.*
- *The spell takes effect, but the energies burn through your body. 1-wound ap.*
- *The spell takes effect, but the backlash of chaotic energy stuns you. s-harm minor-chaos.*
- *The spell is slow to take effect, and while it builds, chaos bleeds over into reality. +slow minor-chaos.*
- *You release the power harmlessly to no effect.*

On a miss, the spell doesn't take effect and you get a minor or major chaos event, depending on the conditions as established.

NOTE: WHEN YOU GET CHAOS EVENTS, YOU CAN CHOOSE TO TAKE CHAOS HARM INSTEAD OF ROLLING ON THE MANIFESTATIONS TABLES (1-CHAOS FOR MINOR EVENT, 2-CHAOS FOR MAJOR EVENT).

When you **take extra time to channel magical power**, take +1 to your immediate spellcasting roll.

Ritual Magic: When you spend a few hours in a prepared ritual magic circle (costing 1-wealth in materials, though the circle may be used any number of times) you may cast spells of your own devising. Tell the GM what effect you wish the spell to have. The GM will say, "As you wish. However..." and choose one or more items from the list below.

- *It's going to take hours/days/weeks/months of dedicated effort;*
- *First you'll need to acquire/construct/figure out _____;*
- *You're going to need _____ to help you with it;*
- *It's going to require a sizable investment of wealth in precious materials;*
- *The best you'll be able to do is a weak and unreliable version;*
- *It's going to mean exposing yourself (and associates) to serious danger;*
- *You're going to have to add _____ to your ritual magic circle first;*
- *It's going to take experimentation amounting to several/dozens/hundreds of attempts;*
- *You're going to have to take _____ apart to do it.*

The GM may link the items together with "and" or may choose a merciful "or." Once you meet the requirements, the spell may be cast.

KISLEV MALE NAMES

Adam	Fedot	Irinei	Mikhail	Roman	Vladilen
Adrian	Feofilakt	Isidor	Mikula	Rostislav	Vladimir
Afanasi	Ferapont	Isidore	Nikolai	Rurik	Vladislav
Afanasy	Filat	Ivan	Milan	Roderick	Vlasi
Akim	Foka	Joseph	Miroslav	Samoyla	Volodya
Aleksander	Foma	Karp	Misha	Samuel	Volodymyr
Aleksei	Fyodor	Kazimir	Mitya	Samuil	Volya
Alexei	Gabriel	Kiril	Modest	Sasha	Vsevolod
Alyusha	Garsha	Kirill	Motyа	Sava	Vyacheslav
Andrei	Gavriil	Kliment	Mstislav	Sabas	Yakim
Andrew	Gennadi	Kolya	Naum	Saveli	Yakov
Anisim	Gennadius	Konstantin	Nikifor	Semyon	Yaroslav
Anton	Gennadiy	Kostya	Nikephoros	Sergei	Yasha
Anthony	Gennady	Kuzma	Nikita	Sergius	Yermolai
Bogdan	George	Lavrenti	Nikodim	Sevastian	Yevgeni
Boris	Georgi	Lazar	Nicodemus	Spyridon	Yevgeny
Borislav	Georgiy	Leonid	Nikolai	Stanimir	Yuri
Borya	Gerasim	Leonti	Oleg	Stanislav	Zakhar
Carpus	Gleb	Leonty	Onisim	Svyatopolk	
Daniil	Gregory	Leonti	Onesimus	Svyatoslav	
David	Grigori	Lev	Osip	Taras	
Denis	Grigory	Luka	Pankrati	Tikhon	
Dima	Grisha	Lyov	Pankratios	Timofei	
Dimitri	Hermolaos	Makari	Pasha	Vadim	
Dmitri	Hillary	Macario	Pavel	Valentin	
Dmitrii	Hippolytos	Maksim	Paul	Vanya	
Dmitriy	Hypatia	Maximus	Patya	Varfolomei	
Dmitry	Igor	Maksimilian	Pavel	Varlam	
Dominik	Ilari	Maximilian	Petya	Vasili	
Dorofei	Ilya	Mark	Peter	Vasily	
Edvard	Innokenti	Martin	Pyotr	Vassily	
Ermolai	Ioann	Matvei	Radimir	Vasya	
Evgeni	Iosif	Matthew	Radzim	Venyamin	
Evgeniya	Ipati	Maxim	Radko	Viktor	
Evpraksiya	Ippolit	Maksim	Radoslav	Vitali	
Faddei	Irenus	Melor	Radoslaw	Vitya	

KISLEV FEMALE NAMES

Agafya	Galya	Nadezhda	Varvara
Agata	Grusha	Nadya	Varya
Aglaya	Irina	Nastasia	Vera
Agnessa	Isidora	Nastya	Veronika
Agrafena	Iva	Natalya	Vladimira
Akilina	Isidora	Natasha	Vladislava
Aksinya	Katinka	Nina	Vonda
Akulina	Katya	Ninel	Yaromira
Alana	Kenya	Oksana	Yelena
Aleksandra	Kristina	Polina	Yelizaveta
Aleksandrina	Kseniya	Rada	Yevgeniya
Alyona	Lana	Raina	Zhenya
Anastasia	Lara	Raisa	Zina
Anna	Larisa	Raya	Zinaida
Anouska	Larissa	Roksana	Zeus
Antonina	Lidiya	Roza	Zinovia
Anushka	Lydia	Sasha	
Anyа	Lizaveta	Selina	
Arina	Elizaveta	Selena	
Arisha	Ludmila	Serafima	
Asya	Lyuba	Hura	
Ayn	Lyubov	Sofiya	
Bogdana	Lyudmila	Sonya	
Boleslava	Marfa	Stanislava	
Bronislava	Margarita	Stasya	
Diana	Marina	Sveta	
Dominika	Mariya	Svetlana	
Ekaterina	Marya	Talya	
Elena	Mary	Tamara	
Elizaveta	Masha	Tanya	
Eva	Matrona	Tasha	
Evdokiya	Mikhaila	Tekla	
Eudocia	Milena	Toma	
Feodora	Miloslava	Ustinya	
Gala	Miroslava	Valentina	
Galina	Misha	Valeriya	

KISLEV SURNAMES

Smirnov	Jelínek	Uzunov
Ivanov	Král	Penev
Kuznetsov	Růžička	Slavkov
Popov	Beneš	Krumov
Sokolov	Fiala	Asparuhov
Lebedev	Sedláček	Todorov
Kozlov	Dimitrov	Kostov
Novikov	Djorov	Borisov
Morozov	Petrov	Simeonov
Petrov	Ivanov	Denev
Volkov	Stoyanov	Berbatov
Solovyov	Stefanov	Balakov
Vasilyev	Boyанov	Borimirov
Zaytsev	Trifonov	Tonev
Pavlov	Sofiyanski	Tzonev
Semyonov	Tasev	Tzolov
Golubev	Methodiev	Tzvetanov
Vinogradov	Katzarov	Tzvetkov
Bogdanov	Iliev	
Vorobyov	Apostolov	
Novák	Hristov	
Svoboda	Hasanov	
Novotný	Nikolov	
Dvořák	Bojidarov	
Černý	Stoichkov	
Procházka	Lechkov	
Kučera	Yanev	
Veselý	Yankov	
Horák	Stoev	
Němec	Konstantinov	
Marek	Grigorov	
Pokorný	Gruev	
Pospíšil	Kanev	
Hájek	Kanchev	