

Take turns introducing your characters, including their name, pronouns, look, a summary of their emotional conflict, and any playbook mechanics that will shape how others relate to them. Then use the following playbook-specific questions as prompts to propose relationships. This is a collaborative process and both players must agree to the relationship.

When all PCs have answered the questions, each PC gives zero, one, or two Strings to each other PC, depending on how much emotional sway the other character holds with them.

THE BEAST

Who most reminds you of a beast?

Who most reminds you of prey?

Who has seen you at your most bestial?

THE BLOODY

Who knows something about you that you've never spoken about to anyone else?

Who knows you better as a protector than they do as a person?

Who are you scared to be vulnerable with?

THE CHOSEN

Who believes in the importance of your Destiny?

Who makes you feel like an ordinary person?

Who is just as important to you as your Destiny?

THE DEVOTED

Is another PC an object of your Devotion?

Who looks out for you even when you don't look out for yourself?

Who did you save from a terrible fate?

THE DREAM MIRROR

Whose personality or culture is the most dominant in your group?

Whose fantasies and dreams are the most fun to bring to life?

Who seems least interested in letting you be someone else for them?

THE ENSEMBLE

Each of your selves dated the same person before getting together. Who?

One of you thinks someone needs them; the other has little patience for them. Who?

Who is a confidante for one or both of you when you have worries about the other?

THE HOLOGODDESS

Who most reminds you of someone you left behind?

Who most reminds you of someone who abandoned you?

Who has seen you at your most un-human?

THE INFAMOUS

Whom have you wronged the most? Do they know it was you?

Who believes in you more than you believe in yourself?

Who talks to you about things they wouldn't discuss with others because of your past?

THE INVESTIGATOR

Who do you know from somewhere else?

Who can help you pursue one of your burning questions?

Who has a connection to the Toxic Powers?

THE LEGION

Who has the face of an old, long-dead friend?

Who was the beloved of a nemesis from a previous life?

Who first saw you draw a weapon from your body?

THE MATRIARCH

Who owes your family a debt?

Who makes you feel special in a way your family doesn't?

Whom do you confide in about your own problems?

THE NAGA

Who knows your true identity?

*Who has seen you in **Venom** form?*

Whom do you think is most likely to betray you?

THE NATURE WITCH

Who sees your potential?

Who thinks you're perfect the way you are?

Who thought they took you on a date when you thought it was just a fun, friendly time?

THE SCOUNDREL

*Who were you **Smitten** with until recently?*

Who replaced them in your desire?

Who has almost as much flair as you?

THE SEEKER

Who reminds you of home?

Who is the most outrageous of your new companions?

Who is your model for local customs?

THE SPOOKY WITCH

Who thinks you're not all that weird?

Whom have the Unseen warned you about?

Who is your touchstone for what "normal" is?

THE SUN HAND

Who do you most want to impress with your skills?

Who has the moves you want most?

Who has grown weary of your hobby-hopping?

THE TRICKSTER

Who has seen a hint of what's behind your mask?

Who has been the worst victim of your trickery?

Whom are you most concerned about?

THE TROUBADOUR

Who's your biggest fan?

Who has taken issue with your Art?

Who has seen you at your lowest?

PLAYBOOK-RELATED GM MOVES

BEAST	<ul style="list-style-type: none"> ✦ Show them the consequences of failing to conform ✦ Punish their friends for tolerating them ✦ Describe the collateral damage (physical and otherwise)
BLOODY	<ul style="list-style-type: none"> ✦ Remind them of one of their Scars, and how their current situation drags the memory to the front of their mind ✦ Put someone or something they care about in danger in a way that asks them to jump into harm's way ✦ Have a character reject them after they've been vulnerable
CHOSEN	<ul style="list-style-type: none"> ✦ An admirer or challenger brings them trouble ✦ Fate contrives to thrust their Destiny upon them ✦ Judge them for associating with the lowly (or vice versa)
DEVOTED	<ul style="list-style-type: none"> ✦ Surface the problems with their Devotion ✦ Give them a hard choice with their Devotion at stake ✦ Present them with fanatics amongst allies and enemies
DREAM MIRROR	<ul style="list-style-type: none"> ✦ Influence or pressure them to be what others want ✦ Show them approval and inclusion for being what others want (on down beats, others fighting over them or extreme emotions)—or show the costs of pursuing their own desires ✦ Remind them how little they know of themselves or their own desires
ENSEMBLE	<ul style="list-style-type: none"> ✦ Separate them ✦ A Toxic Power can fill one of their needs ✦ Show the consequences of their problematic behaviors
HOLOGODDESS	<ul style="list-style-type: none"> ✦ Show the Hologoddess what their loss has cost them ✦ Tempt them to look back at the past ✦ Describe how they stand apart from everyone else ✦ Give them spurious data that can lead to drama
INFAMOUS	<ul style="list-style-type: none"> ✦ Judge them by their prior affiliation ✦ Remind them of past misdeeds ✦ Show them hypocrisy that will go unpunished
INVESTIGATOR	<ul style="list-style-type: none"> ✦ Introduce suspicious NPCs with potential ties to the Toxic Powers ✦ Push for inter-reliance between party members through shared challenges ✦ Encourage conspiratorial theories with small hints at deeper connections between characters and plot elements
LEGION	<ul style="list-style-type: none"> ✦ Give their past selves deep ties to the antagonists ✦ Haunt their dreams with memories of previous lives ✦ Have former comrades and rivals pop up at inconvenient times

MATRIARCH	<ul style="list-style-type: none"> ✦ Offer a Need at a cost ✦ Show their family pursuing Needs unwisely ✦ Give the opposition pressure and support from family
NAGA	<ul style="list-style-type: none"> ✦ Get them closer to triggering Venom by creating opportunities to increase their Nagamani score and gain Conditions ✦ Create opportunities for Mask of Many Faces by putting them in situations where their identity is at risk or their shapeshifting can be leveraged ✦ Leverage their loved ones through antagonists, whether it's through misinformation, betrayal, or damseling
NATURE WITCH	<ul style="list-style-type: none"> ✦ Betray their foolish trust ✦ Threaten the natural world ✦ Take them out of their element
SCOUNDREL	<ul style="list-style-type: none"> ✦ Show how they've hurt someone ✦ Tempt them with a dangerous lover ✦ Have the consequences catch up with them
SEEKER	<ul style="list-style-type: none"> ✦ Present an uncomfortable demand from the Authority ✦ Create a contradiction between two Commandments or two Convictions ✦ Show them the importance of a Commandment
SPOOKY WITCH	<ul style="list-style-type: none"> ✦ Introduce a plea for help from a monster ✦ Judge them for their weirdness or their friends ✦ Judge their friends for associating with them
SUN HAND	<ul style="list-style-type: none"> ✦ Give them options outside of their Obsession move to do the same task. ✦ Create consequences for friends when sacrificing friendships. ✦ Give impressed people's reactions extra attention. ✦ When they roll a down beat on Sun Hand Baking, create undesirable outcomes for the powers they were hoping for. For example, Klo Style bread, instead of granting gills, makes the skin wet and slimy. It may be obvious to them that it didn't work out, but they won't know the effects until after they eat the bread.
TRICKSTER	<ul style="list-style-type: none"> ✦ Reveal their secrets, or threaten to ✦ Show them someone being vulnerable and suffering for it ✦ Threaten the things they won't admit they care about
TROUBADOUR	<ul style="list-style-type: none"> ✦ Accuse them of selling out ✦ Accuse them of going too far ✦ Reveal the toxicity of their Patron