

Victories

- A foe thought to be unstoppable met their end at your blade. Who were they?
- You came to the aid of a community that may not have survived without you. Why do they call you a hero?
- Following your example, others have taken up the sword to defend themselves and their communities. How do you feel about them?
- You carry a souvenir from a foe who became a friend. What is it?
- One of your past achievements has become the stuff of legends. What is the legend, and how far is it from the truth?

Advances

When you fill your XP track, you gain an Advance from the list. If you're playing a single session rather than an ongoing game, you earn an Advance every 3 XP instead of every 5.

Your first five Advances must be from the top six on the list. After you take your fifth Advance, you can choose to switch to another playbook or live happily ever after. Choose one of these last two options when the emotional conflict at the core of your playbook has been resolved or eclipsed by a new conflict corresponding to a new playbook.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from any playbook
- Take a move from any playbook
- Add 1 to a stat (max stat of 3)
- Add 1 to a stat (max stat of 3)
- Switch to a new playbook
- Live happily ever after

Scars

- You can't save everyone. Name someone you lost and say who they were to you.
- You blame yourself for something that may not be your fault. What is it?
- Conflict has left its marks on your body. What scar do you have that brings back hard memories?
- There's an activity you can no longer participate in because it takes you back to a bad place. What is it?
- You have one defeat in particular that lingers with you. What were you fighting for, and why did you lose?

Strings

Gaining a fourth string on someone triggers a String Advance (page 20).

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

The Bloody

When a problem can no longer be solved amicably, when a threat to the community demands violence, the Bloody stands ready to do that violence on behalf of others.

Their central conflict stems from the toll that violence and readiness takes on them, and how hard it can be to drop their defenses.

Aesthetics

(circle or invent one for each)

- + Intimidating demeanor, exhausted demeanor, protective demeanor
- + Full body armor, comfortable clothes, muscle-baring clothes
- + A sword as tall as you, a hidden sword, a broken sword

Starting Stats

Choose one column of stats, then add 1 each to two different stats. Record your choice on the next page.

DARING	+1	+1
GRACE	+0	-1
HEART	-1	+0
WIT	+1	+0
SPIRIT	+0	+1

Example Archetypes:

- + Tired Veteran
- + Folk Hero
- + Wandering Sword Lesbian



DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Do I See Fire?:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + What makes being vulnerable with them difficult?
- **The Heart that Wields the Blade:** When you **Figure Out a Person** during physical conflict, you may ask one additional question from this list, even on a 6-:
 - + What is it that drives you to fight?
 - + What's the one thing you cannot stand to lose?

Reputation Precedes Me

Answer one question from each list (**Victories** and **Scars**) on the opposite side of this playbook, then answer a third from either list, checking off each answered question.

Whenever another player rolls a mixed beat or up beat to **Figure Out** you or anyone who knows your reputation, they may ask you one of your unanswered questions in place of one of the standard questions. Whenever you answer one of these questions, check it off.

When you answer all five questions from either list, cross out the remaining questions and take one of the following:

- If you answered all the questions about your Victories,** you find some measure of peace with being known as a protector. The people around you know that you're ready to put yourself on the line for them. Add 1 to **Daring** (max +3).
- If you answered all the questions about your Scars,** you've given up so much, but still you endure. The people around you can see how tired you are, and how you keep going anyway. Add 1 to **Spirit** (max +3).

Notes

PLAYBOOK MOVES

(start with the move marked and choose two more)

- **I'm the Juggernaut, Love!:** When you first mark a Condition during a physical conflict, you may upgrade your next **Fight** roll from a down beat to a mixed beat, or from a mixed beat to an up beat. When you do, answer one of these questions:
 - + How does this conflict add to your reputation?
 - + You see fear in an enemy's eyes. How does it make you feel?
 - + To strike against your opponent, you leave something else open. What is it?
 - + You feel invincible. What reminds you that you're painfully mortal?
 If the **Fight** is rolled is against another PC, answer one of these instead:
 - + What does this conflict mean to you?
 - + What would you rather be doing than fighting?
- Among Wolves:** During a physical conflict, when you **Figure Out a Person**, you may roll **+Spirit** rather than **+Wit**. When you do, you may ask an additional question from **The Heart that Wields the Blade**, even on a 6-.
- Better Bundle Up:** When you give blunt but honest advice, roll **+Spirit**:
 - 10+** They value your direct advice; you gain a String on them and they take +1 forward to act on your advice
 - 7-9** They may choose 1, or else give you a String on them
 - + Point out a flaw they see in your thinking
 - + Act contrary to your advice to show why you're wrong
- How's that Milkshake Taste?:** When dealing with a threat to your community, but not yet engaged in physical conflict, you may take a harmless action designed to wound their pride (like throwing a drink over them). When you do, roll **+Daring**:
 - 10+** Choose 2
 - 7-9** Choose 1
 - + They become flustered and retreat
 - + Their allies see them as a fool, and they lose critical support
 - + They become enraged and try to come for you; take a +1 forward to **Fight** move against them
- I've Seen Things You Wouldn't Believe:** When you roll **Emotional Support**, you may share a story of something you've seen or done that you think will help. If you do, they answer this question:
 - + Does hearing about my past help you?
 If they answer yes, you may clear a Condition, even on a 6-. If they answer no, lose a String you have on them or mark a Condition.
- Wolf and Cub:** Once per session, you may declare your intent to protect someone or something of great value to you. You take +1 forward for actions taken to fulfill that promise. Once per session, when the object of your protection would take a Condition or be harmed, you may take a Condition instead.

The Dream Mirror

Advances

When you fill your XP track, you gain an Advance from the list. If you're playing a single session rather than an ongoing game, you earn an Advance every 3 XP instead of every 5.

Your first five Advances must be from the top six on the list. After you take your fifth Advance, you can choose to switch to another playbook or live happily ever after. Choose one of these last two options when the emotional conflict at the core of your playbook has been resolved or eclipsed by a new conflict corresponding to a new playbook.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from any playbook
- Take a move from any playbook
- Add 1 to a stat (max stat of 3)
- Add 1 to a stat (max stat of 3)
- Switch to a new playbook
- Live happily ever after

Strings

Gaining a fourth string on someone triggers a String Advance (page 20).

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

Be the person of her dreams—and theirs, and hers, and that other person's too. The Dream Mirror knows how to be just what others want.

Their central conflict is not knowing how to be themselves. How can they even begin to untangle their own desires from those of the people around them?

Example Archetypes:

- ✦ Distant-Eyed Art-Deco Diva
- ✦ Athletic, Effortlessly Cool Pearl-Next-Door
- ✦ Hand-Painted Marionette Librarian

Aesthetics

(circle or invent one for each)

- ✦ Flawless demeanor, unattainable demeanor, doe-eyed demeanor, gamine demeanor
- ✦ Dazzling clothes, touchable clothes, ingenue clothes, butch chic clothes
- ✦ A gemstone sword, a shining sword, an insubstantial sword, a sword that grants someone else power

Starting Stats

Choose one column of stats, then add 1 each to two different stats. Record your choice on the next page.

DARING	-1	+0
GRACE	+0	+1
HEART	+1	+1
WIT	+1	+0
SPIRIT	+0	-1



DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

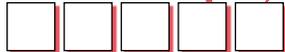
FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Wandering Eyes:** When you become **Smitten** with someone, say why, give them a String, and answer one of the following questions:
 - + How would pursuing them make my partner feel unloved or unneeded?
 - + Why do they need you more than your partner does?
- **Outflanked:** When you **Figure Out a Person** in physical conflict, you may additionally ask one of these questions, even on a 6-:
 - + What is your most pressing relationship need?
 - + What special joy or service would you offer a partner?

Harmony 0 1 2 3 4

You have a Harmony track, which starts at 1. If it drops to 0 or less, you can no longer activate powers that require you to spend Harmony. At 3 Harmony, you are so in sync that you begin to lose your individual selves.

Decrease Harmony when:

- + One of you is **Smitten** with someone and the other isn't
- + One of you feels neglected or scorned by the other
- + One of you accepts an invitation to an activity the other can't or doesn't wish to attend.

Increase Harmony when:

- + You take comfort in each other after a difficult event
- + You are both **Smitten** with another person
- + You neglect a friend to spend time with each other

At 3 Harmony:

- + If you are ever apart for even an instant, you **Stagger**
- + Others take -2 ongoing to **Emotionally Support** you

Answer for each of you:

- + How does the other make you feel loved?
- + What problematic behavior of yours do they enable with their support?

SYNCHRONIZED FORM

Features

- Giant
- Flying
- Many-armed
- Super senses
- Impervious to a common danger

Drawbacks

- Terrifying
- Ungainly
- Destructive
- Conspicuous
- Addictive

PLAYBOOK MOVES

(start with the move marked and choose two more)

- **Synchronize:** When you work together seamlessly, you can transform into a single being. Choose two features and one drawback of your synchronized form (bottom of column to the left). You may change these choices whenever the nature of your relationship changes significantly. In addition, while synchronized, you may roll **+Harmony** instead of the usual stat for any roll, but afterwards you must subtract 1 from your Harmony. At Harmony 0, you must leave your synchronized state. You can choose to un-merge at any time unless you choose the Addictive drawback.
- **Compartmentalize:** You may spend 1 Harmony to avoid feeling each other's Conditions so keenly for a single scene. For every Condition that you have when you activate this move or take later in the scene, decide which of your selves is most keenly affected by it. For actions undertaken by your other half, you may ignore the penalty associated with that Condition, but you can't clear the Condition through a destructive action. You are still Defeated if you would take a sixth Condition.
- **Public Display:** When you proclaim your affection for each other publicly, invent a new cute pet name and roll **+Spirit:**
 - 10+** Choose 2
 - 7-9** Choose 2 but an onlooker becomes jealous, obsessed, or concerned for one of you
 - + An onlooker is inspired to confess their feelings
 - + You warm someone's heart; they may clear a Condition if they affirm your relationship
 - + Increase your Harmony by 1
- **Same Wavelength:** Your selves can communicate wordlessly whenever the other is near. When you try to connect while apart, roll **+Heart:**
 - 10+** You can communicate clearly, sense each others' surroundings, and one of you can show up at the other's side even if it seems implausible. Mark a Condition to bring friends along.
 - 7-9** You can communicate general feelings and concepts, sense if the other is in danger, and get a general sense of where the other is.
- **Two Heads:** When you **Figure Out a Person** together, you can allow them to ask you a question from the list in order to ask them another question, which can be any question at all, not just ones from the list.
- **Well, Actually:** When your selves disagree, you may spend 1 Harmony to learn the answer to any question you could conceivably know or deduce the answer to and say it aloud. Your other half is skeptical. Take +1 forward to either act on the answer or to act on the skepticism or an alternate theory.
- **Wingmate:** Whenever one of you talks up the other or otherwise makes them look good, the other takes +1 forward to **Fight** or **Entice**. On a down beat, however, the subject of the move may prove more interested in the wingmate.

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Compatibility Check:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + How are they incompatible with your operating system?
- **Search Engine Optimization:** When you **Figure Out a Person** during a physical conflict, you may ask one additional question from this list, even on a 6-:
 - + How do you fit into the world around you?
 - + Who do you hate the most?
 - + Who will mourn you?

HOLOGRAMOUR

Choose one, with all its benefits and drawbacks.

- **Imperatrix:** Roman armor, silk skirts, a gladius carved from starlight.
 - + **Bonus:** When you **Fight** someone you don't have Strings on, on a 10+ you may spend two of your choices to deny your opponent the chance to choose an option.
 - + **Bug:** When you **Defy Disaster**, you can't use your best stat (or any stat tied for best) unless it's the only approach that makes sense.
- **Stardust:** Short skirt, long lab coat, a pocket protector full of dreams, an experimental sword.
 - + **Bonus:** When you have time to study something with specialized equipment, ask the GM any question related to it.
 - + **Bug:** You're an ideas person. If you're ever the first one to act in a crisis or enter danger, mark a Condition.
- **Idoru:** Frills, a boom mic, neon hair, a sword like a spotlight.
 - + **Bonus:** Whenever you reach a new place, you may declare that you have a fan there who can be moderately helpful. Name someone you've lost who they remind you of.
 - + **Bug:** You lack the ability to hide, for any reason, anywhere. People are drawn to you.
- **Prime Mistress:** Suits with lines sharper than your sword—a pen. A leather folio filled with the secrets of the universe.
 - + **Bonus:** When you **Figure Out a Person** in a negotiation, you may ask a question from **Search Engine Optimization**.
 - + **Bug:** Whenever you take the time to give someone else **Emotional Support**, say what political or tactical edge your opposition gets as a result of your divided focus.
- **The Crown:** Decolletes, stays, corset bones made of binary, a jeweled sword of office, and a diamond CPU.
 - + **Bonus:** Whenever you confidently proclaim a truth about a person or society, a significant number of previously undecided people will believe you.
 - + **Bug:** When you actively seek to **Entice** someone, you must choose an approach that demonstrates your superiority and dominance. This may mean that the **Entice** move doesn't trigger (unless the subject is into kneeling...).

PLAYBOOK MOVES

(choose two)

- **Anti-Virus:** When someone with a String on you is threatened, once per session you can show up to defend them, even if it seems impossible. Take +1 forward to protect them.
- **The Emptiest Orchestra:** You always know what kind of song most appeals to someone. In addition, if you invite others to join you in song, take +1 forward or clear a Condition.
- **Encartography:** You have vast stores of information, much of it accurate and some of it useful. When you try to recall information relevant to a challenge before you, roll **+Spirit**:
 - 10+** The information is precise, accurate, and just what you needed
 - 7-9** Most of the information is accurate, but something crucial is out of date and you don't know what
- **Force Multiplication:** When you and an ally fight together, you each benefit from your onboard combat suite. When one of you gains a String from **Fighting**, the other also gains a String on the target. If one of you would mark a Condition from **Fighting**, the other may mark it instead. If you're fighting alongside multiple allies, choose one to be your fighting partner for purposes of this move when you first invoke it during the scene.
- **Justice through Precision:** When you **Fight**, you may mark a Condition to choose an additional option, even on a 6-.
- **Please State the Nature of Your Psychiatric Emergency:** If you roll a 10+ when offering **Emotional Support**, you can ask the person you're supporting about what they hide from everyone else. However, you can't help but overshare in response. Whoever you comfort gets to ask you a question in return.
- **Sharp with Numbers:** Your skill with a blade flows not from raw strength, but from your mastery of the tactical field before you. You can roll **+Spirit** to **Fight** instead of **+Daring**. That same mastery also allows you to triangulate your position with perfect precision, so you always know where you are.
- **Training Drone:** You can summon an exact holographic copy of yourself that provides you with an opportunity based on distracting, intimidating, or confusing others. Every time you summon your drone, however, roll +nothing to see which bug manifests:
 - 10+** No bugs. And the hologram is extra sparkly!
 - 7-9** The drone can't be dismissed for the rest of the session and it's playing your most embarrassing music from your secret internal playlist.
 - 6-** Your training drone wants to fight and probably fall in love with your friends (in addition to anyone you want them to fight). Your holographic clone is also an excellent dance partner, sparring buddy, and always laughs at your jokes.

TRUST

Special circumstances apply when a relationship reaches a Trust score of either 0 or 6. See *Advanced Lovers & Lesbians* page 23 for full details.

You may choose to decrease the Trust score when:

- ✦ They roll an up beat to **Figure You Out**
- ✦ You roll a down beat to **Figure Them Out**
- ✦ They flirt with someone attached to a Toxic Power (once per scene)
- ✦ They **Call on a Toxic Power**

You may choose to increase the Trust score when:

- ✦ They take an unnecessary risk for you
- ✦ You make a mistake and they support you
- ✦ They are vulnerable with you
- ✦ You share something deeply personal and it's received with compassion

0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6
0	1	2	3	4	5	6

ADVANCES

When you fill your XP track, you gain an Advance from the list. If you're playing a single session rather than an ongoing game, you earn an Advance every 3 XP instead of every 5.

Your first five Advances must be from the top six on the list. After you take your fifth Advance, you can choose to switch to another playbook or live happily ever after. Choose one of these last two options when the emotional conflict at the core of your playbook has been resolved or eclipsed by a new conflict corresponding to a new playbook.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from any playbook
- Take a move from any playbook
- Add 1 to a stat (max stat of 3)
- Add 1 to a stat (max stat of 3)
- Switch to a new playbook*
- Live happily ever after*

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STRINGS

Gaining a fourth string on someone triggers a *String Advance* (page 20).

The INVESTIGATOR

NAME AND PRONOUNS

The Investigator is clever, inquisitive, and hot on the trail of mysteries relating to the Toxic Powers. Their experience has led them to be slow to trust others, while strengthening their desire for truth and justice.

Their core conflict is vulnerability versus suspicion.

Example Archetypes:

- ✦ Reformed Grifter
- ✦ Precocious Student
- ✦ Nosy Crime Author

AESTHETICS

(circle or invent one for each)

- ✦ Prim demeanor, reckless demeanor, hyperfocused demeanor, eccentric demeanor
- ✦ Tweedy clothes, practical clothes, vintage clothes, adventurous clothes, plain clothes
- ✦ A thin blade concealed in a walking cane, a hat pin, a pearl-handled umbrella, a ballpoint pen

STARTING STATS

Choose one column of stats, then add 1 each to two different stats. Record your choice on the next page.

DARING	+1	-1
GRACE	-1	+1
HEART	-1	+0
WIT	+1	+1
SPIRIT	+1	+0



DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)

Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

■ **A New Special Interest:** When you become **Smitten** with someone, say why, give them a String, and answer this question:

✦ What secret or mystery about you am I irresistibly drawn in by?

■ **Riposte:** When you **Figure Out a Person** in physical conflict, you may additionally ask one of these questions, even on a 6-:

- ✦ What are you hiding?
- ✦ What connection do you have to the Toxic Powers?
- ✦ Will you help me investigate a mystery?

Suspicion

Reaching 6 Suspicion triggers your **Big Reveal** playbook move. See *Advanced Lovers & Lesbians* page 23 for full details.

Toxic Power:

Burning Question: _____

Clues: _____

Toxic Power:

Burning Question: _____

Clues: _____

Increase Suspicion when:

- ✦ You learn a significant new detail about the Toxic Power
- ✦ A Toxic Power connection to a PC is discovered
- ✦ An ally flirts with someone attached to a Toxic Power (once per scene)
- ✦ A PC **Calls on a Toxic Power**

Notes

Playbook Moves

(start with the moves marked and choose two more)

■ **Always Theorizing:** You have a constantly updating map in your mind about the mystery you are hunting. When you roll **Figure Out a Person**, roll **+Wit** and an additional +1 for each string you have on them. (You may still choose to spend one String for +3 instead if you wish.)

■ **The Big Reveal:** When a Suspicion score for one of the Toxic Powers reaches 6, you may give a speech connecting all of the dots and revealing a deeper truth about the Toxic Power and what you've learned of how to uproot its influence. Reset that Suspicion score to 0 and choose a new burning question for that Toxic Power, if you wish.

Choose one of the following big reveals or create your own with the GM:

- ✦ Villainy is publicly revealed
- ✦ A PC is freed from a Toxic Power bind
- ✦ An NPC formerly aligned with a Toxic Power defects, repents, or confesses
- ✦ The GM fills in the gaps in your understanding
- Do You Trust Me?:** If you have gained true trust (Trust score 6) with any of the party members, you both get +2 instead of +1 when you **Influence each other with a String**. If they betray you, you **Stagger**.
- Forensic Attention:** When investigating the scene of a mystery, you always notice one seemingly unrelated detail that catches your attention for reasons even you don't fully understand until later. The GM tells you what it is; while mysterious, it will turn out to be relevant.
- Just One More Thing...:** You're excellent at concealing your suspicions when the situation demands, and you're brilliant at underplaying your hand. When you **Call on a Toxic Power**, you may roll **+Wit** instead of **+Spirit**. (**Calling on a Toxic Power** yourself provides an opportunity to raise that Toxic Power's Suspicion score if you choose.)

Misdirection: When you **Fight**, you can choose from one of these in addition to the standard options:

- ✦ You provoke them into revealing a personal detail
- ✦ You filch a piece of incriminating evidence off of them without their knowledge

Read the Room: You're a brilliant observer of people, and a master of mimicry. Just a moment in a new environment, and you know just how to behave to get what you want. Roll **+Wit**:

10+ Choose 2

7-9 Choose 1

- ✦ Who should I approach first?
- ✦ How do I make the impression I want to make?
- ✦ How do I go unnoticed here?
- ✦ Who should I be keeping an eye on?

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Divest of My Armor:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + Why are you certain that your Tragedy will make you lose them?
- **Under Heaven's Eyes:** When you **Figure Out a Person** in physical conflict, you may additionally ask one of these questions, even on a 6-:
 - + What can I say or do to strike at your deepest tragedy?
 - + Who were you and I in a past life?

TRAGEDY 0 1 2 3 4

Fate is a wheel, and Legions like yourselves are caught in its turns. The one common thing across your lives is a Tragedy that haunts your present. What is it?

Your Tragedy score starts at 1. Every time you increase your score above 1, gain a Condition. If your Tragedy hits 4, you gain frightening power, but lose your grip on your present identity. Choose an important memory to your current incarnation. You lose that memory until your next cycle. For each memory you lose, your GM gives you vivid visions of the future. These visions can involve your party as a whole, or they can involve a particular person. Then reset your Tragedy to 1; this does not clear any of the Conditions gained through increasing Tragedy.

If your Tragedy drops to 0, you gain a profound sense of peace, but you're turning your back on the war. You lose access to all your Legion playbook moves until your Tragedy increases again.

Increase Tragedy and take a Condition when:

- + You act in a way that could fulfill your Tragedy
- + You hurt, thwart, or defeat a Hellsinger

Decrease Tragedy and clear a Condition when:

- + You act in a way that prevents your Tragedy, but hurts someone you care about
- + You wilfully ignore an opportunity to thwart or defeat a Hellsinger

PLAYBOOK MOVES

(start with the move marked and choose two more)

- **Heaven's Sword:** Legions have their heads full of the ghosts of their past selves. The voices are loud, but their collective wisdom—and unfulfilled desires—steadies the hands of the Legion as they are at present. Once per session, tell a tale from your tragic past to bump a down beat to a mixed beat or a mixed beat to an up beat and choose 2:
 - + An antagonist takes a String on you
 - + Something in your actions or words hurt, scare, or confuse somebody you care about
 - + Destiny lashes out at an innocent who has ties to you or your friends
 - + Someone you are **Smitten** with becomes **Smitten** with someone dangerous to you.
- **Been around a While:** For each point of Tragedy you currently possess, you may ask the GM a question about the obstacle at hand, the situation you and your friends are in, the organization or faction you've encountered, the item or object of interest to you, or the place you've just entered. This connection, however, works both ways. For each piece of information you gain, you lose something important, or an adversary gains the upper hand on you. The consequence always matches the power you gained. For example, asking about your rival among the Hellsingers could mean that a friend who had feelings for you gets hurt.
- **Cut Right to Your Bones:** Experienced soldiers make for experienced lovers. When your soul recognizes another, you connect deeply and swiftly. Whenever you **Entice** someone, you may give them a String on you to gain a String on them and declare that you knew each other in a past incarnation. The GM may tell you how or may leave it a mystery for the time being.
- **Just Like You Wanted:** With infinite reincarnations comes infinite chances to acquire resources to your name. Once per session, you may declare that you and your allies have access to exactly what you need in terms of a timely opportunity, vital information, money or similar assets for trade, or a valuable contact. Tell us which past life let you get exactly what the party wanted. As a trade-off, the GM will give you one messy complication that comes with using this resource.
- **Resplendent Weapon:** When you **Fight**, roll **+Spirit** instead of **+Daring**. You cannot conceal your presence or identity whenever your weapon is drawn.
- **Tangled Skeins:** When you return to a place that you've been before, name a comrade who fought at your side, or a foe you defeated there. Give them a String and say why. If they recognize you, mark XP.
- **Walk to a Different Song:** You've learned to wield a bit of the magical energies of the world in the same way that you wield your sacred weapon. You may change your appearance to anything you like, with as much or as little detail of your choosing. For this to work, however, it has to have been someone or something that you were once in love with.

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **If You Wanna Be My Lover:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + How could dating them negatively affect your family?
- **Master of the Heart:** When You **Figure Out a Person** during a physical conflict, you may additionally ask one of these questions, even on a 6-:
 - + Who do you love?
 - + How could I help you deal with your problem?

Family

Name three members of your family, their Specialty, and their Need. These can be vague concepts or concrete things. Specialities can range from seduction to hacking to illusions to being a history buff. A Specialty should probably feel like it could get used in a campaign. Needs can be spending time with someone, a medical need, cultural items, new spells, romance, and more.

NAME & SPECIALTY

	NEED			
_____	0	1	2	3
_____	0	1	2	3
_____	0	1	2	3

- + Each family member has a Need track that starts at 0 and goes up to 3.
- + When time passes, you must add 1 to one of the Need tracks.
- + You can call on your family when you need their Specialty and, if they can, they will assist you. If the task is particularly hard, the GM may ask you to mark their Need track in order for them to help.
- + When a Need track reaches 3, the family member is in dire need. If their Need isn't met by the next time that time passes, they'll have to deal with the consequences.
- + Whenever you meet a Need for a family member, you may reset their Need track to 0.
- + If a Need requires you to leave a scene, the GM should tell you how long you (or someone else who goes to meet that Need for you) will have to be gone and when you should return.

Playbook Moves

(start with the move marked and choose two more)

- **A Family Is Community:** Your family means the world to you. When people help your family meet their Needs, you may tell them why it matters to you and give them a String. When people insult your family or choose not to help your family, or otherwise cause harm to your family, you may confront them and tell them how they screwed up, then take away a String they have on you.
- **A Parental Will:** Once per scene, when you would **Stagger** while protecting family or loved ones, you may instead add 1 to a Need track and power through the blow.
- **Been Around:** When you enter a new location, roll **+Wit** to see if you recall an adventure here or if something here reminds you of something you've experienced:
 - 10+** You find something you can use to your advantage and gain +1 forward to any action using the item. You may also ask the GM a question about the location.
 - 7-9** You may ask the GM a question about the location.
- **Collective Power:** When you and an ally **Fight** together, each of you can use **Influence with a String** to add +2 to the **Fight** roll instead of +1.
- **Family Meeting:** When you assemble your family, they will tell you what they think about the current situation or team. If you take their advice, you can clear a Condition or mark XP. If you do not, choose someone who prefers the course you chose and give them a String.
- **Family Recipe:** When you try to find out the connections between people using family as a basis, roll **+Heart**:
 - 10+** Ask 2 questions
 - 7-9** Ask 1 question
 - + Who matters the most to you?
 - + What are your feelings towards your family?
 - + What secrets are hiding in this very room?
 - + Would you rather be part of my family?

If the family is connected to one of your Specialities, you can ask an additional question regardless of the result.
- **In the Family:** When you **Entice** someone known to your family, if you roll 7+, they choose 1 additional option:
 - + Your family distracts them but one member will not be able to use their Specialty while they do
 - + They offer you a deal, but it will cost something that would meet one of your family's Needs
 - + They are in awe of your family's reputation (or spirit) and will assist you without cost
- **Strong in the Real Way:** When you provide someone words of wisdom and they listen, roll **+Heart**:
 - 10+** They take +1 forward to pursue your advice and give you a String
 - 7-9** They take +1 forward to pursue your advice or give you a String

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)

Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Are You My End?:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + What's the worst way you fear they might break or betray your trust?
- **Show Yourself:** When you **Figure Out a Person** during a physical conflict, you may additionally ask one of these questions, even on a 6-:
 - + Who hurt you the most?
 - + What would it take to move past this trauma?

NAGAMANI 0 1 2 3 4

Your nagamani (crest jewel) is your source of magic and power. It is a power entrusted by the Elements to your people's care, long ago. Work with your GM to define what the Elements are and how this manifests in your nagamani. They could be the classic nature elements that your nagamani has an affinity to (an igneous gem for fire, for example), celestial beings that manifest in a galactic star stone, or something totally different. As a physical jewel, describe your nagamani's shape, color, and where it manifests on your person or weapon.

- + Your Nagamani score starts at 1.
- + If it hits 4 and you have at least one Condition, you can't hold back and you unleash your **Venom**.
- + If your Nagamani drops to 0, you lose access to all your Naga playbook moves and are stuck in your true form until it increases again.

Increase Nagamani when:

- + You express yourself by taking on an appearance closer to your true form
- + You get hurt or witness someone else getting hurt by another

Decrease Nagamani when:

- + You suppress your identity to stay safe
- + You get **Emotional Support** from another PC

PLAYBOOK MOVES

(start with the moves marked and choose two more)

- **Venom:** Your blood screams at the injustice of this world. Your nagamani turns into pure venom, and you tap into an avatar of vengeance that must be answered. When you have more than two Conditions and your Nagamani is 3 or more, after any roll you make, you can use the force of a Toxic Power to aid you in your vengeance. When you do, you may upgrade your roll from a 6- to 7-9, or 7-9 to 10+. After you resolve this move, reduce your Nagamani to 0, and take three Conditions.
- **Mask of Many Faces:** You can change your entire physical appearance at will as long as you have at least one point in Nagamani. When you do, describe your current appearance and choose 1:
 - + You take a form that allows you access to places or people you wouldn't normally; you gain leverage with information discovered in the current scene
 - + Take +1 forward in your next **Fight** because you appear more buff in this form
 - + The transformation allows you to blend in the crowd; remove a Condition
 - + The transformation gives you resilience; ignore the next time you would **Stagger** while in this form
 You may take another option from the preceding list when shapeshifting, but the GM gets to choose 1:
 - + Someone questions your fake identity
 - + Someone has seen you shapeshift
 - + Your presence attracts the attention of a nearby bounty hunter
- I Will Hide No More:** When you choose to expose your true identity while **Defying Disaster**, you may roll **+Spirit** instead of the standard stat. When you do so, increase your Nagamani by 1.
- Loyal:** When you offer someone **Emotional Support**, you may reduce your Nagamani by 2 instead of spending a String.
- Slippery:** You're hard to pin down and easily slip through most restraints and barriers. In most cases, you can slip through and sashay your way out of physical harm without rolling. For a truly formidable, legendary, or seemingly impossible obstacle, roll **+Grace**:
 - 10+** Choose 2
 - + You may now use the restraint or obstacle to your advantage in the current or next scene
 - + You gain the element of surprise
 - + You get to change one of your **Mask of Many Faces** features surreptitiously
 - 7-9** Choose 1 from the preceding list and 1 from the following list
 - +...but reinforcements are incoming
 - +...but you left someone or something behind
- They Had It Coming:** When you **Fight** someone you have a String on, you may also ask a question from **Show Yourself** as an option.
- Trust in Me:** When you gaze deeply into someone's eyes as you **Entice** them, you may ask one question from **Figure Out a Person**, even on a 6-.

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)

Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Self-Destructing Courtship:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + What unwise thing do you think you could do to impress them?
- **Vulnerability Mirror:** When you **Figure Out a Person** during a physical conflict, you may ask one additional question from this list, even on a 6-:
 - + What's something you recently lied about?
 - + Who do you wish were here right now?

SELF-DESTRUCT 0 1 2 3 4

As long as you have seen or read about it before, choose any move from another playbook to have as your current Obsession move.

- + You can choose a move from your own playbook, which allows you to discard a String to reroll when doing that move.
- + Your Self-Destruct score starts at 0.
- + If it hits 4, you lose a String with someone or someone gains a String on you. Describe how you let this person down, and any side effects of you failing them continually if this isn't the first time. You lose interest in the obsession and must choose a new move. Then reset your Self-Destruct to 0.
- + At any time, you can abandon an obsession for a new one by losing a String on someone you previously impressed, related to your Obsession move or not. Describe how your decision impacts your relationship with the person.

Increase Self-Destruct when:

- + You use your Obsession move
- + You neglect a relationship
- + You roll a down beat when using **Sun Hand Baking**
- + You roll a down beat when using an Obsession move (stacks with the first option)

Decrease Self-Destruct when:

- + You support a relationship
- + You develop a new relationship
- + You gain a String on someone you've recently impressed with an Obsession move
- + You give someone you've previously let down Sun Hand bread

PLAYBOOK MOVES

(start with the move marked and choose two more)

- **Sun Hand Baking:** If you have dough, you can bake it anywhere. You can channel the heat of the sun into your hands. Bake bread by holding the dough and enveloping it in a solar aura. When you do, tell everyone what the aura looks like, and roll **+Daring** to imbue it with power:
 - 10+** Choose 1
 - 7-9** Choose 1, and you can't make that bread again this session
 - + **Medical Bread:** Tastes bitter; name a specific Condition to clear when eaten
 - + **Solar Crust:** Stays piping hot for a day or until the crust is broken, and provides the ambient warmth of a small campfire
 - + **Heavy Crumb:** Tastes familiar and comforting; become deeply sleepy after eating
 - + **Klo Style:** Tastes of the sea; temporarily gain gills for a few hours after eating
 - + **Fortified:** Dry in texture; when eaten, take +1 forward to roll with a stat chosen when baked
 - + **Sugar Crust:** Soft and fluffy; the scent diminishes feelings of aggression in those that smell it
 - + **Golden Crust:** The scent entrances those that smell it, causing them to float towards it; rumored to let you visit the afterlife while entranced
 - + **Breadbane:** Name a specific species that is repelled by the scent; it tastes really nice for everyone but those named
 - + **Illuminated Crust:** Tastes too sweet; glows and causes those who eat it to glow for a few hours
 - + **Hard Crust:** Tastes like a rock; can be used as a makeshift club in a pinch
 Imbued powers fade from the bread after one day.
- **Common Ground:** When you gain a String on someone who has your current Obsession move, you both choose whether to bond over it. If you do, they gain a String on you and you both clear a Condition.
- **Fast Friend:** Your need to impress others and be vulnerable with them leads to you being easy to befriend. When meeting someone for the first time, you may ask them a question about one of their interests, and you each take a String on the other. If you do something nice with this detail in a future session for that person, they mark XP.
- **Hyperfocus:** When you're focused, you're focused. And when you get in that zone of focus, you learn faster. Once per scene, when you use an Obsession move twice in a row, describe how your understanding of the move has deepened and mark XP.
- **Know-It-All:** You always seem to have advice for something. If you've seen someone make a particular move before, you can discard a String on anyone but them to let them reroll that move (once per roll).
- **Oppositional Defiance:** You defy authority as a reflex. If someone tells you to do something, even if it's something you wanted to do, your instinct is to not do it. If you directly defy authority, gain a String on that person. If you comply, they gain a String on you.
- **Positive Reinforcement:** Confirmation that your obsessions are good give you a boost. When you roll a 10+ using your Obsession move, choose someone present to impress and gain a String on them.

DARING
skill at arms
forcefulness

GRACE
elegance
agility

HEART
emotional awareness
expression

WIT
cleverness
knowledge

SPIRIT
integrity
metaphysical power

Conditions

ANGRY
-2 to **Figure Out a Person**
To clear, break something important to you or someone you care about

FRIGHTENED
-2 to **Fight**
To clear, run away and leave something important behind

GUILTY
-2 to **Emotional Support**
To clear, sacrifice something important just to hurt yourself for what you did

HOPELESS
-2 to **Defy Disaster**
To clear, lose yourself in escapism or pleasure when you should be doing something important

INSECURE
-2 to **Entice**
To clear, take rash action to confront the object of your jealousy and prove your worth without any plan or advice

Experience (XP)



Receive experience (XP) whenever you roll a 6- or when a move tells you to mark XP. A PC can spend XP to take an Advance (see the reverse side).

TRUTHS OF HEART AND BLADE

- **Ugly on the Inside:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - + Why do you think they will never be able to accept the real you?
- **Mass Appeal:** When you **Figure Out a Person** during a conflict, you may ask one additional question from this list, even on a 6-:
 - + What kind of Art are you into?
 - + How can I get you to like me?

ART

You make music, dance, design clothes, or some other form of artistic expression. Describe it. You may make moves while performing, just like you can while sword fighting.

Patron

You serve a person, fan base, or aesthetic that affects every aspect of your life. Most importantly, it's how you make a living. If your Art is your calling, your Patron makes it possible for you to heed the call. Your Patron can be a PC or NPC that pays your bills or otherwise helps make your world go round. If you're inspired by a particular aesthetic, it drives your fashion, your friends, and of course your Art. If you choose a fan base as your Patron, your livelihood depends on support from a massive audience. Pissing them off by getting too innovative or stagnating can threaten your lifestyle and status.

When your Patron or someone who represents them criticizes you, you become Insecure. If you're already Insecure, take another Condition.

To change Patrons, you must leave your old Patron behind in an epic confrontation by placing their toxicity front and center.

PLAYBOOK MOVES

(start with the move marked and choose two more)

- **Limelight:** When you perform your music, roll **+Heart:**
 - 10+** Choose 2
 - 7-9** Choose 2 and the GM may ask you one question from **Figure Out a Person**. Everyone in your audience learns the answer.
 - + **Rock Out:** Someone else is rocking out, too; take a String on them
 - + **Shout Out:** Thank your Patron and take +1 forward
 - + **Shred:** Release a mind-bending solo; you clear a Condition
 - + **Kick Out the Jams:** Pick a listener who finds inner strength; they clear a Condition
 - + **Bring the Noise:** Call out the ugly truth about someone powerful and give your Patron a String on you
 - + **Serenade:** Become **Smitten** with someone present and gain a String on them
- **Constant Craving:** After a show, ask someone important to you how they liked your performance. If their reaction is positive, clear a Condition. If it is negative, take a Condition. If you're **Smitten** with them or they are your Patron, mark XP if their reaction is positive, or **Stagger** if it's negative.
- **Number of the Beast:** When you transgress societal norms to attract attention, you become the center of attention and roll **+Spirit:**
 - 10+:** Your transgressive music inspires your audience to work together
 - 7-9** Your music is judged heretical and possibly illegal; you draw the ire of a Toxic Power, but it still inspires unity
- **Purple Haze:** When you cut loose in forbidden ways to gain inspiration, roll **+Daring:**
 - 10+** Gain enlightenment. You may ask a question. If you ask the GM, mark XP. If you ask another PC, they mark XP.
 - 7-9** You take it too far. You may ask a question, but someone present gets a String on you (GM's choice).
- **Shooting Star:** When you need something from an NPC you've never met, you may declare that they're a fan. They will give you what you want, so long as it doesn't endanger their life or values. The NPC will demand some small favor, like an autograph. If you don't grant the favor, you take a Condition.
- **Sympathy for the Devil:** When you defend or rationalize the harmful behavior of a person or group, take a String on them. For NPCs, they will become your Patron if you wish. However, you must also say who is hurt and mark a Condition.
- **We Will Rock You:** You have a band or crew of 2-4 members (NPCs). Give them each a name, a role in your troupe, and a vice. If you help a troupe member indulge their vice, take +1 forward at the start of the next performance where they are present.