



SERIES NAME

Mundane Name

a lofty name — a romantic name

True Name

a musical name — a beautiful name

Role

Background

Obligation

Promises

*a shared promise**two conflicting promises*

Look

Stress

ECLIPSE

When you eclipse—You are fractured. A sour note has shattered your harmony, and now there is uncertainty, and conflict. Your relationship, once a source of strength, is suddenly tenuous. You are divided, and a difference of opinions keeps you separated.

You escape eclipse when someone else mediates your dispute, and your halves are able to reconcile their differences.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

less effect

ARMOUR

SPECIAL

Links

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Spend links on allies:

- You or linked protag recover 2 stress
- They ignore 1 harm tag
- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

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Harmony ✨

In harmony: You are a relationship, two people whose love has bound them into a single form and identity. Should you ever be separated, all actions you make are desperate until you are reunited. You roll +1d to gather info about **relationships**.

- **Split attention:** You may take an additional action in each downtime phase.
- **Inseparable:** You may expend your special armour to resist any consequence that would impact your relationships with others, or within yourself, or to magically appear from within your allies.
- **Synchronized:** When you are involved in a group action you may count multiple 6s from different rolls as a critical success. When leading, you take at most 1 stress regardless of the number of failed rolls during a group action.
- **Bonds of love:** You start each downtime with 2 links with yourself.
- **Perfect pitch:** Your voice is polyphonic, and eerily beautiful. Your allies can always hear you speak, regardless of distance or other interference. When you sing to inspire your allies, or soothe the troubled hearts of foes, roll +1d.

VETERAN ABILITY

choose from any playbook

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TRANSCENDENT ABILITIES

- ✧ **Powerful presence:** When you transcend, your scale increases, and your effect level changes accordingly where size is a factor.
- ✧ **As one:** When you lead a group action or receive an assist while transcended, you briefly incorporate others into your harmony. You may roll the highest action rating among all participants instead of your own action rating.
- ✧ **Beacon:** Once per transcendence, you may uplift your allies with a speech, or song. When you do, it counts as spending a link on each ally that can hear you. They choose which link effect to use.

XP

PLAYBOOK

Each time you make a desperate roll, mark 1xp in that action's attribute.

At the end of each session, for each item below, mark 1xp (in your playbook or attribute) or 2xp if that item occurred multiple times.

- You addressed a challenge with understanding or coordination
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun



Defy

Empathise

Express

Moon



Confess

Forgive

Perceive

Stars



Analyze

Conceal

Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- **Assist** a teammate
- **Set up** a teammate
- **Lead** a group action
- **Protect** a teammate

GATHER INFORMATION

Who here can best help me?
What are you really feeling?
Who here is at their limit?
How are [X] and [Y] connected?
Who here feels alone?
What here is incomplete?

PLAYER AGENDA

Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
See things through a queer lens
Explore the darkness