



SERIES NAME

Mundane Name

a traditional name — a resolute name

True Name

a warrior name — an iconic name

Role

Background

Obligation

Promises

a promise of martyrdom

Look

a protective promise

Stress

ECLIPSE

When you **eclipse**—Your shining example is not enough. This world is rotten to its core, corrupted by those too weak-willed to follow even the simplest rules. The slightest breach of your code must be met with uncompromising justice. Punish them until they repent.

You **escape eclipse** when someone shows you something pure and beautiful, and you set aside your crusade.

Transcendence

Harm

RECOVERY

*need help**-1d**less effect*

ARMOUR

SPECIAL

Links

○○○○○○

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

Guardian ✨

Honour bound: You live by a code. Your code forbids all but one of the following: violence, lying, admitting fault, asking for help. At the end of a mission, if you did not violate your code, mark xp. If none of the protagonists broke your code, also mark series xp.

- **Watchful:** When you **protect** an ally, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you gain +1 effect level.
- **You don't have to feel it:** You reduce all penalties from harm by one level. Level 4 harm is still fatal.
- **Constant care:** When you **help a friend recover**, you also recover based on your roll. When you gather info, you can always ask "Who here is hurting?" for free.
- **Here for you:** You may expend your special armour to resist consequences suffered when you **protect** an ally, or to give +1d to someone else's action.
- **Righteous:** When you confront a deadly foe, they are humbled by your bravery. When you **forgive** a humbled foe, take +1d on your roll.

VETERAN ABILITY

choose from any playbook

○

TRANSCENDENT ABILITIES

- ◆ **Indomitable:** You suffer at most 2 stress when resisting consequences, and get +1d when rolling eclipse.
- ◆ **How Dare You:** When you strike back against someone who has harmed one of your friends, gain +1 effect. If your action succeeds, you recover 1 stress.
- ◆ **Bolstering presence:** When you **assist** or **set up** a teammate, they mark 1 segment on their recovery clock.

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 kindness or self sacrifice
- 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

What is most dangerous here?
Who here is afraid?
How can I help [X]?
Who will my foes try to single out?
Who here is willing to do violence?
Who here is hurting?

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