

SERIES NAME

Mundane Name

*a fierce name — an arrogant name*

True Name

*a rebellious name — a villainous name*

Role

Background

Obligation

Promises

*a promise to your rival*

*a competitive promise*

Look

Stress

ECLIPSE

**When you eclipse**—Your friends are leeches and sycophants who will never wield real power. The strong do not owe the weak an explanation. Pursue your goals in the most violent and cruel manner you can. Doubly so if it would put your rival in their place.

**You escape eclipse** when you see that your rival isn't intimidated by you, and the two of you accomplish something together. You may choose a new rival.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

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

## Outsider

**Something to prove:** Choose another protagonist to be your rival. You always have exactly one rival. Put their name here:

- **Reckless:** When you make a desperate roll, you may choose to get +1d for the roll if you also take -1d to any resistance rolls against consequences from your actions.
- **Jaded:** You may expend your special armour to resist any consequence of your rival's actions, or to act before your rival does.
- **Pathetic!** When you gather info, you can always ask "Where's my rival, what are they doing?" for free. If your rival is about to suffer fatal harm, or fall into eclipse, you can choose to be there and protect them, regardless of circumstances.
- **Old loyalties:** The group's adversaries are not immediately hostile towards you, and you can interact with them as peers. What role did you once serve among them?
- **Anything you do, I do better:** When you assist your rival, you grant them +2d and take 2 stress. If you refuse your rival's help, or they refuse yours, mark xp.

VETERAN ABILITY

*choose from any playbook*

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TRANSCENDENT ABILITIES

- ◆ **Brutish:** When you push yourself, choose one of the following additional benefits: *perform a superhuman feat of physical force - destroy an obstacle between you and your rival.*
- ◆ **This one's mine!** Once you engage a foe, neither of you may back down until one of you is defeated. While you are engaged with your foe, only your rival can assist you, and other foes will not interfere. Your rival may take your place at any time, but must finish what you started.
- ◆ **Relentless:** While transcended, each other protagonist counts as your rival.

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 individual action or aggression
- 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

*Where's my rival, what are they doing?  
What are your secret pains?  
How can I gain an edge here?  
What's the danger no one else sees?  
What's really going on here?  
What here can be broken?*

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