



SERIES NAME

Mundane Name

*a forgettable name — a puzzling name*

True Name

*a dashing name — an imperious name*

Role

Background

Obligation

Promises

*a secretive promise**an intimate promise*

Look

Stress

ECLIPSE

**When you eclipse**—Who you really are clearly isn't enough; only the mask is worthy of their love. You reject all aspects of your everyday self, and embrace the most superficial aspects of your persona. Give them what you know they want—effortless beauty, and extravagant drama! **You escape eclipse** when someone shows you the truth of their heart, and you reveal your identity to them. They add a promise about keeping your secret.

Transcendence

Harm

RECOVERY

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

ARMOUR

SPECIAL

Links

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Spend links on allies:

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

## Enigma

**Behind the mask:** Your transcendent and mundane selves lead separate lives, and no one knows that they are the same person. Your transcendent self wears a mask: describe it.

- **Working from the shadows:** When you secretly set up another character's action, roll +1d. If they succeed, mark xp.
- **Phantom:** You may expend your special armour to resist any consequence that would cause you to be detected or overlooked, or to immediately seize the attention of everyone present.
- **Shrouded in secrets:** No one can unmask you without your permission. Gain +1d when your mundane identity conceals your true purpose, or helps you escape notice.
- **Cover story:** You may choose to take -1d to your obligation roll to fill any remaining segments of your recovery clock. What's your cover story for your injuries?
- **Two steps ahead:** Two times per mission, you can assist a team mate without spending stress. Tell us how you prepared for this situation.

VETERAN ABILITY

*choose from any playbook*

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## TRANSCENDENT ABILITIES

- ◆ **The big reveal:** The moment you transcend, you may choose to immediately disappear, and may reappear at any time in the place of your choosing.
- ◆ **Watch this!** When you push yourself choose one of the following additional benefits: *Perform a superhuman feat of athletics - deliver a monologue without anyone interrupting you*
- ◆ **Powerful friends:** Once per mission you may flash back to a special downtime action, taken as your transcendent self. Shift the results of the roll up one step.

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 mystery or ostentatious action
- 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

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Defy

Empathise

Express

Moon

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Confess

Forgive

Perceive

Stars

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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 does [X] intend to do?  
Who here is keeping secrets?  
Where can I find [X]?  
Where's the vulnerability here?  
Where can I stay hidden?  
What does [X] really want?

## 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