

SERIES NAME

Mundane Name

a confusing name — a model name

True Name

an alien name — an unnerving name

Role

Background

Obligation

Promises

a promise of growth

a misguided promise

Look

Stress

ECLIPSE

When you eclipse— No more wasting time with 'friends' or 'feelings', they just get in the way. It's time to focus on something real and tangible, something that makes sense. You find a concrete, rational, and entirely impossible task to pursue to the exclusion of all else.

You escape eclipse when someone works alongside you on your task, without judgement, and you let the task go incomplete and unresolved.

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

Stranger

Stranger to kindness: You cannot make a connection, or help a friend recover in downtime. When you roll obligation, always roll stars. When you investigate, take +1d.

- Oblivious:** You may expend your special armour to resist consequences of emotional trauma, or to be completely overlooked until you take a direct action.
- Safe distance:** You can make a connection and help a friend recover by leaving anonymous gifts. When you do so, take +1d. If you watch them receive the gift, you can ask their player one question from their gather info list.
- No sleep:** During each downtime phase, you get two ticks to distribute among any long term project clocks. Whenever you complete a project, mark xp.
- Things feel:** You can empathize with non-human things as if they were people. If you use this to gather info, you may ask questions from any playbook currently in play.
- Know it all:** You have encyclopaedic knowledge on one of the following topics: plants and animals - magic rituals - engineering - ancient lore - pop culture
Take +1d when you gather info relating to the chosen topic. Take this ability again to choose an additional option.

VETERAN ABILITY

choose from any playbook

○

TRANSCENDENT ABILITIES

- Ex machina:** When you push yourself, choose one of the following additional benefits: you compel non-human things around you to hinder or distract your foes - you compel the environment to change itself to suit your needs
- Deeper understanding:** When you gather info, gain +1 effect. When a transcended ally acts on information you provide, they gain 1 link with you.
- Here's one I prepared earlier:** Once per transcendence you may activate a flashback without spending stress to create a device that does one of the following: Allow for an escape - reveal unexpected information - create an opportunity for an ally

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 knowledge or subtlety
- 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 hidden here?
Where can I gain an edge?
What is the purpose of [X]?
Who/what doesn't belong here?
What might happen if I [X]?
Who/what here is isolated or alone?

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