



SERIES NAME

Mundane Name

an innocent name — a pretty name

True Name

a sacred name — a renowned name

Role

Background

Obligation

Promises

*a naive promise**an impossible promise*

Look

Stress

ECLIPSE

When you **eclipse**—you are not who they need you to be. You're weak, useless, unworthy of their friendship. They have given so much to you, and in return you give them nothing. You throw yourself into danger, desperately seeking any way you might possibly be of use.

You **escape eclipse** only when someone engages you in a dialogue about your feelings, and shows you that they have felt the same.

Transcendence

Harm

RECOVERY

*need help**-1d**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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Unlikely Hero

Only mortal: You cannot transcend, and you cannot have special armour. You get an additional action during downtime. You get +1d when rolling to make a connection. When only you can save one of your friends from fatal harm or severe consequence, and you do it, you can discard this ability and gain **Hero's destiny** instead.

- **Hero's destiny:** You have embraced your heroic destiny. You gain increased effect when fighting your most powerful foes. Gain +1d when rolling eclipse. You may only transcend when an ally suffers consequences from an action. Immediately mark one transcendent ability on your playbook when you gain this ability.
- **Call out:** When you confront someone about their bad behaviour roll +1d. If they are unrepentant, mark xp.
- **Worth saving:** When you run foolishly into danger, and no one comes to help you, mark xp. Your allies roll +1d when they protect you from consequences.
- **Heartfelt:** When gathering information about someone's emotions, roll +1d, and you can always ask a player "what is your character really feeling?" for free.
- **Believe in me:** Links on your sheet, and links with you on other player's sheets, may be spent to affect any character.

VETERAN ABILITY

choose from any playbook

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TRANSCENDENT ABILITIES

choose from any playbook

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 compassion or honesty
- 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 feeling [X]?
What are you really feeling?
Who here is strong or vulnerable?
Where can I find beauty here?
What are your unmet needs?

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