

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.

# 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.

- O 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.
- O 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.
- O 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?
- O 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

0

#### TRANSCENDENT ABILITIES

- RECOVERY

  need help

  1

  ARMOUR

  O

  SPECIAL

  O
- 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

Defy

Empathise

Express

# Moon Confess OOFFICE Perceive



#### **BONUS DIE**

Push yourself (take 2 stress) or accept a Poisoned Promise

#### TEAMWORK

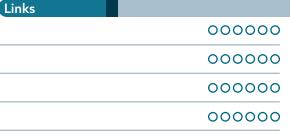
- Assist a teammate
- Set up a teammate
- **Lead** a group action
- Protect a teammate

#### **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

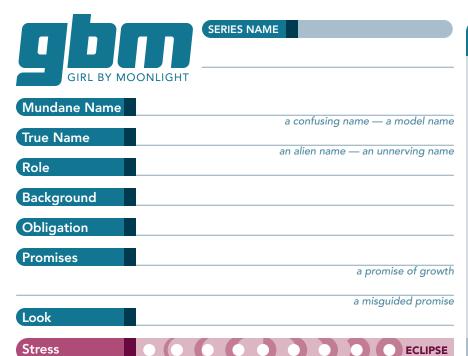
Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
See things through a queer lens
Explore the darkness



**Transcendence** 

#### 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



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.

# 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.

- O **Oblivious:** You may expend your special armour to resist consequences of emotional trauma, or to be completely overlooked until you take a direct action.
- O 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.
- O 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.
- O 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.
- O 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

0

ΧP

#### TRANSCENDENT ABILITIES

- Harm

  RECOVERY

  need help

  1

  ARMOUR

  O

  less effect SPECIAL O
- 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

Ex machina: When you push yourself, choose one of the following additional

- 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

# PLAYBOOK CITTUD

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



# Moon Confess OOFFICE Perceive



#### **BONUS DIE**

Push yourself (take 2 stress) or accept a Poisoned Promise

#### TEAMWORK

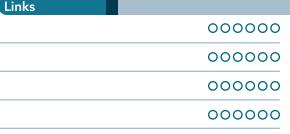
- Assist a teammate
- Set up a teammate
- **Lead** a group action
- Protect a teammate

#### **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

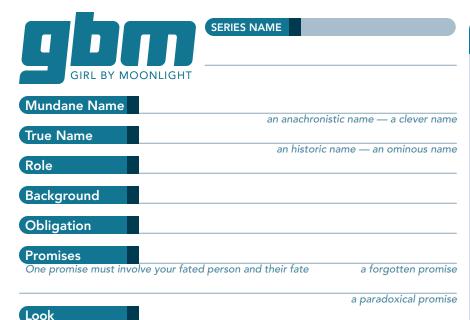
Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
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Explore the darkness



Transcendence

#### 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



Stress

When you eclipse—You've known all along that changing fate was impossible, yet here you

When you eclipse—You've known all along that changing fate was impossible, yet here you are. So much wasted effort, wasted time. If this fate was inevitable, why not embrace it? You set aside caution for instinct, and pursue a direct course of action, heedless of consequence.

**You** escape eclipse when your fated person defies your predictions and shows you they can alter the course of fate. Change either your fated person, their fate, or both.

# Time Traveller \*\*

Fated: You travelled through time to change another protagonist's fate. What perilous fate are you here to prevent? Whose fate is it?

- O Dark omen: When you use your impossible knowledge to persuade someone, gain +1 effect level. If a fate you warned of comes to pass, mark xp.
- O Saw it coming: You can expend your special armour to resist any consequence relating to surprise or misfortune, to be in two places at once, or perform some similar feat of time manipulation.
- O Oracle: You can perceive the myriad timelines leading from past to future. When you gather info, gain +1 effect level. If it relates to your fated person, take +1d as well.
- O My very best friend: When you connect with your fated person, gain +1d. When they connect with you, mark +1 link.
- O Out of time: You are outside the regular flow of time, and injuries fade from you quickly. Permanently fill one segment of your recovery clock. Other players roll +1d to help you recover.
- O Rewind, return: You have been through this timeline at least once before. Flashbacks cost 1 less stress than normal. How did this go wrong the first time?

VETERAN ABILITY

choose from any playbook

0

#### TRANSCENDENT ABILITIES

- Clock stopper: If ever there is a question of who acts first, it's you. Once per mission, when the director advances a clock, you may say "no" and the clock does not advance.
- ♦ On the other side of time: When you push yourself choose one of the following additional benefits: You trade places with your fated person you briefly remove an ally or foe from the flow of time
- Lost cause: Once per transcendence, when an ally suffers severe consequences, you may choose to abandon this timeline for a better one. Consequences they would have suffered are replaced by your suffering level 3 harm: Traveller's despair. Your relationship to the person you save is different in this timeline, they will tell you how.

# XP PLAYBOOK 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 foresight or revelation
- 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
O + Empathise
Express

# Moon O Confess O Perceive

	Stars		
4	0	<b>++</b>	Analyze
ζ		++	Conceal
ζ		++	Flow

#### **BONUS DIE**

Push yourself (take 2 stress) or accept a Poisoned Promise

#### TEAMWORK

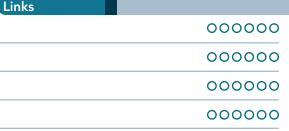
- Assist a teammate
- Set up a teammate
- **Lead** a group action
- **Protect** a teammate

#### **GATHER INFORMATION**

What do I remember about [X]?
What really happen(s/ed) here?
What defies the flow of time?
What is already in motion here?
What might happen if I [X]?
What is different about [X] this time?

#### 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



Transcendence

Harm

#### Spend links on allies:

effect SPECIAL

RECOVERY

need

help

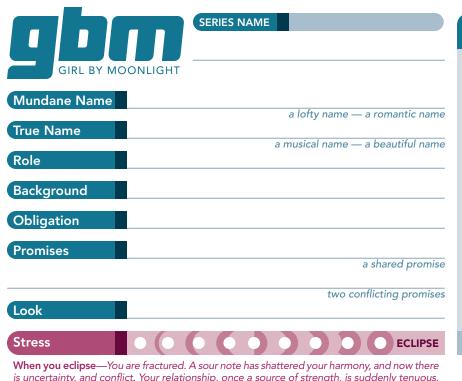
-1d

less

- You or linked protag recover 2 stress
- They ignore 1 harm tag

**ARMOUR** 

- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result



is uncertainty, and conflict. Your relationship, once a source of strength, is suddenly tenuous. You are divided, and a difference of opinions keeps you separated.

You escape eclipse when someone else mediates your dispute, and your halves are able to reconcile their differences.

Transcendence

Links

# Harmony → ♦

In harmony: You are a relationship, two people whose love has bound them into a single form and identity. Should you ever be separated, all actions you make are desperate until you are reunited. You roll +1d to gather info about relationships.

- O Split attention: You may take an additional action in each downtime
- O Inseparable: You may expend your special armour to resist any consequence that would impact your relationships with others, or within yourself, or to magically appear from within your allies.
- O Synchronized: When you are involved in a group action you may count multiple 6s from different rolls as a critical success. When leading, you take at most 1 stress regardless of the number of failed rolls during a group action.
- O Bonds of love: You start each downtime with 2 links with yourself.
- O Perfect pitch: Your voice is polyphonic, and eerily beautiful. Your allies can always hear you speak, regardless of distance or other interference. When you sing to inspire your allies, or soothe the troubled hearts of foes, roll +1d.

VETERAN ABILITY

choose from any playbook

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#### TRANSCENDENT ABILITIES

Harm **RECOVERY** need help -1d **ARMOUR** less effect SPECIAL

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Spend links on allies:

recover 2 stress

4/5 result

You or linked protag

• They ignore 1 harm tag

• Grant +1d to ally's action

• Prevent their eclipse on a

- Powerful presence: When you transcend, your scale increases, and your effect level changes accordingly where size is a factor.
- ♦ As one: When you lead a group action or receive an assist while transcended, you briefly incorporate others into your harmony. You may roll the highest action rating among all participants instead of your own action rating.
- **Beacon:** Once per transcendence, you may uplift your allies with a speech, or song. When you do, it counts as spending a link on each ally that can hear you. They choose which link effect to use.

#### group action teammate

Push yourself (take 2 stress) or accept a Poisoned Promise

Empathise

**Express** 

Confess

Forgive

Perceive

Analyze

Conceal

Flow

• Set up a

• Protect a

teammate

Defv

Sun

0

Moon

0

Stars

**BONUS DIE** 

**TEAMWORK** 

teammate

Assist a

• Lead a

Who here can best help me? What are you really feeling? Who here is at their limit? How are [X] and [Y] connected? Who here feels alone? What here is incomplete?

**GATHER INFORMATION** 

#### PLAYER AGENDA

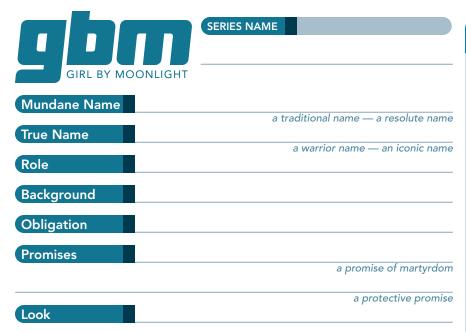
Play to find out what happens Be a fan of the other players Reveal your inner world Hold on, but lightly Keep hope in your heart See things through a queer lens Explore the darkness



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 understanding or coordination
- 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



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.

Stress

Harm

Links

**Transcendence** 

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

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# 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.
- O You don't have to feel it: You reduce all penalties from harm by one level. Level 4 harm is still fatal.
- O 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.
- O 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

0

#### 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.

# Stars Perceive Analyze

Empathise

**Express** 

Confess

Forgive

Defv

Conceal Flow

#### **BONUS DIE**

Sun

Moon

0

0

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
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OOOOO Spend links on allies:

effect SPECIAL

**RECOVERY** 

need

help

-1d

less

 You or linked protag recover 2 stress

They ignore 1 harm tag

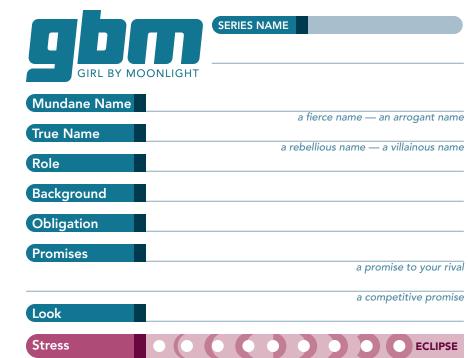
**ARMOUR** 

- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

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



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

Links

# Outsider ++

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

- O 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.
- O Jaded: You may expend your special armour to resist any consequence of your rival's actions, or to act before your rival does.
- O 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?
- O 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

0

#### TRANSCENDENT ABILITIES

- Harm **RECOVERY** need help -1d **ARMOUR** less effect SPECIAL
- Substitute 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

## **GATHER INFORMATION**

Push yourself (take 2 stress) or accept a Poisoned Promise

Sun

0

Moon

0

Stars

**BONUS DIE** 

**TEAMWORK** 

teammate

group action

Assist a

• Lead a

Empathise

**Express** 

Confess

Forgive

Perceive

Analyze

Conceal

Flow

• Set up a

• Protect a

teammate

teammate

Defv

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

Each time you make a desperate roll, mark 1xp in that action's attribute.

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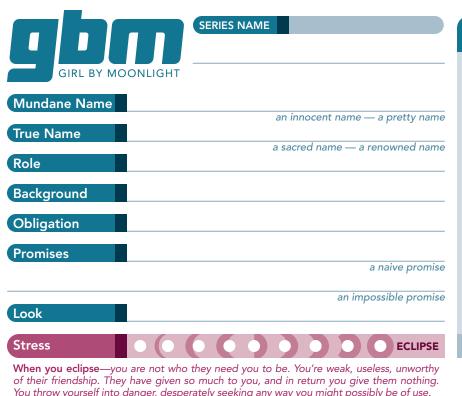
- You addressed a challenge with individual action or aggression
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

#### your rival ΧP PLAYBOOK CITED

# 000000 000000 000000 000000

#### 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



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.

# 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.

- O 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.
- O Call out: When you confront someone about their bad behaviour roll +1d. If they are unrepentant, mark xp.
- O 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.
- O 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.
- O 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

0

ΧP

#### Sun 0 Defv Empathise **Express**

#### Moon Confess O Forgive Perceive



#### **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?

# PLAYBOOK CITED

choose from any playbook

#### Links Spend links on allies: 000000

000000 000000 000000

Transcendence

Harm

effect SPECIAL

**RECOVERY** 

need

help

-1d

less

- You or linked protag recover 2 stress
- They ignore 1 harm tag

**ARMOUR** 

- Grant +1d to ally's action
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TRANSCENDENT ABILITIES

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

#### 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



The Abyss	
Its Harbingers	
The Mundane World	
What's Sacred	
What's Profane	
Our Magical Origin	
Our Obligations	
The Hideout	
Transcendence	
Our Transgressions	
Ultimate Destiny	

#### **Series Abilities**

- O By starlight: Each protagonist may add +1 action rating to forgive, empathize, or flow.
- O Pure hearts: Gain +1d when you roll moon, or make a connection.
- Never alone: Protagonists may use teamwork regardless of the distance separating them. When you assist a teammate from afar, ask that player one question about their character from your gather info list.
- O Power of the moon: The protagonists holds on to hope until the very end, even in the face of utter despair. When rolling eclipse you may adjust your result by one level.
- O Shrine keepers: The protagonists gain a new downtime activity: Maintain the sacred shrine. If one protagonist takes this activity, they all receive the shrine's benefit until the end of the next mission. Choose a shrine power from the list at right when this ability is taken.
- O Redemption: When determining dice for your engagement roll, if you answer ves to "Is this mission particularly noble or heroic?" all protagonists clear 1 stress. When you rescue an innocent or redeem an enemy, mark series xp.

**OUTSIDE INFLUENCE** 

choose from another source

0

#### TRANSCENDENT ABILITIES

- ♦ Hope is strength: Each protagonist marks a transcendent action dot in forgive, empathize, and flow.
- ♦ Unshakable: While transcended, each protagonist gets +1d to all resistance rolls.
- ♦ Tireless: Your first and last action rolls made while transcended count as recovery rolls for you, in addition to their other effects. If you are still transcended at the end of a mission, mark 2 segments on your recovery clock.

**BRAVE THE ABYSS** 

#### Investigation

		аш
TIER I	TIER II	TIER III

#### The Abyss

	ш	ш
TIER I	TIER II	TIER III

#### **SERIES RULES**

Fox Shrine: The protagonists can always tell if someone is lying. Ask an extra follow up question whenever you gather info. What price does the fox demand?

Valkyrie Shrine: Once during the next mission, one protagonist may choose to ignore level 4 harm. They die, but return to life moments later. What did death feel like? Whose face did the Valkyrie wear?

Shrine of Eyes: The protagonists count as being 1 tier higher on the investigation track. How does the shrine reveal secrets to those that maintain it?

#### 

ΧP

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

- Successfully carried out a mission from the series' list
- Confront the world's oppression, and comfort those who suffer
- Explore the nature of the darkness, and redeem those who have fallen
- Express the essential nature, origin, or destiny of the group

#### NAMES

Aquila, Libra, Corvus, Topaz, Sapphire, Caspian, Scorpio, Taurus, Crux, Aquarius, Gemini, Virgo, Lyra, Capricorn, Cygnus, Drake, Canis, Hydra, Auriga, Leo, Saggita, Carina, Cetus, Lynx, Wren, Hawk, Osprey, Faun, Spinel, Minnow, Lumina, Diamond, Charybdis, Castor, Talc, Oryxian, Silver, Tourmaline, Raven, Stella

#### **CLEANSING SEEK ANSWERS**

Free a special person or place from the grip of the Abyss.

#### FACE A CREATURE OF THE ABYSS

**MISSIONS** 

A deadly creature has emerged to advance the Abyss' agenda. Stop it.

Look for clues to the nature of the Abyss, or its intentions, in unexpected places. Investigation does not reduce by half after this mission.

#### **RECLAIM AN OBJECT OF POWER**

Retrieve a lost relic that relates to the group's destiny. Unlock a related hideout option for free after successfully completing this mission.



hopes of disrupting its plans, and giving it

Face the Abyss where it is strongest, in the

After this mission, the current season ends.



Secondary characters				

#### **HIDEOUT**

#### **LOUNGE**

Spend downtime activity to add 2xp to moon

#### **LIBRARY**

Spend downtime activity to add 2xp to stars

# PRACTICE ROOM

Spend downtime activity to add 2xp to sun

#### HEALING SPACE

+1d to recovery rolls during downtime

# PURIFICATION CHAMBER

+1d to engagement for tier I missions

#### **GARDEN**

Clear 1 stress after rolling obligation (unless in eclipse)

# POWER SOURCE

mark 1 series transcendent ability

#### **VAULT**

Contains an ancient artifact made to counter the Abyss

#### **PORTAL**

+1d to engagement rolls for tier II and tier III missions

#### **WORKSHOP**

+1d to all project rolls that require tools or space

#### **CONTAINMENT**

1 fewer mark to Abyss track during fallout

# The Abyss



#### **SERIES AGENDA**

#### Give monsters human hearts

When including monsters in your fiction, they should be driven by emotion that the protagonists can recognize. If they have human hearts, then monsters have hope of being reconciled, redeemed, or perhaps made human once more. Use these monsters to show the nature of the Abyss, and to stand as a warning of the cost of failure for the protagonists.

#### Make adversaries, not villains

Give adversity human faces, with motives that justify their antagonistic position. Think about what emotions or circumstances drove the antagonists to this action. Look for opportunities to show the protagonists the true nature of their adversaries. Show how, if circumstances were different, the antagonists might have been allies or friends. Use these adversaries to tempt the protagonists with twisted reflections of their own goals.

#### Let the mundane world give voice to the Abyss

The Abyss is just as much part of the day to day mundane struggles of the protagonists, as it is responsible for the supernatural perils that they contend with. Use mundane supporting characters to embody this. Their actions and words are humble, insidious reflections of the loftier and more obvious magical threat. Magical and mundane troubles are rooted in the same themes, and carry the same gravity for the world and the protagonists.

#### JUDGMENT CALLS

Use smaller consequences to set up larger more severe consequences later.

By finding clever approaches, or appealing to the hearts of their foes, even mundane characters may be able to act with standard effect against supernatural threats.

Transcended protagonists can achieve moments of total triumph, redeeming their foes, and making the world meaningfully better.

Reserve the brightest triumphs, and most sweeping successes for situations where the protagonists work together.

Hawk, Osprey, Faun, Spinel, Minnow, Lumina, Diamond, Charybdis, Castor, Talc, Oryxian,

Silver, Tourmaline, Raven, Stella

#### **DIRECTOR PRINCIPLES** NOTES Be a fan of the other players Address the characters Address the players Ask questions and build on the Express consequences by way of the fiction first THE ABYSS TIER I TIER II TIER III FALLOUT TIER I 1-3: An enemy acts against the group 4/5: A friend needs urgent help 6: Omens loom in the mundane world TIER II 1-3: An enemy is embraced by the abyss 4/5: Agents of the abyss stalk a friend 6: An obligation causes trouble for the group TIER III 1-3: The abyss advances its agenda 4/5: A friend succumbs to the abyss 6: An important place falls to the abyss NAMES Aguila, Libra, Corvus, Topaz, Sapphire, Caspian, Scorpio, Taurus, Crux, Aquarius, Gemini, Virgo, Lyra, Capricorn, Cygnus, Drake, Canis, Hydra, Auriga, Leo, Saggita, Carina, Cetus, Lynx, Wren,

## Series Creation Workspace



NOTES

#### What lies in the abyss?

an eternity of pain, an endless hungering, the poisoned heart of a world, a grand cosmic order, a cruel and ancient deity, a twisted reflection of our reality

#### What is its agenda?

to see its emptiness reflected in others, to sterilize and preserve, to rule in glory, to propagate and thrive, to order the universe, to exact retribution

#### Who are its harbingers?

disgraced royalty, interstellar invaders, travellers from a dark future, a court of petty gods, saints and their attendant priests, the forces of a peerless general

#### What is the mundane world?

(choose one or two)

an ancient city, authoritarian government, religious hierarchy, class struggle, a rural community, a futuristic megacity

#### What is held to be sacred?

(choose one or two)

order, power, tradition, control, edifices, organizations, achievement, privilege

#### What is considered profane?

(choose one or two)

bodies, love, emotion, gender, nature, community, friendship, tenderness

#### What is our magical origin?

Reincarnations of interstellar royalty, a magical world hidden within the mundane, a crossing of timelines, embodiments of the stars, defectors from the adversary, a heroic refutation of the Abyss

#### What role do you play?

(each protagonist choose one or two)

royal heir, loyal knight, hopeful suitor, secret lover, demanding mentor, forgotten child, lowly servant, enemy turned friend, fledgling mystic

Instruct each protagonist to select a playbook that reflects the roles they have chosen

#### What is our shared obligation?

high-school, day job, temple, royal court, summer camp, family expectations

#### **Our Hideout**

an ancient temple, a majestic castle, a star chamber, an overlooked place, a place between worlds

How did we find it? What ritual grants us access to it?

Choose one room to unlock.

#### **Transcendence**

What does it feel like to transcend?
What aspect of it is shared by everyone?
What is different for each of us?
Your transcendence is an expression of your truest self. How?

#### **Our Transgressions**

How do we transgress against that which is sacred? How do we represent that which is profane?

#### **Ultimate Destiny**

What are we striving for?
What calamity do we seek to prevent?
What great change are we destined to bring?

Choose a name for the series that reflects these answers.

# The Blight Its Perpetrators The Mundane World What's Sacred What's Profane The Price We Paid Our Obligations Transcendence Our Transgressions

## Our Prey

Hunting Grounds

Rival Hunters

Our Tragic Fate

#### **Series Abilities**

- O Troubled hearts: Each protagonist may add +1 action rating to confess, defy, or conceal.
- O Grim determination: Gain +1d when you roll stars. When you take harm, recover stress equal to the level of the harm.
- O Bitter embrace: When you accept a Poisoned Promise, gain +2d instead of +1d. Gain +1d to all action rolls made while in eclipse. When rolling eclipse take -1d.
- O Elusive: Gain +1d to all rolls made during fallout. When you advance the Blight track at the end of a mission, mark 1 less.
- O Gazing into the abyss: Permanently fill the first 3 spaces of the Blight track. Gain +1d when you investigate, and mark xp.
- Vengeful drive: Gain +1d when you help a friend recover from physical harm. The protagonists have a magical awareness of the location of foes who have harmed them.
- O Night hunters: When you set out on the hunt, take +1d to your engagement roll. When your mission involves staging an ambush, mark series xp.

#### **OUTSIDE INFLUENCE**

choose from another source

0

#### TRANSCENDENT ABILITIES

- → Fighting in shadow: Each protagonist marks a transcendent action dot in confess, defy, and conceal.
- ↓ I won't allow it!: If you take fatal harm while transcended, you don't die. When your transcendence ends, roll eclipse. If you succeed, you're out of action for the remainder of the mission, but still alive. If you fail, whatever dark power held death at bay fades, and you die. Who catches you when you fall?
- ◆ For the thrill: Desperate rolls made while transcended also count as recovery rolls. While transcended count all controlled rolls as risky.

#### Investigation

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TIER I	TIER II	TIER III

#### The Blight

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TIER I	TIER II	TIER III

#### **SERIES RULES**

Make a connection is replaced with have a disagreement. All abilities that apply to make a connection also apply to have a disagreement.

When you complete a mission, do not clear stress and transcendence as normal. To recover stress and transcendence the group must devour blighted hearts.

#### XP (IIIIII)

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

- Successfully carried out a mission from the series' list
- Suffer the world's oppression, and advance toward your tragic fate
- Explore the nature of the Blight, and hunt your prey
- Express the essential nature, origin, or destiny of the group

#### NAMES

Violet, Amber, Acajou, Alabaster, Amaranth, Sienna, Umber, Carmine, Lavender, Eton, Fallow, Flax, Icterine, Isobel, Jet, Midnight, Dawn, Dusk, Twilight, Sunrise, Orchid, Scarlet, Thistle, Verse, Puce, Cerulean, Steel, Ochre, Jonquil, Aurora, Gloam, Maize

#### **MISSIONS**

#### THE HUNT

Locate your prey, best it, and claim its heart. Roll +1d when you devour blighted hearts after this mission.

#### SECURE YOUR HUNTING GROUNDS

Patrol your territory and fend off other hunters that would take it from you.

#### **SEEK ANSWERS**

Look for clues to the nature of the Blight, or its intentions, in unexpected places. The investigation track does not reset after this mission.

#### **STEAL POWER**

Use force or deception to claim an object of power. Roll +1d when you devour blighted hearts after this mission, and -1d when you roll fallout.

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#### DRIVE BACK THE BLIGHT

Face the Blight where it is strongest, in the hopes of disrupting its progress, and delaying the world's undoing.

After this mission, the season ends.

# IV

#### **FACE OUR TRAGIC FATE**

Fight a hopeless battle against impossible odds.

After this mission the series ends.



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Secondary characters	_		

#### **Secondary Characters**

Each protagonist creates one secondary character as normal, but the other character must be a member of the dystopian authorities, a rival hunter, or a former magical girl fallen to the Blight. These traitors were once trusted friends or allies, but betrayed you to forward their own interests.

#### Series Rules

**Devour Blighted Hearts:** When you complete a mission, do not clear stress and transcendence as normal. To recover stress and transcendence the group must **devour blighted hearts**. During fallout, roll the mission's tier and consult the following chart:

6: clear all stress and transcendence

4/5: clear 6 stress and 2 transcendence

1-3: clear 3 stress and 1 transcendence

critical success: also mark 4 ticks in recovery

Have a disagreement: When you have a disagreement, pick another protagonist and describe what sets off your conflict. Ask the other player "Is your heart in this fight?" then take a moment to play out the disagreement.

Each player marks 1 stress on their sheet, the player initiating the argument rolls an appropriate action, the other player rolls an attribute, as though they were resisting.

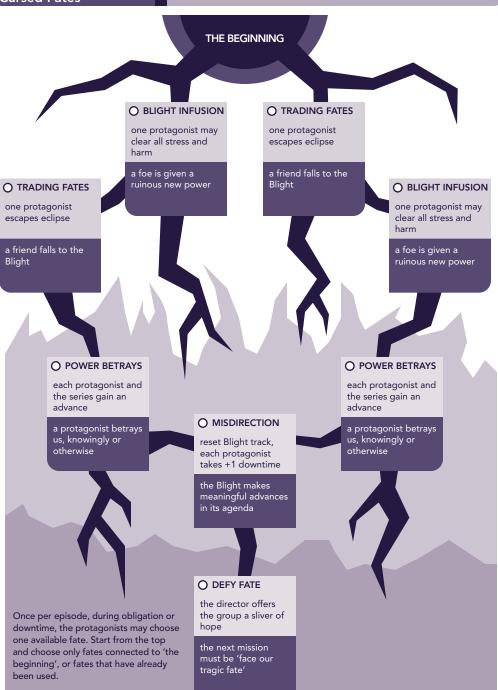
The character with the higher result gains 3 links.

The character with the lower result gains 1 link.

If the results are tied, both players mark 1 additional stress and each gain 2 links.

If a critical success is rolled, that player marks 1 additional link, and the other player marks 1 additional stress.

#### **Cursed Fates**



# The Blight



#### **SERIES AGENDA**

#### Drive the virtuous to ruin

Whether it is the protagonists, or supporting characters, aim to put them in difficult positions that call their principles into question. Give them dilemmas in which all solutions compromise them in some way. In the case of supporting characters, have them let the protagonists down, betray their confidence, or prove unable to uphold their words with action. Exact a painful price for their virtue, and push them to betray their principles.

#### Show them pieces of themselves in their adversaries

Adversity in this series should act as an ominous example of a twisted fate that the protagonists might suffer. Former friends who betrayed them, blighted heroes who ultimately fell short of their potential, and hopeful souls betrayed by their own naivety. These figures should be relatable, tragic, and every bit a match for the protagonists. When facing defeat, these adversaries refuse redemption and opt for grim, fatalistic choices.

#### Entrap them in dystopia

The mundane world is profoundly broken and dysfunctional. It is almost openly complicit in the Blight's agenda. Its efforts to save itself all serve only to hasten its unravelling. Society's institutions actively victimize people, communities close ranks and reject outsiders, and paranoia and scarcity leave people bereft of their basic needs.

#### Embrace dramatic irony, betrayal, and tragedy

This series thrives on these challenging elements, and everyone is at the table to revel in them. Lean heavily into the answers given in the series set-up regarding the protagonists' tragic fate. Give them opportunities to play into that fate, and trust the protagonists to be excited about it.

#### JUDGMENT CALLS

Shift the evaluation of position towards more desperate actions.

Resisting consequences should rarely if ever avoid them completely: wounds will leave scars, both physical and emotional.

Characters will often have less control over outcomes of their actions, especially desperate actions.

Thistle, Verse, Puce, Cerulean, Steel, Ochre,

Jonquil, Aurora, Gloam, Maize

#### **DIRECTOR PRINCIPLES** NOTES Be a fan of the other players Address the characters Address the players Ask questions and build on the Express consequences by way of the fiction first THE BLIGHT TIER I TIER II TIER III FALLOUT TIER I 1-3: a dread power makes itself known 4/5: An obligation becomes grotesque 6: A friend asks a favour TIER II 1-3: An enemy is empowered by Blight 4/5: Agents of dystopia accost a protagonist 6: A friend is taken by rival hunters TIER III 1-3: The Blight advances its agenda 4/5: Hunters stage an ambush 6: A friend is lost to the Blight NAMES Violet, Amber, Acajou, Alabaster, Amaranth, Sienna, Umber, Carmine, Lavender, Eton, Fallow, Flax, Icterine, Isobel, Jet, Midnight, Dawn, Dusk, Twilight, Sunrise, Orchid, Scarlet,

## Series Creation Workspace



NOTES

#### This Dying World

#### What blight is upon the world?

an alien infestation, the rotting body of some dead god, a haze of otherworldly spores, a mutagenic plaque, an ancient curse

#### What is its agenda?

to harvest human emotions, to pervert our bodies, to secretly replace us, to consume the world, to poison our hearts, to drive us all to despair

#### Who are its perpetrators?

an unknowable and ancient people, technicians and scienctists, heroes fallen to the blight, cultists and prophets, heartless outsiders

#### The Mundane World

(choose one or two)

a tangled metropolis, poverty and hardship, wealth and affluence, a society in ruins, a pristine and sterile world, a city cut off from the world

#### What do its people hold sacred?

(choose one or two)

material things, hierarchies, control, hatred, ambition, reason, suffering, conflict

#### What do they consider profane?

(choose one or two)

bodies, love, emotion, difference, nature, sincerity, the past, generosity

#### Who are we that hunt by night?

#### What price did we pay for this power?

duped into carrying the blight, poison seeds blooming in our hearts, test subjects in foul experiments, our own bodies made alien, banished from the mundane world

#### What role do you play?

(each protagonist choose one or two)

innocent hero, best friend, naive protector, embittered fighter, hapless dupe, weary veteran, hopeless victim, an agent of dystopia, an unwitting traitor

Instruct each protagonist to select a playbook that reflects the roles they have chosen

#### What is our shared obligation?

boarding school, internment camp, isolation ward, government lab, supporting dependants, maintaining appearances

What traps us in this life?

#### **Transcendence**

What does it feel like to transcend?
What aspect of it is shared by everyone?
What is different for each of us?
Your transcendence is an expression of your truest self. How?

It offers hope of escape from our mundane lives. Why?

#### **Our Transgressions**

How do we transgress against that which is sacred? How do we represent that which is profane?

#### What is our prey?

(choose one or two)

grotesque wildlife, former humans, deadly spirits, living death, mouths and claws, venom and spines, technology and flesh, feathers and eyes, spores and haze

#### Where do we hunt?

a derelict district, a beautiful place, an underground network, a surreal place, a dead place

#### Who else is hunting?

(choose one or two)

a rival crew of magical girls, blighted predators feeding on their own kind, agents of the mundane world, noble heroes, desperate survivors, naive victims

What is our tragic fate? How does it end? Why can we never win? What will ultimately be our undoing? Who will betray us, knowingly or otherwise?

Choose a name for the series that reflects these answers.

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**MISSIONS** 

**DEFEND THE LAST BASTION** 

**EXPLORE THE RUINED WORLD** 

Fend off a Leviathan attack on the bastion.

Explore the world beyond the bastion, or within

it, looking for information, solace, and hope.

Gain +1d to the next engagement roll.

ON SEA OF STARS

#### **Series Abilities**

- O Academy trained: Each protagonist may add +1 action rating to perceive, flow, or analyze.
- O Esprit de corps: Gain +1d when you roll sun, or help a friend
- O Sync ratio: When you receive an assist and your action succeeds, clear 1 stress. When you use a link to help an ally, they gain +2d instead of +1d.
- O High alert: During downtime, the group gets additional downtime actions to distribute among its members equal to the current Leviathans track tier. These extra actions can only be used to make preparations.
- Heroes of the people: When your mission protects someone or something important, gain +1d to the engagement roll. When no innocents are harmed during the course of a mission, mark series xp.
- O On borrowed time: During downtime you may remove one segment from the Readiness track after a roll to improve the result level by one step. This cannot be used to make preparations. What is neglected or goes unfinished elsewhere?

**OUTSIDE INFLUENCE** 

choose from another source

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#### TRANSCENDENT ABILITIES

- ♦ Plugged in: Each protagonist marks a transcendent action dot in perceive, flow, and analyze.
- Heavy gear: Harm of level 3 or lower is fully negated when you spend armour to resist it. You may spend your armour to improve your position for a single roll.
- **Eject!:** When you suffer level 4 harm while transcended, you may choose to not take the harm, and instead immediately end your transcendence. What do you leave behind? Who gets left in a bad spot?

the bastion.

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

Readiness

The Leviathans

The Last Bastion

**SERIES RULES** 

a downtime activity.

preparations.

TIER I

TIER I

TIER I

TIER II

TIER II

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Investigate is replaced with make

When you make preparations,

describe how you are readving the

Bastion for the next attack, and

roll an appropriate action. Advance

the Readiness track based on the

result. Ask the director one or two

questions from your gather info list.

Pilots can bond with an Engine as

When you bond with an Engine,

you make a connection with it. Write

the Engine's name in the link section

of your sheet and assign all links to it. While piloting that Engine during a

mission, you may spend links with it to gain benefits, as though someone

had spent a link with you.

TIER III

TIER III

TIER III

- Successfully carried out a mission from the series' list
- Struggled with your place in the world, and protect the Last Bastion
- Revealed the tragic history of the Bastion, Leviathans, and Engines
- Express the essential nature, origin, or destiny of the group

#### **NAMES**

Ace, Adnach, Alastor, Cass, Dagon, Eoligos, Ferug, Forcas, Hagith, Ipos, Malphas, Och, Ophiel, Rauym, Stygal, Nono, Stolas, Surgat, Uphir, Vetis, Zura, Van, Folken, Alen, Dilandau, Norna, Falin, Byrlir, Hildar, Lenneth, Silmeria, Surt, Raumur, Lalc, Himna, Unnar, Ulfsgin, Ofraun, Jokuls, Skrumnir, Pursa

#### **HUNT A LEVIATHAN**

Make a sortie on the flagship to pursue Leviathans in the wider world.

#### RECOVER A FALLEN ENGINE

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Make a sortie on the flagship to secure an engine that was thought to be lost. If successful, create a new Engine.



After this mission, the season ends.

STAGE A DESPERATE COUNTERATTACK

Make a strike against the Leviathans that gives

them pause, and buys a moment of peace for



#### The Hangar STRENGTH O O O RECOVERY NAME VIRTUE & **IMPULSES** NAME STRENGTH O O RECOVERY VIRTUE & **IMPULSES** STRENGTH O O RECOVERY NAME VIRTUE & **IMPULSES** NAME **STRENGTH** 000 RECOVERY VIRTUE & **IMPULSES** O O RECOVERY NAME **STRENGTH** VIRTUE & **IMPULSES** STRENGTH O O O RECOVERY NAME VIRTUE & **IMPULSES** NAME STRENGTH O O RECOVERY VIRTUE & **IMPULSES** O O O RECOVERY NAME STRENGTH VIRTUE & **IMPULSES**

#### **Engine Rules**

Each Engine has a hidden second impulse, sealed by a poisoned promise. During play, if a situation seems compelling, offer a poisoned promise that adds an impulse for an engine someone is piloting. The Engine permanently acquires that impulse.

Each Engine begins play with 3 strength. Engine strength is reduced when:

- A character's last transcendent action is used while piloting it
- When a consequence affecting the engine goes unresisted
- When its pilot falls into eclipse
- As the cost from a poisoned promise
- When a pilot suffers level 4 harm in it
- When it is abandoned in the field

When an Engine's strength is completely depleted, it is nonfunctional and cannot be piloted. It can be retrieved and repaired, but its prospective pilot must bond with the Engine in downtime before it can return to action.

Engines have recovery clocks of their own, which advance when protagonists help them recover in downtime. When an Engine's recovery track fills, it recovers 1 strength.

#### **ENGINE VIRTUES**

elegant, fierce, clever, powerful, bright, wise, brave, serene When a pilot's actions align with their engine's virtue, the engine provides a bonus die.

#### **ENGINE IMPULSES**

cursed, imperious, sentimental, lost, tormented, weary, lonely, ancient, principled, haunted, wounded, unfinished, morbid, calculating, feral, hungry

When a pilot's actions align with their engine's impulse, or they accept a poisoned promise based on its impulse, they mark xp and that action does not deplete their transcendence track.

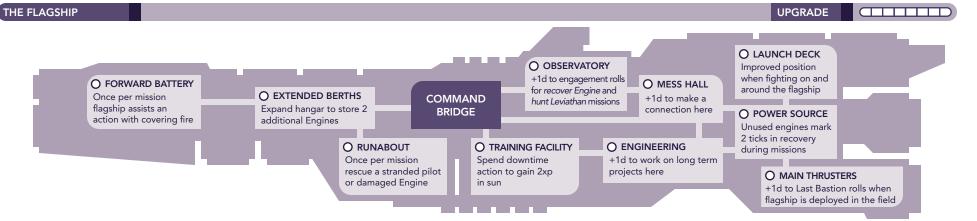
#### The Last Bastion

TIER I TIER II TIER III

The Last Bastion track represents the state of the population of the Bastion. It starts play completely filled. At the beginning of downtime, the Bastion performs a number of downtime actions equal to the current Leviathan track tier (always at least 1), and rolls a number of dice equal to the current Bastion tier.

It prioritizes actions as follows:

- **1 Pride:** Work on a long term project for the flagship upgrade, if one is already under way.
- **2 State of emergency:** Make preparations if Leviathan track exceeds Readiness.
- 3 Patchwork: If Bastion track is depleted, repair Bastion track. Roll as make preparations, but apply result to Bastion track.
- **4 Complacency:** Increase the adversary track. Roll as make preparations, but apply result to adversary track.





#### **SERIES AGENDA**

#### The institutions of the Bastion are also monstrous

While the Leviathans seek to destroy the Bastion from the outside, the institutions of the Bastion are rotting it from within. If ever the Leviathans are contained or under control, bring institutional pressure to bear instead. The institutions of the Bastion make impossible demands of those who work in them, and turn otherwise good people into tools of oppression. Rigid ranks and orders leave the institutions unable to adapt to changing circumstances, or be kind to anyone serving them.

#### Give the engines huge emotional landscapes

The Engines are not simply machines that do exactly as the pilots direct them to—they are sentient beings, with emotions at once familiar and vastly alien. The Engines likely cannot communicate directly, but their hearts are an immense weight that the protagonists must bear. Often they must be convinced or cajoled to act at all, and their impulses may drive them to contrary actions. Should the Engines ever lose hope, and give up the fight, humanity is doomed to extinction.

#### Make the Leviathans fundamentally alien

The Leviathans' goals and methods are strange, and ultimately unknowable. Offer only fragments of understanding. The pilots might find ways to relate to them, but the Leviathans will not be reconciled with the Bastion's institutions.

#### JUDGMENT CALLS

When the protagonists make mistakes, people die, buildings are ruined, and things are lost that cannot be recovered.

Whenever something is damaged or lost, consider its effect on the pilots, or their engines.

Should a protagonist find themselves acting against a Leviathan without their engine, the stakes will primarily be survival and escape.

When the protagonists are piloting an Engine but not transcended, they will typically be outmatched, reacting and struggling to keep pace with the Leviathans.

#### **DIRECTOR PRINCIPLES**

NOTES

Be a fan of the other players

Address the characters

Address the players

Ask questions and build on the

Express consequences by way of the fiction first

#### THE LEVIATHANS

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TIER I	TIER II	TIER III

#### THE LAST BASTION

	$\overline{\Box}$	$\overline{\Box}$
TIER I	TIER II	TIER III

#### FALLOUT

#### TIER I

1-3: Dissent spreads in the Bastion

4/5: An engine is reassigned

6: Institutions pressure the pilots

#### TIER II

1-3: Strife breaks out in the Bastion

4/5: An engine goes dormant

6: A pilot is reprimanded

#### TIER III

1-3: A Leviathan infiltrates the Bastion

4/5: An engine breaks down

6: The pilots are assigned an overseer

#### ADDITIONAL FALLOUT RULES

#### **NAMES**

Ace, Adnach, Alastor, Cass, Dagon, Eoligos, Ferug, Forcas, Hagith, Ipos, Malphas, Och, Ophiel, Rauym, Stygal, Nono, Stolas, Surgat, Uphir, Vetis, Zura, Van, Folken, Alen, Dilandau, Norna, Falin, Byrlir, Hildar, Lenneth, Silmeria, Surt, Raumur, Lalc, Himna, Unnar, Ulfsqin, Ofraun, Jokuls, Skrumnir, Pursa

When the pilots pursue a mission that leaves the Bastion exposed, or internal strife and politics are left unchecked, roll the Readiness tier.

On a 6, the Bastion handles the trouble, and grows complacent, reduce Readiness by 1 after it drops by half at mission end.

On a 4/5, the Bastion weathers the trouble. The Last Bastion track reduces by one. There is resentment of the pilots among the citizens.

On a 1-3, it's a disaster. The Bastion track reduces by 3, and the pilots must answer for it.

On a critical success, the Bastion handles the trouble, and rallies around the cause, Readiness does not reduce during fallout.

# Series Creation Workspace



NOTES

## The Void What lurks in the void?

a world of ghosts and demons, a storm of psychic energy, ancient gods re-awoken, guardians of the natural order, a vast all consuming organism, our basest fears made manifest

#### What act of hubris brought doom upon us?

an ancient king shattered the gates of death, our first attempt at interstellar travel, casting signals across all realities, meddling with the flow of time, harnessing a forbidden source of power, trespassing in their domain

#### Why do the Leviathans come?

to reclaim something we stole, to consume minds and bodies, to silence our civilization, to entrap and contain us, to tear down our great works, because we are in their path

#### What form do the Leviathans take?

massive demonic sea monsters, space faring cephalopods, cyclopean mechanical horrors, a hive of colossal insectoid mutants, mountainous perversions of nature, blind-eyed subterranean abominations

#### The Last Bastion of Humanity

#### Where do we take shelter?

(choose one or two)

an isolated city-state, an ancient fortress, quarantined and sealed, rebellion and strife, law and order, a mobile bunker

#### What is held to be sacred?

(choose one or two)

order, strength, hierarchy, obedience, edifices, organizations, hatred, sacrifice

#### What was humanity forced to give up?

(choose one or two)

community, bodies, intimacy, emotion, gender, growth, comfort, hope

# We pilot engines against the leviathans What seperates us from the masses?

doomed volunteers, elevated by the authorities, vat-grown, chosen by the engines, changed by the leviathans, our drive and ambition

What re	ole do v	you pla	av?
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(each protagonist choose one or two)

ace pilot, insubordinate rebel, weary mechanic, civilian, troubled captain, rejected candidate, pressganged convict, forbidden lover, naive idealist Instruct each protagonist to select a playbook that reflects the roles they have chosen

#### How do they keep us in line?

impossible quotas, spies & informants, propaganda & lies, drugs & addictions, gilded cages, threats & fear Why can't we just leave?

#### What is our reputation?

celebrated heroes, figureheads for the authority, cursed warriors, cultural icons, hopeless leviathan fodder, monsters in our own right

What part of our reputation is deserved? What isn't?

#### The Flagship

the last leviathan hunter, a floating fortress, a top of the line ship, a former civilian vessel, a swarm of smaller ships, a sleek corvette

What is its name? What is its history?

#### The Engines

Engines are semi-sentient combat mechs, each unique from the others. They have identities, memories, and emotions of their own. Why can't we build more? What do they yearn for? What names are they given? How does our transcendence affect them?

Each player adds 1 engine to the hangar. Describe it, name it, and assign it 1 virtue and 1 impulse.

Your character is incompatible with the Engine you create, and cannot pilot it. Why?

#### **Our Transgressions**

How do we transgress against that which is sacred? Humanity gave it up, so why is it alive in us?

#### What hope do we have?

What hope do we have against the Leviathans? Who believes we have a chance? Who doesn't? Choose a name for the series that reflects these answers.



The Conspiracy Its Hosts The Waking World What we dream What we hide Why we wander How we pass days The Dream **Our Avatars Our Transgressions** 

#### The Dream's End

#### MISSIONS

**Explore a suspect's dream** - Enter the dream of a suspect in the Conspiracy seeking the truth of their involvement.

When a suspects involvement is unknown, the mission's tier is equal to that of the lowest unfilled role in the Conspiracy map.

If the group's investigations have revealed a suspect's involvement, the mission tier is equal to the suspect's role tier.

When a suspect's complicity becomes clear, add them to the Conspiracy map in the appropriate position.

**Confront a known conspirator** - Enter the dream of a known conspirator and confront them about their involvement. What judgement awaits them?

#### **Series Abilities**

- O Curiouser: Each protagonist may add +1 action rating to forgive, express, or conceal.
- O Looking for answers: Gain +1d when you investigate. When a lead turns out to be a dead end, mark series xp.
- O Shared burden: If you share an intimate moment that reveals your secrets or inner pains, clear 2 stress and your ally marks 1 stress. They ask you one question from their gather info list.
- O Another face in the crowd: Gain +1 effect when concealing yourself in a crowd. When you defer to the majority, mark xp.
- O Daydreamers: Gain +1d when rolling obligation.
- O Moment of crisis: When factoring your engagement roll, if you answer yes to "Does this mission determine the fate of a friend?" gain +2d instead of +1d. Gain +1d when you help a friend recover from emotional harm.

**OUTSIDE INFLUENCE** 

choose from another source

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#### TRANSCENDENT ABILITIES

When your actions align with your Avatar's virtue, clear 1 stress. When your actions align with one of your Avatar's impulses, or you accept a dark bargain based on its impulse, that action does not deplete your transcendence track, and you mark xp.

- Lucid: Each protagonist marks a transcendent action dot in forgive, express, and conceal.
- Dream logic: When you trigger a flashback while transcended, you receive all applicable benefits of transcendence for any actions taken during that flashback.
- Just a dream: While you are transcended, others must speak to you truthfully, and you ask an additional follow up question when you gather info during an interrogation.
- ✦ Hold back the nightmare: While you are transcended, any eclipse roll result of 4/5 counts as a 6. While transcended and in eclipse, roll +1d on actions to frighten or upset others.

#### **AVATAR VIRTUES**

elegant, clever, brave, serene, bright, curious, playful, beautiful

#### **AVATAR DESIRES**

supremacy, apotheosis, adoration, intimacy, overthrow, control, scandal, agency, escape, prestige, indulgence, truth

#### Investigation

СПП		СПП
TIER I	TIER II	TIER III

The Co	onspiracy	
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TIER I	TIER II	TIER III

#### **SERIES RULES**

Make a connection is replaced with **share an intimate moment**. All abilities relating to make a connection apply to share an intimate moment instead.

In downtime, you may share an intimate moment with another protagonist. Describe the circumstances of your encounter, and how you are vulnerable in this moment. Ask them "Do you share this moment, or hold yourself apart?"

If they share it with you, roll +1d. If they hold themselves apart, mark xp.

Roll a suitable action, the other player assigns links as they choose between your characters.

6: 4 links 4/5: 3 links 1-3: 2 link

critical success: 5 links

#### XP

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

 $\Box$ 

- Successfully carried out a mission from the series' list
- Delve into the Conspiracy's maze, and give solace to dreamers
- Explore the inner world of suspects, and face their demons
- Express the essential nature, origin, or destiny of the group

#### NAMES

Mol, Ryde, Turn, Boon, Nore, Stell, Fran, Vik, Love, Hen, Ann, Lane, Harp, Best, Jo, Puc, Sol, Case, Gunn, Hart, Deed, Len, Phyl, Kyo, Skip, Win, Char, Cat, Shay, Luce, Faye, Heff, Eve, Cross, Rip, Bog, Tif, Spice



**Propagator:** Fallout results are 1 level worse until all propagators are identified. PROPAGATOR **FOLLOWER PROPAGATOR** FOLLOWER **TIER** Followers: Foes are at +1 scale until all Ш TIER TIER TIER TIER followers are identified. Overseers: -1 effect against the host until at least 2 overseers are confronted. INDOCTRINATION **ACQUISITIONS** Host: Season ends after confronting the host in their dream. **Indoctrination:** -1d to engagement until all are identified and overseer is confronted. **OVERSEER OVERSEER** Acquisitions: The Conspiracy track advances by an additional 1 during fallout until all are identified and overseer is confronted. TIER TIER **HOST** Surveillance: -1d to investigate until all are identified and overseer is confronted. Suspects **PROPAGATOR FOLLOWER** TIER **TIER SURVEILLANCE OVERSEER** TIER

# The Conspiracy



#### **SERIES AGENDA**

#### Entangle every character in the Conspiracy

Connect everyone to the conspiracy in some way. Think of direct connections, like membership in a secret society or perilous online delving, but also indirect connections, like having a friend who was changed by the Conspiracy, or an artist whose work the Conspiracy has co-opted. Have traces of the Conspiracy appear in unexpected places and ways, infringing even on the protagonists' most safe and private spaces.

#### Let the suspect's inner worlds spill over

When in the mundane world, show the suspects' interior life through body language, what they say, and what they don't say. In their dreams, their inner world spills forth, and exists concretely—as embodied symbols and manifested metaphors. A suspect's dream shows their personal reflection of the broader tensions and themes at play in the story. Incorporate visual motifs that are shared across the suspects, and use them to adorn each suspect's personal memories and traumas.

#### Make suspects sympathetic in motivation, and appalling in their actions

Give suspects well intentioned or relatable reasons for getting involved in the Conspiracy. Then show how this leads to them doing unconscionable acts, in service to their hearts desires. Let us see the Conspiracy twisting their desires, and ultimately corrupting them.

#### Bury them in everyday details

Dreams are built out of mundane places and objects, but twisted and turned surreal. The mundane world, while seemingly ordered and sensible, is filled with dizzying human creations and constant activity. Show how their attunement to dreams makes them sensitive to this immensity, even in the mundane world. Build a labyrinth for the protagonists out of routine and pressure, make them feel tiny and alone.

#### Avatars are amoral alien egos

The protagonists' Avatars are not strictly on their side. They are powerful, capricious, and exist to fulfill their own desires. Their power comes at a cost, sometimes obvious, other times subtle and insidious, and always paid by the protagonists. Lead them towards an inevitable reckoning: sooner or later, it must be decided who is truly in control.

#### JUDGMENT CALLS

Keep the majority of the action in dreams grounded, and tangible.

Give extra weight to actions that play into the emotional fabric of the dream.

Reward actions that make use of the internal logic of the dream with better position or effect.

Breaking the dream's logic, or directly confronting the dreamer's psyche, leads to extreme consequences and outcomes, fraying the edges of the dream world.

#### **DIRECTOR PRINCIPLES**

Be a fan of the other players Address the characters Address the players

Ask questions and build on the

Express consequences by way of the fiction first

#### THE CONSPIRACY

TIER I TIER II TIER III

#### FALLOUT

#### TIER I

**1-3:** An agent of the Conspiracy acts

4/5: A suspect reveals their complicity

6: A suspect lets slip a terrible secret

#### TIER II

1-3: The Conspiracy acts on its agenda

4/5: A suspect is put in danger

**6:** The dream bleeds into the waking world

#### TIER III

**1-3:** The Conspiracy makes a suspect its host

4/5: The dream claims a suspect

6: A suspect weaponizes the dream

#### NAMES

Mol, Ryde, Turn, Boon, Nore, Stell, Fran, Vik, Love, Hen, Ann, Lane, Harp, Best, Jo, Puc, Sol, Case, Gunn, Hart, Deed, Len, Phyl, Kyo, Skip, Win, Char, Cat, Shay, Luce, Faye, Heff, Eve, Cross, Rip, Bog, Tif, Spice

NOTES		

# Series Creation Workspace



#### What is the Conspiracy?

an ideology turned virus, a single dream that plagues the world, a toxic cultural movement, history haunting the present, the pull of some alien mind

#### What is its impulse?

to re-shape our dreams, to drive us to self destruction, to make us shed our bodies, to shatter the barrier between waking and dreaming, to instill an alien morality in us, to turn reality to farce

#### Who are its hosts?

a secret society, artists and luminaries, a cabal of sorcerers, an online gestalt, a sentient dream, ghosts and echoes

#### By what vector does it infect us?

insular communities and coded language, hopes and desires, passions and conflict, fashion and ritual, consumption and excess, a half forgotten song

# The waking world belongs to everyone and no one What defines the waking world?

(choose one or two)

looming spires, the press of bodies, criss-crossing wires, media saturation, protests and riots, smog and haze

#### What shapes our dreams?

(choose one or two)

money, work, surveillance, possessions, edifices, status, sexuality, conformity

#### What do we hide from others?

(choose one or two)

passion, emotions, gender, vulnerability, authenticity, sexuality, intimacy, dissatisfaction

# We who breach the barrier of dreams Why do we wander in other's dreams?

to uncover truths that others ignore, to help those whom society has forsaken, to escape the tedium of our day to day lives, to understand our waking lives, to banish the ghosts of our past, to experience real intimacy

#### What role do you play?

(each protagonist choose one or two) forbidden lover, best friend, reformed conspirator, disillusioned cynic, tragic genius, weary caretaker, object of desire, oracle of the dream, target of the Conspiracy

Instruct each protagonist to select a playbook that reflects the roles they have chosen

#### How do we pass our days?

mind numbing repetition, boredom and despair, isolation and detachment, grueling dirty work, fruitless labour, morally compromising jobs

How does the world see us, if it notices us at all?

# The dream is a personal reflection of the waking world What is the dream to you?

How do we know when we are in the dream? How do we navigate the dream? What unconcious tell accompanies each of us throughout the dream?

#### What is your Avatar?

Your Avatar is a subconscious expression of your truest self. They live inside you, but have their own thoughts, emotions, and desires, and are alien to you. When you transcend, your Avatar manifests and takes possession of your body.

How did you learn to manifest them? What terrible secrets are they hiding? What do they yearn for? Why do you fear yours?

Describe your Avatar, name it, and assign it 1 virtue and 2 desires from the series sheet.

#### **Our Transgressions**

How do we defy the dream's form and order? What truths can we share only with each other? What would happen if anyone found us out?

#### What comes at the dream's end?

What will be left of the waking world, should the Conspiracy devour the dream?

If our dreams were free of the Conspiracy, what might we wake up to find?

Choose a name for the series that reflects these answers.

## Rules Reference

#### **ACTION ROLL**

- 1d for each action dot
- +1d if you have assistance
- +1d if an ally uses a link to help you
- +1d if you pushed yourself -or- accepted a poisoned promise

# Riskv

You act under duress, there's no clear advantage in the situation. Critical: You do it with increased effect.

You have a perfect opportunity, you have the advantage.

4/5: Withdraw and try a different approach, or else do it with a

effect, you suffer lesser harm, or you end up in a risky position.

1-3: You falter. Press on by seizing a risky opportunity, or

minor consequence: a minor complication occurs, you have reduced

Critical: You do it with increased effect.

withdraw and try a different approach.

6: You do it.

Controlled

6: You do it.

4/5: You do it, but there's a consequence: you suffer harm, a complication occurs, you have reduced effect, or you end up in a desperate position.

1-3: Things go badly. You suffer harm, a complication occurs, you end up in a desperate position, you lose this opportunity.

Each time you roll a desperate action, mark 1xp in that attribute

#### **Desperate**

You overreach your capabilities, circumstances are set against you. Critical: You do it with increased effect.

6: You do it.

4/5: You do it, but there's a consequence: you suffer severe harm, a serious complication occurs, or you have reduced effect.

1-3: It's the worst outcome. You suffer severe harm, a serious complication occurs, or you lose this opportunity for action.

#### **Actions**

#### **Analyze**

When you analyze, you search beyond the surface presentation of the world, and discover secrets. You might study an ancient book for information on magic rituals. You might discern a gap in your foe's defences.

#### Conceal

When you conceal, you hide your true intentions and feelings. You might pass unnoticed, as just another face in the crowd. You might choke down your true feelings and lie to someone.

#### Confess

When you confess, you expose the inner world of your thoughts and feelings to another. You might reveal to someone that it was you who left anonymous gifts at their doorstep. You might admit to a friend that you were once a servant of the evil empress.

#### Defy

When you defy, you muster your courage and face opposition head on. You might stand up to a bully, fixing them with a stern glare. You might unleash your mightiest attack against a dangerous foe.

#### **Empathise**

When you empathise, you understand a person intuitively, and feel their emotions as if they were your own. You might listen to

someone's story, and gain an understanding of their perspective. You might touch a horrifying monster, and feel the frightened heart that beats within it.

#### **Express**

When you express, you use words with an agenda in mind. You might teach someone a valuable lesson about friendship. You might convince a longtime rival to work with you for a time to solve a shared problem.

#### Flow

When you flow, you move with grace and adapt to your circumstances. You might leap across a gap to reach safety. You might act in accordance with other's expectations.

#### **Forgive**

When you forgive, you show that you care for someone despite a mistake they have made. You might offer a chance for reconciliation to a friend that wronged you. You might embrace a monster that was once human, in the hopes that it might be human again someday.

#### Perceive

When you perceive, you see the world as it presents itself, without judgement. You might observe someone and note their daily routine. You might see the beauty present in even the darkest and strangest corners of the world.

#### **RESISTANCE ROLL**

Choose an attribute based on the nature of the consequence you are resisting.

Sun: Consequences from violence and fear. Moon: Consequences from despair and heartbreak. Stars: Consequences from panic and social pressure.

You reduce or avoid the consequence, and take 6 stress minus your highest die result. When you roll a critical on resistance, clear 1 stress.

#### LINKS

Recover stress: Spend a link to recover 2 stress. This can affect you, or the linked character, at your option.

Shrug off harm: Spend a link with a transcended ally to allow them to ignore the effects of a single harm tag until their transcendence ends.

Helping: You may spend a link with someone to give them a bonus die. You do not need to take stress, or even be present in the scene to help them directly.

Lending strength: When someone rolls a 4/5 result on an Eclipse roll, you may spend one link with them to prevent them from falling into Eclipse.

#### **TEAMWORK**

Assist: Take 1 stress to give another player +1d. You might also suffer consequences from the roll. Only one person may assist a roll.

Lead a Group: Roll for each character who participates. The single best roll counts as the action result, which applies to every character that rolled. The leader marks 1 stress for each 1-3 result rolled by the group.

Protect: Face danger on behalf of a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

Set Up: Set up another character with your action. If you achieve it, any team members who follow up get +1 effect or improved position.