

THE SEEKER

***** No. 9043/AS

You're here in the Hegemony to find or do something that you could not achieve back Home. The Hegemony is giving you the opportunity to realise your dream.

PLAY TO FIND OUT:

- (1) What would you sacrifice or compromise to realise your dream?
- (2) Is the displacement worth the prize?
- (3) How do you deal with gratitude or bitterness in your pursuit?

Name and Aliases: (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

Look and Presentation: (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

Speech and Mannerisms: (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

Connections to Home and the Enclave: (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

What do you seek in the Hegemony? recognition, answers, understanding, realise my full potential, riches, freedom, a cure

Why couldn't you find it at Home? famine and drought, shackles of tradition, lacking infrastructure, suppressed by the Hegemony

Choose 1 or more Wants that the Circle provides.

Tips:

- Be tempted by the Hegemony's offers
- Drive yourself hard, but seek support and perspective
- Remind others of their goals and what it means to struggle for them

Regular Moves (Do at any time):

- Take action, highlighting your drive and purpose.
- Find any opportunity to advance your goals
- Encourage someone to seek more
- Ask "What here is valuable to me?"
- Ask "Where can I find a solution?"

Weak Moves (Gain a Token):

- Curse Home for what it could not provide
- Put off working towards your goal
- Push someone or yourself to selfish action
- Seek validation instead of challenging yourself
- Embody the Hegemony's strangling grasp through your own desires
- Ask "Why does this intimidate me?"

Strong Moves (Spend a Token):

- Bend a difficult situation to your benefit
- Make tangible progress toward a personal goal
- Help someone achieve a significant goal
- Ask "How do our desires coincide?"
- Ask "How can I get you to do what I want?"

Choose 1 or more Relationships: a patronising mentor, a negligent sponsor, a passionate rival, a disapproving spectre, a forlorn cheerleader

Choose one to ask left:

- (1) Why do I need your help on my pursuit?
- (2) How am I indebted to you because of my quest?
- (3) Why do you secretly want me to fail?

Lure: Whenever someone acts to help or discourage you from your quest, have them gain a Token.

THE HOPE

***** No. 3604/EF

You're here to pave the way for others, or to bring back something from the Hegemony. You carry the weight of expectation from Home.

PLAY TO FIND OUT:

- (1) How do you deal with the pressure placed on you?
- (2) How does the Hegemony distract you?
- (3) What really drives you to fulfil those expectations?

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What burden has Home put upon you? blaze a trail, improve their conditions, be an ambassador, prove yourself, gain validation

What does the Hegemony provide for you that Home doesn't? freedom from tradition, a way to express yourself, people you love, material comforts

Choose 1 or more Wants that the Circle provides.

Tips:

- Carry the burden uncomfortably but willingly
- Acknowledge your own desires, but remember your promises
- Remind others of their obligations and ties

Regular Moves (Do at any time):

- Take action, highlighting your understanding of responsibility
- Remind someone of their obligations
- Express frustration about your burdens
- Ask "What would you have me do?"
- Ask "What should you be doing?"

Weak Moves (Gain a Token):

- Be overwhelmed by Home's expectations
- Allow the Hegemony to pity your struggle
- Sabotage expectations placed on you
- Push someone or yourself to over-commit
- Seek comfort instead of facing your responsibilities
- Ask "How do you tempt me from my path?"

Strong Moves (Spend a Token):

- Succeed because everyone played their part
- Successfully balance your responsibilities with your own desires
- Shoulder someone's burdens
- Ask "How can I best help you?"
- Ask "What do you wish you could communicate to others?"

Choose 1 or more Relationships: a responsible lover, a carefree distraction, a strict warden, a burdensome follower

Choose one to ask left:

- (1) How have you motivated me to keep going?
- (2) Why do I envy you?
- (3) Why do I want you to be more responsible?

Lure: Whenever someone invokes your burden to get you to do something, have them gain a Token.

THE EXILE

***** No. 5319/VX

For some reason or other, you can never go Home. You'll have to build a new life here in the Hegemony, cut off from Home.

PLAY TO FIND OUT:

- (1) How do you build something new here?
- (2) How do you escape the shadows of your past?
- (3) What do you dearly miss from Home and hope to reconstruct?

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What is keeping you from Home? persecution, war and instability, burned bridges, personal vendettas, it no longer exists for you

How do you find safety in the Hegemony? welcoming attitudes, sympathy for your cause, friends and family, anonymity, structure and order, you don't

Choose 1 or more Wants that the Circle provides.

Tips:

- Grapple with your past and your losses
- Lose yourself in the Hegemony, but be wary
- Push others to examine the sins of Home

Regular Moves (Do at any time):

- Take action, highlighting an imbalance of power
- Warn others of danger
- Attempt to blend in or defuse situations
- Ask "How can I fit in here?"
- Ask "How can I make you feel safe?"

Weak Moves (Gain a Token):

- Stand out as still different to the Hegemony
- Be aggrieved due to your loss of Home
- Misplace your trust in someone
- Push someone else away
- Seek safety instead of uncomfortable change
- Ask "How do you remind me of things I'd rather forget?"

Strong Moves (Spend a Token):

- Get out of a sticky situation cleanly
- Make a place more welcoming or comfortable
- Evade your adversaries
- Ask "What's the safest way for us here?"
- Ask "What should I be on the lookout for?"

Choose 1 or more Relationships: an understanding confidant, a patronising protector, a callous hunter, a privileged ally, a harsh mentor

Choose one to ask left:

- (1) What hard lesson did you teach me about living here?
- (2) How did you welcome me with open arms?
- (3) Why do we vehemently disagree about Home or the Hegemony?

Lure: Whenever someone gives you an opportunity to prove yourself or integrate yourself into a community, have them gain a Token.

THE SCION

***** No. 4699/ON

You are a child of two worlds, belonging to neither. You are linked to the Hegemony and to Home through your parents.

PLAY TO FIND OUT:

- (1) Where do you belong, and what belongs to you?
- (2) What do you build in the spaces between Hegemony and Home?
- (3) How do you navigate your ties?

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Connections to Home and the Enclave: (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

How do you embody the Hegemony? marked on your body, they claim your accomplishments, employed in critical structures, pride in their stature

What do you want from Home that it won't give you?

recognition, a claim to your inheritance, secrets and mysteries, to leave you be, the warm touch of a loved one

Tips:

- Seek out a place in both worlds
- Find a space in between
- Question how others managed to fit in

Regular Moves (Do at any time):

- Take action, highlighting who has access
- Enforce the norms of the Hegemony
- Do what you think Home would expect of you
- Ask "What would you have me do?"
- Ask "What here is out of place?"

Weak Moves (Gain a Token):

- Highlight your difference from the Hegemony or Home
- Wrongly defend the Hegemony or Home
- Get caught in a lie or expose your inexperience
- Doubt your place or position
- Seek approval at any cost
- Ask "How do you make me doubt myself?"

Strong Moves (Spend a Token):

- Overcome an obstacle with your unique perspective
- Mediate between two parties successfully
- Assert your identity and have it accepted
- Ask "Who is really in control here?"
- Ask "How do you really feel about me?"

Choose 1 or more Wants that the Circle provides.

Choose 1 or more Relationships: a distant parent, a doting guardian, an unworthy role model, a hapless guide, a well-meaning foil

Choose one to ask left:

- (1) Why do I look up to you?
- (2) How did you reject me?
- (3) What do I wish you would teach me?

Lure: Whenever someone tells you how you represent or fit in to either the Hegemony or Home, have them gain a Token.

THE VISITOR

***** No. 1209/UY

You know your stay in the Hegemony will be short and so can compartmentalise the experience. Maybe your relationship to Home is similarly distant.

PLAY TO FIND OUT:

- (1) Will you stay or will you go?
- (2) How does this place touch you?
- (3) What would it take for you to lay down roots somewhere?

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Speech and Mannerisms: (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

Connections to Home and the Enclave: (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

What brings you to the Hegemony this time?

an assignment, taking a break, a loved one, a pilgrimage, a rare occurrence, an honoured tradition, a tragedy

Why won't you stay?

obligations elsewhere, painful memories, limitations placed by authorities, wanderlust, can't afford to

Choose 1 or more Wants that the Circle provides.

Tips:

- Question what it means to put down roots
- Challenge those set in their ways
- Don't leave without leaving a part of you behind

Regular Moves (Do at any time):

- Take action, highlighting your lack of long-term commitment
- Remind someone of the greater world
- Call a norm or tradition into question
- Ask "What doesn't belong here?"
- Ask "Where do you need to be?"

Weak Moves (Gain a Token):

- Insult the Hegemony and those who cling to it
- Belittle someone's sense of belonging
- Shirk responsibility or overburden yourself for selfish reasons
- Recklessly play into a stereotype of Home to get what you want
- Make a rash commitment without considering the consequences
- Ask "How do you make me afraid to settle here?"

Strong Moves (Spend a Token):

- Resolve a situation for immediate benefit
- Convince someone to stay or leave
- Make a clean exit or entrance
- Ask "Where would you rather be?"
- Ask "What here is not what it seems?"

Choose 1 or more Relationships:

a reckless colleague, a sycophantic handler, a conflicted lover, a demanding phantom, a friendly guide, a cynical vagabond

Choose one to ask left:

- (1) Why do you envy me?
- (2) Why do you want me to stay?
- (3) Why can't you leave with me even though we both want to?

Lure: Whenever someone makes you feel at home or consider staying, they have them gain a Token.

THE COMPANION

***** No. 6811/DG

You didn't get to choose to come here. You're here because either your partner, or parents, or employer, or children, have to be, and you are here with them and for them.

PLAY TO FIND OUT:

- (1) Will you change each other's opinions of the Hegemony?
- (2) How does your relationship change over here?
- (3) What do you find here that is yours alone?

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Speech and Mannerisms: (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

Connections to Home and the Enclave: (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

What is your connection to your companion? lover, family member, employee, chaperone, captive, devotee, student

How do your views on the Hegemony differ from your companion? resentment, wonder, disgust, fear, admiration, excitement, disdain, hope

Choose 1 or more Wants that the Circle provides.

Tips:

- Filter your perceptions of Hegemony through your relationships
- Find things to make your own
- Contrast your agency and obligations

Regular Moves (Do at any time):

- Take action, highlighting your connections to others
- Support someone in their endeavour
- Call on a companion's specialty
- Ask "Who can I turn to for help?"
- Ask "What are your obligations?"

Weak Moves (Gain a Token):

- Be frustrated by the Hegemony's differences
- Plainly exaggerate the benefits of Home
- Rely on someone else to bail you out
- Leave things to fate or circumstance
- Belittle someone's role or contributions
- Ask "How does that introduce strain into my relationships?"

Strong Moves (Spend a Token):

- Resolve a situation in a way only you could
- Successfully assert yourself and your needs
- Inspire someone to act independently
- Ask "What do you need that only I can provide?"
- Ask "Who is most precious to you?"

Choose 1 or more Relationships: a kind guide, an empathetic comrade, a bitter teacher, an inquisitive protégé, a cold doctor, a weary bureaucrat, a cruel warden

Choose one to ask left:

- (1) Why am I wary of your relationship with my companion?
- (2) How did you help me find my footing?
- (3) What difficult memories do you bring to mind, without meaning to?

Lure: Whenever someone relies on you or shows appreciation for your uniqueness, they have them gain a Token.

THE HEGEMONY

The customs, law, structures, systems and people of the Hegemony. A form that doesn't allow your correct name, a lazy stereotype, a welcoming gesture.

Uncomfortable, Exciting, Othering.

Choose 2 Desires: conformity and familiarity, obedience and control, material gain, security, novelty, cover, absolution, superiority

Tips:

- Contrast the people of the Hegemony with the characters; give people reason to sympathise and care for them
- Make decisions about who gets to be considered in favour; enforce privileges and restrictions
- Describe both the overt and insidious ways the Hegemony exerts itself
- Ask compelling questions, and build on answers that others give

Pick Up When: Someone deals with people from the Hegemony, or notes how the Hegemony differs from Home, or you see an opportunity for the Hegemony to intrude.

Trade Away When: You need to deal with the Hegemony or they come looking for you.

Moves:

- Introduce someone who brings a demand of the Hegemony or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character using the Hegemony's might
- Manifest a threat of persecution, exploitation, expulsion, or violence
- Remind someone of how they don't quite fit; or embrace a part of someone that Home rejects
- Tempt a character to embrace the Hegemony and reject Home
- Expose factions and tensions in the Hegemony and pressure the characters to take sides

After every Move, ask "What do you do?"

HOME AND THE ENCLAVE

Pressure or responsibilities from Home or the Enclave. Homesickness, a letter, a visitor.

Nostalgic, Tethering, Contrasting.

Choose 2 Desires: reputation and notoriety, obedience and control, promises kept, honour tradition and values, break the Hegemony's influence, come Home, community, legacy

Tips:

- Contrast the people of Home with the characters; give people reason to sympathise and care for them
- Show both the good and the bad
- Offer refuge at a price
- Harp on the past, but show how things change while the characters are away
- Ask compelling questions, and build on answers that others give

Pick Up When: Someone enters the Enclave, or encounters someone else from Home, or notes how the Hegemony differs from Home, or you see an opportunity for the Home to intrude.

Trade Away When: You need to deal with Home or they remember you exist.

Moves:

- Introduce someone who brings an obligation from Home or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character using Home's pressures
- Show how Home is not as welcoming as someone expected
- Remind someone of how they don't quite fit; or embrace a part of someone that the Hegemony rejects
- Tempt a character to rebel against the Hegemony and extol the virtues of Home
- Expose divisions and intersecting identities within Home and push characters to enforce them even outside Home

After every Move, ask "What do you do?"

THE CIRCLE AND ITS OBLIGATIONS

Strange magic, whispers of dead gods, mob bosses, malevolent A.I., supervillains, final exams, and cooking contests. Things that you have chosen to confront and overcome as part of your commitment to the Circle.

Challenging, rewarding, dangerous.

Choose 2 Desires: knowledge and expertise, power and prestige, profit, safety and protection, loyalty, labour and exertion, uniqueness, essence and spirit

Tips:

- Give the characters purpose and direction
- Value the characters skills and abilities, but not necessarily their personhood
- Bring challenges and conflict that the characters will want to face
- Offer opportunities to grow and improve
- Ask compelling questions, and build on answers that others give

Pick Up When: Someone's wants or needs from the Circle manifests, time passes and obligations come calling, or you see an opportunity for a challenge

Trade Away When: You need to deal with the Circle or fulfil an obligation to it.

Moves:

- Introduce someone who needs the Circle's help or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character based on the Circle's responsibilities to the Hegemony
- Introduce an obligation that the characters must all meet
- Introduce a challenge that someone is uniquely positioned to address
- Offer something that a character Wants, but at a steep cost to Hegemony or Home
- Present an obstacle to a character's Wants

After every Move, ask "What do you do?"

THE WORLD WE ALL LIVE IN

The natural world, the inexorable march of time, resources and material needs, the weather, freak accidents, and acts of god. The world around you that moves with no regard for you.

Impersonal, creeping, inevitable.

Choose 2 Desires:

dispassionate consequences, healing, balance the scales, awe and majesty, inevitable decay, an unbroken cycle, respect and reverence, inevitable change

Tips:

- Show how the world responds, regardless of human constructs
- Show changes creeping and surging
- Describe the sounds, smells, and tastes of a living world
- Explore differences in how Hegemony and Home treat various aspects of nature
- Ask compelling questions, and build on answers that others give

Pick Up When: You want to describe nature, weather, beasts, or someone wanders out into the wilds.

Trade Away When: You head out into nature, or when you need something material.

Moves:

- Introduce a quirk of the world
- Pit the very forces of nature against someone
- Introduce a twist of fate, serendipity, or irony due to things outside of people's control
- Show how comforts and struggles of social constructs fare against the whims of the world
- Reflect the struggles faced by the characters back at them through their surroundings
- Highlight a common material need or obstacle

After every Move, ask "What do you do?"