

STAND UP

A Game About Fighting For What You Believe In

PREMISE:

Things will never change. No matter how much you fought or how hard you worked, it was impossible to make it to the life you wanted. Those in power kept pushing you down until you were trapped, unable to escape the life they've boxed you in to, the hurt they inflict, the rules they enforce.

A strange world calls you. It's built of dreams and desire, fear and doubt. Reversed people dwell within, feelings flipped inside-out, exposing everything that is hidden in reality.

The truth can hurt. Most people might see their deepest secrets exposed and turn away or reject what they see. Not you. You looked upon your inner feelings and saw the truth about yourself, and from it your power was born.

Your Mask has appeared. A magical thing, made from those feelings now harnessed, giving you the power to fight back. You can affect The Reversal, this other world, can shift other people's perceptions from within and open their eyes to how they truly feel.

Things can change. You just have to stand up and fight for it.

THE GAME:

STAND UP is a belonging outside belonging game about rebellion, forming bonds, fighting injustice, and changing the world.

Take on the roles of normal people with the capability to become heroes, explore a fantastical world that houses mankind's inner feelings, and find a way to fight back using power only you can wield.

MATERIALS:

- 3-7 players
- a pool of tokens (coins, dice, poker chips, etc.)
- something to write with
- a printout of the playkit (a map, 7 playbooks, 4 setting elements)

THE REVERSAL:

The majority of **STAND UP** takes place in the real world, a place just like our own. However, your characters have a special ability to enter another world called The Reversal.

The Reversal is a place that mirrors reality. It is formed from the perceptions and feelings of humanity and reflects them back to those who enter it.

Everything in The Reversal is affected by reality, and everything in reality is affected by The Reversal. If you convince a Reversed to shift their perception of something, the person in reality's perception will also shift; similarly, if you open a door in reality, perhaps a door will open in the Reversal.

Each playbook has a Strong Move called *Enter the Reversal*, which allows your character to enter this other world. Unless this move is used by a character, scenes will take place in reality, where your characters are just normal people.

BUILDING THE REVERSAL:

Present the map and as a group, pick 2-4 visuals and 2 places where The Reversal resides. Write down any notes or additional information and sketch out a rough map, building on each other's ideas.

If you're so inspired, play through a scene of characters discovering The Reversal for the first time to help flesh out its look and feel.

Try and incorporate any themes you want to include and take inspiration from other magical worlds. Consider how feelings such as grief, hatred, love, and fear might be represented physically through architecture, color, weather, or other aspects.

Where The Reversal Resides

The *This Is Where It Resides* section is where you can detail how and when you can enter The Reversal. For example, perhaps there's a specific closet in your school that is a doorway to The Reversal.

Think about ways that your entry or visits to The Reversal can be limited or contained.

Perhaps there is a time limit to your visits, an obstacle you must face to get to your entrypoint, or you have to be extra careful to not let your entry be discovered by others.

THE PLAYBOOKS.

There are seven playbooks in **STAND UP**. Each has its own focus and its own moves. They are named after cards in a traditional tarot deck.

- **THE FOOL** focuses on reaching out a helping hand.
- **THE MAGICIAN** focuses on inspiring change in the world.
- **THE CHARIOT** focuses on never compromising their beliefs.
- **THE LOVERS** focuses on making others stronger through support.
- **THE EMPEROR** focuses on learning and teaching acceptance.
- **THE PRIESTESS** focuses on breaking free of expectations.
- **THE EMPRESS** focuses on standing tall despite hardship.

CREATING CHARACTERS.

Share all six playbooks with the group. One at a time, have each player pick one up and read the playbook's left column to the group. Once every playbook has been read, each player can choose one to play.

The left column of each playbook gives an overview of the playbook and how it functions. The middle column is where you will build your character, with prompts given to flesh out their life and place in the story. The right column holds the elements needed for gameplay, including tips for how to play the playbook and the moves you can use.

Build your character by going down the middle column of your playbook and circling the appropriate number of options for each section. Give your characters names and work together to name your Masks using the prompts you each chose.

Collaborative Character Creation

At the bottom of the middle column, there is a section called *This Is What Binds Us Together*, which directs you to ask one question of the player to your left and one of the player to your right.

Use these questions and their answers as starting points for your relationships with each other, or jump into a scene together to answer them and see where it goes.

Ask each other questions, make suggestions, and share ideas with each other. Interpret these choices as you like and build on the prompts given to create an interwoven group of characters.

THE SETTING ELEMENTS.

There are four playbooks in **STAND UP**. Two are based in the real world and two are based in The Reversal..

- **THE AUTHORITIES** are those in charge, pushing down on those below them and enforcing their own rules.
- **THE MASSES** are the normal people around you, controlled by The Authorities and flowing with the status quo.
- **THE MASKS** are the physical manifestations of the awakened inner feelings of people in The Reversed, harnessed and understood.
- **THE REVERSED** are the physical manifestations of the distorted inner feelings of The Masses, populating The Reversal.

CREATING SETTING ELEMENTS.

Share the four setting elements with the group. One at a time, have each player pick up a sheet and read the setting element's left column to the group.

An element's desires are what help guide play and interactions with those elements throughout the game. As a group, discuss and circle two elements under the *This Is What It Desires* section for each setting element. Consider which desires will enhance the themes and story you would like to embody.

Playing a Setting Element

The *This Is When It Manifests* section will suggest times to pick up each element. Players who are not active in the scene should pick up elements as needed and play as them.

Use the element's moves, introduce NPCs that embody the element, and interact with the characters in that scene to build the story in a satisfying way.

Pass the setting element to another player once you need to enter the scene. Every player should pick up a setting element at least once.

STARTING THE GAME:

Once you've built your characters, Reversal, and setting elements, it's time to start brainstorming the kind of story you want to tell with them.

Use the elements you've created before as a starting point and branch out from there. What kind of power are you struggling under? What brought you to exploring The Reversal? What are you hoping to accomplish there?

Creative Collaboration

Ask questions about the setting, the characters, and the conflict. Answer some and leave some open to be interpreted as the game goes on. Write any notes down on your map of The Reversal, where everyone can see them.

Throw out ideas to the group and build upon each other's suggestions. Clarify anything that's confusing, add detail in places you find interesting, and discover a direction you want to follow through the game. Talk about the tone and themes you want to explore as a group as well.

This is a group effort to create and fill out a collaborative story, so make sure everyone's voices are being heard and understood. Before jumping into play, make sure everyone is happy with what's been established.

Scenes

As you brainstorm, scenes ideas will begin to form.

Scenes can range from short interactions between friends to intense confrontations in The Reversal, or anything in between. A scene can include just one player character doing something on their own or the entire group having a meeting.

Play scenes as they come up and let them generate new ideas and story threads.

PLAYING THE GAME:

As you play scenes, build out the scenario with any other players in the scene with you and any players playing setting elements. Ask questions about your location, your feelings, the world and people around you, and your goals.

Ways to Play Scenes

Make moves to propel the story forward, introduce conflict, or resolve situations. Lean in to the dramatic scenarios and heroic ideas you come up with and don't be afraid of making a big play.

Play off each other's actions, suggestions, and moves. Those playing setting elements can play NPCs, either established or new, to enhance the scenes and bring them to life.

Let scenes come to their natural conclusions once they've played out and build up a new scene as it comes. Things will begin to unfold as you continue to play and construct a shared universe together.

Roleplay

Play through the scene however feels right. For some people, roleplay works best; for others, narrating the events. Encourage each other to play however makes you most comfortable.

MOVES.

Each playbook has Mask Moves, Strong Moves, and Weak Moves. Moves are ways characters can propel the story forward. Use them to construct a compelling story, resolve problems, or create conflict.

Mask Moves

Mask Moves are moves that each playbook can only use while in The Reversal. They give you incredible power over the world, so use them to their full extent.

Your Mask gives you the ability to do impossible things while in the other world. These moves tend to be powerful and magical in nature. Use them to explore, fight, and interact with the Reversed.

Strong Moves

Strong Moves are actions where your character reaches their true potential. They tend to be rebellious and cooperative in nature. These moves cost tokens.

Weak Moves

Weak Moves are actions where your character struggles, makes mistakes, or fails. They tend to be compliant and conflicting in nature. These moves earn you tokens, which you can use to spend on Strong Moves.

Ask/Say Moves

Italicized moves are either questions or statements that you can ask other characters. Some are more suited to say out-of-character, to inspire actions in the scene, while some are more suited to say in-character. Use them at your own discretion.

LURES.

Each playbook and setting element has a lure. Lures provide interactions between characters and give some insight into how each playbook and element is meant to work.

Take advantage of lures and take advantage of them often. They are there to build and strengthen bonds between characters. They also reward you with tokens, which you can then spend on Strong Moves.

VOCABULARY.

The Authorities: Anyone in a position of power, exerting that power over others. They can range from teachers to prime ministers.

Mask: A Mask is a personification of a person's inner feelings, harnessed into a physical being that fights alongside them. Only those who can face their Reversed selves and accept them or those who already are accepting of their true natures can have and use a Mask.

Reality: Reality is the world you normally reside in. It is the same or very similar to our world, and can be set wherever you want it to, from a large, urban city to a small town in the countryside.

The Reversal: Another world that is created from the minds of humanity. Populated by The Reversed. It creates literal manifestations of peoples' inner feelings, often symbolic of those feelings, such as a prison representing places people feel trapped.

Reversed: The mirror self of people in reality, often hostile to those around it. They are generally symbolic of the feelings their real selves are hiding, such as an arrogant person being represented as a king.

CONTENT WARNINGS:

Embedded: systemic violence and abuse of power.

Potential: physical and psychological violence, abuse, exploitation and manipulation, etc.

Embedded vs Potential

Embedded content warnings are those that are intrinsic to the game itself; it is hard to avoid them during play by nature the of the game's structure.

Potential warnings can come up during play because of the game's content but are not inherent to the content. They can be avoided if the players wish to avoid them.

However, these cover only topics that are easily enabled by the game's structure. Please be sure to play with care for your fellow players. Refer to the *Safety* section below for more information.

SAFETY:

STAND UP is meant to tell stories of rebellion, friendship, and making the world a better place, but it can broach heavy or sensitive topics along the way.

Before starting play, confirm with everyone in the group the tone you want your story to have, and work together to stick to that tone. If you ever feel that the story is veering into a different tone, make sure to pause and take stock of how everyone feels about this change before committing to it. Always err on the side of caution when it comes to topics that might or will make people uncomfortable.

Make a habit of framing or building out scenes using questions and open-ended suggestions. Try and avoid yes-or-no questions; instead, leave them open for others to interpret and build on.

Most of all, listen to your fellow players. Advocate for and pursue other players' ideas. Tell each other when you love a question or suggestion. Ask players not in a scene how they feel about how things have developed. Collaborate with each other to create a story you're all proud of.

STAND UP is about being your true self and fighting back against injustice. While things may seem grim or hopeless for a while, never let things end that way. Make your happy ending.

INSPIRATION:

This game was inspired by the *Persona* series of games by Atlus, with major inspiration from *Persona 4* and *Persona 5* specifically. Shout out to the Investigation Team, S.E.E.S., and Phantom Thieves for giving me inspiration for the playbooks.

This game was also inspired by *galactic* by Riley Rethal and *Balikbayan: Returning Home* by Jamila R. Nedjadi.

CREDIT:

STAND UP is a game by Elena Murphy (@thefatalst). Find more games at fatalst.itch.io.

Belonging Outside Belonging is a system created by Avery Alder and Benjamin Rosenbaum.

Fonts used: Paralucent and Divenire.

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**Remember: there's no such thing as the "real" world.
What each person sees and feels—those are what shape reality.
This is what gives the world infinite potential.**

Morgana, *Persona 5*

THE REVERSAL

THE REVERSAL is a strange world you've discovered where the innermost feelings of the world are made manifest.

THIS IS HOW IT LOOKS: pick 2-4

Smoke and mirrors, echoing halls, endless fog, a towering castle, neon lights, winding tunnels, visual glitches, chrome and lasers, lightning storms, television static, coffins and gravestones, an underground bunker, vault doors, factory machinery, strange artwork, creaking rafters, drifting clouds, a sprawling laboratory, chains and iron bars, dungeon doors, hovering platforms.

THIS IS WHERE IT RESIDES: pick 2

Radio towers, rainy days, subway rails, abandoned cellars, cramped closets, school grounds, the midnight hour, stadium stages, supermarket aisles, electronic screens, hidden alleys, restaurant booths, moon phases.

TIPS:

- Suggest unique ways to mirror the real world through fantastical settings.
- Establish rules for the world and then figure out ways to break or bend them.
- Let The Reversal change and shift over time to match how you've affected it.

Scrawl notes as needed and draw a map to the right.

THE FOOL

THE FOOL is a wild card, unassuming at first but full of untold potential. They are a strong beacon that others gravitate towards and their mask reflects that.

They make their own power by helping others grow to be their best selves.

THIS IS YOUR MASK.

A mythological hero, an infamous thief, a trickster god, a strange demon, an evil spirit, a fallen angel, a clever faerie, half of a pair.

THIS IS WHAT MAKES YOU STAND OUT.

pick 2-3

Unusual-colored hair, a criminal record, being new in town, an eye-catching scar, rumors about your past, tall stature, a cool demeanor, amazing academic scores, a bad reputation.

THIS IS WHY YOU FIGHT.

You have a responsibility to fight, to protect the downtrodden, to never be helpless again, to stop evil, to avenge yourself.

THIS IS HOW YOUR LIFE HAS SHIFTED.

pick 1 you wanted & 1 you didn't control

A new school, all your friends left you, no one trusts you at first, a promise you can't break, a completely new look, a difficult job, someone powerful has their eye on you, your parents aren't around, a contract you signed.

THESE ARE YOUR CONNECTIONS.

pick 3

Your surrogate father figure, your little sister, the captain of your sports team, an outcast student you befriended, the famous detective investigating you, a street fortune teller, an enigmatic doctor, a shady criminal contact.

THIS IS WHAT BINDS US TOGETHER.

ask 1 left & 1 right

- What problem did I fix for you?
- What was your first impression of me?
- What promise have we made to each other?
- How have I proven you can trust me?

TIPS.

- Keep reaching out to those around you, even when it doesn't benefit you.
- Be someone that others can look up to or strive to become, even if it feels like an act.
- Do the impossible and make mistakes along the way.

MASK MOVES. *for use in The Reversal*

- Make an opponent surrender.
- Find a key object hidden away.
- Transform your Mask into something new.
- Weaken someone with a well-placed barb.
- Cause someone to stop rejecting their Reversed self.

STRONG MOVES. *spend a token*

- Enter The Reversal.
- Open someone's eyes to the truth.
- Have a friend help you in your time of need.
- Reconcile with someone or help others reconcile with each other.
- Make a risky bet that pays off.
- Say: "We haven't lost yet."
- Ask: "Will you fight back?"

WEAK MOVES. *earn a token*

- Conform to stay out of trouble.
- Accept a punishment, unjust or otherwise.
- Trust someone you shouldn't.
- Overextend yourself.
- Say: "I can't help you."
- Ask: "How can I break our bond?"

LURE.

Whenever someone asks or invites you to fix their problem, they gain a token.

PLAY TO FIND OUT.

What is it that draws people to you?
How will your rebellion change you?
Can you bring the best out of people?

THE MAGICIAN

THE MAGICIAN is a guide, bringing everyone together with determination. They have a big heart and the strength to make their dreams come true, with a mask that helps them rise to even greater heights.

They make their own power by doing what they can to make wishes come true.

LURE.

Whenever someone shares a dream or desire with you, they gain a token.

PLAY TO FIND OUT.

What drives you to keep pushing for justice?
Will you ever feel like you've done enough?
Can you make your own dreams come true?

THIS IS YOUR MASK.

A gentleman thief, half of a pair, a magical god, a leading spirit, an animalistic faerie, a mischevious demon, a clever alchemist

THIS IS WHAT MAKES YOU STAND OUT.

pick 2-3

Not from around here, a jokester personality, a signature jacket, being flirty, a mysterious past, acting immature, shaggy hair, being clumsy, bad grades, not having many friends.

THIS IS WHY YOU FIGHT.

It's the right thing to do, to be a hero, you wish someone had fought for you, to avenge a friend, to save the forgotten, to fight evil.

THIS IS WHAT YOU DREAM OF.

pick 1 dream & 1 nightmare

Your crush liking you back, becoming a different person, betraying your friends, standing up to an old enemy, losing someone important, proving your worth, inspiring others to be better, becoming (in)famous.

THESE ARE YOUR CONNECTIONS.

pick 3

Your distant parents, your big brother, a friend who died tragically, the crush you've pursued for a while, the friend you're jealous of, your no-nonsense boss, a rival who always beats you, a teacher that catches you slacking.

THIS IS WHAT BINDS US TOGETHER.

ask 1 left & 1 right

- What secret have you shared with me?
- How do you feel about my crush on you?
- When did you start to take me seriously?
- How did I encourage you to follow your dreams to their fruition?

TIPS.

- Pursue dreams both big and small and share secrets with other players.
- Cruise through the highs and fight through the lows.
- Do the impossible and make mistakes along the way.

MASK MOVES.

for use in The Reversal

- Realize a simple solution to a complicated problem.
- Open a door no one else can open.
- Transform your appearance.
- Reveal you've been carrying a useful item.
- Heal yourself in the midst of a fight.

STRONG MOVES.

spend a token

- Enter The Reversal.
- Get one step closer to achieving a dream.
- Raise everyone's spirits.
- Find the best person for a job.
- Discover a hidden or secret location.
- Say: "I believe in you."
- Ask: "What do you need to succeed?"

WEAK MOVES.

earn a token

- Foolishly overplay your hand.
- Start an argument with a friend.
- Expose a secret or desire you were entrusted with.
- Let everything get to you and lose hope.
- Say: "That's impossible."
- Ask: "Am I even useful?"

THE CHARIOT

THE CHARIOT is a fighter, always moving forward. Their mask manifests through their intense emotions and desire to protect those around them until the very end.

They make their own power by standing up for what they believe in no matter what.

THIS IS YOUR MASK.

A rebellious outlaw, a powerful soldier, a clever champion, a heroic myth, a warrior god, a ferocious demon, a legendary bandit.

THIS IS WHAT MAKES YOU STAND OUT.

pick 2-3

A punk style, always getting into fights, being loud, friends with someone popular, being sporty, an upbeat personality, a delinquent status, cropped hair, bad grades.

THIS IS WHY YOU FIGHT.

Your first instinct is to run in, you won't be a bystander, to never feel weak again, to stand up for the downtrodden, to inspire rebellion.

THIS IS WHAT CHANGED YOU.

pick 1 that helped & 1 that hurt

A painful injury, a strict ultimatum, the loss of a friend, a sudden wake-up call, a reckless act that backfired, jealous feelings that blew up, a terrible fight, an unfair punishment, a misunderstanding that went on too long.

THESE ARE YOUR CONNECTIONS.

pick 2

Your single mother, the teacher who wronged you, a friend who abandoned you, a former teammate, your childhood friend, the person you used to have a crush on, the video store cashier who knows you by name.

THIS IS WHAT BINDS US TOGETHER.

ask 1 left & 1 right

- What do I often tease you about?
- How have I gotten the two of us in trouble?
- What fight you start that I finished?
- What have I done to make you rethink your opinion of me?

TIPS.

- Fight for what matters, even if you'll lose.
- Let yourself get carried away and deal with the consequences in your own way.
- Do the impossible and make mistakes along the way.

MASK MOVES.

for use in The Reversal

- Stop someone in their tracks.
- KO an opponent.
- Bring out the best weapon for the situation.
- Gain a second wind.
- Make a shortcut where one didn't exist.

STRONG MOVES.

spend a token

- Enter The Reversal.
- Win a fight.
- Cause problems on purpose.
- Rally someone to your side.
- Tear down a barrier or kick down a door.
- Say: "We won't stand for this."
- Ask: "What do you believe in?"

WEAK MOVES.

earn a token

- Lay down and accept what happens.
- Cause problems on accident.
- Lash out at those around you.
- Act recklessly and get hurt in the process.
- Say: "I'm not worth it."
- Ask: "Why do we even try?"

LURE.

Whenever someone stands up alongside you, they gain a token.

PLAY TO FIND OUT.

How will you defend the weak?

What will get you to finally stop fighting?

Will you ever do something meaningful?

THE LOVERS

THE LOVERS is an idol, social and friendly. Their fierce emotions and kind heart are what allow their mask to work and make the world a better place.

They make their own power by supporting and empowering their friends.

THIS IS YOUR MASK:

A mysterious spirit, a capricious faerie, a beautiful goddess, a curious heroine, an enigmatic femme fatale, a fiery witch.

THIS IS WHAT MAKES YOU STAND OUT:

pick 2-3

Stylish hair, being famous, malicious rumors, a loud personality, a cute style, being flirty, travelling often, lots of friends, short skirts, unusual eyes, a shy side.

THIS IS WHY YOU FIGHT:

To never be helpless again, it's the right thing to do, to avenge a friend, to show others how to stand up, to make the world happier.

THIS IS WHAT DRIVES YOU:

pick 1 you're proud of & 1 you aren't

Competitive spirit, jealousy for someone's success, spite for someone who wronged you, to show someone how strong you are, to prove your old self wrong, wanting to be the best, love for your friends, you hate losing.

THESE ARE YOUR CONNECTIONS:

pick 3

Your old agent who supported you for years, a professional rival, a friend you failed to help, your supportive grandmother, a mysterious stalker, a kid you're mentoring, an estranged parent, an adult you hold a grudge against.

THIS IS WHAT BINDS US TOGETHER:

ask 1 left & 1 right

- Do you like it when I flirt with you?
- What did you think of me before we met?
- How was I there for you during a crisis?
- How have strangers misunderstood our relationship before?

TIPS:

- Keep spirits high and use your strengths to back up your friends.
- Don't stay on the sidelines and never be overshadowed.
- Do the impossible and make mistakes along the way.

MASK MOVES:

for use in The Reversal

- Snap someone out of whatever is controlling them.
- Power up a Mask.
- Heal an injury or ailment.
- Put up an impenetrable shield.
- Shift perception in your favor.

STRONG MOVES:

spend a token

- Enter The Reversal.
- Hear a useful rumor.
- Boost someone's confidence.
- Expose a lie or deception.
- Step in for someone who isn't able to stand up or fight.
- Say: "You can do this."
- Ask: "How can we get stronger together?"

WEAK MOVES:

earn a token

- Sabotage someone out of jealousy.
- Keep important information a secret.
- Misunderstand someone.
- Let yourself be used.
- Say: "You're on your own."
- Ask: "Do you even need me?"

LURE:

Whenever someone reaches out to you for support, they gain a token.

PLAY TO FIND OUT:

Can you ever stand on your own?

What is really important to you in the end?

Will you be strong enough to help everyone?

THE EMPEROR

THE EMPEROR is a guard, intense in whatever they do. Their mask gives them the strength to overcome their inner fears and rise up even stronger than before.

They make their own power by accepting what makes them vulnerable.

THIS IS YOUR MASK.

A powerful king, a guardian god, a terrifying warlord, a dangerous faerie, a warrior angel, a protective spirit, a kind outlaw.

THIS IS WHAT MAKES YOU STAND OUT.

pick 2-3

A infamous reputation, an unusual hobby, bleached hair, a facial scar, tall stature, poor social skills, an intense personality, always with a bandage, a blunt way of speaking.

THIS IS WHY YOU FIGHT.

You refuse to be a bystander, to avenge a loved one, to never feel small again, to atone for your past, to show others a better life.

THIS IS WHAT YOU'RE PASSIONATE ABOUT.

pick 1 you hide & 1 you don't

Painting, sewing, boxing, a nerdy TV show, poetry, journaling, theater, martial arts, cooking, a video game series, entomology, making music, fashion, basketball, photography, gymnastics.

THESE ARE YOUR CONNECTIONS.

pick 2

The mentor who exploited you, a cop that always pins things on you, your adoptive brother, a classmate with a crush on you, your single mother, the teacher helping you, an older student who used to bully you.

THIS IS WHAT BINDS US TOGETHER.

ask 1 left & 1 right

- What mutual interest do we share?
- How have I encouraged you to be yourself?
- What strong belief did we clash on at first?
- How did you get me to open up?

TIPS.

- Never feel ashamed of who you are, and make sure others know that.
- Use your passions to make the world a brighter place.
- Do the impossible and make mistakes along the way.

MASK MOVES.

for use in The Reversal

- Take a hit meant for someone else.
- Cut a path through the opposition.
- Wake someone to the bigger picture.
- Wield a powerful weapon.
- Call upon the Reversed for assistance.

STRONG MOVES.

spend a token

- Enter The Reversal.
- Succeed in what you're passionate about.
- Reject the status quo.
- See yourself in someone else.
- Prove someone wrong.
- Say: "There's nothing to be afraid of!"
- Ask: "What's holding you back?"

WEAK MOVES.

earn a token

- Push people away or isolate yourself.
- Make fun of someone's fears.
- Give up on something you care about.
- Defend a harmful belief you or someone else holds.
- Say: "I want to be normal!"
- Ask: "How can I make you feel small?"

LURE.

Whenever someone trusts you with a weakness or vulnerability, they gain a token.

PLAY TO FIND OUT.

Can you ever be your true self?

How will you adapt weakness into strength?

Will you keep letting your fear hold you back?

THE PRIESTESS

THE PRIESTESS is an advisor, wise where it counts. They manifest their mask through their strong convictions and by pushing back against those who try and control them.

They make their own power by carving their own path through life.

LURE:

Whenever someone takes your advice, they gain a token.

PLAY TO FIND OUT:

Will you be able to forge your own path?
How do you feel about the legacy you carry?
Can you guide others in the right direction?

THIS IS YOUR MASK:

A steadfast martyr, an illuminating god, a legendary priestess, a clever hunter, a beautiful spirit, a warrior mentor.

THIS IS WHAT MAKES YOU STAND OUT:

pick 2-3

Impeccable grades, a connected family, famous friends, bright eyes, a student council position, being considered a beauty, an intimidating personality, a mean right hook.

THIS IS WHY YOU FIGHT:

It's the right thing to do, to make the world safer, you have a responsibility to act, to atone for your past, to save those suffering.

THIS IS YOUR FUTURE PLACE:

pick 1 you chose & 1 you didn't

A lawyer, a social worker, a detective, a socialite, a teacher, a therapist, a spouse, a politician, a scientist, a rebel, a soldier, an activist, a sports player, an artist.

THESE ARE YOUR CONNECTIONS:

pick 2

Your older sister, a family friend who advises you, the mentor teaching you a skill, your upbeat best friend, a rival who always puts you down, the adult using you to do their dirty work, your well-meaning guidance counselor, the student council vice president.

THIS IS WHAT BINDS US TOGETHER:

ask 1 left & 1 right

- How did you help me decide to pursue my own interests?
- When did we become rivals?
- What's a mystery we solved together?
- What skill or hobby did you teach me?

TIPS:

- Reject those who try to control you, no matter how tempting they may be.
- Never accept failure; always work to get better at anything you do.
- Do the impossible and make mistakes along the way.

MASK MOVES:

for use in The Reversal

- See the path forward.
- Reveal a strategy will solve everything.
- Make an accurate prediction.
- Drive any vehicle with expertise.
- Take down an opponent with ease.

STRONG MOVES:

spend a token

- Enter The Reversal.
- Analyze someone for a weakness.
- Throw someone off your trail.
- Overhear an important conversation.
- Use technology to your advantage.
- Say: "I know what we need to do."
- Ask: "Will you keep letting others control your life?"

WEAK MOVES:

earn a token

- Turn someone in for breaking the rules.
- Ignore your intuition.
- Keep your head down.
- Manipulate someone who trusted you.
- Ask: "What should I do?"
- Ask: "How can I misread the situation?"

THE EMPRESS

THE EMPRESS is a warrior, standing tall despite hardship. Their resilience and courage makes them unstoppable, and their mask echoes their indomitable spirit.

They make their own power by being pillars of strength for others.

LURE.

Whenever someone relies on your strength, either physical or otherwise, they gain a token.

PLAY TO FIND OUT.

How can you stay upright despite everything?
What will make you finally bend?
What taught you to be this hard-hearted?

THIS IS YOUR MASK.

A legendary queen, a ruthless warrior, a regal martyr, an enigmatic spirit, a leading demon, a fierce femme fatale, a nurturing god.

THIS IS WHAT MAKES YOU STAND OUT.

pick 2-3

An elegant style, famous family name, long skirts, dirt-covered knees, a quiet personality, being popular, a bright sweater, an intense gaze, president of a club.

THIS IS WHY YOU FIGHT.

To atone for your legacy, to never be weak again, to make the world better, to protect the weak, you have a responsibility to act.

THESE ARE YOUR RESPONSIBILITIES.

pick 1 you took on & 1 you were given

A budding business, an inherited position, a place in the public eye, a student club, a thriving organization, a terrible secret, an important mission, the family reputation.

THESE ARE YOUR CONNECTIONS.

pick 2

Your controlling father, a friend you confide in, an overbearing potential partner, a kid you're protective of, the stranger you bonded with, a snooping private investigator, the teacher who advises your club, your family's driver.

THIS IS WHAT BINDS US TOGETHER.

ask 1 left & 1 right

- What was one time I broke down in front of you?
- Why do you see me as cold or unfeeling?
- How did you convince me to join your fight?
- Why have I shared my biggest weakness with you?

TIPS.

- Be the person to stand strong no matter what is thrown at you.
- Let yourself have doubts and worries; allow them to consume you every once in a while.
- Do the impossible and make mistakes along the way.

MASK MOVES.

for use in The Reversal

- Endure what no one else can.
- Blow away an opponent with explosive force.
- Bait someone into focusing on you.
- Charge up an ally with power.
- Conquer a difficult challenge.

STRONG MOVES.

spend a token

- Enter The Reversal.
- Inspire those who are discouraged or defeated.
- Make a hard decision no one else can.
- Shield someone from retaliation.
- Plant a seed that will someday pay off.
- Say: "You can rely on me."
- Ask: "How will this make you stronger?"

WEAK MOVES.

earn a token

- Fade into the background.
- Break down or burn out.
- Make decisions for others and ignore their input.
- Side with an authority figure.
- Say: "I can't do this."
- Ask: "How can I discourage you?"

THE AUTHORITIES

THE AUTHORITIES are those in power, who press down on those weaker than them. Their search for wealth and strength leaves destruction in their wake. No one can stop them, not without help. With your Masks, you can fight back, crushing their desires in The Reversed World to make change in the real one.

THIS IS WHAT THEY DESIRE.

pick 2

To crush those who rebel, power over the weak, to eliminate their rivals, profit and exploitation, amusement, control of The Reversal.

TIPS.

- Suggest ways those in power keep control and react to rebellion.
- Think about the ways powerful people may see the world and how that can be reflected in The Reversal.
- Ask compelling questions, make suggestions, and build on the answers others give.

THIS IS WHEN THEY MANIFEST.

Someone interacts with an authority figure, causes trouble, or fights back against injustice.

LURE.

Whenever someone takes on someone more powerful than them, they gain a token.

MOVES.

- Punish troublemakers.
- Serve an ultimatum.
- Compel betrayal with a reward or a threat.

THE MASSES

THE MASSES are those around you, normal people who shape the world by sheer numbers. While they can be powerful allies against The Authorities, they can also be your biggest enemy in the end. Their combined belief can strengthen you, while their combined hatred can destroy you.

THIS IS WHAT THEY DESIRE.

pick 2

Justice for themselves, a hero to uphold, gossip and drama, a good story, distraction from their lives, a miracle fix, keep their heads down.

TIPS.

- Show the expanse of humanity and their desires, fears, and conflicts.
- Make decisions about how your actions affect The Masses' perception of you.
- Ask compelling questions, make suggestions, and build on the answers others give.

THIS IS WHEN THEY MANIFEST.

Someone challenges the status quo, interacts with a civilian, or goes out in public.

LURE.

Whenever makes a change in reality that affects the Reversal, they gain a token.

MOVES.

- Shift public opinion.
- Offer help or ask for it.
- Refuse to see the truth.

THE MASKS

THE MASKS are the physical manifestations of your inner selves. These are what give you power when you are powerless and strength when you are weak; they represent your will to fight for what you believe in. Through your Mask, you can affect The Reversal in a way no one else can. With a Mask, you can finally fight back.

THIS IS WHAT THEY DESIRE.

pick 2

Justice for the weak, acceptance of true feelings, destruction of oppression, true understanding, to stand up and fight, to encourage bonds.

TIPS.

- Challenge inner feelings and confront personal truths.
- Give people ways to fight back that aren't possible in the real world.
- Ask compelling questions, make suggestions, and build on the answers others give.

THIS IS WHEN THEY MANIFEST.

Someone interacts with a Mask, struggles with an internal conflict, or has a revelation.

LURE.

Whenever someone forms a new resolve, they gain a token.

MOVES.

- Evolve to fit someone's new vision of themselves.
- Challenge a conviction.
- Fight back with magic.

THE REVERSED

THE REVERSED are the inner selves of those without Masks. These are buried feelings, hidden desires, and distorted perceptions of the world made real in The Reversal. Make people see the truth, awaken new Masks, defeat monstrous and create the change you want to see by challenging The Reversed.

THIS IS WHAT THEY DESIRE.

pick 2

To make chaos, respect and validation, to challenge their real selves, to stop being hidden, the power to change, for things to stay the same.

TIPS.

- Create challenges and enemies that complicate exploration of the Reversal.
- Show the ways perception can change the way a person's Reversed self looks or acts.
- Ask compelling questions, make suggestions, and build on the answers others give.

THIS IS WHEN THEY MANIFEST.

Someone enters The Reversal or interacts with The Reversed.

LURE.

Whenever someone makes a change in the Reversal that affects reality, they gain a token.

MOVES.

- Reveal someone's deepest desires or fears.
- Transform into a Mask.
- Hinder or hurt progress.