

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.

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?

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?"

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.

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?"

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?

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.

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?"

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?

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.