

# THE QUARTZ

**NAME:**

**PRONOUNS:**

**LOOK:**

**GEM:**

**WEAPON:**

**DANCE:**

**TAGS**

Mod

Mild

Severe

**EXP**

Add +1 to one stat  
Add +1 to one stat

Take another move

*Spend 1 XP to upgrade roll result*

**STATS**

+1

**CUT**  
Action and Fighting

-1

**CLARITY**  
Thinking and Logic

-1

**FACET**  
Feeling and Emotions

+0

**LUSTER**  
Magic and Powers

**CONDITIONS**

Scared (-1)

Brave (+1)

Angry (-1)

Calm (+1)

Hopeless (-1)

Inspired (+1)

Insecure (-1)

Confident (+1)

**SYNC**

Character	Level	Fusion
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	

## MOVES

### TRANSFIGURATION

When you transfigure yourself, change your physical form to that of another object or person. The object retains your gems coloration, gem location and always has a face. Roll +LUSTER

- On a 10+ you can transform into any object desired, and can remain in that form for the remainder of the scene.
- On a 7 - 9 pick one:
  - ◊ You transform into a person or object with a very different form to your own but the act is draining, and you can only remain in the form for a few short moments.
  - ◊ You transform into a person with a similar form to your own and can remain in that form for the remainder of the scene.

*Pick One:*

**SPIN DASH**

You spin your body rapidly and charge towards your target add +1 to your roll to **Fight for What's Right**, and deal 1 additional harm on a success.

**GEMS IN ARMS**

Whenever you **Fight for What's Right** alongside someone else, take +1 to the next time you **Get in Sync** with them.

**IRON STOMACH**

You can eat pretty much anything, and use it to help you heal. When you regenerate, have a snack and downgrade physical injury Tags by two levels.

**BRAWN OVER BRAIN**

When you try to **Persuade** and NPC do do what you want using your actions, you can roll +CUT.

# THE SAPPHIRE

**NAME:**

**PRONOUNS:**

**LOOK:**

**GEM:**

**WEAPON:**

**DANCE:**

<p><b>TAGS</b></p> <div style="display: flex; flex-wrap: wrap;"> <div style="border: 1px solid black; border-radius: 50%; width: 50px; height: 50px; margin: 5px; display: flex; align-items: center; justify-content: center;">Mod</div> <div style="border: 1px solid black; border-radius: 50%; width: 50px; height: 50px; margin: 5px; display: flex; align-items: center; justify-content: center;">Mild</div> <div style="border: 1px solid black; border-radius: 50%; width: 50px; height: 50px; margin: 5px; display: flex; align-items: center; justify-content: center;">Severe</div> </div>	<p><b>EXP</b></p> <div style="border: 1px solid black; border-radius: 50%; width: 50px; height: 50px; margin: 5px;"></div> <p><input type="checkbox"/> <input type="checkbox"/> Add +1 to one stat Add +1 to one stat</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Take another move</p> <p><i>Spend 1 XP to upgrade roll result</i></p>
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STATS	CONDITIONS
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">-1</div> <p><b>CUT</b> Action and Fighting</p>	<p><input type="radio"/> Scared (-1)</p> <p><input type="radio"/> Brave (+1)</p>
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">+0</div> <p><b>CLARITY</b> Thinking and Logic</p>	<p><input type="radio"/> Angry (-1)</p> <p><input type="radio"/> Calm (+1)</p>
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">+0</div> <p><b>FACET</b> Feeling and Emotions</p>	<p><input type="radio"/> Hopeless (-1)</p> <p><input type="radio"/> Inspired (+1)</p>
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;">+1</div> <p><b>LUSTER</b> Magic and Powers</p>	<p><input type="radio"/> Insecure (-1)</p> <p><input type="radio"/> Confident (+1)</p>

**SYNC**

Character	Level	Fusion
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>
		<input type="radio"/>

## MOVES

### FUTURE VISION

You may look into the future and see many possible outcomes to events and actions. When you use your future vision to **Take a Moment**, roll +LUSTER.

*Pick one:*

**CRYOKINESIS**

You are able to dramatically lower the temperature of the area around you, freezing objects and the area. When you create ice to attack, Roll + LUSTER

- On a 10+ it does what you want, tagging your target as appropriate.
- On a 7 - 9, your power is not quite under control. Choose 1:
  - ◊ The ice is colder intense than intended, take -1 to the next roll you make.
  - ◊ The ice expands massively, you and your allies are caught in its grasp. Add Tags as appropriate.
  - ◊ The temperature drops rapidly, freezing the area. Add a relevant Environment Tag.

Other actions can involve cryokinesis, but are treated as whatever move would be most appropriate.

**ENIGMATIC REPUTATION**

When trying to **Persuade** someone to do what you want, you may invoke your mystical nature and roll +LUSTER.

**SEE IT COMING**

Once per session you can describe how what just happened was a vision you just had, and one player can re-roll their last roll. You may also take 1 Tag to upgrade the roll result by one category.

**LEVITATION**

You do not walk, you glide. You may levitate yourself (and anything you are strong enough to carry). Though you cannot fly more than a few feet above the ground, you can slow your fall to a gentle drift.

# THE RUBY

**NAME:**

**PRONOUNS:**

**LOOK:**

**GEM:**

**WEAPON:**

**DANCE:**

**TAGS**

Mod

Mild

Severe

**EXP**

Add +1 to one stat  
Add +1 to one stat

Take another move

*Spend 1 XP to upgrade roll result*

**STATS**

+1

**CUT**  
Action and Fighting

-1

**CLARITY**  
Thinking and Logic

+0

**FACET**  
Feeling and Emotions

-1

**LUSTER**  
Magic and Powers

**CONDITIONS**

Scared (-1)

Brave (+1)

Angry (-1)

Calm (+1)

Hopeless (-1)

Inspired (+1)

Insecure (-1)

Confident (+1)

**SYNC**

Character	Level	Fusion
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	
	<input type="radio"/>	

## MOVES

Choose 2:

**SHORT FUSE**

You are quick to anger, when you **Fight for What's Right**, you can take the condition **Angry** and upgrade your roll result by one category.

**PYROKINESIS**

You are resistant to heat, and are able to set things on fire. When you create flame to attack, roll +LUSTER.

- On a 10+ it does what you want, tagging your target as appropriate.
- On a 7 - 9, your power is not quite under control. Choose 1:
  - ◊ The flames are larger and more taxing than intended, take -1 condition.
  - ◊ The flames explode into being, injuring all nearby, including you. Add Tags as appropriate.
  - ◊ You set fire to the area. Add a relevant Environment Tag.

Other actions can involve pyrokinesis, but are treated as whatever move would be most appropriate.

**EXPENDABLE**

When you act with disregard for your own well being, you may take 1 Tag to upgrade your roll result by one category.

**FIGHT SOMEONE YOUR OWN SIZE**

Add +1 whenever you **Defend** someone or something that has already been Tagged in this conflict.

**HEROIC CHARM**

Once per conflict, when you **Defend** someone or something, in addition to the normal results, on a success choose one option from the **Get in Sync** options.







# THE HUMAN

**NAME:**

**PRONOUNS:**

**LOOK:**

**ITEM:**

**DANCE:**

<b>TAGS</b>	Mild	<b>EXP</b>	<input type="checkbox"/>
Mod		<input type="checkbox"/> Add +1 to one stat	Add +1 to one stat
	Severe	<input type="checkbox"/> Take another move	
		<i>Spend 1 XP to upgrade roll result</i>	

STATS	CONDITIONS
<input type="checkbox"/> -1 <b>CUT</b> Action and Fighting	<input type="checkbox"/> Scared (-1)
<input type="checkbox"/> +0 <b>CLARITY</b> Thinking and Logic	<input type="checkbox"/> Brave (+1)
<input type="checkbox"/> +1 <b>FACET</b> Feeling and Emotions	<input type="checkbox"/> Angry (-1)
	<input type="checkbox"/> Calm (+1)
	<input type="checkbox"/> Hopeless (-1)
	<input type="checkbox"/> Inspired (+1)
	<input type="checkbox"/> Insecure (-1)
	<input type="checkbox"/> Confident (+1)

SYNC		
Character	Level	Fusion
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

## MOVES

### TEAM WORK MAKES THE DREAM WORK

When you work with someone else to overcome an obstacle, you can roll three dice and take the two highest. The other character must be able to help you and agree to work with you. You can do this a number of times each session up to your sync level with each character.

### NO IDEA WHAT I'M DOING

When facing an obstacle that you barely understand, you can take the condition Insecure to upgrade the result of your roll by one category.

Whenever you take the condition **insecure** or **confident**, state the reason for this insecurity or confidence, and choose another of the three stats this conditions applies +1 or -1 to this stat until you lose the condition.

Choose 1:

### PULLING HEARTSTRINGS

When you appeal to someone's feelings while trying to persuade someone to do what you want, roll +FACET.

### BRAVERY

You may not have awesome gem powers but you can still be strong in the face of danger. When you have the condition SCARED and you face down a terrifying challenge add +1 to your rolls.

### RESILIENCE

Life is too short to hold onto the bad things forever. Whenever you remove a negative condition take +1 forward to your next action.

### GUT INSTINCT

When you **Take a Moment** and listen to your gut, roll +FACET.

# THE HYBRID

**NAME:**

**PRONOUNS:**

**LOOK:**

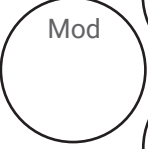
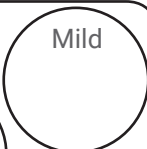
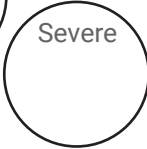

**GEM:**





**WEAPON:**









**DANCE:**

## MOVES

Take 1 move from the human moves, and one move from the chosen gem list.

<b>TAGS</b>   	<b>EXP</b>  <input type="checkbox"/> <input type="checkbox"/> Add +1 to one stat Add +1 to one stat <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Take another move <i>Spend 1 XP to upgrade roll result</i>
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STATS	CONDITIONS
 <b>CUT</b> Action and Fighting	<input type="radio"/> Scared (-1) <input type="radio"/> Brave (+1)
 <b>CLARITY</b> Thinking and Logic	<input type="radio"/> Angry (-1) <input type="radio"/> Calm (+1)
 <b>FACET</b> Feeling and Emotions	<input type="radio"/> Hopeless (-1) <input type="radio"/> Inspired (+1)
 <b>LUSTER</b> Magic and Powers	<input type="radio"/> Insecure (-1) <input type="radio"/> Confident (+1)

SYNC		
Character	Level	Fusion
		
		
		
		
		
		
		
		

# FUSION:

Mild	Mod	<b>TAGS</b>
		Severe

STATS	CONDITIONS
<input type="radio"/> <b>CUT</b> Action and Fighting	<input type="radio"/> Scared (-1)
<input type="radio"/> <b>CLARITY</b> Thinking and Logic	<input type="radio"/> Brave (+1)
<input type="radio"/> <b>FACET</b> Feeling and Emotions	<input type="radio"/> Angry (-1)
<input type="radio"/> <b>LUSTER</b> Magic and Powers	<input type="radio"/> Calm (+1)
	<input type="radio"/> Hopeless (-1)
	<input type="radio"/> Inspired (+1)
	<input type="radio"/> Insecure (-1)
	<input type="radio"/> Confident (+1)

**COMPONENT GEMS:**

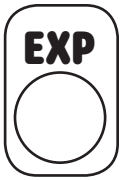
**PRONOUNS:**

**LOOK:**

**WEAPON:**

**DANCE:**

## MOVES



# FUSION:

Mild	Mod	<b>TAGS</b>
		Severe

STATS	CONDITIONS
<input type="radio"/> <b>CUT</b> Action and Fighting	<input type="radio"/> Scared (-1)
<input type="radio"/> <b>CLARITY</b> Thinking and Logic	<input type="radio"/> Brave (+1)
<input type="radio"/> <b>FACET</b> Feeling and Emotions	<input type="radio"/> Angry (-1)
<input type="radio"/> <b>LUSTER</b> Magic and Powers	<input type="radio"/> Calm (+1)
	<input type="radio"/> Hopeless (-1)
	<input type="radio"/> Inspired (+1)
	<input type="radio"/> Insecure (-1)
	<input type="radio"/> Confident (+1)

**COMPONENT GEMS:**

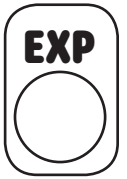
**PRONOUNS:**

**LOOK:**

**WEAPON:**

**DANCE:**

## MOVES



## BASIC MOVES

### FIGHT FOR WHAT'S RIGHT

When you fight for what you believe is right, roll +CUT

- On a 10+, apply a Tag to your target
- On a 7 - 9, the same but there is some cost to you, choose 1:
  - ◊ Take -1 condition
  - ◊ You're left in a disadvantage position
  - ◊ You're left open to their counter attack

### DEFEND

When you defend someone or something, roll +CUT

- On a 10+, you keep them safe
- On a 7 - 9, you keep them safe at a cost to you (choose 1):
  - ◊ Take -1 condition
  - ◊ Take the harm or effect instead of them

### GET IN SYNC

When you get in Sync with someone and support them emotionally, roll +FACET

- On a 10+ choose 2:
  - ◊ You both gain +2 condition
  - ◊ Both mark 1 XP
- On a 7-9, choose 1

### PERSUADE

When you persuade an NPC to do what you want, roll +CLARITY

- On a 10+ they do what you want
- On a 7 - 9, they do what you want at some cost to you; take -1 condition, or the GM will state a different price the NPC wants you to pay.

### TAKE A MOMENT

When you take a moment to assess the situation, roll +CLARITY

- On a 10+, ask three questions
- On a 7 - 9, ask one

After you hear the answers you can add an Environment or Character Tag describing the situation.

- ◊ What here is the biggest threat?
- ◊ What here is in the greatest danger?
- ◊ What has just happened here?
- ◊ How can I get this person/situation to \_\_\_\_\_?
- ◊ How can I help or hinder this person/situation?
- ◊ Are they telling the truth?/Is this situation what it seems?
- ◊ What do I think this person/situation needs?
- ◊ Other questions as appropriate.

### HELP

When you help another player's character say how you are helping and then roll:

- With your action, +CUT
- With your words and feelings, +FACET
- With quick thinking, +CLARITY
- With strange powers, +LUSTER

On a 10+ add +1 to their roll. On a 7 - 9, the same but you get yourself in trouble in the process.

### REGENERATION

When you take time to repair and heal you can reduce all Tags related to physical harm and injury by one level.

## USING TAGS

Players can spend 1 XP to upgrade a move results from a "6 or less" to a "7 - 9" or from a "7 - 9" to a "10+", as long as they are taking advantage of one of the target's Character Tags or a relevant Environment Tag.

## END OF SESSION

At the end of each session answer the following questions:

- Did you solve someone's major problem (including your own)? If yes, take 1 XP.
- Did you learn something new and important about yourself, someone else or the world? If yes, take 1 XP.
- Did you grow closer or away from the group?
  - ◊ Closer. Who did you grow closest to? Increase Sync by 1 with that character.
  - ◊ Away. Who did you grow apart from? Decrease Sync by 1 with that character.

## FUSION

### BECOME A GIANT WOMAN

When you become a giant woman, one player asks the other if they would like to fuse. Characters must have a sync of at least 1 in order to fuse. The two characters begin their fusion dance, and form their fusion.

- Gains a pool of Sync Die equal to their Sync Level.
- Spend 1 Sync Die from their pool and roll 3d6, taking the highest
- On a 13+ add a Sync Die to back into their pool.

### KEEP IT TOGETHER

When you need to keep your fusion together, the players in the fusion roll +nothing and without a Sync die. If they roll a number equal to or less than their Sync level, they remain a fusion and refresh their pool of sync die back to full. Otherwise, the fusion falls apart.

### THE CONVERSATION

While fused, both gems and players engage in "A Conversation"

- "I would like to .... Would you?" One player may declare an intended move, for their fusion. The other player can agree or disagree.
  - ◊ If a player "Forces the action":
    - » Immediately reduce SYNC by 1 level. and lose 1 Sync Die.
    - » Roll move with relevant quality but no Sync Die, and resolve the move.
    - » Roll to **Keep it Together**

### ENDING FUSION

A Fusion can end in a few different ways:

- The players can choose at any time to end a Fusion, regardless of the number of Sync Die they have remaining.
- Failing a roll to Keep It Together.
  - ◊ After running out of Sync Die
  - ◊ If asked to roll by the Narrator
- From Max harm

When a Fusion ends:

- If the end of the Fusion was a positive one:
  - ◊ Both players mark XP and take +1 condition
- If the end of the Fusion was a negative one:
  - ◊ Both players take -1 condition

# TOWN NAME:

DESCRIPTION:

LOCATIONS		
<b>NAME:</b> <b>DESCRIPTION:</b>	<b>NAME:</b> <b>DESCRIPTION:</b>	<b>NAME:</b> <b>DESCRIPTION:</b>
<b>NAME:</b> <b>DESCRIPTION:</b>	<b>NAME:</b> <b>DESCRIPTION:</b>	<b>NAME:</b> <b>DESCRIPTION:</b>
NPCs		
<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>
<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>
<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>	<b>NAME:</b> <b>QUALITIES:</b> <b>MOVES:</b>  <b>TAGS:</b>