

# The Lover

*You fell from a perfect chorus, a lonely soul trying to find something to belong to again. All that remains is the heart beating in your chest, full of love and starving for more.*

*You take your refuge in the arms of others, and you know the real thing is out there, waiting.*

## CHOOSE A NAME

Cass, Izzy, Kira, Remi

## CHOOSE A LOOK

sleepless eyes, teary eyes, passionate eyes, bright eyes, naive eyes

thigh scars, stick-and-poke tattoos, wrist scars, elaborate tattoos, scars only a lover could find

Tell us what your wings looked like.

## CHOOSE WHAT YOU REALLY WANT TO FEEL

safe, wanted, beautiful, whole, claimed, remembered

## CHOOSE 2 PEOPLE YOU'VE FALLEN FOR

the quiet tattoo artist who somehow gets it

the cute guy at the bar who almost believes your story

the sad girl with the dyed hair you ran out on in the middle of the night

the photographer you love to pose for

the painter whose work makes you cry

the waitress who always has stories to tell

## CHOOSE ONE TO ASK LEFT

Why don't you want us to get closer?

What happened that time I kissed you?

## TIPS

Don't be shy with your love. Fall for people like you don't remember what heartbreak is.

Push other character's boundaries, but be mindful of other player's.

Make your character fallible and relatable.

## STRONG MOVES

Spend a token to:

- Let yourself be loved.
- Ditch your anxieties.
- Fall out of love.
- Dry their tears.
- Steal a moment, apart from the world.
- Ask, "What do you love?"

## REGULAR MOVES

At any time:

- Take action, leaving yourself vulnerable.
- Fall in love.
- Speak to romantic ideals.
- Let yourself be held.
- Reassure with a gesture of intimacy.
- Ask, "What do I mean to you?"

## WEAK MOVES

Gain a token when you:

- Tell someone kind lies.
- Make it about you.
- Think you're closer to someone than you are.
- Cave to your lover's wishes.
- Beg to be touched.
- Ask, "What do you want from me?"

## TOKENS

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# The Dancer

*You fell from Heaven and into a world full of miracles and rhythms all its own. There's a secret you know, and can't wait to show it to everyone, if only they'd let their walls down a little.*

*You're here to let loose, take things a little less seriously, and help everybody else do the same.*

## CHOOSE A NAME

Sunny, Felix, Penny, Beau

## CHOOSE A LOOK

toothy grin, ready smile, cute little smirk, shy smile, lights up my whole face

flowing fabrics, comfy outfit, out-of-season outfit, clashing patterns, the boots are what matters

Tell us what your wings looked like.

**CHOOSE WHAT YOU WANT TO LEAVE BEHIND**  
guilt, shame, anger, fear, yesterday

## CHOOSE 2 PEOPLE YOU BELIEVE IN

the tatted-up enby you like to dance with

the witchy chick that smiled at you once

the punk who told you their life story but not their name

the queer teen with the rocky home life

the frazzled single dad you keep running into

the lonely folk singer with the shaky hands

## CHOOSE ONE TO ASK LEFT

What silly, stupid thing did I talk you into doing with me?

What didn't I take seriously enough?

## TIPS

See and speak to the beautiful nonsense of the world.

You can be whimsical and light without dodging all heavy emotions or being a class clown.

Make your character fallible and relatable

## STRONG MOVES

Spend a token to:

- Get everyone's attention.
- Help someone let go.
- Attach beautiful meaning to coincidence.
- Let something slide right off you.
- Be heard as genuine.
- Ask, "What's holding you back?"

## REGULAR MOVES

At any time:

- Take action, leaving yourself vulnerable.
- Sing or dance or just let loose.
- Tell them to do something risky.
- Say something genuine.
- Make someone laugh.
- Ask, "How can I cheer you up?"

## WEAK MOVES

Gain a token when you:

- Act awkward.
- Come across as aloof.
- Share something unbelievable.
- Underestimate someone's hurt.
- Lose your nerve.
- Ask, "What am I not seeing?"

## TOKENS

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# The Dreamer

*You fell so hard you shattered, and now you're trying to make someone new out of the pieces you find. A broken vessel, a blank slate, a chance to be what you've always wanted.*

*You have a dream, and you can't wait to see them in the mirror.*

## CHOOSE A NAME

Regina, Alex, Glory, Lukas

## CHOOSE A LOOK

trembling hands, bloodied knuckles, busy hands, tattooed hands, ink-stained hands

jingly things, simple piercings, too many rings, elegant piercings, accessories you can fuss with

Tell us what your wings looked like.

## CHOOSE WHAT YOU DREAM OF DOING

healing, inspiring, understanding, protecting, uplifting

## CHOOSE 2 PEOPLE YOU WANT TO BE LIKE

the kind old soul at the New Age shop

the tired author who always smokes with his morning coffee

the waiter who knows how to really listen to people

the actress who deserves to make it big

the widow who cooks for all the local kids

the college student who wants to be an angel

## CHOOSE ONE TO ASK LEFT

What lesson did you try to teach me?

How did I overstep your boundaries?

## TIPS

See something beautiful in everyone.

Try and build a self you can be happy as.

Make your character fallible and relatable.

## STRONG MOVES

Spend a token to:

- Stand for what you believe in.
- Create something beautiful and new.
- Know yourself for a moment.
- Share someone's passion.
- Be gentle, like you want others to be.
- Ask, "What means the world to you?"

## REGULAR MOVES

At any time:

- Take action, leaving yourself vulnerable.
- Reach out for help.
- Do a little something, together.
- Share what you think.
- Try something new.
- Ask, "Who do you want to be?"

## WEAK MOVES

Gain a token when you:

- Hide your feelings.
- Say what they want to hear.
- Look to someone else for the answer.
- Confess your despair.
- Get overwhelmed.
- Ask, "Who do you want me to be?"

TOKENS

# The Rebel

By Nausicaä Enriquez

*You fell from heaven like a shooting star, all hurt and rage and flame. None of this is fair or right, and you finally have a voice to shout with.*

*You burn bright with heartbreak.*

## CHOOSE A NAME

Amos, Dawn, Erin, Jackie

## CHOOSE A LOOK

bitter voice, resonant voice, dispassionate voice, shaky voice, quiet voice

armor of jokes, aura of terror, cloak of despair, house of stories, naked heart

Tell us what your wings looked like.

## CHOOSE WHAT YOU NEED TO SAY

the truth, the whole truth, nothing but the truth, a better truth, your truth

## CHOOSE 2 FELLOW REBELS

the disabled person who doesn't speak verbally

the tagger who fills the city with watching eyes

the teen who has better things to do than win awards for their parents

the queer elder who's not gonna let this happen again

the hacker trying to be Robin Hood

the-right-to-repair activist with pockets full of spare parts

## CHOOSE ONE TO ASK LEFT

How do I scare you?

How did I ignore you?

## STRONG MOVES

Spend a token to:

- Act to protect the innocent.
- Create a better truth.
- Cut your losses and find a better place.
- Tell the truth, inspiring positive change.
- Ask, "Who is responsible?"
- Ask, "How can I make it better?"

## REGULAR MOVES

At any time:

- Take action, leaving yourself vulnerable.
- Confess your hurt to a friend.
- Doubt your perceptions.
- Maintain your own beliefs.
- Speak to ideals of agency.
- Ask, "What is unjust here?"

## WEAK MOVES

Gain a token when you:

- Hurt or terrify someone with your wrath.
- Keep trying to fix something that can't be repaired.
- Lash out to defend yourself.
- Tell the truth despite the consequences.
- Ask, "How will you make it better?"

TOKENS

YOU ALSO PLAY THE  
**VIBRANT FLOCK**

We're not alone, for better or worse; the world is full of people, all with their own heartbreaks and victories and vivid colors. To be an angel among the flock is strange, humbling... and to not be alone, for the first time.

It's the hardest thing in the world to reach out.

**CIRCLE 2 DESIRES:**

a celebration of our differences	to create something new
to prove we were here	forgiveness
stories to trade	voices to sing alongside
family	to make an impact

**TIPS:**

- Show people that need the angels as much as the angels need them.
- Remember that people are beautiful and flawed and worth celebrating.
- Ask compelling questions and build on the answers that others give.

**PICK UP WHEN:**

Someone lets down their walls and risks letting another into their life, if just for a moment.

**GIVE AWAY WHEN:**

You realize you can't do this alone, and that's okay.

**MOVES:**

- Give a normal person a name, a story, and a chance.
- Have someone fuck up in a very human way.
- Believe.
- After each move, ask "what do you do?"

YOU ALSO PLAY THE  
**IMPERFECT VESSEL**

Our stories are written in the imperfections on our skin, no matter how much they ache. Now clad in too-solid flesh, the angels dream of lost glories; brilliant wings, beautiful eyes, blinding flame...

It's you.

**CIRCLE 2 DESIRES:**

to be reclaimed as a canvas	incredible highs and awful lows of sound and smell and taste
the myriad pains and annoyances of life	to be on display
to be nothing like the old	vulnerable intimacy

**TIPS:**

- Remember that your job is not to make everyone miserable.
- Less is more; being overbearing won't work half as well as a fleeting look or feeling.
- Ask compelling questions and build on the answers that others give.

**PICK UP WHEN:**

An angel's new body becomes the focus, or characters become physically intimate.

**GIVE AWAY WHEN:**

Your body is in the spotlight, shivering.

**MOVES:**

- Remind them what they've lost.
- Help them love what they have now, gently.
- Give them a chance to make this thing their own.
- After each move, ask "what do you do?"

YOU ALSO PLAY THE

# SANCTUARY ROOST

We all share that craving for a space to call our own, some little refuge of thin walls and familiar comforts away from all the hurt and noise of the world. Heaven was a sense of perfect belonging, but the angels only now find a place of their own.

Home.

## CIRCLE 2 DESIRES:

respite from the world beyond      to be shamelessly unique  
to be shared with others              no prying eyes  
rest and recovery                        a place to be vulnerable

## TIPS:

- Make places you'd want to curl up in.
- Remember that just a few details can make a space feel real.
- Ask compelling questions and build on the answers that others give.

## PICK UP WHEN:

People share their spaces, cramped and lovely, with someone.

Give away when:

You're made welcome, or you make a place your own.

## MOVES:

- Present an object with a story behind it, waiting to be told.
- Remind us who isn't here.
- Show us what they're safe from.
- After each move, ask "what do you do?"

YOU ALSO PLAY THE

# HANDMADE DETILES

The perfect order of heaven is gone, gone for good. All that remains is what people have always had: stories and faith.

Believe in each other.

## CIRCLE 2 DESIRES:

to share rituals big and small      inherited stories  
the wonders of the natural world    an excuse to be close  
making up something new              comfort when nothing makes  
together                                        sense

## TIPS:

- Be genuine, even with small superstitions and little rituals.
- Show the love and warmth that people get from and put into what they hold close.
- Ask compelling questions and build on the answers that others give.

## PICK UP WHEN:

Someone shares their faith, seeks it out, or feels truly alone.

## GIVE AWAY WHEN:

You look above for guidance, or long for a simpler before.

## MOVES:

- Share something dear and genuine.
- Invite someone in.
- Give a sign, a small one, so easy to dismiss as coincidence.
- After each move, ask "what do you do?"