

Character Playbook

Shared Agenda

- Fill the post-Anthropocene with impossible, imperfect liveliness
- Let bodies be strange and wonderful
- Don't rely on humanity to evoke sympathy
- Breach binaries
- Play with, not against each other
- Be a fan of each others stories
- Play both in and out of fiction
- Respect boundaries
- Play to find out what happens
- Resist misanthropy
- Fight colonialism

Shared Moves

- **Ask for suggestions**, when you are unsure what to say
- **Ask follow up questions**, when you are driven by curiosity or excitement
- **Share your excitement**, when someone made a great move
- **Call for a pause**, when you need one
- **Stop a Scene**, when the story or someone's actions make you uncomfortable
- **Speak about what troubles you**, when something troubles you
- **Share your Ideas**, when you can't keep them to yourself

Character Players Agenda

- Advance the story through your Protagonists actions
- Engage with the World Players enthusiasm
- Push your Protagonists relationship with themselves and the world
- Push action, but find room for the story to breath too
- Let others take the spotlight

Character Players Moves

- **Describe your protagonists actions**, when there is space to do so
- **Add a detail** to the world, when you feel comfortable to do so
- **Give Focus** to your protagonists interiority, when it needs to be expressed
- **Take a risk**, when you or the World Player think your characters actions face a significant hindrance and invite interesting complications
- **Change or Create an Appendage** when you need to adapt to the world
- **Help** another Protagonist, when they *Take a risk*
- **Reinforce your conviction**, when you *Take a risk* to achieve something you're passionate about
- **Gift an appendage** to another Protagonist, when you find a moment of genuine peace or once while you move to the next location
- **Repair a tainted memory** of another Protagonists, when you find a moment of genuine peace or once while you move to the next location
- **Make a world memory**, when you leave a location or when the world calls for it
- **Make an appendage memory**, when you roll a 6 on *Take a risk* or when the world calls for it
- **Make a Protagonist memory**, when you roll a 6 after someone helped you

Character Creation with Index Cards

- **Character Card**: Names and Pronouns
- **World Card**: Leave empty to be filled with memories of the world
- **Protagonists Cards**: Make 1 for each other Character Player. Leave empty to be filled with memories of your companions
- **Appendage Cards**: Make 3 Appendage Cards, each containing it's name and purpose. Each should fit one of the first four Appendage categories below

Appendages may fit into the following categories:

- **Limbs** help you physically interact with the world
- **Sensors** help you perceive the world
- **Communication Module** help you connect with others
- **Personality Module** helps you through social interactions
- **Engines** help you power through
- **Protection** help you stay intact
- **Processing Module** help your make sense of the world

Take a Risk

Take 1D for luck, then:

- Add 1D for each Appendage memory you call on
- Add 1D for a world memory if you *Reinforce your conviction*
- Add 1D for each Protagonist memory you call on, if that Protagonist *Helps* you
- Subtract 1D if you use the Appendage for the first time after changing or creating it
- Subtract 1D for the level of the risk, if there is one

Roll Dice and pick any one Dice you rolled:

- 6 – *success*: You reach your goal, as far as that was possible. When action slows, **Make an Appendage memory**, based on what happened.
- 4-5 – *mixed success*: Your actions don't go as intended. You don't reach all of your goal or you invite complication.
- 1-3 – *failure*: The action fails and invites complication or danger to strike out. Mark every memory you called on as tainted.

World Playbook

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World Players Agenda

- Fill the Protagonists life with exciting technology, mysterious evolution and dangerous excess
- Give consequences to the Protagonists actions
- Be honest about the magnitude of potential consequence
- Respect the worlds agency
- Follow the CPs interests
- Spotlight every Protagonist
- Always offer a way out

World Player Moves

- **Describe the worlds reaction**, when a Protagonists interact with it
- **Ask the CPs for more detail**, when you want to fill the world with surprising wonder
- **Jump into action**, when the CPs stop pushing the story forward
- **Offer a description**, when you introduce a new element of the world or want to add flavor to one
- **Name risks difficulty** when a *Character Player* is trying to *Take a risk* that is particularly challenging
- **Introduce a complication**, when there is no action to jump to, when the players look to you for what will happen next or when a CP rolls 1-5 on *Take a risk*
- **Let danger strike out**, when a CP rolls 1-3 on *Take a risk* or when the fiction calls for it
- **Reward** the Protagonists, when you want to give more weight to success, or when fiction calls for it
- **Plant seeds** of future story, when you want to misdirect or hint at the larger world
- **Cultivate saplings** of future story, when the Protagonists worked towards it or when the larger world demands it's space
- **Let saplings bloom**, when the time has come
- **Prepare a new location**, when you move from one to the next

Preparing a location

Define

- A Name
- An Anchor
- Character Motivation
- Move Prompts

Anchor

- A collection of adjectives to remind you of the feeling your location wants to evoke

Motivation

- Why should the Protagonists interact with the location?
- Make use of fictional resources
- Rely on emotional importance
- Ask the Character Players for input

Description Prompts

- Scenery you want to introduce
- Characters you want to introduce
- Flavor you want to add to the environment and the Characters interactions

Complication Moves

- Lure them to danger
- Block ways towards their goal
- Let a character make trouble
- Point danger at them or their resources
- Announce complexity and conflict

Danger Moves

- Harm their goal
- Taint a memory
- Take their resources
- Challenge their enthusiasm

Reward Moves

- Let them discover more about the world and the location
- Give them Memories or Appendages
- Give them a fictional advantages, like resources, or important knowledge
- Let them connect to the world

The Campaign Map

Descriptions

What has flourished in the dark
A pristine clearing
Unrecognizable ruins
Watched by impossible eyes
The beauty of symbiosis

The Forest

Characters

A descendant to fae
The Willows Widow
The emerging beast

Descriptions

What has flourished in the deep
Where the river leads you
The suns reflections
What is gained from the current
The great boats passing

The River

Characters

Ferry Gently
The deep water oracle
The wave riders

Descriptions

What has flourished above us
A cold sunrise
Merged with the rocks
The highest peak
Thick skin and what comes from it

The Mountain

Characters

The looming giant
Watcher sovereign
The deep rooted

The Campaign Map

Descriptions

What has grown from grief
Mournful silence
Layers of frost
Who waits with a smile
Merged with the land

The Scrapyard

Characters

The gentle reaper
The mediums hound
Malfunctioning visitors

Descriptions

What has grown from culture
Dwarfing heights
Strange echoes
An image of society
Vast collections

The old House

Characters

Orders Ancient
A ravenous hoarder
Lonely Worthy

Descriptions

What has grown from solidarity
Who protects the vulnerable
The crowds vigor
Star watching
What awaits at the horizon

The long Road

Characters

Giver of hands
Horizons emissary
The priceless predator

Descriptions

What has grown from industry
Repurposed bodies
A strange feeling of home
Tales from the new ones
Decorated by defiance

The Factory

Characters

The vigilant caretaker
Children of the atom
The Factory

Characters

The Refuge

Discarded humans
The attentive flock
The form taker

The Campaign Map

Descriptions

What blossoms into the horizon
Careful affection
Unrooted unity
Ever evolving
The beginning of mass movement

Characters

Wild Bird
Hopes carrier
The many tounge

The Current

Bloom

What has blossomed into [REDACTED]
Stretched time
Spreading
Beauty in the cracks
Refractured reality

The [REDACTED]

Bloom

The fires of [REDACTED]
The Assembly
[REDACTED]

Descriptions

What blossoms into the stars
The greatest project
Joined minds
Dreams unchained
Ever growing

Characters

The altar of perfection
Natures hound
The physician collective

The Construct