


Name :

Unease : ○ ○ 

Profession :

Loved One : _____
○ Despondent ○ Frantic ○ Broken

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Framing a Moment

- **where** is your Touched One now?
- what **time** of the day is it?
- are **other characters** present?
- think of the location & name one:
 - **smell** you notice
 - **color** that stands out
 - **sound** you hear
 - **feeling** on your skin

The Touch of Shadows

Before a Moment can end someone has to touch on a Shadow.

To create a new Shadow pick an option or roll a die:

1. a perception
2. an item
3. a place
4. a person
5. a piece of information
6. an action or event

Degrees of Separation

- Indirect Experience
- Uncertain Experience
- Physical Distance
- Temporal Distance

When Shadows are Involved

- No one believes you
- Violence is never a solution
- Magic does not work
- The Shadows are alien

Shadows

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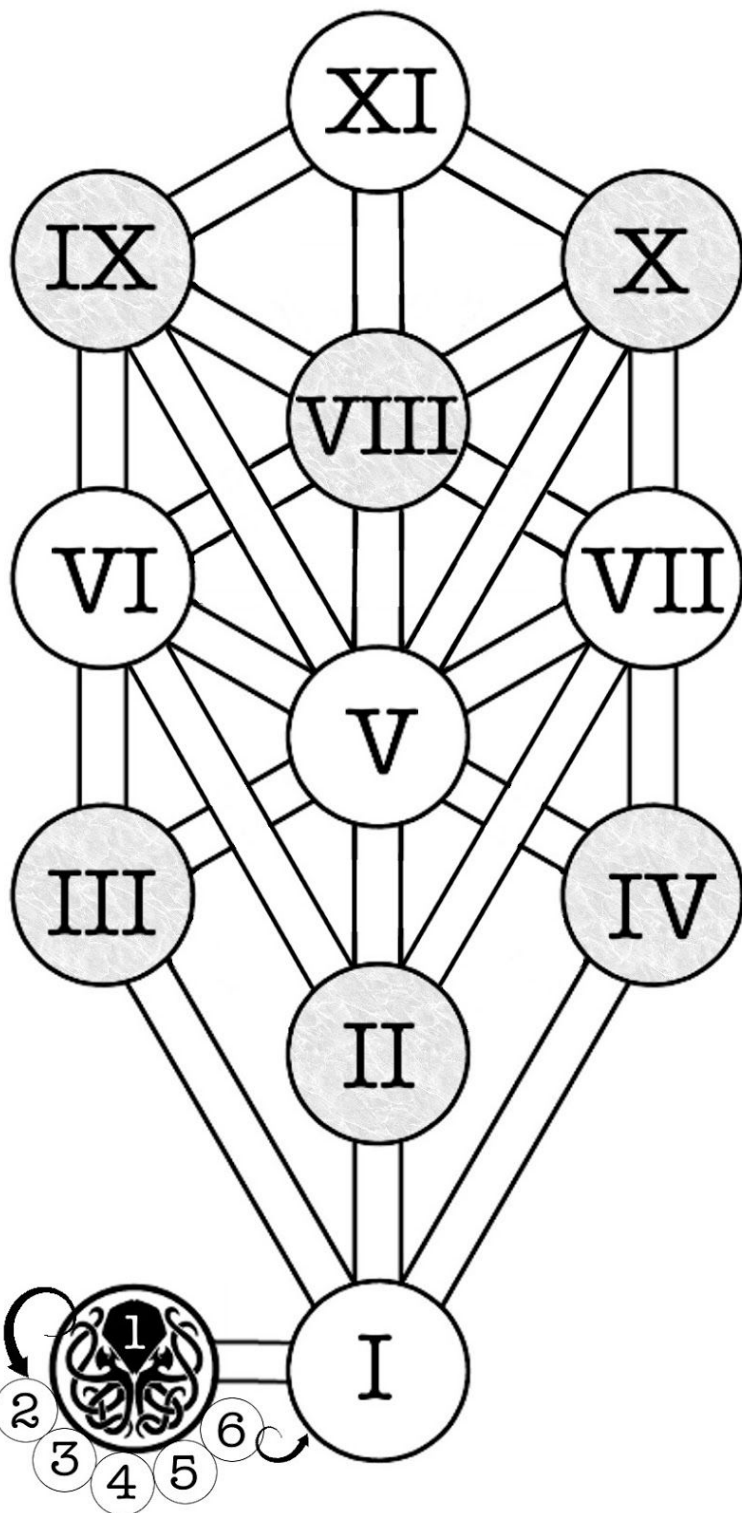
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5. Epilogue

The Touched One *flees*, *attacks* or *learns* about the Evil. See the rulebook.

4. Horror

Ends when the Touched One *believes* that all the recent weirdness were just shadows cast by a *yet unseen* Evil and *acts* on this belief.

3. Descent

Ends when the Touched One *believes* there is *one source* (albeit unclear) behind recent weirdness and *acts* on this belief.

2. Rumors

Ends when the Touched One enters an *underground* place that might *hold answers* about what is going on.

1. Illusion

Ends when the Touched One *believes* that something weird is going on and *acts* on this belief.

Sidus Path

I

Beginning

Malkuth

something is **off**, out of place or “wrong” in an undefinable way

Sidus Path

II

1-2

Hod

art, science, human **craft**

Sidus Path

III

3-4

Yesod

abuse, brutality, the use of **force**

Sidus Path

IV

5-6

Netzah

organized action, social gatherings, the drive of **ambition**

Sidus Path

V

1-2

Tiphereth

spirituality, **religion**, faith

Sidus Path

VI

3-4

Geburah

harsh **judgment**, limitation, confinement, punishment

Sidus Path

VII

5-6

Chesed

morbid **affection**, misplaced kindness, unhealthy healing

Sidus Path

VIII

1-2

Binah

cold heart, **ancient** matter, mechanical

Sidus Path

IX

3-4

Daat

being **lost**

Sidus Path

X

5-6

Chochmah

great distance, **alien** energy, shapeless

Sidus Path

XI

Epilogue

Kether

the primal **Evil** casting all the Shadows

Station Cards

Neurosis sheet

Obsession

1 : At times you think of only one thing, it fills your mind, you can't ignore it. What is it?

2 : Briefly but completely space out, thinking about the thing.

3 : Act out your thoughts of the thing, talk about them, do something related to them.

Es... feet, gender, cleanliness, order, perfection, justice, comic books, food.

Compulsion

1 : You have to perform some kind of specific "ritual" action. What is it?

2 : You have to perform the ritual, maybe multiple times, NOW!

3 : You have to perform the ritual, again and again and again, until it hurts you.

Es... washing hands, walkin in a pattern, jerking your neck, biting your nails.

Addiction

1 : You crave something; have it NOW or look stressed and nervous. What do you crave?

2 : Have it NOW or look ill and anxious.

3 : Have it NOW or be unable to do anything but suffer for its absence.

Es... jerk off, theft, burn stuff, use violence (physical or otherwise), a substance.

Anxiety

1 : Something horrible is about to happen, you KNOW it! You look nervous.

2 : It is also hard to breath and to keep your focus.

3 : You also cry, scream and either collapse in despair or run in a panic or react violently.

Phobia

1 : You look worried because of something, **even if it is not present**. What is it?

2 : Your fear obviously interferes with whatever you are doing.

3 : Your fear is here, you must act! Smash it, run away, scream for help, curl up in a ball.

Es... insects, being alone, fur, germs, darkness, enclosed spaces, magnetic fields.

Disorientation

1 : Lose track of time, lose your train of thought, forget stuff, zone out ... briefly.

2 : You can't remember what is that you are forgetting unless you try really hard.

3 : When alone you black out and... where are you? Doing what? Why?

When in the company of others you look dazed and confused and try to wander off.

Note: no one can have your TO wake up doing something you don't agree with.