

BELLOVED



BY KYLE TAM
A LOST & FOUND GAME

B E L O V E D

BY KYLE TAM



You were loved.

You are loved.

You have always been loved.

By the Children who wanted you, who clutched you to their chests in the darkness.

By those who held you up to the light of the sun.

They loved you with clumsy words and tight embraces, or hushed whispers and nonchalance.

Still, they loved you all the same.

And you?

Did you love them in return?

Rooted in the Lost & Found SRD

Editing by Stuart Martyn

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WHAT

you

NEED

TO PLAY

- At least an hour, but as long as you need.
- A quiet place of play, somewhere you feel comfortable.
- Something to write and/or draw on - notebooks and index cards are ideal, but any paper will do
- Writing implements and, if you're so inclined, art materials
- A means of tracking the time

TO KEEP IN MIND

Beloved is a game one plays by oneself, which means that as a solitary experience it may not be ideal for players struggling with feelings of loneliness.

It may also touch on themes of abandonment, isolation, forgetting, and the passage of time. If you as a player are struggling with the above issues, there are online resources available from the Mind charity at bit.ly/mind-loneliness, which can help you parse your feelings and struggles with loneliness.

As a work that deals with situations surrounding children, you may feel uncomfortable at the idea of children being put into situations of distress or harm. Please note that none of the prompts will ever urge or force you to put children in danger. If you do not wish to answer a prompt for your own comfort you can choose to skip said prompt, or substitute an alternative prompt from an equally appropriate section of the game (e.g. another Child's prompt in place of your current Child's).

TO KNOW

BELOVED

This is a game about the BELOVED, constructs and crafts made with the intent of being companions, guardians, guides, and playmates for their Children. While they possess sentience they do not act unless by the will of their Children. While no BELOVED truly dies, they bear the effects of wear, tear, and time, and can be lost, abandoned, or forgotten until another Child finds them.

You, as the player, may choose to make your game of BELOVED as mundane or magical as you please. Perhaps your BELOVED are possessed of small magic, charms and wards of protection to keep their children safe. Or perhaps they are merely toys, watching silently as they are made the companions and protectors of the world's Children. Whichever game you choose to play, BELOVED can accommodate your flights of fancy.

CHILDREN

Children are those who the BELOVED were created for, acting as both a BELOVED's owner and their ward. Regardless of their actual age, those who possess one or another of the BELOVED are always called their Child.

When you write the story of each Child, think about the role that the BELOVED plays in their life. Where and how did they receive their Beloved? What relationship do they share? How does having a BELOVED help them grow?

TRAITS

Traits are the characteristics that describe each BELOVED. These can be physical properties, magical properties, or parts of its personality that each Child impresses upon it in the course of their playtime.

While each BELOVED has a list of recommended Traits you can use during the course of play, you are always free to come up with others that you think are suitable.

TIME & DREAMING

There always comes a time, for every BELOVED, when their Child moves on without them. Sometimes, a Child forgets. Sometimes, a Child can no longer hold on to their BELOVED. But for the most part, Children move on from their BELOVED because they grow older and find that they are no longer in need.

In the time between Children, before a BELOVED is found by the next Child that needs them, they lie in a state of Dreaming. It is up to you how much Time passes, from one Child to the next.

When the time is right, the BELOVED will be found or bestowed to the Child that needs them. Sometimes, it is a brand new Child. Sometimes, it is the same Child, but older and once again in need of a BELOVED. And when the time comes, you will be ready.

CHANGE

As time passes and the game continues, each BELOVED will grow, change, and be changed by the Children they come in contact with and the events that they experience. When asked to Change Something about your BELOVED, you will most likely be asked to add, remove, or modify the following:

- *A Trait.*
- *A detail about the way your Beloved looks.*
- *A detail about your Child.*
- *A detail about your Child's world.*
- *A response to one of your Beloved questions.*

You may, at times, find that an event has occurred which necessitates Changing more than one of the above. You may also find it appropriate to depict a Change unprompted. The only cardinal rule when it comes to Change in this game is that it occurs only when it feels natural.

TO UNDERSTAND

ACTS

The game takes place over three Acts, forming the story of each BELOVED as the game progresses. While each Act sees you choosing one Child from a given list of Children, there will be a number of Act-specific Dreaming options for you to choose from.

PLAYTIME

After selecting a Child, there is a series of steps you play through to tell the story of your BELOVED'S relationship with that Child, and how the two affect each other in big and small ways. It's your choice whether you use these steps to tell a fully written story, or whether you merely outline or describe the events.

- 1. Describe your Child, giving them a name and a few important details about them. Where did they obtain or receive the BELOVED from? If you choose for your BELOVED to be with the same Child at a different phase of their life, their personality differing in descriptor, instead describe how time and circumstance have changed them.*
- 2. Answer the two questions or prompts given beneath each Child.*
- 3. Pick an important moment or experience that best exemplifies your BELOVED'S time with this Child, and the role you played in their life. If your BELOVED was a child's constant play companion, choose from the Playmate Table. If your BELOVED acted as a comfort in tough times, choose from the Comfort Table. If your BELOVED chased away their nightmares and fears, choose from the Guardian Table.*
- 4. You may, at this time, choose to answer a BELOVED question if you feel that your BELOVED has grown and changed.*
- 5. Finally, think about how your Child and BELOVED are parted. Where are they separated, or how is the BELOVED forgotten?*

DREAMING

While your BELOVED waits for the next Child that needs them, each Beloved will find themselves entering a state of Dreaming. The Act will explain what it is your BELOVED reflects on and dreams about while you wait. You can choose either to wait in silence with a timer, or find an ambient soundtrack that brings to mind comfort and warmth even in your solitude. Eventually, your BELOVED will find themselves once again found by another Child.

Before continuing with the next Act, you may be asked to choose an option from a table to represent the passage of time leading to changes in your BELOVED's world or in themselves.

If you wish to explore how you have grown and changed, choose from Wear and Tear. If you want to explore the impact your Children have had on the world, choose from Distant Futures.

BREAKS

It is okay to take a break from the game, if you're feeling tired, unmotivated, or otherwise are not currently compelled to continue playing at the moment. Rather than playing in one long, full session, consider splitting the game into several smaller, shorter sessions.

TO BEGIN

CONCEIVE YOUR BELOVED

The first step to playing BELOVED is choosing one of the BELOVED to embody. Each is an archetype of a plaything that was somehow born with sentience and perhaps gained magical ability through a wish, an accident, a magical event, or sheer force of will. While they have their own thoughts and opinions, ultimately all BELOVED wish to protect and nurture those that they consider their Children.

The available BELOVED are:

- THE DOLL
 - A mirror and shadow, made in the image of your creator
- THE STUFFED TOY
 - Warm and soft, a comfort for those who hold you close
- THE PUPPET
 - Though your voice is not yours, the lessons you teach are
- THE ACTION FIGURE
 - A facsimile, a replica, taking on an identity of your own
- THE ORNAMENT
 - Fragile and frail, you are an observer and overseer
- THE UNINTENDED
 - Never meant to become, you have still answered the call

BRING THEM TO LIFE

Once you have chosen your BELOVED, answer the first questions about what they are and how they came to be. Write about who, or what, created them in as much or as little detail you wish. Then, give your BELOVED three Traits, describing what they are and what they're like.

You may, if you wish, draw your BELOVED so that you can keep track of the ways in which they have and haven't been changed. If you aren't comfortable with drawing your BELOVED, instead picture them in their mind's eye. Keep this image in mind as you engage with the game.

PREPARE YOUR HEART

For the duration of this game, you are not yourself but your BELOVED. You are a fabricated creation, seeing the world through the eyes of something removed from and yet still protective of humanity. When any question refers to you or your BELOVED, they are referring to you as the BELOVED you are playing, the character you have become.

Once you have written what you've wished to about your BELOVED, close your eyes and take a moment to breathe. Allow yourself to empty your mind of what is human, and get into the mindset of your BELOVED.

BEGIN

When you are ready to start playing, turn to Act I: A New Life and choose the first Child who you will be caring for.

TO CONCLUDE

YOUR LAST CHILD

Once you reach the Final Act, and finish taking care of your last Child, your game of BELOVED will come to an end. That doesn't mean that you have been truly abandoned, that you are unloved - only that right now there are no Children that are in need of your protection and guidance.

BEYOND ENDINGS

Now that your game has come to its "end", it is worth reflecting on what has come to pass, and what has yet to occur. Take a moment to think about how your Beloved will be remembered by the Children they aided, or if they will be remembered at all. Think about what they have inspired, how in big or little ways they were able to change the world and bring something into the lives of others. Think about what happens to them next - if you wish, you may choose to play again, detailing the further actions of your Beloved. You may choose to incorporate them into other games and adventures if you wish, though this would require converting them to the other system. Or you can choose to put the story to rest, get up from the game and carry on with your day, keeping the fond memories of your beloved with you.



THE
BELOVED

THE DOLL

A mirror and shadow, made in the image of your creator

You were crafted by hand with dedication and care by a dollmaker. What are you made of? What was your maker like? How did you find your way to your first Child?

Write down three traits that embody the doll you have become. You may draw the doll, if you wish - if you do, remember to depict your clothing and expression to the best of your ability. Add in whatever details you feel best express your doll.

BELOVED QUESTIONS

- *What is your latest name?*
- *Who or what do your Children often pretend that you are?*
- *Have you ever wished to become someone or something you are not? If so, who or what? If not, what makes you happiest about yourself?*
- *You have been passed down from one Child to the next. How do you feel about this almost parting?*
- *What do you think of other Beloved?*
- *If you were able to walk and talk, what is the first thing that you would do?*
- *What do you believe you are worth?*

SUGGESTED TRAITS

Prim, Proper, Porcelain, Cloth, Raggedy, Frilly, Haunted, Piercing, Watchful, Silent, Beautiful, Happy, Baby, Plastic, Antique, Snobbish

THE STUFFED TOY

Warm and soft, a comfort for those who hold you close

You were sewed with warmth and affection by a toymaker. What are you made from? What was your maker like? How did you find your way to your first Child?

Write down three traits that embody the stuffed toy you have become. You may draw the stuffed toy, if you wish - if you do, remember to depict the being embody and colors you're sewn with to the best of your ability. Add in whatever details you feel best express your stuffed toy.

BELOVED QUESTIONS

- *What is your latest name?*
- *What is the wish that was sewn into you by your maker? How have you progressed in fulfilling it?*
- *How do your Children typically treat you?*
- *What do you consider the hallmark of a true friend?*
- *You have been held by many Children - do you have favorites? If so, who and why?*
- *What are your Children most afraid of, out in the world? What are you most afraid of?*
- *Much patched, much repaired, how much have you changed? Do you still feel like the same you?*

SUGGESTED TRAITS

Warm, Fluffy, Fuzzy, Cuddly, Kind, Soft, Snuggly, Sleepy, Gentle, Jolly, Loving, Cotton, Manufactured, Wistful, Melancholy, Careful, Bear-Shaped, Friend-Shaped

THE PUPPET

Though your voice is not yours, the lessons you teach are

You were crafted and created with the intent to channel someone else's voice. What are you made of? What was your maker like? How did you find your way to your first Child?

Write down three traits that embody the puppet that you've become. You may draw the puppet, if you wish - if you do, remember to emphasize your limbs or lack thereof, your expression and material to the best of your ability. Add in whatever details you feel best express your puppet.

BELOVED QUESTIONS

- *What is your latest name?*
- *What roles have you enjoyed playing the most? What have you enjoyed the least?*
- *Above all things, what is it that you wish for Children to learn from you?*
- *If you could choose your own voice, what would it sound like?*
- *What is your favorite place in the world?*
- *Your Child brings you to a performance - are you the performer, or merely a spectator? What was the nature of the show? How was it received?*
- *Over time you have seen many shows, some staged, some real. What do you think of mankind, and of the Children you have cared for?*

SUGGESTED TRAITS

Wooden, Mischievous, Wise, Tricky, Cloth, Sock, Goggle-Eyed, Enigmatic, Mercurial, Funny, Solemn, Shadowy, Stringed, Marionette, Creepy, Jaded

THE ACTION FIGURE

A facsimile, a replica, taking on an identity of your own

You were manufactured in a factory, taking on the image of a character that you both are and aren't. What are you made of? Who are you supposed to be? How did you find your way to your first Child?

Write down three traits that embody the action figure that you've become. You may draw the action figure, if you wish - if you do, remember to emphasize your clothing and accessories, your explosive personality and lifestyle to the best of your ability. Add in whatever details you feel best express your action figures.

BELOVED QUESTIONS

- What is your latest name/model?*
- How do you try to inspire your Children?*
- What parts have you played for your Children that you were not "meant" to play?*
- How did you feel, the first time you were exposed to the character you were meant to represent?*
- Does it ever worry you, that you are not unique in the way that some other Beloved might be?*
- Who would you consider your role model?*
- Your Child is beginning to move on to a different show, a different fad. What is the fad? Are you worried?*

SUGGESTED TRAITS

Plastic, Assertive, Strong, Tough, Bendable, Rigid, Stern, Can-Do, Positive, Leader, No Nonsense, Friendly, Dynamic, Powerful, Earnest

THE ORNAMENT

Frail and fragile, you are an observer - an overseer

You were sculpted and molded by an artisan, not intended to become a Beloved in the conventional sense. What were you crafted from? What role were you meant to play in the home? How did you come to be in the hands of a Child?

Write down three traits that embody the ornament that you've become. You may draw the ornament, if you wish - if you do, remember to emphasize your silhouette, your stiffness and delicate features. Add in whatever details you feel best express your ornament.

BELOVED QUESTIONS

- *What is your latest name?*
- *Where do you find yourself most prominently displayed?*
- *What advice do you have for other Beloved? Would you prefer to be among them?*
- *What is your favorite story, and why?*
- *How do you feel about Children? Do you prefer to be useful, or to be apart from others?*
- *You are chipped, cracked, damaged after being mishandled. How has this affected you?*
- *In your time, what have you seen that has touched or changed you the most?*

SUGGESTED TRAITS

Porcelain, Glass, Painted, Serene, Calm, Observant, Wistful, Melancholy, Dainty, Delicate, Wise, Luminous, Incandescent, Whimsical, Crafted

THE UNINTENDED

Never meant to become, you have still answered the call

You were created accidentally, in a moment of temporary play, gaining sentience nonetheless. What are you made of? Who is the Child that made you? How do you feel about being formed from nothingness?

Write down three traits that embody the unintended BELOVED that you have become. You may draw your unintended construct if you wish - if you do, remember to clearly show that this was a toy never truly meant to be a toy. Hodgepodge, improvised.

BELOVED QUESTIONS

- *What is your latest name?*
- *How do other Beloved feel about you?*
- *Do you ever worry about not being the same as those around you?*
- *How do Children attempt to play with you?*
- *Are you happy, knowing that you think and therefore exist?*
- *What beings do you most empathize with, construct or biological?*
- *The older you grow, the more you can feel yourself beginning to weaken and losing thought, a rarity amongst Beloved. Are you afraid?*

SUGGESTED TRAITS

Quirky, Funky, Pasted, Paper-Mache, Glue, Chipper, Pollyanna, Confused, Spirited, Lonely, Off-Kilter, Cartolina, Biological, Determined



THE

CHILDREN

Your Children - those that you care for and care about. You will be asked, during each Act, to follow a set of instructions that involves choosing one of the Children from here. Note that you cannot choose the same Child's description twice, but that you can continue your story of a child in different phases of their life (for example, a Cheerful Child who becomes a Bold Child).

A NAUGHTY CHILD

A Child prone to pranks and trickery of all sorts

- *Why do they cause so much mischief?*
- *What is the greatest prank that they've ever involved you in?*

A SHY CHILD

A Child who keeps to themselves

- *How do they feel about other people?*
- *What do you do to make sure your Child isn't lonely?*

A DREAMY CHILD

A Child who often finds themselves with their head in the clouds

- *Who or what do they most often imagine themselves to be?*
- *What fantasy do you most often enter with them?*

A BOLD CHILD

A Child who isn't afraid to go where others wouldn't dare to go.

- *Which grown persons in their lives have been most affected by them?*
- *What has your Child felt inspired to do with you by their side?*

A CHEERFUL CHILD

A Child who happily greets the world with a wide grin.

- *What does your Child enjoy most in the world?*
- *What is your fondest memory together?*

A WILD CHILD

A Child untamed by the actions of others.

- *What "civilized" thing does your Child hate doing the most?*
- *How do you feel about their behaviour? Do you encourage it or correct it?*

A SWEET CHILD

A Child whose sugary behaviour entralls all who meet them.

- *Is their sweetness genuine, or a subtle ploy?*
- *What meals do you share together with your Child?*

A QUIET CHILD

A Child whose actions speak louder than their words.

- *Why is your Child reluctant to speak?*
- *What are the secrets they tell you, that they do not share with others?*

A LONELY CHILD

A Child who has found themselves without companionship.

- *What do they do for fun by themselves?*
- *Who would be the ideal friend for your Child?*

AN ANGRY CHILD

A Child who rages against the perceived unfairness of life.

- *What makes them angrier than anything?*
- *How do you calm your Child, if you calm them at all?*

A BRAVE CHILD

A Child not lacking in fear, but who presses on despite it.

- *What is the bravest thing they have ever done?*
- *Who have you inspired them to be?*

A FRIENDLY CHILD

A Child quick to befriend others, drawing them into their world.

- *Who do they consider their best friend in the whole world?*
- *Where do you rank amongst their circle of friends?*

A SILLY CHILD

A Child with an infectious little laugh.

- *What do the people around them think of their silliness?*
- *Which of their jokes is your favorite?*



THE ACTS

ACT ONE

A NEW LIFE

The beginning of your time as a BELOVED, as you learn to grow into the lessons inscribed into your being. There is the start of the desire to protect, to care, to nurture, but now is the time to explore what that means to you and the Children that find their way to you.

- 1. Choose the first Child that you will care for - describe them, and how you came to be theirs.*
- 2. Answer the two questions associated with them, in as much or as little detail as you like.*
- 3. Choose a prompt from the Playmate Table, Comfort Table, or Guardian Table.*
- 4. Answer a BELOVED Question.*
- 5. Think about how you are lost, or are passed on from your Child.*
- 6. Allow yourself to enter Dreaming, as you wait for your next Child.*

DREAMING OF YOUR NEW LIFE

As you pass from one Child to another, you have entered a state of Dreaming. Choose the length of time you lie Dreaming below, and follow the instructions.

No Time At All

There is no time to think. No time to rest.

A Day

Rest for five seconds. Wonder where your Child is.

A Week

Rest for ten seconds. Breathe deeply.

A Month

Rest for twenty seconds. Contemplate your choices.

A Year

Rest for forty seconds. Make peace with yourself.

If you rested, write about what your BELOVED dreamed of in the interim, then choose who they care for next. If you have already chosen three Children for this Act, move on to Act Two to begin the process again.

ACT TWO

GROWING PAINS

As your Children have grown, so, too, have you. Though you still protect and care for them, perhaps you have also begun to accumulate ideas of your own. Your own dreams and desires, for who you are and what you may become. Distant dreams, but important ones nonetheless.

- 1. Choose a Child that you will care for - describe them, and how you came to be theirs.*
- 2. Answer the two questions associated with them, in as much or as little detail as you like.*
- 3. Choose a prompt from the Playmate Table, Comfort Table, or Guardian Table.*
- 4. Answer a BELOVED Question.*
- 5. Think about how you are lost, or are passed on from your Child.*
- 6. Allow yourself to enter Dreaming, as you wait for your next Child.*

DREAMING OF CHANGE

As you pass from one Child to another, you have entered a state of Dreaming. Choose the length of time you lie Dreaming below, and follow the instructions.

A Week

Rest for ten seconds. Breathe deeply.

A Month

Rest for twenty seconds. Contemplate your choices.

A Year

Rest for forty seconds. Make peace with yourself.

Five Years

Rest for one minute. Choose from Distant Futures or Wear and Tear.

A Decade

Rest for two minute. Choose from Distant Futures or Wear and Tear.

If you rested, write about what your BELOVED dreamed of while waiting for their next child, then choose your next Child. If you have already chosen two children for this Act, move on to the final Act to conclude your BELOVED's story.

ACT THREE

LETTING GO

It is the twilight of your time as a BELOVED - for now, at least. You are worn and weary, though still satisfied with the work you have accomplished. Take comfort, take care, and treasure the last Child who is yours to protect.

- 1. Choose a Child that you will care for - describe them, and how you came to be theirs*
- 2. Answer the two questions associated with them, in as much or as little detail as you like.*
- 3. Choose a prompt from the Playmate Table, Comfort Table, or Guardian Table.*
- 4. Answer a BELOVED Question.*
- 5. Think about how you are lost, or are passed on from your Child.*
- 6. Allow yourself to enter Dreaming.*

DREAMING PEACEFULLY

As you move on from your Child, you have entered a state of Dreaming. Rest for as long or as short as you like, then select anywhere from one to three prompts from Distant Futures and/or Wear and Tear. Once you have answered these final prompts, your BELOVED's current journey has come to an end.



TABLES

PLAYMATE

Fun, games, and excitement galore!

The more that you play with your child, the more entwined you become in their fun and their life. Choose one of the options from below, answer the prompt, and if appropriate Change by doing any of the following:

- Adding, removing, or modifying a Trait.
- Adjusting the physical appearance of your BELOVED.
- Describing something new about your Child.
- Discussing something new about the world, whether a little change or a big one.
- Answering a BELOVED Question.

Your Child has invented a fantastical new world in their mind to explore. What is this realm like, and what is your role within it?

A brand new game is sweeping through the friends of your Child, and your Child is a natural. What game has them going wild, and how did you play a part in their success?

In your Child's dreams, you find yourself able to walk, talk, and move about. What adventures do you bring them on in the Land of Dreams?

The carnival has come to town, and your Child has insisted on bringing you along. What do the two of you experience during your visit?

You and your Child have gone to the toy store, unaccompanied, for the very first time. How did you end up there, and what do you two get together?

When you and your Child play together, how does your Child usually behave? Do they like playing alone, or do they have a group of friends they often play with?

COMFORT

Shelter from the storm, no matter how hard the wind blows.

No Child is always happy, no matter how much you wish for them to be. But if you are there, in times of sadness and pain, perhaps you can aid them. Choose one of the options from below, answer the prompt, and if appropriate Change by doing any of the following:

- Adding, removing, or modifying a Trait.
- Adjusting the physical appearance of your BELOVED.
- Describing something new about your Child.
- Discussing something new about the world, whether a little change or a big one.
- Answering a BELOVED Question.

A major change has come into your Child's life, one that they feel ill equipped to handle. In this time of uncertainty, what do you do or say to help them stay anchored?

You have become the subject of a fierce argument between your Child and another. What is the nature of the argument, and how is it resolved?

Your Child is moving to another place. Where and why are they going, and how do you reassure your Child that everything will be alright?

Sadness lingers, even in the dreams of your Child. What do you show them in order to bring a little bit of joy into their life?

You have been temporarily separated from your Child, through accident or circumstance. Who or what has comforted them, in their time of need?

Your Child tosses and turns fitfully in their sleep. How do you ensure that they're able to get a good night's rest?

Someone in your Child's life has passed on to the world beyond. What solace can you provide for them, in this time of grief?

GUARDIAN

A lone protector in a difficult world.

The BELOVED are not masters of the martial arts, but there is still in them a dedication to the safety and security of the Children in their lives. Choose one of the options from below, answer the prompt, and if appropriate Change by doing any of the following:

- Adding, removing, or modifying a Trait.
- Adjusting the physical appearance of your BELOVED.
- Describing something new about your Child.
- Discussing something new about the world, whether a little change or a big one.
- Answering a BELOVED Question.

After watching a scary movie, your Child has developed a fear of something new. What are they now afraid of, and how do you help soothe your Child's fears?

There are things, thoughts, creatures that lurk in the darkness of your Child's room. What do you do to keep them at bay?

An older Child is harassing and antagonizing your Child. Who is this older Child, and how do you help your Child resolve the issue?

Your Child is confronted with a strange and unusual animal. What is the nature of the beast, and how do you assist your Child in the confrontation?

You and your Child are travelling together, unassisted by others, for the first time. What steps do the two of you take to ensure that it goes smoothly?

As your Child grows older, they find themselves unsure of who they want to be and what they wish to do. In the world of dreams, what advice do you have for them?

DISTANT FUTURES

With the passing of time, all things can grow.

As your Children grow, the actions they take ripple outwards across the world around them. Similarly, actions taken by others in the world inevitably reflect on you. Choose one of the options from below, answer the prompt, and if appropriate Change by doing any of the following:

- Adding, removing, or modifying a Trait.
- Adjusting the physical appearance of your BELOVED.
- Describing something new about your Child.
- Discussing something new about the world, whether a little change or a big one.
- Answering a BELOVED Question.

One of your Children has grown to have the profession they wished for when they were young. Are they happy with their work?

You see one of your Children on the news for a remarkable feat. Which Child was it, and what have they accomplished?

It is announced that the line of toys you've come from will no longer be produced. How do you feel about this, knowing that you are one of the last of your kind?

You find yourself no longer in possession of a Child, but put on display for the world to see. What manner of exhibit are you in, and what do you think of the people that pass you by?

The longer you live, the less you see of other Beloved as screens and pixels take precedence. What are your thoughts on your place in an increasingly digital world?

Two of your Children cross paths with each other. What is the nature of their relationship, and do they remember you?

WEAR AND TEAR

With the passing of time, all things must fade.

Time waits for no one - not even you, best BELOVED. Its constant forward movement means that you shall find yourself fraying, rusting, even rotting apart little by little. Choose one of the options from below, answer the prompt, and if appropriate Change by doing any of the following:

- Adding, removing, or modifying a Trait.
- Adjusting the physical appearance of your BELOVED.
- Describing something new about your Child.
- Discussing something new about the world, whether a little change or a big one.
- Answering a BELOVED Question.

Parts of you have become frayed, chipped, worn, torn. If your maker could look at you now, what do you think they would say?

You have found yourself an elder to a group of young, eager Beloved, communally caring for a group of Children. How do you lead them?

Dropped accidentally during a Child's journey, you find yourself stuck somewhere deeper and darker than anywhere you have ever been. Where are you, and what manner of things do you see and experience?

Over time you have been repaired, endlessly, stitched or glued up. How different do you feel, and what stories do the tell-tale marks of repair tell?

A part of you is broken beyond repair, lost to time and negligence. What does it change within you, if anything at all?

Time passes, endlessly and unceasingly, and you find yourself unable to enter the Dreaming as you usually would. What do you watch or do to pass the time?

