

THE CARDS

Mark your player's Resonant and Dissonant cards here.

Number	Title	Polarity	Forecast	R?	D?
0	The Fool	Neutral	You become who you are needed to be in this moment.		
1	The Magician	Positive	You achieve the impossible.		
2	The High Priestess	Neutral	The supernatural acts through you.		
3	The Empress	Neutral	You create something.		
4	The Emperor	Neutral	You break something.		
5	The Hierophant	Neutral	You discover something.		
6	The Lovers	Neutral	You are faced with two paths.		
7	The Chariot	Neutral	You exceed your own limits.		
8	Justice	Neutral	The situation becomes more fair.		
9	The Hermit	Neutral	Your actions isolate you.		
10	The Wheel of Fortune	Neutral	You are at the mercy of the fates.		
11	Strength	Positive	You triumph through force.		
12	The Hanged Man	Negative	You must make an impossible choice.		
13	Death	Neutral	Something ends, and something else begins.		
14	Temperance	Neutral	You are met with an equal and opposite reaction.		
15	The Devil	Negative	You get what you want at a price you can't afford.		
16	The Tower	Negative	Something terrible happens.		
17	The Star	Positive	A new path reveals itself.		
18	The Moon	Negative	Something unknown or unknowable interferes.		
19	The Sun	Positive	You are given cause to celebrate.		
20	Judgment	Negative	Your past failures catch up to you.		
21	The World	Positive	For a single moment, the world bends to your will.		

Any time your dissonant card appears in a spread, you must play it, unless your resonant card is part of the same spread. Additionally, you may not Push Yourself when your Dissonant card is in your spread.

The Basic Moves

Challenge Fate: When you act under pressure, struggle to triumph over failure, or attempt something difficult that no other Move accurately describes, you are Challenging Fate. The GM chooses which of your stats is most applicable to your action; draw that stat.

Investigate: When you carefully study a person or situation to glean new information, you are Investigating. Draw **GEN**. For each card you draw, play it and ask one of the questions below. The GM will answer the question based on the Polarity of the card; positive cards will yield thorough, useful answers, neutral cards will yield vague but potentially useful answers, and negative cards will yield answers with bad implications or consequences. You must ask a question for each card you draw.

What's hidden here?

What happened here recently?

What weaknesses can I exploit?

What poses the biggest threat?

Who's in control?

What complications should I be wary of?

Scrap: When you throw yourself into the heart of a conflict and strive for victory through force, you are Scrapping. Draw **POW**, and if you play a negative or neutral card, advance your Damage Track and discard the top card from the Fate Deck.

Snipe: When you take careful aim to strike directly at a target's critical weakness, you are Sniping. Draw **ELE**. In addition to the Forecast, playing a Neutral card will reveal a critical weakness of your own, and playing a Negative card will leave that weakness completely unguarded.

Dazzle: When you try to charm someone into doing or believing something they're not inclined to, you are Dazzling them. Draw **GLAM**. You always convince the other party when playing a positive card, in addition to the effects of its Forecast.

Threaten: When you have someone at a disadvantage and try to coerce them with violence, you are Threatening them. Clearly state what you want them to do and what you'll do to them if they don't comply, then draw **POW**.

Reveal Your Master Plan: When you enact, or reveal that you've already enacted, a clever plan to nullify a threat or put yourself at an advantage, you are Revealing Your Master Plan. Draw **GEN** from the bottom of the deck.

Dredge the Undertow: When you meditate on the realm beyond the physical in order to ascertain a hidden or significant truth, you are Dredging the Undertow. Draw **BIZ**; if you play a negative card, tick the Phantom Clock.

Receive Aid: When you reach out through the Undertow to draw on the strength of your relationships, you are Receiving Aid. When making a Move, you may choose from your character sheet 1 Tie to a person that supports the course of action you're taking; draw using the Tie's Affinity in place of your stat, then set the Tie's Affinity to 1.

Sabotage: When you do something to actively interfere with another player character's Move, you are Sabotaging them. Tick the Phantom Clock (if it is at 11:00 PM or less), and then have them draw for their Move. Choose one of the cards in their spread and discard it. They then choose one of the remaining cards to play; if you discarded the only card they had available, they must Push Themselves.

Face Death: When your Damage Track reaches Defeated, you Face Death. Draw **BIZ**, but ignore the Forecast for the card you play.

On a **positive card**, you pull through, but are rendered unconscious until others can tend to you.

On a **neutral card**, the forces of the Undertow will offer you a choice: release your grip on life and let your soul sink into the Undertow, or return to the land of the living in exchange for paying a cost or doing a favor for the beings on the other side.

On a **negative card**, the forces of the Undertow will still offer a means to return to the living world, but the cost associated will be much higher; they may even ask something of you that you value more highly than your life.

If you choose to die, immediately perform your character's Epilogue.

Push Yourself: When you absolutely need to succeed at something and force yourself beyond your normal limits to make that happen, you are Pushing Yourself. When making any other Move, if you are unsatisfied with the cards in your spread, you may instead describe what you do to over-extend yourself and try to force the situation to go your way. Tick the Phantom Clock and play the top card from the Fate Deck, without looking at it first; or, if you are Investigating, Tick the Phantom Clock, send one card in your spread to the bottom of the Fate Deck, and add the top card of the Fate Deck to your spread.

Patch Up: When you use your Eidolon's supernatural powers to tend to another player character's injuries, physical or otherwise, you may reverse their Damage Track once for each time you tick the Phantom Clock.

The Phantom Clock

When the Phantom Clock reaches **3:00 PM**, the next player to make a Move takes -1 Forward.

When the Phantom Clock reaches **6:00 PM**, then the Phantom Clock ticks each time the Fate Deck is exhausted and the discard pile is reshuffled (this does not apply if the deck is shuffled because you have entered Downtime).

When the Phantom Clock reaches **9:00 PM**, all players take -1 Ongoing to every single Move, with the exception of Receive Aid.

When the Phantom Clock reaches **midnight**, all previous effects become inactive. The party experiences a violent blast of energy from the Undertow, and everyone's Damage Track is immediately set to Battered. Players then take a vote to decide which of their Eidolons should transform into a Phantom, a berserk Eidolon inspired by its master's insecurities and character flaws. The Eidolon becomes severed, and no player may Push Themselves until the Phantom is defeated, unless they draw 0 cards when making a Move.

Downtime Moves

Live It Up: Do something reckless, irresponsible, and fun. Over the course of the outing, you'll encounter someone who will go on to play a key role during the next Uptime. Draw **POW**:

On a **positive card**, this person joins in the fun with you, and quickly becomes a new friend, or further affirms your existing friendship; they will help you as much as they can the next time you meet.

On a **neutral card**, this person becomes more familiar with you, and you with them. However, they have a good reason to withhold unconditional support, and will need convincing to help you.

On a **negative card**, you do something to anger this person. They develop a negative opinion of you, and will actively oppose you the next time you meet. If you have a Tie to them, you may not use it to Receive Aid during the next Uptime.

Hatch a Scheme: Spend time preparing for what's next by creating a plan, setting a trap, or leaving yourselves a cache of supplies in a hidden location. Draw **ELE**.

On a **positive card**, you lay the groundwork to turn the tables at a critical future moment; during the next Uptime, each of you takes +1 Ongoing whenever you Reveal Your Master Plan and incorporate your preparations into that plan.

On a neutral card, your planning pays off, but only to a limited extent. Take +1 Forward if you Reveal Your Master Plan and incorporate your preparations.

On a negative card, you fall into someone else's trap while setting up your own plans, as described by the GM. This may briefly force the game back into Uptime.

Gather Information: Scout out a person or location you and your friends might confront or make use of in the future. Draw **GEN** and play 1 card.

On a **positive card**, each person making this Move can ask any one question regarding the object of investigation, and the GM must answer each question honestly.

On a **neutral card**, only the player who drew for this Move may ask a question.

On a **negative card**, you learn nothing useful, and someone or something takes notice of you snooping around.

Call in a Favor: Meet up with an NPC in order to ask them to provide some kind of assistance during the next Uptime. If the favor is too extreme, the GM may ask you to make a more reasonable request. Draw **GLAM**.

On a **positive card**, the person happily helps you out.

On a **neutral card**, the person will only do your favor if you reciprocate by completing a task for them during the next Uptime.

On a **negative card**, they somehow talk you into doing a favor for them for nothing in return. You must complete an assigned task for them during the next Uptime; if you don't, your relationship will be damaged.

Commune with the Undertow: Meditate to mentally expand your consciousnesses into the Undertow and get a glimpse of what's to come. Decide on some minor victory that all of you want to achieve, and which could reasonably be attained in the near future, then draw **BIZ**.

On a **positive card**, you see good fortune. The GM will ensure that you achieve the victory you've described at some point during the next Uptime.

On a **neutral card**, you see the possibility for success, but the path is obstructed. The GM will provide an opportunity to achieve the described victory during the next Uptime, but seizing that opportunity will be up to you.

On a negative card, you get a vision of yourself doing something that you don't want to do, as described by the GM. One or all of you must fulfill this vision at some point during the next Uptime, or else tick the Phantom Clock twice at the beginning of the next Debrief.

This Move may only be used once per Downtime.

Damage Tiers

Fresh: Any **significant negative consequence** will advance your Damage Track.

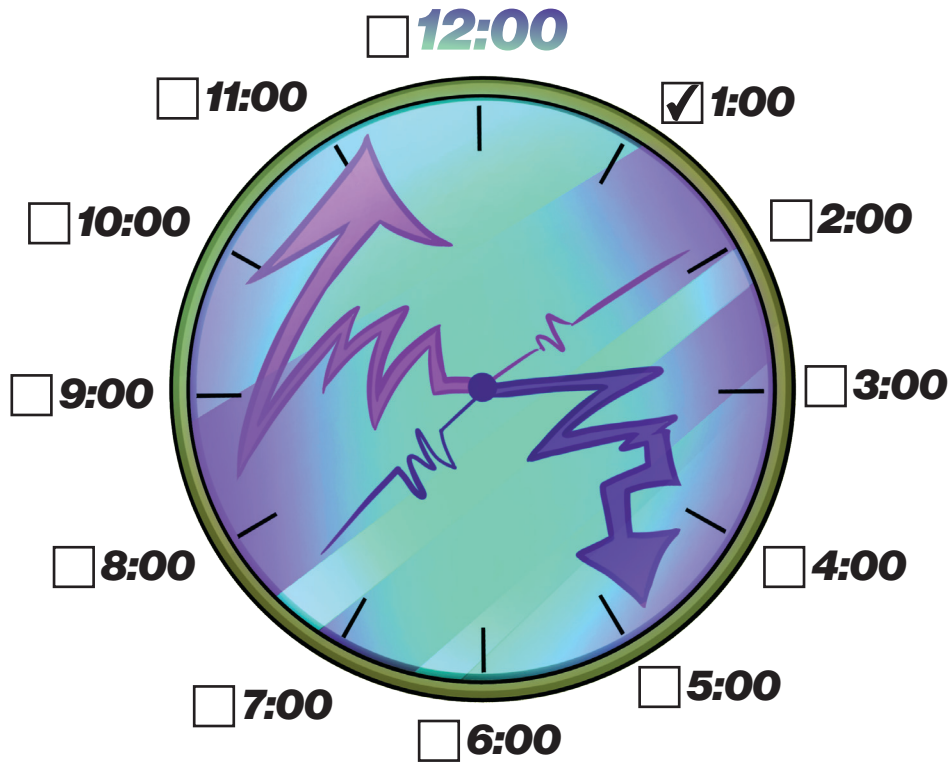
Winded: Any **targeted violence** or **serious source of harm** will advance your Damage Track.

Battered: Any **severe, debilitating harm** will advance your Damage Track.

Desperate: Any **potentially lethal source of harm**, in a situation with sufficiently high dramatic stakes, will advance your Damage Track.

GROUP TRACKERS

PHANTOM CLOCK



GROUP EXP

LEVEL THRESHOLD

Party Size	Level Threshold
1 player	15 XP
2 players	16 XP
3 players	18 XP
4 players	21 XP
5 players	25 XP