

THE CHOSEN

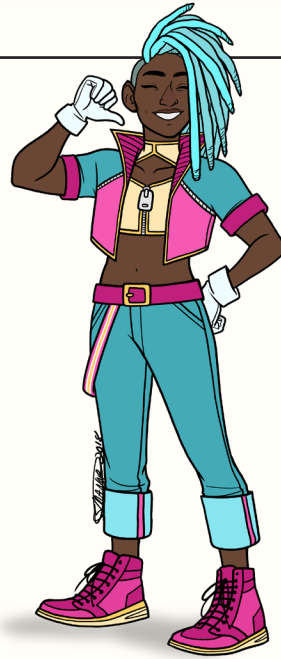
Description

Every story needs a Chosen, and that's why we invited you! These are the main wielders, the fate touched, the ones who seem to always be in the right place at the right time doing pivotal things. These people are heroes through and through.

This book is about about being a protagonist: your Luke's, your Harry's, your Sora's. The mechanics play to that as a way to assist your friends and get in big fancy fights. It's a class that has a lot of mechanical benefits.

Character Questions

What pushes your Chosen to be heroic?
 What scares your Chosen and holds them back?
 What is a memorable part of your Chosen's look?



Name: _____ Pronouns: _____
 (Sora, Luke, Harry)

Harm:

	+1	-1	0	+1	roll plus
make/spend	Light	Dark	Mastery	Heart	STATS
LINKS					

LINK MOVE: Every Memory is a Link

When you successfully gain a Link, Choose One:

- Mark Additional Experience and Lose a Link
- Heal All Harm
- Change a Link's Type

MOVES: At character creation, pick three:

Even if I Don't Remember, the Memories are Still There:
 When you **Spend a Link**, you may spend another and roll with your remaining Links.
On 10+, you lose the Link as normal.
On 7-9, you keep one Link.
On a miss, you keep both Links.

Strike Raid:
 You can **Strike With Intent** using *Light* instead of *Dark*.

I Don't Want to Fight You:
 When you **Strike to Subdue**, you may also choose to **Defend Yourself From Harm**.

You're Never taking their Heart!:
 When an ally takes damage, gain +1 forward to **Strike to Subdue**.

Taps My Head Three Times:
 You're not smart enough to be manipulated. If a character is trying to trick or deceive you, you may ask the GM the character's **true intentions**.

Leaf Bracer:
 If you roll a **7-9** on a check, and the option to take Harm is not already there, you can **Take Harm** and instead get **+10** on the check.

We Can Do This!:
 When with your friends, everyone gains +1 forward to **Push Through Stress**.

Are You For Real? Look Who's Winning!:
 Once per world, **prevent all Harm** that would be done to you.

After 3 Advancements, take this (or an Advancement on pg. 50):

Leave The Front Light On:
 When you forgive someone who has intentionally caused you harm, roll with *Light*.
On 10+, choose two.
On 7-9, choose one.

- Form a *Heart Link* with them.
- They gain a *Heart Link* with you
- They leave to reflect on their actions.
- They give you what they think you want.

On a miss, whoops. Shouldn't have done that.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

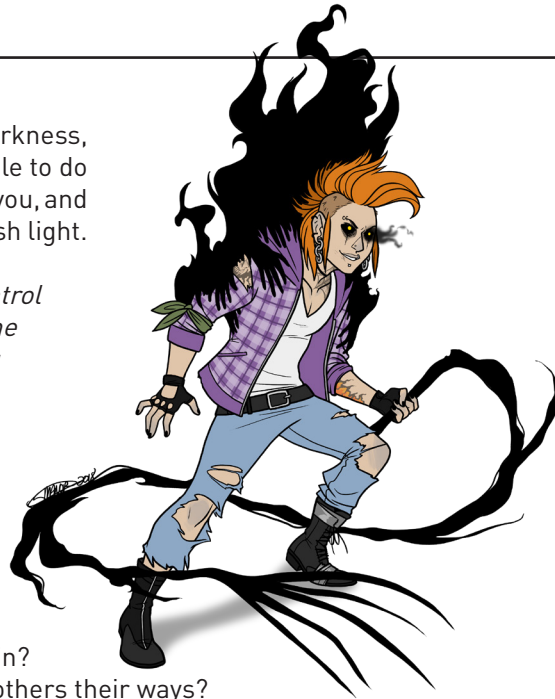
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THE DARK

Description

You have given yourself over to the darkness, and your only goal is to get more people to do that as well: for them to fall in line with you, and become more powerful than that foolish light.

This book is a villain that wants to control others. They mirror the Mystic in some ways, as both are books that want you to teach others. You can use these playbook moves to hide in scenes and twist people's emotions.



Character Questions

Does your Dark know they're the villain?
 What drives your Dark to try to teach others their ways?
 What, visually, shows your Dark is creepy?

Name: _____
 (Xemnas, Xehanort, Sidious)

Pronouns: _____

Harm:

roll plus

STATS

	-1	+2	0	0
make/spend un/lock LINKS	Light	Dark	Mastery	Heart

LINK MOVE: Embrace Darkness

Whenever another character makes a *Dark Link*, **Mark Experience** and take **+1 forward** to making a *Mastery Link* with them.

MOVES: At character creation, pick three:

Why Would I Lie?:

When you give advice to a character, they gain **+1** forward to following it. You gain **+1** to **Make a Link** with them using *Mastery*.

The Dark Makes Me Stronger:

When attacking or performing a feat of strength, you count as a Small Gang and can do more than a normal person.

Dark Portal:

Roll with *Dark*.
On 10+, you may teleport yourself and allies into any scene already in progress or a new location.
On 7-9, you must either **Spend a Link**, **Take Harm**, or enter the scene at a disadvantage.

Hide in Shadows:

You may roll with *Dark* to obscure yourself from identification.
On 10+, Choose three,
On 7-9, Choose one:

- I will keep my face concealed.
- I will be unseen by other forces.
- I will be able to make a quick exit.
- There will not be unintended consequences.

On a miss, you are identified.

Mark of the Recusant:

When someone accuses you of wrongdoing, **Spend two Links** to immediately convince them, unequivocally, of your innocence.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

My Protégé:

When you gain a *Mastery Link* with a character, they get **+1** to **Strike with Intent** when by your side, and **-1** when away. You get the same, but reversed.

Three Stage Fight:

When you fill your last Harm, roll *Dark*.
On 10+, you are revived.
On 7-9, you are revived, and must choose two:

- I remember who I am.
- I owe no favors to anyone.
- I retain my strength and abilities.
- I retain my Links.
- I retain my appearance.

Hate Lingers in Every Heart:

When you manipulate an NPC to make them feel Darkness, roll with *Dark*.
On 10+, **Unlock a Link** they have with someone else.
On 7-9, their darkness turns on you as well.
On a miss, a *Locked Link* reactivates, and they are reminded of the power of their friendships.

I know what Lies in Your Heart:

When you roll to **Convince Somebody**, you can Roll with *Dark* instead.

After 3 Advancements, take this (or an Advancement on pg. 50):

THE DISCARDED

Description

You could have been somebody, you could've been a contender. But instead, you were looked over. You failed the test. You weren't pure enough. Whatever the reasons, you aren't given the same opportunities that The Chosen is.

This book is about combat and being strong. It's the most offensive/combat based book in the game and that was done with intention. If you want to get rough and tumble and have a lot of combat, this is the book for you.



Character Questions

What caused your Discarded to be looked over?

What drives your Discarded forward?

How, visually, is your Discarded a reflection of who they were looked over for?

Name: _____
(Riku, Terra, Trish, Kylo, Lotor)

Pronouns: _____

Harm:

make/spend un/lock LINKS

+1 +2 -1 -1 *roll plus* STATS

Light	Dark	Mastery	Heart

LINK MOVE: It Should Have Been Me

Whenever you **Make a Link** with a character that has a Link of a different type with you, gain +1 Forward on actions against them.

MOVES: At character creation, pick three:

Hold a Grudge:

When someone you care about betrays you, you may immediately acquire or change them to a *Dark Link* without rolling.

The Path to Dawn:

When you make a realization about yourself, roll with *Dark*.

On 10+, recall something about yourself that you had forgotten, or were forced to forget. You may switch 1 of your stats with another.

On a 7-9, you must **Spend a Link** and the memory is emotionally intense.

On a miss, you falter, and the GM moves one of your stats.

You and I Are Alike:

When someone who does not have your best interests at heart tries to take advantage of you, roll with *Light*.

On 10+, you are able to see through their act and can immediately take the upper hand in the situation.

On 7-9, it costs you.

Take Harm, or **Spend a Link**.

Drive Form:

When you **Strike with Intent** or **Strike to Subdue**, you may choose from both moves options instead of only one.

My Darkness is My Weakness:

You can let Darkness overcome you when you need to overcome an obstacle. When rolling *Dark* on a move, you may voluntarily **Take Harm** to take +2 on the roll.

Who Are You Calling Small?:

When your frustration about being overlooked gets the party in trouble, **Mark Experience**. You and the party get +1 forward to getting out of trouble, as long as you admit your fault.

Come On, You Can Do Better Than That!:

If someone who has a *Light Link* with you fails an action or has a moment of doubt, and you egg them on, they get +1 forward and you **Reactivate a Locked Link**.

I Have to Use the Darkness:

Whenever someone you care about completes their Harm Clock, take +1 *Dark*. (Max +3) You don't get this bonus if you are the one Harming your friends.

After 3 Advancements, take this (or an Advancement on pg. 50):

Walker in Twilight:

You may use your *Light* and *Dark* stats interchangeably with each other. *Light* and *Dark Links* also count as the same for **Pushing through Stress**.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1

- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

THE DISPLACED

Description

Sometimes, a world is destroyed off panel. Our heroes weren't there fast enough, or simply didn't know about it. You are an inhabitant of those worlds that escaped, and are now just trying to stay afloat.

This book is about Locked Links that symbolize stronger relationships from back home. It plays with the idea that every time you make a new relationship, you're reminded of the friends you've already made.



Character Questions

Does your Displaced miss their home?
 What did your Displaced first do when they got to this new world?
 What, visually, has your Displaced brought from their home that doesn't fit in with where they are now?

Name: _____ (Leon, Yuffie, Coran) Pronouns: _____

Harm:

make/spend un/lock LINKS

Light	Dark	Mastery	Heart

roll plus STATS

LINK MOVE: I Have My Own Story

When you **Make a Link**, all Locked Links reactivate.

MOVES: At character creation, pick three:

There are Other Worlds than These:
 You are already aware of the connections between worlds. Name an ally from another world, and take a *Locked Mastery Link* with them. When they need your help, you get **+1** to helping them.

Memories of Home:
 When you recall old memories to overcome a challenge, roll plus *Heart*. **On 10+**, you remember something from home that can help you in your current situation. **On 7-9**, you must spend a Link.

Somebody's Watchin' Me:
 An enemy of your world also escaped. Establish who they are and take a *Locked Dark Link* with them. Defeating them leads to an automatic character advancement.

This is Not my Beautiful House:
 Spend a *Heart Link* to roll **+10** to **Defend Someone**.

I Have a Plan:
 Before a mission, roll *Mastery*. **On 10+**, Take three Hold. **On 7-9**, take two Hold.

- Appear Somewhere You're Needed.
- You've Prepared an Item that you needed.

On a miss, your opponent has predicted your moves. Take one Hold.

Don't Phase Me, Bro:
 When talking to someone from another world, take **+1** to **Convince Somebody**.

Never Leave Home Without It:
 You have a special item from your home. Describe it, and take **+1** ongoing for the basic move of your choice, as long as you involve the item.

D-Link:
 When you spend a *Locked Link* to gain advantage on a roll and get **10+**, **Lock a new Link**.

After 3 Advancements, take this (or an Advancement on pg. 50):

It's All Coming Back To Me Now:
 When you have your back against the wall and look back to old memories for help, **Spend 3 Links** or **Take 2 Harm** to summon someone or something from your home to help you.

Advancements: Cross these out as you take them.

- ◻ Increase Light by 1
- ◻ Increase Dark by 1
- ◻ Increase Heart by 1
- ◻ Increase Mastery by 1
- ◻ Pick a move from this playbook
- ◻ Pick a move from this playbook
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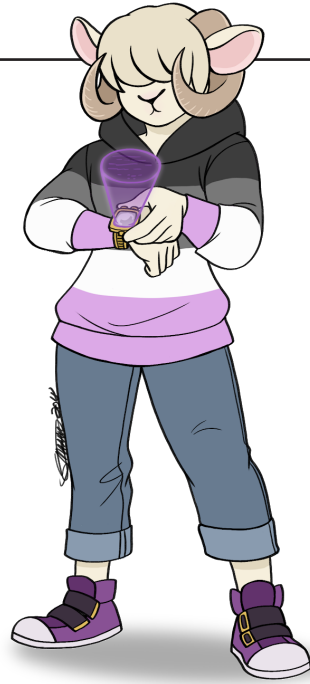
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THE FRIEND

Description

In every story, there are side characters. There are friends and supporting roles that help get people to where they need and allow others to fall back on them in times of trouble.

This book is about healing and buffing the party. Its Link move allows for everyone to have a pool of Heart Links, and it has moves throughout that keep people alive, disguised, or makes them stronger!



Character Questions

What makes your Friend so friendly?
 How has your Friend offered their emotional support in the past?
 What does your Friend have to remind them of their friends when they're apart?

Name: _____ Pronouns: _____
 (Donald, Goofy, Ron, Chewie, Hunk)

Harm:

	Light	Dark	Mastery	Heart
make/spend un/lock LINKS				

LINK MOVE: a Friend of my Friend is my Friend

When you make a Link that one of your friends already has, everyone else in your party is granted that same Link.

MOVES: At character creation, pick three:

I'm Sorry About the Ice Cream:
 When one of your friends Complete Their Harm Clock and they are willing, roll based on *Heart*.
On 10+, they will come back after the danger has passed.
On 7-9, they come back much later, and have forgotten something important.

Once More:
 If you take 2 or more Harm and complete your Harm Clock, instead have 1 Harm left.

Help!:
 When you are in trouble, others get +1 to **Limit Break** and help you.

Well, Gawrsh:
 When you **Deep Dive**, always ask, "What do I know about this, based on my experiences?" as well as your normal questions.

Look Out!:
 When a friend is in danger, get +1 Forward to **Limit Break** with them.

After 3 Advancements, take this (or an Advancement on pg. 50):

The Ol' Switcheroo:
 Once per session, **spend a Link** so you and another character affected by **Costume Change** can switch places instantly, having secretly been there the whole time.

Advancements: Cross these out as you take them.

<input type="checkbox"/> Increase Light by 1	<input type="checkbox"/> Pick a move from this playbook
<input type="checkbox"/> Increase Dark by 1	<input type="checkbox"/> Pick a move from this playbook
<input type="checkbox"/> Increase Heart by 1	<input type="checkbox"/> Pick a move from this playbook
<input type="checkbox"/> Increase Mastery by 1	<input type="checkbox"/> Pick a move from another playbook
<input type="checkbox"/> Exp: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Pick a move from another playbook

It's Gotta Budge!:
 When a friend is in extreme danger, **Spend a Link** and roll with *Heart*.
On 10+, you gain the means to get them out of danger.
On 7-9, you can see what you need to do, but you're both in danger now.
On a Miss, you both take Harm.

Costume Change:
 When in need of a disguise, Roll with *Mastery*.
On 10+, pick 3.
On 7-9, pick 2.

- You are Hidden.
- Your costume is flawless.
- Every party member gets a costume.
- Your costume is removable.

Buffing the Party:
 When the party's back is against the wall, Roll with *Heart*.
On 10+, the party takes 2 +1 forward.
On 7-9, your friends take +1 forward, and you take -1 forward.

THE LIGHT

Description

You're an anchor for the people around you. You are the brightest light, the most powerful energy. You are so much more important than people give you credit for, and everyone who meets you wants to be your friend.

This book is about making Heart Links en masse and being stronger for it. It has a lot of moves that will get you Links and will enable you to spend them in fun ways. If you want a character that learns a lot about themselves and uses the power of heart, then you've come to the right place.

Character Questions

Who does your Light confide in, when they need help?
 What makes your Light happy, even in their darkest hours?
 How does your Light, visually, let people know that they can be trusted and are here to help?



Name: _____ Pronouns: _____
 (Kairi, Keith)

Harm:

	Light	Dark	Mastery	Heart
make/spend				
un/lock				
LINKS				

roll plus
STATS

LINK MOVE: Any Friend of Yours is a Friend of Mine!

When you **Make a Link** with someone with whom one of your friends already has a Link, everyone heals one Harm.

MOVES: At character creation, pick three:

I Know You Will:
 When you take someone at their word, create a *Heart Link* with them. If they break their word, break the link, and have the offending player break another *Light Link*.

With this, we'll never be Apart:
 When you give a friend an object of importance, you two will always share a *Locked Light Link*. If they dispose of or lose the object, the Link becomes unlocked.

Lost, but Not Forgotten:
 When someone **Spends a Link** of any kind with you, gain a *Heart Link* with them.

True Power is Light!:
 When you fight against a Dark force, spend a *Heart Link* to make them stumble or fall at an opportune moment.

There is light in every dark place:
 When trying to **Convince Somebody** when they're angry, you may use *Light* in place of *Heart*.

We need to think before we Act:
 When you wish for guidance, ask: **"What here will keep my friends safe?"** The GM will answer you honestly.

You Can't Fool Me:
 You can always tell when someone is lying to you.

Mercy:
 When you decide to spare someone you have reason to destroy, make a *Heart Link* with them.

After 3 Advancements, take this (or an Advancement on pg. 50):

Nothing Hurts Like The Cold:
 You may spend *Heart Links* to **Cause Harm** to someone. For every 2 Harm you do, you take 1 Harm.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

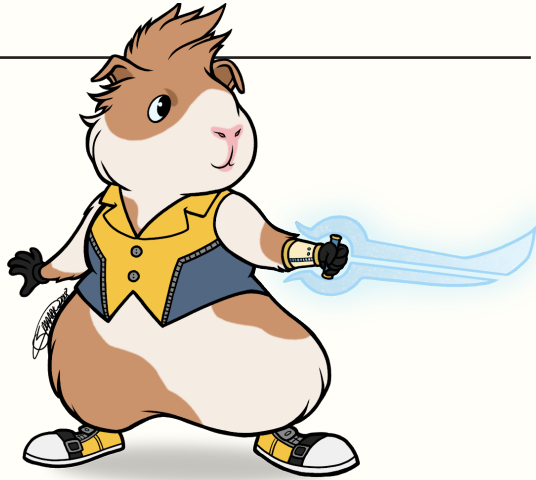
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THE MYSTIC

Description

You're powerful in magic, but what gives you your true strength is your connection to your friends. And that's a strength you're willing to sacrifice to save them.

This book is all about Breaking Links and Unlocking Links in order to help other people. It helps you lock Links for yourself and others, and then you can freely break or unlock those Links to keep your friends safe.



Character Questions

Where did your Mystic train their abilities?

When did your Mystic first put others' needs before their own?

How does your Mystic, visually, give off an impression of knowledge to others?

Name: _____
(Mickey, Aqua, Eraqus, Luke, Allura)

Pronouns: _____

Harm:



roll plus
STATS

make/spend
un/lock
LINKS

Light	Dark	Mastery	Heart

LINK MOVE: It's Always You

Whenever you **Make a Link** with someone, Lock A Different Link.

MOVES: At character creation, pick three:

For Your Own Good:

When you push someone away for their own safety, **Unlock a Link** with them and choose one for them:

- They heal all Harm
- Their Locked Links are reactivated
- They get an automatic 10+ on their next roll
- They are removed from danger.

From the Aether:

When confronted with a daunting obstacle, Roll with *Mastery*.

On a 10+, you are able to get an item that you need.

On a 7-9, you get something serviceable.

On a miss, you invite danger.

My Friends are My Power!:

When you **Spend a Link**, you can give the bonus to someone else.

Mystic Secrets:

When you know something that would help the situation, but refuse to tell anyone, **Mark Experience**.

Magical Teacher:

Establish a Locked *Mastery Link* with another character. That character is considered your Apprentice.

If they're a player, you get **+1** forward to help each other in **Use Magic** checks.

If they're an NPC, they're someone you can call on for aid when you're in need.

What Are You Doing Here?:

When you share links with another character, you can communicate and help each other, no matter where they go.

I Made a Promise:

Whenever you make a Locked *Mastery Link*, make a promise to that character.

Mark Experience, and if you break that Promise, lose the Link.

Tight Portal:

Spend Links freely. Anyone you have **Spent a Link** with is at the scene, if they are willing.

After 3 Advancements, take this (or an Advancement on pg. 50):

The Prestige:

You gain an extra selectable effect on all rolls where you select from a list.

The effect is bombastic and powerful. This will increase effect, add harm, increase healing, make the move more effective, etc.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

THE OTHER

Description

You aren't the first one. You aren't the one everyone thinks about. You have a Counterpart who people insist is the real one and you know that's not true--you are you.

This book is all about how you relate to your Counterpart, and what makes you stronger than them. It requires you to use the features of the book to make an NPC (or choose another PC) and base yourself off of that. Most moves have to do with the Counterpart in some way. If you take this book, it shows the GM that you want to see the Counterpart in the story.



Character Questions

Does your Other know that they aren't the only one?
How and Why does your Other resent their Counterpart?
What does your Other do to distinguish themselves, visually, from their Counterpart?

Name: _____ Pronouns: _____
(Roxas, Roy, Shiro, Zack, Cloud)

Harm:

roll plus
STATS

make/spend un/lock	Light	Dark	Mastery	Heart
LINKS				

LINK MOVE: *I'm Me, and Nobody Else*

When your Counterpart makes a Link, forget a Link and gain theirs.
Mark Experience. When you make a Link on your own, your Counterpart gains that link as a Heart Link, but their move does not go off.

MOVES: At character creation, take *I'm Your Other*, and 2 other moves:

I'm Your Other:

Pick a PC or NPC you have a link with. They are your Counterpart. At the start of a mission, roll *Heart*.
On 10+, Hold 3.
On 7-9, Hold 2.
On a miss, there is information you don't want to hear about your counterpart.

You may spend Holds at any point during the mission for +1 to a roll.

Disposable:

When you Complete your Harm Clock, pass any Marked Experience to your Counterpart.

What Are These Memories?:

When you **Push Through Stress**, you may roll with your Counterpart's Links.

Are You For Real?

Look Who's Winning!:
Once per session, prevent all Harm that would be done.

After 3 Advancements, take this (or an Advancement on pg. 50):

At Dusk, I Think Of You:

When you reflect on your Counterpart with acceptance, Roll with *Heart* and spend a Link with them.
On 10+, choose 2.
On 7-9, choose one.

- You add their Links to yours.
- They add your Links to them.
- You may switch one of your stats with one of theirs.
- Unlock your Links with each other and gain Experience.

On a miss, one of you stumbles over yourselves. Take *Dark Links* with each other.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

They Think I Don't Exist:

When interacting with another character, you may **Spend a Link**. Your opponents underestimate you. Gain +1 ongoing on rolls against them, until you make it clear you are a threat.

Re:Coded:

When your Counterpart **Strikes With Intent**, you get +1 forward to **Strike With Intent**.

I Want My Life Back:

When you try to separate yourself from your Counterpart, take -1 forward to **Making Links**, and +1 to all **Strike** rolls against things keeping you connected.

Command Deck:

When you face an obstacle that you cannot overcome, take Harm and **Lose a Link** to gain abilities to Overcome the Obstacle. You lose the new abilities once the Danger is Gone.

THE AMALGAM

by Travis "Wheels" Wheeler from *Got it Memorized?*

Description

Some say their friendships are inseparable. Let's just say you can relate. You are a composite being made up of two or more **Constituent Hearts**. Whether by friendship, romance, apprenticeship, rivalry, or any other kind of connection, the strength of your relationship allows you to form one person: The Amalgam.

This book is about building advantages for yourself based on the mission at hand, and making special connections with NPCs.

Character Questions

- How did your Amalgam form initially?
- What is the core relationship detail that keeps your Amalgam together?
- What about your look makes it clear that you are multiple people?

Multi-class Errata:

If you are playing another playbook and take a move from The Amalgam playbook upon advancement, do one of the following:

- Pick a willing NPC with whom you have a *Locked Link* to amalgamate with you as a **Constituent Heart**. Explain how your appearance, personality, and/or outlook changes with the new addition.
- Reveal that you've been an Amalgam THE WHOLE TIME! Introduce the rest of the players to the two or more **Constituent Hearts** that form your character.

Name: _____ **Pronouns:** _____
 (Piccolo, Garnet, The Underking, Captain Planet,
 The Delightful Children from Down the Lane,
 Dark Claw, Ventus-Vanitas, Terranort)

Harm:

Roll plus **STATS**

make/spend	+1	0	+1	-1
un/lock				
LINKS	Light	Dark	Mastery	Heart

LINK MOVE: In Harmony

Your very existence is a connection between people. When you start a mission, pick a Link type to represent the current state of that connection. Take +1 forward for this mission whenever you gain a Link of this type. This benefit **does not stack**.

Advancements: Cross these out as you take them.

- | | |
|--|--|
| <input type="checkbox"/> Increase Light by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Dark by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Heart by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Mastery by 1 | <input type="checkbox"/> Pick a move from another playbook |
| | <input type="checkbox"/> Pick a move from another playbook |

Exp:

MOVES:

At character creation, take **Fusion Dance**, and 2 other moves:

Fusion Dance:

When you start a mission, roll with your chosen **In Harmony** stat.
On 10+, you are in perfect sync. For this mission, you may choose which Link type to use whenever **Pushing Through Stress**.
On 7-9, one of your **Constituent Hearts** is distracted. Explain why this mission reminds them of something they fear.
On a miss, you can't keep things together. Select one **Constituent Heart** to play as, and take -1 on all rolls for this mission. You reform after the mission is complete.

Live Together, Die Alone:

When you roll with advantage, add +1 to the result. Also, when you fill your Harm Clock, you may instead choose: **"One of your Constituent Hearts is dead."** You may only choose this option **once**.

Equal and Opposite:

Every rival in your Amalgam's collective history combine as the **Bane of Your Existence**. Take a *Locked Dark Link* with them. When you spend that Link to reroll, take +1 if your history with the **Bane of Your Existence** has taught you about situations like this.

Stronger Than You:

Multitasking is easier when you're more than one person. When you roll **7+** on **Defend from Harm**, you may also choose one option from the **Strike to Subdue** list.

After 3 Advancements, take this (or an Advancement on pg. 50):

Two Become One:

When you invite an NPC with whom you have a locked link to join you as a **Constituent Heart**, roll with *Heart*.
On a 10+, they join you as a Constituent Heart. You may swap two of your stats.
On a 7-9, they respectfully decline. If your link with them is spent, reactivate it.
On a 6-, the NPC is upset by your offer. Unlock your link with them.

Many Hands Make Light Work:

Once per mission, you may separate one **Constituent Heart** from your Amalgam to perform reconnaissance: roll with *Light*.
On 10+, take 3 Hold.
On 7-9, take 1 Hold.
On a miss, the separated Constituent Heart is lost or captured. They won't return from this mission with you unless you rescue them.
 Spend a Hold at any time to ask the GM any yes or no question about the scene.

Drift Compatible:

When you roll **12+** to **Make a Link** with a willing NPC with whom you've never had a link, they may join your Amalgam as a new **Constituent Heart**. Explain how your appearance, personality, name, and/or outlook changes with the new addition. You may swap two of your stats.

Third Wheel:

When you spend time alone with a person you have a link with, roll with *Light*.
On 10+, explain how you bond. Change your links with each other to *Locked Links* of whatever types you each prefer.
On 7-9, the other character may ask a personal question of a **Constituent Heart**.

Areas of Our Expertise:

When you call upon the combined insight of your Amalgam during a **Deep Dive**, you may roll with *Mastery* instead.

Content Warning: Gaslighting and abuse.
Make sure everyone is okay with those topics before you use this playbook.

Description

Have you ever wanted to mess with everyone else's memories? Make them believe things that aren't true? Change who they care about? Have you ever been afraid of what you could do if you did? What you would become? Would any of your own memories be real?

This playbook is all about messing with other people's links and their memories. If you want to explore the consequences of memory and connections, you should choose this playbook. This playbook's moves often trigger when other people do stuff, so pay attention to what your friends say. If you want to change people's memories for intentionally malicious ends, the Dark is probably a better playbook for you, taking the Linksmith move on advancement.

Character Questions

- What are you most afraid to be driven to use your powers for?
- Whose memories would you never touch, not even if someone forced you to?
- What is it about your look that lets others know that you are apart from them?

Name: _____ Pronouns: _____
(Namine, the Giver, Dominick Cobb, Willow Rosenberg) Harm:

make/spend un/lock LINKS

Light	Dark	Mastery	Heart

STATS

LINK MOVE: You May Not Know it's Me

When you **Make a Link** with someone, activate your **Linksmith** move with them as if you had one of the activating criteria. The Link you change must be one they have with you.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

MOVES: At character creation, take **Linksmith**, and 2 other moves:

Linksmith:

When you mess with someone's memories and change their relationships, for each of the following that you have:

- physical contact with them.
- an object connected to them.
- time.

...choose one:

- lock/unlock a Link.
- change who is Linked.
- change a Link type.
- break a Link.

They **Mark Experience** for each Link changed in this way.

It Was All a Lie:

When you convince somebody to act on false memories:

- for NPCs, your words count as clear insurance or evidence.
- for PCs, choose which Link they'll lose if they refuse.

On a miss, the GM cannot reveal your falsified memories.

Your Heart's voice will Reach it:

When someone tries to re-**Make a Link** they've lost or spent, they take +1 to re-establishing it. If they succeed, you **Mark Experience**. If they don't or if it's changed, they **Mark Experience**.

Visions:

When someone who has a *Locked Link* with you uses **Deep Dive**, you may answer their questions instead of the GM.

After 3 Advancements, take this (or an Advancement on pg. 50):

It's My Turn to Help:

When you stop messing with someone's memories and let them see the real you, if they allow it, make a *Locked Light Link* with them. Roll with *Heart* instead of *Light* when using **Limit Break** to help them. You can only have one of these Links at a time.

I Said Stop:

When you break the last of someone's Links, roll with *Dark*. On a hit, they fall into a deep slumber.

On 10+, choose 2.

On 7-9, choose 1.

- they lose all of their memories.
- they do not awaken until you allow it.
- they're forgotten by all who once knew them.

On a miss, when they wake up, they realize that you tampered with their memories. Be prepared for the worst.

Apparition:

To make something from someone's memories, tell the GM what you want to make. They require 1-2 of the following:

- it'll take time.
- it needs an item from another world.
- you can't do it without ___'s help.
- spend one of your Links.
- the best you can do is a shoddy version, imperfect or unreliable.

Once you've done everything required, the GM will stat it up for you.

All of This, Because of Me:

When your actions cause another person Harm, describe what you'll do to make it up to them; take +1 forward to doing it.

But They Still Feel Right:

When someone rolls a **10+** (with any of their stats), they reactivate all of their *Locked Links* with you.

Description

You know you've always been the top of the class, and everyone else knows it too. You're used to the praise and you've got the skill- or rather, the raw talent to prove it. Whether you have to flex your intellect with a scheme or show off how effortless a task is, you're quick to take high risk, high reward tactics to get what you need.

Character Questions

How does your character excel, and how have they shown it historically?
 How does attention motivate your character to succeed?
 How important is it for your character to look really cool?

Name: _____ Pronouns: _____
 (Sasuke, Itachi, Neji, Shikamaru, Todoroki, Tobio Kageyama, Toru Oikawa, LeLouch, Jotaro Kujo, Seto Kaiba, Edward Elric, Robin)
 Harm:

make/spend un/lock LINKS

Light	Dark	Mastery	Heart

roll plus STATS

LINK MOVE: I Want to be Stronger for Someone Else

When you **Make a Link** and are surprised with your connection with someone else, you get +1 forward to **Deep Dive** or **Defend Them**.

MOVES: At character creation, take 3 moves:

Eyes of Heaven:
 When somebody is attacked by someone you have a Link with, spend that link and roll with *Mastery*.
On 10+, you copy their attack, cancel it out, and gain the upper hand.
On 7-9, you must either both take Harm or neither of you take Harm.
On a miss, you take the Harm and are wide open to worse consequences.

Blue Eyes, Full Hearts, Can't Lose:
 You have a signature technique that can be used just for this situation. Choose a **Basic Move** for this to represent. When you use your Signature Technique, spend a *Locked Link* to immediately act as if you rolled +10.

He Who Strikes First, Wins:
 When you take the time to analyze a combat situation before it starts, you may ask the GM, "What will happen if I ____?" once.

One Thousand Birds:
 When your spite and rage is palpable, Spend a *Dark link* to immediately add & choose **Deal Great Harm** for one of your **Use Magic** options.

After 3 Advancements, take this (or an Advancement on pg. 50):

What I Have is Not a Dream, Because I will Make it a Reality:
 You have ascended to the power you deserve. Spend a Link to make your Mastery stat equal to the amount of Harm you have. This lasts for the rest of the session.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

Dual Identity:
 You have someone or something special linked to you who can help you surpass your limits. When you let them take over in order to pass an obstacle, spend a Link and roll with *Heart*.
On 10+, they succeed in a flashy way.
On 7-9, their action suffices, but their power is too much.
On a miss, you can't focus and are knocked prone.

If There's No Door, Then I'll Make One!:
 When the way forward is unclear, roll with *Mastery* to open a new path forward.
On 10+, the opening is directly advantageous to your goal.
On 7-9, it'll get you there with time.
On a miss, you still make a path, but also cause something terrible to happen.

Next Generation:
 When you fill your Harm Clock, you can make one final act to pass down a move from yourself to another.

I Will Judge You Myself!:
 When using **Strike with Intent** against someone that stands against your ideals, roll with *Light* and take +1 Forward on your next move if the strike is a success.

Description

You refuse to let anyone or anything stand between you and your goals - to a fault. Rush in first and ask questions later!

Character Questions

What is the goal that keeps your character running full speed ahead?
 Who are the people in your character's life that they would protect and how does that motivate them?
 How important is it for your character to look really cool?

Name: _____ Pronouns: _____
 (Naruto, Lee, Deku, Hinata Shoyo, Luffy, Magnus Burnside, Goku) Harm:

make/spend un/lock	Light	Dark	Mastery	Heart	STATS
LINKS					

LINK MOVE: To Be the Hero is All I'll Ask

You're driven to be the hero of your story! When you **Make a Link** with someone, they know you're a hero. You gain +1 forward to **Convince** them or **Limit Break** with them.

Advancements: Cross these out as you take them.

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Exp:

MOVES:

At character creation, take 3 moves:

Dance, Water, Dance!:
 You focus your energy inwards and create clones of yourself.
 Roll with *Mastery*.
On 10+, you create 5 clones that can move individually.
On 7-9, you create 3 clones that move as a unit.
On a miss, you summon an embarrassing excuse for a clone that draws unwanted attention.

You're Too Slow!:
 When you are attacked by someone who looks down on you, you may **Spend a Link** to dodge and immediately appear in an advantageous position.

I Sprouted from the Concrete:
 When a rival gets a leg up on you, **Spend your Link** with them, and get an immediate **10+** on your next roll to counter them.

He Has the Most Dangerous Power, to Turn Those Around Him to Allies:
 On a successful **Convince Somebody** roll, the convinced person gains a *Light Link* with you, and you will gain a *Locked Mastery Link*. If you already have a link with this person, replace it with this locked *Mastery Link*.

After 3 Advancements, take this (or an Advancement on pg. 50):

This is to Go Even Further Beyond!:
 You have unlocked your potential. Spend a Link to make your Heart stat equal to the amount of Harm you have. This lasts for the rest of the session.

Art of Summoning:
 Choose a society of animals and form any *Locked Link* with them. When you need a helping hand, roll with the corresponding stat.
On 10+, you summon a powerful adult.
On 7-9, gets you a serviceable but scrappy youth.
On a miss, you get a baby you'll have to protect.
 Failing to protect them negatively affects your relationship with the society.

Gear Second:
 Spend a *Heart Link* to gain absurd speed and agility: roll for two separate **Basic Moves** in immediate succession. If either move fails, you **Take Harm** and are left wide open, needing to regain your strength.

Let's Go Back Together!:
 When things are at their worst, roll to **Limit Break**. Instead of a forward, you may choose to roll with Advantage. If you roll **+12**, everyone in the party gets the bonus.

Next Generation:
 When you fill your Harm Clock, you can make one final act to pass down a move from yourself to another.

THE MEMORY

Description

Memory is fickle for most people, but for you it's the most important thing. If people forget you, you'll fade away. You only have as much strength as peoples belief in you, so you're on the lookout for the next connection.

This book has the potential to have you die out very quickly if you don't talk with your GM and other players first. You are a small spark that has the potential to grow into a large flame, you just need to be protected while you're weak, cause the lightest wind could blow you out. Cultivate Saplings.

Character Questions

Why is your Memory being forgotten?
 Who has forgotten your Memory that they were once important to?
 Who does your Memory wish they could forget?

Name: _____ Pronouns: _____
 (Xion, Tinkerbell, Freddy, Coco, Tidus)
 Harm:

make/spend un/lock LINKS

roll plus STATS

	Light	Dark	Mastery	Heart

LINK MOVE: Hey, Can You Introduce Me?

When a friend talks about you and how much you mean to them with someone, they take +1 forward to **Make a Link** with that person and you get the same link that they make.

MOVES: At character creation, take I'm Only Here if You Remember, and 2 moves:

I'm only here if You Remember:
 Your stats are equal to your Links minus one. A stat cannot go higher than 3. Whenever you roll a 1 on a die, you lose a Link. You do not lose two links for rolling two ones at once.
 If you lose all your Links, you die.

Never Forget:
 At the beginning of a session, roll with your Highest Links.
On 10+, Hold 2,
On 7-9, Hold 1.
 Spend Hold to ignore losing a Link.

Make a Big Impression:
 When you **Interfere** or **Limit Break** with someone, on a **10+** you may also form a Link with them: either *Dark* for **Interfere**, or *Light* for **Limit Break**.

I'll Always be There to Get My Friends Back:
 Whenever you would lose a Link from rolling a 1, an ally may lose a link instead.

After 3 Advancements, take this (or an Advancement on pg. 50):

Please, Please Remember:
 When making a Link, you and your party may treat 7-9's as 10+.

Advancements: Cross these out as you take them. **Exp:**

- Increase Light by 1
- Increase Dark by 1
- Increase Heart by 1
- Increase Mastery by 1
- Pick an Advanced Move
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

Ultimate Form:
 When you need to draw on your power to save your friends, spend Links Freely. You may choose from the list for each Link.

- You deal Great Harm
- You Heal someones Harm completely
- You remove a friend from Danger
- You draw all attention onto yourself
- You may transfer your Marked Experience to a friend

Inside Memories, I can Live Forever:
 When you would **Take Harm**, you may **Spend a Link** instead. Unlock a Link to heal one Harm.

Heated Moment:
 Whenever you **Push Through Stress**, you may **Spend a Link** to succeed as if you rolled a **10+**.

I'm Glad I Got to Meet You:
 You are drawn to people who have connections with you. You can locate anyone you have a Link with a sense of direction, distance, and time.

ADVANCED MOVES

After you get three Advancements, you can pick either your playbook's Advanced Move or you can pick from this list of general Advanced Moves. These function the same as any other move, but have a little extra spice:

Tank a Shot:
You have an Extra Harm on your clock, giving you a Harm Clock of 5. When you have 1 Harm remaining, you gain **+2** Forward to your next roll.

Rewrite Your Link Move:
You may rewrite your Link Move. This option can be taken as many times as you like. Work with the GM to make something good!

Prophecize:
Your character may only use this once. You may state something about the world that is unequivocally true. This could be something like, "The enemy will show up here at this time" or, "The barriers between worlds are no longer passable." You get one sentence with one main idea, and you can only do it once. Spend a Link.
*[Further errata: **This move can only be taken once, by anybody.** That means if your friend took this move, then it's gone. It's a one hitter quitter so use it wisely... Or don't, wish for a fish. I'm not going to stop you.]*

Lingering Will:
When you complete your Harm Clock, you become untethered to the world of life, and you begin to fade. Choose one:
You may choose to survive for as long as others have Links with you. Everytime you roll or take Harm, somebody loses a Link with you. When everyone has forgotten you, you no longer exist.
You may choose to survive for long as you have Links with others. Everytime you roll or take Harm, you lose a Link. When you have forgotten everyone, you no longer exist.

Home Base:
You have a home base on a world. Describe it. You can always travel back there to regroup and find new paths to other worlds. While there, you can share stories of your friends you've met along the way. You may share your Links with your party. They get Heart Links of whatever you share.

Gain Strength:
Once per session, you can choose to Spend a Link to automatically roll **+10**.

When you can no longer pick another advancement, you must pick one of these two:

Retire This Character:
After a long enough time in the field, everyone gets exhausted. Sometimes plots wrap up nicely, sometimes you get cast into darkness saving your friends; either way, this character is not able to continue their story. Maybe they'll come back later?

Change Playbooks:
Change playbooks! You keep all your moves earned through advancements, but otherwise start fresh.

THE HUNTED

Description

Your Adversary will not stop until you are dead. And those friends you made? They're a yellow brick road straight to your door. The more impact you have, the closer your Adversary draws.

This playbook is about finding a healthy balance between creating boundaries and accepting help when you need it. The moves in this playbook aim to give you the tools to explore this.

Character Questions

Who or what have you already lost to your Adversary?
 What world did you originally come from?
 How long have you been running?

Name: _____ Pronouns: _____
 (Lup, Schala, Ben Kenobi, Blake Belladonna, Guy Fieri) Harm:

make/spend un/lock LINKS

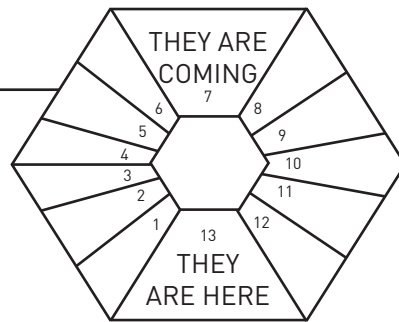
				roll plus STATS
Light	Dark	Mastery	Heart	

LINK MOVE: We Are Not Friends

When you establish boundaries in a personal relationship, lose one **Link** and gain one **Distance**. You may spend Distance to receive one of the following benefits:

- Gain Advantage on a roll
- Heal or deal 1 Harm to anyone
- Give another party member +1 forward

Your Adversary draws nearer every chance it gets, creeping along the links that tie worlds together. When you mark the Adversary Track for the seventh time, the harbinger of your Adversary appears. When you mark it for the 13th time, your Adversary comes for you.



Clear a mark whenever you:

- Spend or lose an unlocked Link
- Close yourself off from a friend
- Enter a new world for the first time
- Abandon someone depending on you

Fill a mark whenever you:

- Remain in a world for a full week
- Spend or refresh a Locked Link
- Gain a Link of any kind

MOVES: At character creation, take **Hunted**, and 2 moves:

Hunted:

You have a *Locked Dark Link* with your **Adversary**. Answer the following:

- What do you call it?
- What (or who) foretells its arrival?
- What marks you as its prey?
- What lets you hide from its sight?

Worlds Apart:

When you cast your mind outward to sense other worlds, roll with *Heart*.

On a hit, ask one question.

On 10+, take +1 forward to **Make a Link**.

- Is _____ in this world?
- What world did _____ last enter?
- What's the closest world to this one?

On a miss, you receive a vision of your Adversary.

Coming Clean:

When you open up about your Adversary, mark the Adversary Track once to form a *Link* of your choice with everyone present.

Don't Expect any more Favors:

When you roll 10+ to **Make a Link**, you may reject the Link and gain one Distance.

After 3 Advancements, take this (or an Advancement on pg. 50):

Our Hearts Intertwined:

When you stand against your Adversary with friends at your side, roll with *Light*.

On 10+, choose three.

On 7-9, choose one.

- Deal Harm equal to your number of Links of any kind.
- Protect your friends from harm.
- Take +1 ongoing against your Adversary.

Note: If you take this move, you may not take *Destiny is Destiny*.

Advancements: Cross these out as you take them.

- | | |
|--|--|
| <input type="checkbox"/> Increase Light by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Dark by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Heart by 1 | <input type="checkbox"/> Pick a move from this playbook |
| <input type="checkbox"/> Increase Mastery by 1 | <input type="checkbox"/> Pick a move from another playbook |
| | <input type="checkbox"/> Pick a move from another playbook |

Exp:

Destiny is Destiny:

When you accept your fate and face your Adversary alone, you may lose all of your Links to grasp for power in desperation. When you do, roll with *Dark*.

On 10+, you aren't forgotten.

On 7-9, pick one.

On a miss, die.

You destroy your Adversary and yourself. You call upon the Darkness for aid, and it heeds you...for a price; destroy your Adversary if you immediately change to a playbook of the GM's choice.

Note: If you take this move, you may not take *Our Hearts Intertwined*.

Leave Me Alone:

When someone forms a **Link** with you, take +1 forward against them.

Conference Call:

You may talk to your Adversary at any time, across worlds. When you do, take +1 forward to **Deep Dive**.

Just Passing Through:

When you turn down someone's offer of hospitality, mark experience.